
 donor.com community conference

WebGUI & Webware Users  
Community Workshop


Presenter: Corey White  
Web Development & Marketing Consultant, donor.com

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 Intro: workshop overview: WebGUI


- I. A Content Management Solution Mindset**
  - What is a CMS
  - The benefits of CMS
  - Why WebGUI?
  - A Quick run-down of the UI
- II. Building your WebGUI Site**
  - **Setting up your site**
    - A. Assets Manager
    - B. Admin Console (Settings, Users & Groups, Version Tags, Workflows, Spectre)
  - **HTML::Template and WG Macros**
  - **Building your site template hierarchy**
    - A. Page Style Templates
    - B. Page Layout Templates
    - C. Content Templates (articles, snippets, CS)

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 **Intro: A content management mindset**

## A Content Management Mindset


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 **Intro: Defining a CMS**

### **What is a Content Management System?**

A web content management system is a software system used to manage and control a large, dynamic collection of web material (HTML documents and their associated images). A CMS facilitates document control, auditing, editing, and time line management. A Web CMS provides the following key features:

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## Intro: Enjoying CMS Benefits

1. **multiple tiered management** with separation of design, structure & content
2. a **graphical user interface** that interacts with the user's permissions and abilities
3. **decentralized** maintenance
4. designed with **non-technical content authors** in mind
5. Configurable **access restrictions** & site **visitor segmentation**
6. Consistency of **design is preserved, templates provide global control**
7. Template driven for **ease-of-use**.
8. Content is stored in a **database** (can re-use and manipulate)
9. Integration of **web modules and plug-ins** (wikis, collaboration systems, blogs, photo galleries, calendar, etc.)
10. Compliance with **web standards** and regular updates that include new features sets and keep the system up to current web standards

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## Why Did Donorware/donor.com choose WebGUI as it's CMS platform?

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 Intro: Why WebGUI


### Why did donor.com choose WebGUI?


1. **Open Source CMS** (software is free - no license fees – only expense is support)
2. Runs in **PERL and on LINUX and MySQL**
3. Browser based software that runs on **all OS platforms**
4. **Full featured** Content Management System and web framework
5. Plainblack (WebGUI's creator) **shares donor.com's philosophies** of open source
6. Very **tight collaboration** – donor.com wrote and contributed the WSCClient module and has contributed other changes that are now live
7. **Extensible** – can get under the hood and add new capabilities
8. **EVERYTHING** is template driven, giving lots of control over “look & feel” and function.


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 The WebGUI UI

 Admin Console

 Assets Manager


 Asset Control Tabs

 Page Layout Edit

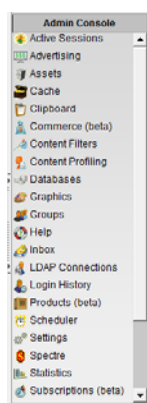
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The WebGUI UI: Admin Console

**Admin Console** – administrative functions over the site  
(users, display, cache, authentication, file storage, content engine templates, UI “look & feel”, etc.)



**New to WebGUI 7.4 (more on these later)**  
Spectre  
Version Tags  
Workflow



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The WebGUI UI: Assets Manager

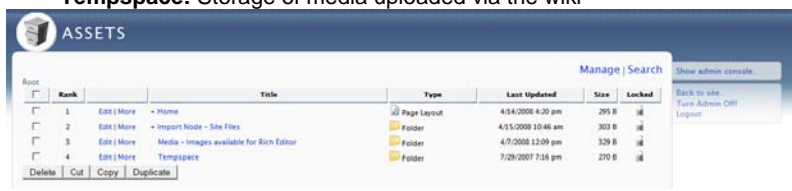
**Assets Manager** –

**Import Node:** storage of all site collateral to be used in generating the site  
(this can be templates, files, images, HTML/CSS/JS/XML docs and assets).

**Page Tree:** Asset used in the site. Displayed as a hierarchy

**Media Folder:** Storage of media uploaded via Rich Editor

**Tempspace:** Storage of media uploaded via the wiki



Rank	Title	Type	Last Updated	Size	Locked
1	Home	Page Layout	4/14/2008 4:20 pm	295 B	ie
2	Import Node - Site Files	Folder	4/15/2008 10:46 am	303 B	ie
3	Media - Images available for Rich Editor	Folder	4/7/2008 12:09 pm	329 B	ie
4	Tempspace	Folder	7/29/2007 7:58 pm	270 B	ie

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The WebGUI UI: Page View Edit

**Page View Edit (Admin On)**– manage web pages in a “live” view

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WebGUI UI: Assets Control Tabs

**Asset Control Tabs**


Properties Display Security Metadata save cancel

Properties	Display	Security	Meta Data
Title Menu Title URL Description	Display options Navigation Settings Contextual Templates	Owner View Perms Edit Perms	Synopsis (summary) Head Elements Package Prototype

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WebGUI UI :Asset Control Tabs (2)

Every Asset type in WebGUI has an asset control tab



**New to WebGUI 7.4 (more on these later)**

- Calendar Upgrade
- Data form upgrade
- Even Manager
- Multi-search and Search Upgrade
- Newsletter
- Project Manager
- SQL Form
- Wiki

**New Content**


- Dashboard (beta)
- Folder
- Page Layout
- Article
- Calendar
- Collaboration System
- Data Form
- Event Manager (beta)
- File File
- HTTP Proxy
- In/Out Board
- Matrix
- Message Board
- MultiSearch
- Navigation
- Newsletter
- Photo Gallery (beta)
- Poll
- Product
- Project Manager (beta)
- Redirect
- Request Tracker (beta)
- SQL Form (beta)
- SQL Report
- Search
- Snippet
- Stock Data
- Survey
- Syndicated Content
- Time Tracker (beta)
- WeatherData
- Web Services Client
- Wiki
- Zip Archive
- File
- Image
- Rich Edit
- Template

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## Setting Up Your Site


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# Admin Console

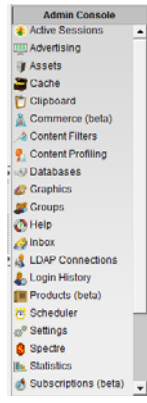



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## Setup: Admin Console

### Setting Up Your Admin Console



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Admin Console: Settings



## Configuring your Site Settings

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Admin Console: Settings: Company



Default view of settings

- company name: ^c(); used in content will display this name
- company email: ^e(); used in content will display email
- company URL: ^u(); used in content will display URL

\*^ used in macros. More on macros later



Hovering your mouse over the field title will display a description of that setting.

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Admin Console: Settings: Content

Company
Content
UI
Messaging
Miscellaneous
User
Authentication
Permissions
save
cancel

Default Version Tag Workflow	Commit Without Approval <span style="float: right;">(Manage)</span>
Automatically request commit?	<input type="radio"/> Yes <input checked="" type="radio"/> No
Skip commit comments?	<input type="radio"/> Yes <input checked="" type="radio"/> No
Trash Workflow	Do Nothing on Deletion <span style="float: right;">(Manage)</span>
Purge Workflow	Do Nothing on Deletion <span style="float: right;">(Manage)</span>
Change URL Workflow	Do Nothing on Deletion <span style="float: right;">(Manage)</span>
Default Home Page	Home
Not Found Page	Home
URL Extension	
Maximum Attachment Size	10000
Max image Size	100000
Thumbnail Size	50
Enable Metadata?	<input type="radio"/> Yes <input checked="" type="radio"/> No

You can by-pass the versioning system completely by selecting yes for "Automatically request..." and "Skip".

