

Oracle Banking Digital Experience

Brand Setup Guide

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Brand Setup Guide

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Table of Contents

1. Preface.....	4
1.1 Intended Audience	4
1.2 Documentation Accessibility	4
1.3 Access to Oracle Support	4
1.4 Structure.....	4
1.5 Related Information Sources.....	4
2. Branding.....	5
3. Implementation	6
4. Handling Assets	7

1. Preface

1.1 Intended Audience

This document is intended for the following audience:

- Customers
- Partners

1.2 Documentation Accessibility

For information about Oracle's commitment to accessibility, visit the Oracle Accessibility Program website at <http://www.oracle.com/pls/topic/lookup?ctx=acc&id=docacc>.

1.3 Access to Oracle Support

Oracle customers have access to electronic support through My Oracle Support. For information, visit

<http://www.oracle.com/pls/topic/lookup?ctx=acc&id=info> or visit

<http://www.oracle.com/pls/topic/lookup?ctx=acc&id=trs> if you are hearing impaired.

1.4 Structure

This manual is organized into the following categories:

Preface gives information on the intended audience. It also describes the overall structure of the User Manual.

Introduction provides brief information on the overall functionality covered in the User Manual.

The subsequent chapters provide information on transactions covered in the User Manual.

Each transaction is explained in the following manner:

- Introduction to the transaction
- Screenshots of the transaction
- The images of screens used in this user manual are for illustrative purpose only, to provide improved understanding of the functionality; actual screens that appear in the application may vary based on selected browser, theme, and mobile devices.
- Procedure containing steps to complete the transaction- The mandatory and conditional fields of the transaction are explained in the procedure.

If a transaction contains multiple procedures, each procedure is explained. If some functionality is present in many transactions, this functionality is explained separately.

1.5 Related Information Sources

For more information on Oracle Banking Digital Experience Release 18.2.0.0.0, refer to the following documents:

- Oracle Banking Digital Experience Licensing Guide
- Oracle Banking Digital Experience Installation Manuals

2. Branding

Branding describes the process of applying a product or company brand to the user interface. One can regard it as "theming with the goal to represent a certain product/company on the user interface". So the typical changes are the same as *theming*, with the only difference that certain visual styles and entities are directly derived from a product or company brand.

[Home](#)

3. Implementation

Branding in OBDX is implemented in terms of changing CSS and changing the image resources.

We are using CSS custom properties to implement the different styles and image resources are taken as zip file for brand artifacts.

4. Handling Assets

Assets upload is for uploading image assets for branding purposes. For adding a new image asset to override the default image asset available, following steps need to be followed.

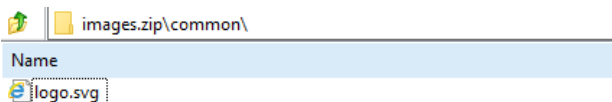
1. Whitelist the image assets as specified in **framework/js/constants/brand-assets.js**. Keep in mind that only the images whitelisted in above file can be overridden via branding.
2. Place the changed files which you wish to update in the same directory structure as images folder. Create a zip file at the root.

For example, if you wish to override the bank logo, the corresponding image file is **images/common/logo.svg**

Related section in **framework/js/constants/brand-assets.js** will look like

```
images : ['common/logo.svg']
```

And folder structure of the zip file would be, assuming zip is named *images.zip* (zip name is not an issue).



[Home](#)