

# Leviathan Installation

## Necessary Files

Files required for the template to function:

- **Template (Standalone)** *leviathan-template.zip* - Standalone template file.
- **Template (Bundle)** *leviathan-bundle.zip* - Template plus Gantry Component. there is no need to install RokNavMenu separately anymore as it's already included in the bundle.

**Note:** The **Bundle** Template is only necessary if the Gantry Library is **NOT** installed at: `/components/com_gantry`.

## Additional Files

Ancillary files for the template:

- **Source PNG(s)** *leviathan-sources.zip* - Adobe® Fireworks PNG source file(s) and any applicable fonts.
- **RocketLauncher** *leviathan-rocketlauncher\_j25(\_j30).zip* - Demo replica installer.

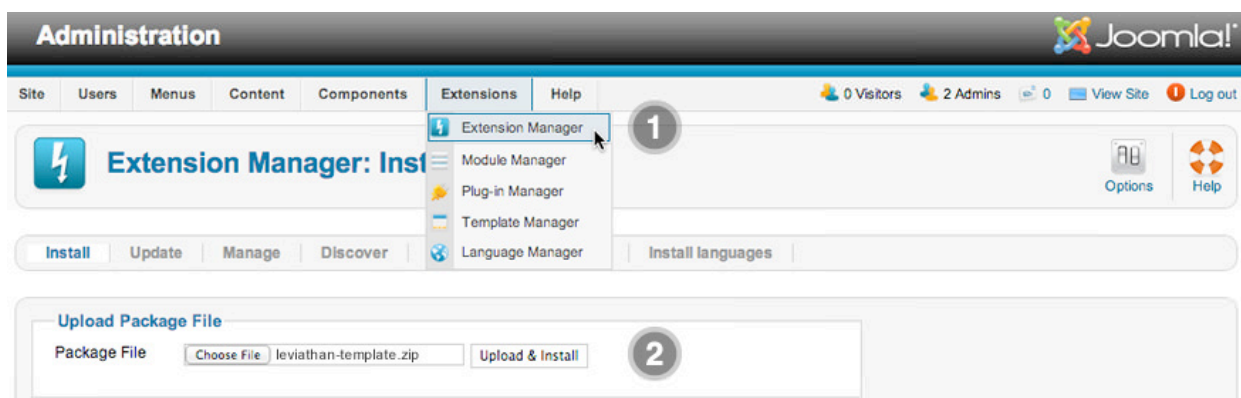
The latest extensions can be downloaded from the Extensions Download here:

<http://www.rockettheme.com/extensions-joomla>

## Installation Instructions

### Step 1 - Installation

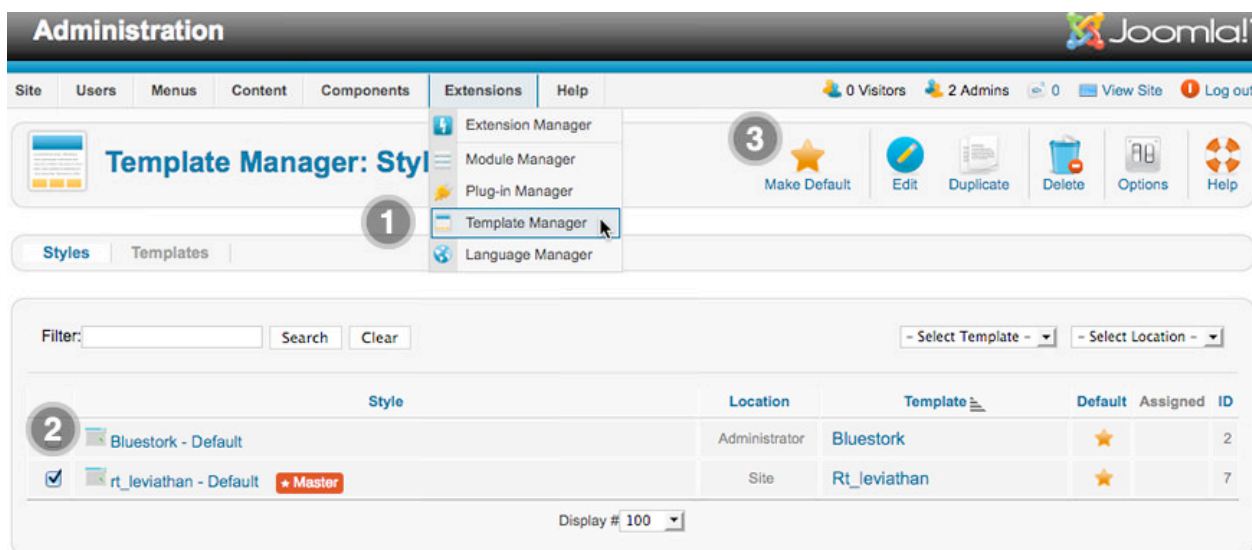
1. Install from **Admin** → **Extensions** → **Extensions Manager**
2. Browse for **leviathan-template.zip** and click **Upload & Install**



### Step 2 - Template Default

1. Make the template default at **Admin** → **Extensions** → **Template Manager**
2. Select **rt\_leviathan**
3. Press **Make Default**

# RocketLauncher Instructions



We always recommend installing a **RocketLauncher** first to trial and understand the template more effectively. It must be installed as **new**, and **not** over an existing Joomla install.

## Step 1 - Upload

- **Download** the RocketLauncher
- **Unzip** the file
- **Upload** the created folder to your server

**Note:** You can upload all the files via FTP, or use cPanel or SSH to upload the zip and unzip directly onto the server. Enquire with your hosting provider.

## Step 2 - Installation

- Go to [www.yoursite.com/\\*folder name\\*](http://www.yoursite.com/*folder name*)
- Follow the Installation instructions
- The sample data will be installed automatically on RocketLauncher package
- Remove the installation folder in the Installation interface