You can still create custom version in the future. Example – create a version for a new site area.  
*Versions explained later....*

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Admin Console: Settings: UI

Company
Content
UI
Messaging
Miscellaneous
User
Authentication
Permissions
save
cancel

Default Rich Editor	Content Manager's Rich Edit <span style="float: right;">(Edit/Manage)</span>
Text Box Size	50
User Function Style	Style 03 <span style="float: right;">(Edit/Manage)</span>
Admin Console Template	Admin Console <span style="float: right;">(Edit/Manage)</span>

Show admin console  
 Donorware / 4/9/2008  
 12:55 pm (Autotag)  
 Back to site  
 Turn Admin Off!  
 Logout

**Rich Edit** – Default global "text" editor to use in content.

**User Function Style** – style to use for Login template

**Admin Console Template** – style used to display template

You can create multiple rich edit types and customize how they are displayed within content at [...root/import/richedit?func=manageAssets](http://...root/import/richedit?func=manageAssets)

**DO NOT** select a new Admin Console template unless you have created one that uses all the required variables. Doing so will disable the Admin console

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Admin Console: Settings: Messaging

**SETTINGS**

Company
Content
UI
Messaging
Miscellaneous
User
Authentication
Permissions
save
cancel

Inbox Template: Default Inbox [\(Edit/Manage\)](#)

Inbox Message Template: Default Inbox Message [\(Edit/Manage\)](#)

Send Private Message Template: Default Send Private Message Template [\(Edit/Manage\)](#)

SMTP Server: localhost

Email Footer: 

```

:~:
:~:
:~:

```

Return Path:

Show admin console

Donorware / 4/9/2008  
12:55 pm (Autostag)

[Back to site](#)

[Turn Admin Off](#)

[Logout](#)

Control email settings for internal user-to-user emails.

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Admin Console: Settings: Misc

**SETTINGS**

Company
Content
UI
Messaging
Miscellaneous
User
Authentication
Permissions
save
cancel

Prevent Proxy Caching:  Yes  No

Debug IP:  

Show debugging?:  Yes  No

Show performance indicators?:  Yes  No

Host To Use: Env HTTP Host

Show admin console

Donorware / 4/9/2008  
12:55 pm (Autostag)

[Back to site](#)

[Turn Admin Off](#)

[Logout](#)

Enable debugging and set host properties.

Put in your own IP to see debugging for your IP only! WG debug allows you to see all of the WebGUI and Webware processes running on your site!

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donor.com Admin Console: Settings: Permissions

SETTINGS

Company	Content	UI	Messaging	Miscellaneous	User	Authentication	Permissions	save	cancel
Active Sessions		Admins			Manage				
AdSpace		Admins			Manage				
Cache		Admins			Manage				
Commerce		Admins			Manage				
Cron		Admins			Manage				
Database Link		Admins			Manage				
Graphics		Admins			Manage				
Groups		Admins			Manage				
Groups (limited)		Secondary Admins			Manage				
Help		Everyone			Manage				
LDAP		Admins			Manage				
Login History		Admins			Manage				
Products		Product Managers			Manage				
User Profiling		Admins			Manage				
Content Filters		Admins			Manage				
Spedia		Admins			Manage				
Statistics		Admins			Manage				
Subscriptions		Admins			Manage				
Transactions		Admins			Manage				
Users		Admins			Manage				
Users (add only)		Secondary Admins			Manage				
Version Tags		Turn Admin On			Manage				
Workflow		Workflow Managers			Manage				
Workflow (run)		Admins			Manage				

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# 👤 Setting Up Groups

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Admin Console: Groups: Defaults

Steps to successfully configuring your groups

1. Understand the “default” WebGUI groups and their implications

Group Name	Description	User Count
Ad Manager	These users will be able to manage advertisements.	0
Admins	Anyone who belongs to this group has privileges to do anything and everything.	1
Content Managers	Users that have privileges to edit content on this site. The user still needs to be added to a group that has editing privileges on specific pages.	0
Export Managers	Users in this group can export pages to disk.	0
Package Managers	Users that have privileges to add, edit, and delete packages of wobjects and pages to deploy.	0
Product Managers	The group that is allowed to edit, delete and create products.	0
Secondary Admins	Users that have limited administrative privileges.	0
Template Managers	Users that have privileges to edit templates for this site.	0
Turn Admin On	These users can enable admin mode.	0
Version Tag Managers	People who can create, edit, and delete special version tags.	0
Workflow Managers	People who can create, edit, and delete workflows.	0

A group not shown here is “registered users”. This group is automatically assigned to all new users who register via identify/multi-method.

If creating custom content groups, precede your group name with a suffix like “CG” (for content group) or another name so that you can easily differentiate site administration groups from site user groups.

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Admin Console: Group: Schema

2. Put together a group schema for your organization

Internal Users

↓

Admins

↓

Content Managers

↓

Content type A

↓

Content type B

Registered Users Donors

↓

Staff Supporters

↓

Major Donors

↓

Corporations

Registered Users Non-donors

→


Dynamic Groups

Create content areas or conversion paths for registered non-donor users. These could either be static group memberships (no expiration) or dynamic group memberships.

Set Scratch url parameters in the group settings. Add these url parameters to a users session, use ^GroupAdd Macro to have user dynamically added.

DASCO Special Lists can drive WebGUI groups to control site access


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 Admin Console: Group: Schema (2)

A Site Group Schema needs to....

1. Consider all constituent types (internal & external)
2. Identify which types will be DASCO driven and which will be WebGUI Driven.
3. Needs to be documented in your group description and preferably your group name as well.

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 Admin Console: Groups: Settings

### 3. Create your Groups

**Group ID** – WebGUI creates a unique ID for groups. These can be used in the Group Macros.

**Group Name** – name for Group

**Description** – what's the group for!

**Expire Offset** – time before the group expire

**Expire Notification** – how much advance notice a group member will receive before their group membership expires

**Delete Offset** – number of days from notification and actual expiration

**IP Address** – Any user IP address that manages these IP(s) will be added to this group. INTRANET!

**Scratch Filter** – Binds users dynamically to a group by a scratch variable in their session


**Add/Remove** – let users remove themselves from a group

**Database Link** – validate users against an external db


**SQL Query** – to validate against a user db, you may construct an SQL statement that will return a list of WebGUI user ids for users in this group **BE VERY CAREFUL BEFORE EXECUTING THIS**

**LDAP** – bind users in a group to an existing LDAP directory

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 Admin Console: Groups: Settings (2)

4. Add users to your manual groups





If groups are more than for creating site edit and administrative permissions, what are other scenarios you could use for groups?

- Pass a scratch filter through an inbound campaign url. Segment your marketing visitors into different groups and then use the ^GroupText macro or security settings on articles to change the offers based upon the group
- Use IP for INTRANET, vendors, etc. HINT – if you view the login history, you can get the IP address of any user who came to your site.

5. Employ your Group schema while you build out the site.

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 Admin Console: Users





Setting Up Users

1. **WebGUI Users** – create users using the standard WebGUI user creation interface
2. **WebGUI/DASCO Users** – syncprofile handles this

**DO NOT CONFIGURE DASCO USER SETTINGS IN WEBGUI**

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Admin Console: User Profiling




### User Profiling


Allows you to store custom user fields in WebGUI to “re-use” in content.... dynamic personalization!

- ✓ You need to create a **custom output spec** to determines what fields are passed to webgui

**Custom Output Spec** - standard dasco feature that allows you to customize your data output into any format.

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Admin Console: Version Tags





### WebGUI Version Tags

- 1. Version tags allow you to save all your site work under a session**
  - A. WebGUI begins a new version session with each login – version begins once you edit an asset in webgui
  - B. You can create your own version within the Version Tag management screen

**[stop – let's look at this together]**
- 2. When you are ready to commit your work, commit your version tag.**
- 3. If you log out before you commit the version, WG will save it for you.**


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 Admin Console: Version Tags

 **WebGUI Version Tags**

- 4. If a version remains uncommitted, the assets worked on will be lock until you commit it.  
[stop – let's commit a version]
- 5. Once a version it committed, it can be reviewed, rolled back or deleted.  
[stop – let's review, roll-back and delete]
- 6. You can bypass versioning all together at the settings:content screen
- 7. You can create a custom work-flow for how versions are committed.

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 Admin Console: Workflows

 **WebGUI Workflows**

We will only review these briefly so that they are understood conceptually.

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Admin Console: Workflows: Parts

**What is a workflow?**  
An event triggered state machine and execution system.

**Parts of a workflow engine**

- ✓ **Triggers**
- ✓ **Workflows**
- ✓ **Activities**

```

graph TD
    T1([Trigger]) --> A1[Activity]
    A1 --> A2{Activity}
    A2 --> A3[Activity]
    A2 --> T2([Trigger])
    T2 --> A4[Activity]
  
```

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Admin Console: Workflows: Triggers

**Triggers**  
Events that cause a workflow to execute

- ✓ It's the right time in the right place
- ✓ Somebody did something

```

graph TD
    T1([Trigger]) --> A1[Activity]
    A1 --> A2{Activity}
    A2 --> T2([Trigger])
    T2 --> A3[Activity]
    T1_text[Its noon on Saturday so let's run this workflow] --> T1
    T2_text[A decision has been reached] --> T2
  
```

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**Admin Console: Workflows: Workflows**

**WorkFlows**

- ✓ Chains of tasks to be executed
- ✓ Sometimes called an execution chain


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**Admin Console: Workflows: Activities**

**Activities – Do Something**


- ✓ Run an external program
- ✓ Ask a user for input
- ✓ Publish some content


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 Admin Console: Workflows: Synchronicity

<b>Synchronous</b>	<b>Asynchronous</b>
<ul style="list-style-type: none"><li>✓ Next activity executes directly after the previous</li><li>✓ Blocks while waiting on external input</li><li>✓ <b>Example:</b> Apple Automater WebGUI 7.4+</li></ul>	<ul style="list-style-type: none"><li>✓ Next activity executes when controller says so.</li><li>✓ Does not block while waiting on external input</li><li>✓ <b>Example</b> WebGUI Spectre</li></ul>

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 Admin Console: Spectre

 **WebGUI Spectre**

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donor.com Admin Console: Spectre: Definition

**WebGUI Spectre**

Supervisor of perplexing event-handling contraptions for triggering relentless executions

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donor.com Admin Console: Spectre: Overview

**Workflow Engine Overview**

```
graph TD; Scheduler[/Scheduler Decides its time to run something/] --> Triggered((Workflow Triggered)); Triggered --> HandOff[Hand-Off to WebGUI]; User[User does something to trigger workflow] --> Triggered; HandOff --> RealTime{Is real-time?}; RealTime --> RunActivity[/Run Activity/]; RunActivity --> HandOff; HandOff --> MoreActivities{Are there more activities in this workflow?}; MoreActivities -- Yes --> HandOff;
```


The diagram illustrates the workflow engine overview. It starts with a scheduler deciding to run something, which triggers a workflow. A user can also trigger a workflow. The workflow then hands off to the WebGUI. A decision point asks if it's real-time. If yes, it runs an activity and loops back to the hand-off. Another decision point asks if there are more activities in the workflow. If yes, it loops back to the hand-off. The components are labeled SPECTRE and WEBGUI.

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Admin Console: Spectre: Overview


What you need to know?

- ✓ Is spectre running?
- ✓ If so, what workflows?
- ✓ What tasks are scheduled.



**SPECTRE**


Spectre is running.  
 There are **0 workflows**.  
 There are **0 scheduled tasks**



If you commit a version, but don't see it pushed live to the site, this could be that spectre is either not running... or your workflow is in line behind other workflows that need to run.

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Admin Console: Help



**Help: Advice on how to use it?**

**JUST USE IT!!!**


- ✓ **Macros** – list of available and how to use them
- ✓ **Templates** – list of variables available in templates

**Macros and Templates are the 2 great strengths of building your sit**


**A successful CMS administrator must know these!**

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Assets Manager



## The Assets Manager



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Assets Manager: Branches

### 3 Main branches – Import Node, Page Tree, Media

Rank	Title	Type	Last Updated	Size	Locked
1	home	Page Layout	2/19/2008 11:20 am	451 B	<input type="checkbox"/>
6	Import Node	Folder	12/19/2007 3:09 pm	272 B	<input type="checkbox"/>
7	Media	Folder	5/14/2006 4:33 pm	258 B	<input type="checkbox"/>
9	Tempspace	Folder	11/15/2007 3:49 pm	270 B	<input type="checkbox"/>

**Page Tree**

- Organization of live site assets
- Assets are placed by hierarchy
- Assets placed on a live, non-hidden page will be displayed

**Media**


- "storage" for assets (mostly images) available to site via content managers rich edit

**Import Node**





















- "storage" for assets "to-be-used"
- assets can be forced via WG macros (\*AssetProxy, \*FileUrl, \*RandomAssetProxy)
- assets can be forced with standard html types

**\*Tempspace** - It is used for uploads when editing wiki articles. The uploads are moved to a more permanent location when saving the edits. It automatically gets emptied once per day, so you wouldn't want to leave anything in it that you needed to keep.


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Assets Manager: Import Node


  

99	<a href="#">Edit</a>   <a href="#">More</a>	• Images		Folder	2/28/2008 1:12 pm	310 B	
100	<a href="#">Edit</a>   <a href="#">More</a>	• Files		Folder	9/28/2007 4:46 pm	277 B	
101	<a href="#">Edit</a>   <a href="#">More</a>	• Snippets		Folder	9/28/2007 4:46 pm	206 B	
102	<a href="#">Edit</a>   <a href="#">More</a>	Prototypes		Folder	4/1/2008 4:39 pm	353 B	
104	<a href="#">Edit</a>   <a href="#">More</a>	Assets for Proxy		Folder	4/1/2008 4:39 pm	373 B	
105	<a href="#">Edit</a>   <a href="#">More</a>	• Styles, Layouts & Article Templates		Folder	4/1/2008 3:21 pm	389 B	
106	<a href="#">Edit</a>   <a href="#">More</a>	• Custom Asset Templates		Folder	4/1/2008 3:25 pm	391 B	
107	<a href="#">Edit</a>   <a href="#">More</a>	• 3rd Party Add-ons		Folder	4/1/2008 3:19 pm	353 B	
108	<a href="#">Edit</a>   <a href="#">More</a>	• Navigation Configurations & Templates		Folder	4/1/2008 4:30 pm	435 B	
109	<a href="#">Edit</a>   <a href="#">More</a>	• WebGUI Content Engine Files (DO NOT EDIT)		Folder	4/1/2008 3:22 pm	304 B	




Create a folder for nav, style/layout/article templates, snippets, images, prototypes, 3<sup>rd</sup> party packages and add-ons. Store ALL custom templates in here.



Create a WebGUI folder and place all default templates in this folder (NEVER EDIT THESE FILES)

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Assets Manager: Tips


  

Some tips within the Assets Manager


**Search (new)** – now search for assets within the assets manager

**“more”** - change url, edit branch, short-cut, revisions, lock




**Change URL** – always use WG's change url feature when renaming a url



**Edit Branch** – apply master page configurations to page and all it's descendants with the edit branch function.


  

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**BREAK**

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**WG Basics**

**WG BASICS**

- I. HTML::Template Basics
- II. WebGUI Macros
- II. CMS Hierarchy
  - A. Page Style Template
  - B. Page Layout Template
  - C. Asset Templates

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 WG Basics: HTML::Template


What in WebGUI is driven by templates?

What in WebGUI is NOT driven by templates?

EVERYTHING IN WEBGUI IS DRIVEN BY TEMPLATES!

- CMS function templates
- UI templates
- Design Templates
- Module Templates
- If it's in WebGUI it has a template!

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 WG Basics: HTML::Template

**Templates are your best friend!**

**Templates allow**

1. Mass production of content
2. Style standardization
3. Separation of concerns
4. Ease of design change, ease of interface localization, multiple skill levels working together


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 WG Basics: HTML::Template

**What you need to know to use WebGUI's template system**


1. WebGUI has a working prototype of every template that you will need in webbing. You can use WebGUI's template "as is" or make a copy of WebGUI's template and edit it.
2. WebGUI templates use standard **HTML or XHTML** (your choice), **CSS** and **HTML::Template Language**, and **WebGUI Macros**.
3. WebGUI templates are completely separated from the design and content. These templates "power" the every day functions a content manager does... yet the content manager will never have to interact with the template.

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 WG Basics: HTML::Template

**WG Basics: HTML::Template**

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WG Basics: HTML::Template

### The Basic tags used in an HTML::Template

TMPL\_VAR

TMPL\_LOOP

TMPL\_IF / TMPL\_ELSE/ TMPL\_UNLESS

#### WEBSITE HELPS

sourceforge.net - [http://html-template.sourceforge.net/html\\_template.html#the%20tags](http://html-template.sourceforge.net/html_template.html#the%20tags)

perlmonks.org - [http://www.perlmonks.org/?node\\_id=65642](http://www.perlmonks.org/?node_id=65642)


#### SOME FACTS:

Utilizes standard html

You do not need to know how to write PERL.

HTML::TEMPLATE allows you to "manipulate" what and how data is displayed in the browser.

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WG Basics: HTML::Template- TMPL\_VAR

### HTML::Template - TMPL\_VAR

**TMPL\_VAR**            <TMPL\_VAR NAME="PARAMETER\_NAME">

*example :* <input name=param type=text value="<TMPL\_VAR NAME="PARAM">">

**Explanation:**

The <TMPL\_VAR> tag is very simple. For each <TMPL\_VAR> tag in the template you call (PERL Script) \$template->param(PARAMETER\_NAME => ``VALUE``).


When the template is output the <TMPL\_VAR> is replaced with the VALUE text you specified. If you don't set a parameter it just gets skipped in the output.

**WebGUI Syntax**

WebGUI templates use a short-hand, <tmpl\_var varName> (where varName is the variable name)

A list of ALL the variables that drive each template are available in WebGUI help!!!

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WG Basics :HTML::Template- TMPL\_LOOP

**HTML::Template - TMPL\_LOOP**

**TMPL\_LOOP**      <TMPL\_LOOP NAME="LOOP\_NAME"> ... </TMPL\_LOOP>


**In the temp**

```
<TMPL_LOOP NAME=EMPLOYEE_INFO>
  Name: <TMPL_VAR NAME=NAME> <br>
  Job: <TMPL_VAR NAME=JOB> <p>
</TMPL_LOOP>
```

**In the script**

```
$template->param(EMPLOYEE_INFO => [
    { name => 'Sam', job => 'programmer' },
    { name => 'Steve', job => 'soda jerk' },
  ]
);
print $template->output();
```

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WG Basics: HTML::Template- TMPL\_LOOP

**HTML::Template - TMPL\_LOOP**


**TMPL\_LOOP**      <TMPL\_LOOP NAME="LOOP\_NAME"> ... </TMPL\_LOOP>

The output in a browser:

```
Name: Sam
Job: programmer

Name: Steve
Job: soda jerk
```

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 WG Basics: HTML::Template- TMPL\_IF

### HTML::Template - TMPL\_IF

**TMPL\_IF**      <TMPL\_IF NAME="PARAMETER\_NAME"> ... </TMPL\_IF>


Example:

```
<TMPL_IF NAME="BOOL">
```

Some text that only gets displayed if BOOL is true!

```
</TMPL_IF>
```

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 WG Basics: HTML::Template- TMPL\_IF

### HTML::Template - TMPL\_ELSE

**TMPL\_ELSE**      <TMPL\_IF NAME="PARAMETER\_NAME"> ... <TMPL\_ELSE> ...

```
</TMPL_IF>
```

Example:

```
<TMPL_IF BOOL>
```


Some text that is included only if BOOL is true

```
<TMPL_ELSE>
```

Some text that is included only if BOOL is false

```
</TMPL_IF>
```

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 **WG Basics: HTML::Template- TMPL\_UNLESS**

**HTML::Template - TMPL\_UNLESS**

**TMPL\_UNLESS**      <TMPL\_UNLESS NAME="PARAMETER\_NAME"> ... </TMPL\_UNLESS>

Example:

<TMPL\_UNLESS BOOL>


Some text that is output only if BOOL is FALSE.

<TMPL\_ELSE>

Some text that is output only if BOOL is TRUE.

</TMPL\_UNLESS>

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 **WG Basics: HTML::Template**


**WG Basics: Macros**

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CMS Basics: Macros

**WebGUI macros? ^X();**

- ✓ WebGUI macros allow you to create dynamic content within otherwise static content.  
*For instance, you may wish to show which user is logged in on every page, or you may wish to have a dynamically built menu or crumb trail.*
- ✓ Macros always begin with a caret (^) and follow with at least one other character and end with a semicolon (;). Some macros can be extended/configured by taking the format of ^x("config text");. When providing multiple arguments to a macro, they should be separated by only commas:
- ✓ You may nest Macros, but only if they do not contains commas or quotes. You should follow the following guidelines:
  - ✓ Macros which contain HTML or javascript cannot be nested.
  - ✓ Macros which return user input that may contain quotes or commas may be nested, but it's dangerous.
  - ✓ If your user input must contain quotes and/or commas, it is recommended that the HTML encodings for comma and quote be used.




[http://web101.dwvnpn.net/db\\_status](http://web101.dwvnpn.net/db_status) Shows a status test on some Macros  
<http://web101.dwvnpn.net/?op=viewHelpIndex> Provides Macro help

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CMS Basics: Macros


AdminBar	^AdminBar();	RecentDiscussion	^RecentDiscussion();
AdminText	^AdminText();	International	^International();
AdminToggle	^AdminToggle();	L_loginBox	^L();
At_username	^@();	LoginToggle	^LoginToggle();
CanEditText	^CanEditText();	EditableToggle	^EditableToggle();
D_date	^D();	GroupDelete	^GroupDelete();
DisplayParam	^DisplayParam();	Page	^Page();
Env	^Env();	PageTitle	^PageTitle();
Extras	^Extras();	LastModified	^LastModified();
FileUrl	^FileUrl();	RootTitle	^RootTitle();
FormParam	^FormParam();	W3	^W3();
GroupAdd	^GroupAdd();	Slash_gatewayUrl	^/();
GroupText	^GroupText();	AssetProxy	^AssetProxy();
H_homeLink	^H();	Spacer	^Spacer();
Hash_userId	^#();	Thumbnail	^Thumbnail();

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CMS Basics: Macros

<b>PageUrl</b>	^PageUrl();	<b>WebGUIVersion</b>	^WebGUIVersion();
<b>User</b>	^User();	<b>WebGUIStatus</b>	^WebGUIStatus();
<b>a_account</b>	^a();	<b>SubscribeNow</b>	^SubscribeNow();
<b>c_companyName</b>	^c();	<b>BuyNow</b>	^BuyNow();
<b>e_companyEmail</b>	^e();	<b>Buy</b>	^Buy();
<b>GoocyDate</b>	^GoocyDate();	<b>Checkout</b>	^Checkout();
<b>AdSpace</b>	^AdSpace();	<b>Featured</b>	^Featured();
<b>r_printable</b>	^r();	<b>RegisteredUsers</b>	^RegisteredUsers();
<b>u_companyUrl</b>	^u();	<b>RandomThread</b>	^RandomThread();
<b>RandomAssetProxy</b>	^RandomAssetProxy();	<b>Karma</b>	^Karma();
<b>Product</b>	^Product();	<b>DBSchema</b>	^DBSchema();
<b>ImageOr</b>	^ImageOr();		
<b>SubscriptionItem</b>	^SubscriptionItem();		
<b>SubscriptionItemPurchaseUrl</b>	^SubscriptionItemPurchaseUrl();		

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WG Basics: The CMS Hierarchy

## The CMS Hierarchy

- Page Style Templates**
- Page Layout Templates**
- Assets (content) Templates**

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The CMS Hierarchy:

**Page Style Templates**

- Doc Header (CSS, JS, Snippets)
- Body Header (Main Navigation)
- Footer

**Page Layout Templates**

- Secondary & Tertiary Navigation

**Content Templates**

- Simple Content (article)
- Dynamic Content (CS)
- Forms (Data Forms)
- Folder Galary
- Photo Galary

Page Style Template

Page layout Template

Content Templates

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The CMS Hierarchy

### The CMS Template Hierarchy

**Page Style Template**

- Doc Head
  - CSS
  - Scripts
- Body
  - Header
  - WG Nav
  - Body Content  
<tmpl\_var body.content>
  - Footer

<title>^c; - ^Page(title);</title>  
<tmpl\_var head.tags>

^AdminBar  
<tmpl\_var body.content>

**Page Layout Template**

**Content Area Layout**


- 1 object
- 1 over 2
- 1 over 3
- 2 over 2
- etc.

Good place to include:

- Secondary Nav
- Tertiary Nav

Article Template	Calendar
- Newsletter	Event Manager (beta)
- Classifieds	Navigation Templates
- Forum	Newsletter
- USS	Polls and Surveys
- FAQ	Search
- Guest Book	Syndicated Content
- Job Listing	Wiki
- Link List	SQL Report
- Photo Gallery	Message Board
- Q and A	
- Request Tracker	
- Topics	
- Photo Gallery	
- Blog	
- Podcast	
Data Forms	Webware


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CMS Hierarchy: Page Style Templates (1)

### Page Style Template

- ✓ **Highest Level (design) template**
- ✓ **The main “look and feel” for the site**
  - ✓ **Holds all HTML Doc Header element**
  - ✓ **Usually holds the design header and main navigation**
  - ✓ **Incorporates WebGUI <tmpl\_vars...> and macros**

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CMS Hierarchy: Page Style Templates (2)

```

<!--//!!! Declare any doc type HTML 4.0/strict/transitional, XHTML strict/transitional -->
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<!--//!!! Use WG Variables for Dynamic title-->
    <title>^Page(title); - <tmpl_var session.setting.companyName></title>
<!--//!!! Create a snippet for universal head elements (favicon, tracking code, etc)-->
    ^AssetProxy(universal-header-include);
<!--//!!! IMPORTANT variable used to pull required WG tags in header -->
    <tmpl_var head.tags>
<!--//!!! CSS Reference - build CSS as Snippet and reference as normal-->
<link href="/simpleUser.css" rel="stylesheet" type="text/css" />
</head>

```

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CMS Hierarchy: Page Style Templates (3)

```

<body>^AdminBar;
<div id="container">
  <div id="header">
    <h1>^Page(title);</h1> ^AssetProxy(currentmenuhorizontal);
  </div>
  <div id="sidebar1">
    <p>^AssetProxy(currentmenuvertical);</p>
  </div>
  <div id="mainContent">
    <p><tpl_var body.content></p>
  </div> <br class="clearfloat" />
  <div id="footer"> <p>^AssetProxy(footermenuhorizontal);</p> <p>^LoginToggle(); | ^AdminToggle(); </div></div>
</body>
</html>

```

Macro that makes the Admin Bar appear in Admin Mode

Proxies in a Nav. Config Asset

This is the variable that references your page layout template

Macros to display the login link and the "Admin on/off"

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CMS Hierarchy: Page Layout Templates

## Page Layout Templates

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## donor.com CMS Hierarchy: Page Layout Templates

donor.com

home about products community support staff contact

**cross platform**

introducing **dasco3**

**donor relationship management suite**  
 imagine your organization's website, fundraising, email marketing, database and more all integrated and working together. **donor.com** does just that for you by providing your charity with the tools to manage all your data and web presence in one powerful package.  
 Learn more about donor.com, our products, services and case studies...

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**donor.com news updates**

**it all started with a nuclear engineer...**  
 We trace our roots back to a nuclear engineer. Hayne Bascom left his career building atomic reactors for satellites in the early 1960s. Watch the video as Hayne describes the path from the space program to the mail room to database fundraising pioneer...  
 watch the video

2008  
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## donor.com Template Hierarchy: Page Layout Templates

Page Style Template

Page Layout Template

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home about products community support staff contact

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 imagine your organization's website, fundraising, email marketing, database and more all integrated and working together. **donor.com** does just that for you by providing your charity with the tools to manage all your data and web presence in one powerful package.  
 Learn more about donor.com, our products, services and case studies...

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**donor.com news updates**

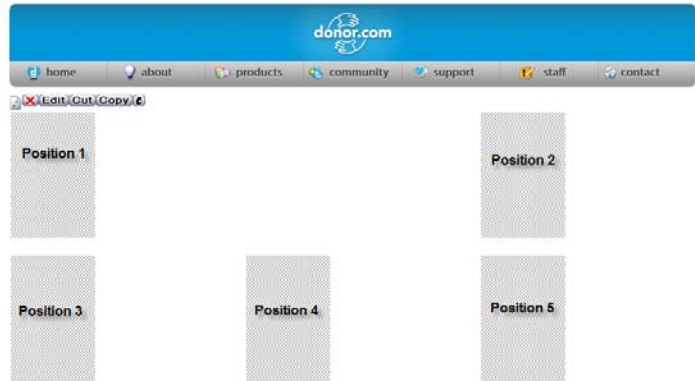
**it all started with a nuclear engineer...**  
 We trace our roots back to a nuclear engineer. Hayne Bascom left his career building atomic reactors for satellites in the early 1960s. Watch the video as Hayne describes the path from the space program to the mail room to database fundraising pioneer...  
 watch the video

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## donor.com Template Hierarchy: Page Layout Template



This is a "raw" page layout in Admin View  
Each position is a "content position place holder"

How do we get this?

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## donor.com Template Hierarchy: Page Layout Template

Take your standard HTML

```
<div id="bodyContent">
  <div id="bodyTopLeft">Position 1</div>
  <div id="bodyTopRight">Position 2</div>
  <br class="clearAll" />
  <div id="bodyBottomLeft">Position3</div>
  <div id="bodyBottomCenter">Position4</div>
  <div id="bodyBottomRight">Position5</div>
  <br class="clearAll" />
</div>
```

Just make sure you change the "id="position" table to correspond with the position you would like that area to be.

**NOTICE THE HTML::TEMPLAGE TAGS!!**

And add.. this to each position

```
<div class="layoutColumnPadding">
  <tmpl_if showAdmin> <table border="0"
    id="position1"
    class="content"><tbody></tbody></tmpl_if>
  <tmpl_loop position1_loop><tmpl_if showAdmin>
    <tr id="td<tmpl_var id>">
      <td><div id="td<tmpl_var id>_div" class="draggable">
        </tmpl_if>
        <div class="content"><tmpl_var dragger.icon>
          <tmpl_var content></div>
        <tmpl_if showAdmin>
          </div></td></tr>
        </tmpl_if></tbody></table></tmpl_if>
  </div>
```

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```

<div class="content"><tmpl_var dragger.icon>
<tmpl_var content>
</div>
<tmpl_if showAdmin>
</div></td></tr>
</tmpl_if>
</tmpl_loop>
<tmpl_if showAdmin></tbody></table>
</tmpl_if>
</div> </div>
<br class="clearAll" />
<div id="bodyBottomLeft">
<div class="layoutColumnPadding">
<tmpl_if showAdmin>
<table border="0" id="positions3" class="content"><tbody>
</tmpl_if>
<tmpl_loop position1_loop><tmpl_if showAdmin>
<tr id="tdtmpl_var id">
<td><div id="tdtmpl_var id_div" class="draggable">
</tmpl_if>
<div class="content"><tmpl_var dragger.icon>
<tmpl_var content>
</div>
<tmpl_if showAdmin>
</div></td></tr>
</tmpl_if>
</tmpl_loop>
<tmpl_if showAdmin></tbody></table>
</tmpl_if>
</div> </div>
<div id="bodyBottomCenter">
<div class="layoutColumnPadding">
<tmpl_if showAdmin>
<table border="0" id="positions" class="content"><tbody>
</tmpl_if>
<tmpl_loop position4_loop><tmpl_if showAdmin>
<tr id="tdtmpl_var id">
<td><div id="tdtmpl_var id_div" class="draggable">
</tmpl_if>
<div class="content"><tmpl_var dragger.icon>
<tmpl_var content>
</div>
<tmpl_if showAdmin>
</div></td></tr>
</tmpl_if>
</tmpl_loop>
<tmpl_if showAdmin></tbody></table>
</tmpl_if>
</div> </div>
<div id="bodyBottomRight">
<div class="layoutColumnPadding">
<tmpl_if showAdmin>
<table border="0" id="positions" class="content"><tbody>

```

## Page Layout Template

When you are done, you should have something that looks like this...


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## CMS Hierarchy: Page Layout Templates

### Review – setting up your page layout template

1. Take the html that will make up the page layout
2. Insert “the content position place-holder” code for each position
3. Last, add the remaining WG tags to your template

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CMS Hierarchy: Page Layout Templates

**3. Last, add the remaining WG tags to your template**

**ASSET ID (pulls in the unique asset id for the template)**

```
<div><a name="id<tmpl_var assetId>" id="id<tmpl_var assetId>"></a></div>
```

**showAdmin (if admin on, show the "edit controls")**

```
<tmpl_if showAdmin>
<p><tmpl_var controls></p>
</tmpl_if>
```


**displayTitle (if page is configured to display title)**

```
<tmpl_if displayTitle>
<h2><tmpl_var title></h2>
</tmpl_if>
```

**description (if page has a description)**

```
<tmpl_if description>
<p><tmpl_var description></p>
</tmpl_if>
```


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CMS Hierarchy: Page Layout Templates

**3. Last, add the remaining WG tags to your template**

**dragger.init (initiate the WG asset "drag-and-drop" feature)**

```
<tmpl_if showAdmin>
<table><tr id="blank" class="hidden"><td><div><div class="empty">&nbsp;</div></div></td></tr></table>
<tmpl_var dragger.init>
</tmpl_if>
```

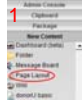




If you study the code for the "content position place-holders", you'll see that that `<tmpl_if showAdmin>` is interdispersed.

This is how WG builds the graphical place-holder that's displayed when admin is on and uses the "lock" and "drag-drop" properties.

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CMS Hierarchy: Configuring the Page


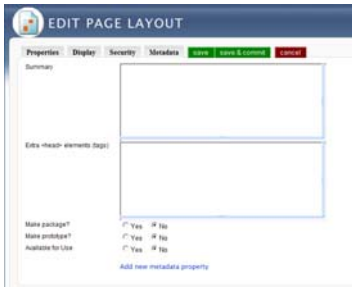




1. Select page layout to add a new page
2. Fill out the "properties" tab
  - **Title** <tmpl\_var pageTitle> the title of the page
  - **Menu Title** <tmpl\_var menuTitle> if shown in navigation, the title used
  - **URL** <tmpl\_var pageURL> the url for that page
  - **Description** <tmpl\_var description> - can either enter html content here or leave blank and insert an article to the page for content.
3. Complete the "display" tab
  - Decide if page will display in navigation
  - When page link clicked on, will open in new window?
  - Decide if title (<tmpl\_var pageTitle>) will be displayed

**Style Template** – Choose the Style Template the page uses  
**Page Layout Template** – Choose the Page Layout template for this page  
**Printable** – (if used) what is the style for "print page"


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CMS Hierarchy: Configuring the Page

4. Fill out the security tab
  - **Encrypt Content** – will enable SSL for page
  - **Owner** – who is the page owner?
  - **View** – set group viewing permissions
  - **Edit** – set edit permissions
5. Meta Data Tag
  - **Summary** – <tmpl\_var synopsis> can pull into navigation templates
  - **Extra Head Elements** – add extras to head
  - **Package** – allows this asset and all it's simblings to be exported.
  - **Prototype** – makes a "prototype/image" of this asset so that it can be re-used again and again without having to configure all the tabs.
  - **Available for use** – turn this page on or off

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The CMS Hierarchy: Asset Templates

Asset Templates are the “meat” of WG templates. While page style and page layout templates control structure & design, asset templates give the website it's meaning, it's content.


Types of Asset/Content Templates

- 1. Simple (single function):** Asset powered by one single template (article template)
- 2. Multi/Dynamic Templates:** These assets are powered by multiple templates that server different functions in the asset's lifecycle.
 

*Example: collaberation system template*

*- post template, thread template, module display template, search template and RSS template.*

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The CMS Heiarchy: Asset Templates

**3. DB/API driven templates (webware):** These templates are the most complex (not necessarily in their difficulty, but in their function).

API driven templates are displayed to the end user by 2 sets of criteria

- A. The returns being passed through the API from DASCO, configured by the config DB.
- B. The end-user interaction
  - ✓ SOAP Transport Errors
  - ✓ Prepopulation Mode
  - ✓ Method Errors
  - ✓ Successful Results

***we'll cover DB/API webware templates in our afternoon session.***

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donor.com The CMS Hierarchy: Asset Templates: Articles

The Article

- ✓ The article is the most commonly used asset template
- ✓ Like All Assets, the article Asset is configured with the asset control tab

variables for title, description, image/

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donor.com The CMS Hierarchy: Asset Templates: Articles

WG's Asset ID

```
<a name="id<tmpl_var assetId>" id="id<tmpl_var assetId>"></a>
```

WG Controls

```
<tmpl_if session.var.adminOn>
```

```
<p><tmpl_var controls></p>
```


```
</tmpl_if>
```

Title Display

```
<tmpl_if displayTitle>
```

```
<h2><tmpl_var title></h2>
```

```
</tmpl_if>
```


The CMS Heiarchy: Asset Templates: Articles

**Pagination first page and image**

```

<tmpl_if pagination.isFirstPage>
  <tmpl_if image.url>
    " style="padding:5px;" />
  </tmpl_if>
</tmpl_if>

```


**Description**

```

<tmpl_if description>
  <p><tmpl_var description></p>
</tmpl_if>

```

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The CMS Heiarchy: Asset Templates: Articles


**Pagination (last), Link, Attachment**

```

<tmpl_if pagination.isLastPage>
  <tmpl_if linkUrl>
    <tmpl_if linkTitle>
      <a href="<tmpl_var linkUrl>"><tmpl_var linkTitle></a>
    </tmpl_if>
  </tmpl_if>
  <tmpl_if attachment.name>
    <p style="display:inline;vertical-align:middle;">
      <a href="<tmpl_var attachment.url>">" />
      <tmpl_var attachment.name></a></p>
    </tmpl_if>
  </tmpl_if>

```

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The CMS Heiarchy: Asset Templates: Articles

**Pagination Variables**


```


<tmpl_if pagination.pageCount.isMultiple>
  <tmpl_var pagination.previousPage>&#183;
  <tmpl_var pagination.pageList.upTo20>&#183;
  <tmpl_var pagination.nextPage>
</tmpl_if>

<!--[end/]-->

```

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The CMS Heiarchy: Asset Templates: Articles

Is this all that is available in an article? Let's check out the help 

[http://web101.dwvnpn.net/?op=viewHelp;hid=article%20template;namespace=Asset\\_Article](http://web101.dwvnpn.net/?op=viewHelp;hid=article%20template;namespace=Asset_Article)

**new.template**

Articles have the special ability to change their template so that you can allow users to see different views of the article. You do this by creating a link with a URL like this (replace 999 with the template id you wish to use):

`<a href="<tmpl_var new.template>999">Read more...</a>`

**description.first.100words/75words/50words/25words/10words**


The first N words in the description. Words are defined as characters separated by whitespace, so HTML entities and tags count as words.

**description.first.paragraph/second/third/fourth**

**description.first.sentence/first/second/third/fourth**

**session scratch variables**

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 The CMS Heierarchy: Asset Templates: Snippets

**Snippets**


Snippets are probably one of the most useful assets in WebGUI, but you need to know how and where to use them.

Whereas most assets have templates - snippets don't - they are what they are. Snippets don't have to be large either - they can be as simple as one character. And they're cached in WebGUI so they're pretty fast to work with.

Snippets are also versioned - so any changes you make to them won't be made until it has been committed.


Because of this simplicity, it's easy to overlook how useful they really are.

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 The CMS Heierarchy: Asset Templates: Snippets

<p><b>Snippets in Style Templates</b></p> <ul style="list-style-type: none"><li>^AssetProxy(header);</li><li>^AssetProxy(css);</li><li>^AssetProxy(javascript);</li><li>^AssetProxy(body);</li><li>^AssetProxy(navigation);</li><li>^AssetProxy(body2);</li><li>^AssetProxy(footer);</li></ul>	<p><b>Snippets as variables</b></p> <p>Snippets can be a variable in a WebGUI template or a Webware API template (more later).</p>
--	--

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The CMS Heiarchy: Asset Templates: CS

## Collaberation System Templates

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The CMS Heiarchy: Asset Templates: CS

A collaboration system is a versatile asset

- ✓ for sharing thoughts and discussion (forum), pictures (photo gallery), ideas (weblog) with other people.
- ✓ It creates a platform for people to share and exchange.
- ✓ for Content Managers to update their website in an easy way.


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 The CMS Heiarchy: Asset Templates: CS

**There are many default CS applications in Webgui**


- ✓ But a CS can also be made into something different. With different settings, combination of variables and your own html and css, you can make from a default CS your own.
- ✓ Later examples, but let's first look at the different Collaboration Systems as default available in Webgui.

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 The CMS Heiarchy: Asset Templates: CS

- forum
- weblog
- request tracker
- Q and A
- photo gallery
- classified
- FAQ
- topics
- (un)ordered list
- jobs
- guest book
- link list
- traditional with thumbnail


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 The CMS Heiarchy: Asset Templates: CS

**They all look different, but there are many similarities.**

- ✓ All have a Collaboration system view (= overview), a thread view and a post view
- ✓ A post is added, there is no versioning
- ✓ As we will see later: variables and settings

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 The CMS Heiarchy: Asset Templates: CS

**CSS Asset Basic End-User Views**


- Overview
- Thread
- Post/Edit
- Thread
- RSS

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donor.com
The CMS Heiarchy: Asset Templates: CS

**Overview**

Here you see an overview of all the posts




Status	subject	Usor	Views	Replies	Rating	Date
Approved	What do you think of this subject?	marieken	6	2	0	26-August-2007 @ 12:05 pm
Approved	this subject is really important!	marieken	1	0	0	26-August-2007 @ 12:10 pm

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donor.com
The CMS Heiarchy: Asset Templates: CS

**Thread**

Here you see an individual post with replies: the thread



**Forum**

.....

What do you think of this subject?

User: marieken      Views: 7  
 Date: 8/26/2007 5:05 am      Rating: 0      Rate [ 1 2 3 4 5 ]

I'm really interested in your opinion on this subject. Maybe you think this may be important. Or maybe you do. Please let me know.

---

**Re: What do you think of this subject?**

User: marieken      Views: 0  
 Date: 8/26/2007 5:12 am      Rating: 0      Rate [ 1 2 3 4 5 ]

I totally agree with you.

---

**Re: What do you think of this subject?**

User: marieken      Views: 0  
 Date: 8/26/2007 5:12 am      Rating: 0      Rate [ 1 2 3 4 5 ]

I don't agree at all

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**donor.com** The CMS Heiarchy: Asset Templates: CS

**Post & edit**  
With the post form a new post is added or a post is edited.

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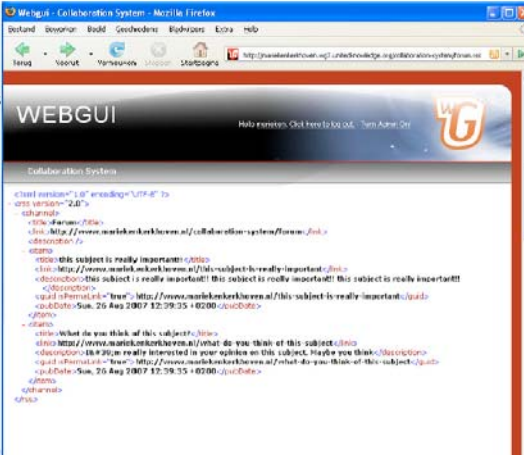
**donor.com** The CMS Heiarchy: Asset Templates: CS

**Search**  
You can search through a collaboration system for posts.

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**donor.com** The CMS Heiarchy: Asset Templates: CS

**RSS**  
 A RSS feed page is generated if in the settings (under display) 'enable RSS' is selected.

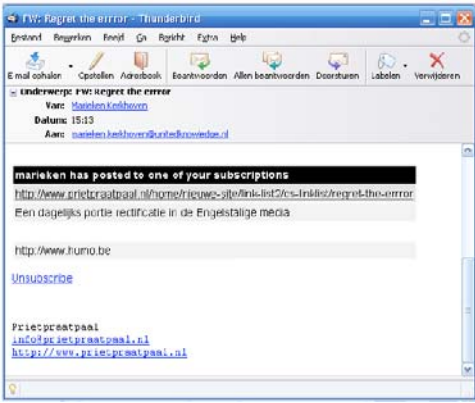


The screenshot shows a Mozilla Firefox browser window displaying an RSS feed. The page title is 'WEBGUI' and the URL is 'http://www.donor.com/cgi-bin/webgui/asset\_templates/collaboration\_system/forma...'. The main content area shows the XML structure of the RSS feed, including elements like 'channel', 'title', 'description', 'link', 'pubDate', and 'item'. The first item has a title 'this subject is really important!!' and a link to 'http://www.donor.com/cgi-bin/webgui/asset\_templates/collaboration\_system/forma...'. The second item has a title 'what do you think of this subject?' and a link to 'http://www.donor.com/cgi-bin/webgui/asset\_templates/collaboration\_system/forma...'. The browser's address bar shows the URL 'http://www.donor.com/cgi-bin/webgui/asset\_templates/collaboration\_system/forma...'. The browser's menu bar includes 'File', 'Edit', 'View', 'Tools', 'Window', and 'Help'. The browser's status bar shows 'Slide 105'.

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**donor.com** The CMS Heiarchy: Asset Templates: CS

**Mail**  
 You receive an email in the mailbox you have registered as a user.



The screenshot shows a Thunderbird email client window. The email subject is 'FW: Regret the error' and the sender is 'Marielen Kethazon'. The email content includes a link to 'http://www.prietrasabaal.nl/home/revue-wz-site/finis-list7/cs-linking/regret-the-error' and a link to 'http://www.humo.be'. The email also contains a signature for 'Prietrasabaal' with a link to 'http://www.prietrasabaal.nl'. The Thunderbird window title is 'FW: Regret the error - Thunderbird'. The Thunderbird menu bar includes 'E-mail', 'Beantwoorden', 'Verwijderen', 'E-mail ophalen', 'Opstellen', 'Adresboek', 'Beantwoorden', 'Allen beantwoorden', 'Doordruken', 'Labelen', and 'Verwijderen'. The Thunderbird status bar shows 'Slide 106'.

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donor.com
The CMS Heiarchy: Asset Templates: CS

### CMS Settings

- ✓ What do they do?
- ✓ And which variables do they generate? The variables will later also be seen in the templates.

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donor.com
The CMS Heiarchy: Asset Templates : CS

### Content/Assets Interface – PROPERTIES, DISPLAY, SECURITY, META DATA

**As in other assets you have:**

**Asset ID:** `<tmpl_var assetId>`

**Title:**  
`<tmpl_if displayTitle>`  
`<h2> <tmpl_var title> </h2>`  
`</tmpl_if>`

**Menu title:**  
`<tmpl_var menuTitle>`  
as it will appear in your navigation

**URL:** `<tmpl_var url>`

**Description:**  
`<tmpl_if description>`  
`<tmpl_var description>`  
`</tmpl_if>`

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**donor.com** The CMS Hierarchy: Asset Templates : CS

**Next in the properties settings:**

**Archive after:**

- <tmpl\_if archived>
- <tmpl\_var archive>
- <tmpl\_var unarchive>

**Attachment per post:**

- <attachment\_loop> an attachment field is added in the post form.

**Use preview:**

- in post form this will show up as:
- <tmpl\_if usePreview>

**Enable avatar:** <tmpl\_var avatar.url>

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**donor.com** The CMS Hierarchy: Asset Templates : CS

**First some familiar settings:**

**Hide from navigation:**

- whether assets shows up in your navigation

**Open in new window: yes or no**

**Display title: <tmpl\_if displayTitle>**

**Style template:**

- choose the style in witch your CS assets sets in

**Printable Style:** when you print your page

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donor.com

**And some new ones:**

**Enable RSS feed:** yes or no

**RSS template:**  
choose your template for RSS

**Visitor cache timeout:**  
the time the cache is set for the visitor for this asset.

**Thumbnail size:**  
size of thumb of image (avatar of photo) when loaded up in CS. Can't be changed afterwards!

**Max. image size:**  
size of uploaded photo. Can be changed after is uploaded.

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donor.com

**Display last reply:**  
in CS template:  
`<tmpl_if displayLastReply>`

If set to yes, more variables become available, for example:  
`sortBy.replies.url`  
`lastReply.url`  
`lastReply.title`  
`lastReply.username`

**Threads per page:**  
number of contributions in the thread view

**Post per page:**  
number of contributions in the CS overview

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**donor.com** The CMS Hierarchy: Asset Templates : CS

**Use content filter:**  
to filter on specific words  
like strong language  
(waar instellen?)

**Rich editor:**  
editor for editing text in a  
text area (Forum Rich Edit or  
Content Manager Rich Edit)

**Sort order:**  
descending (up) or  
ascending (down)

**Sort by:**  
date, sequence, title, etc.

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**donor.com** The CMS Hierarchy: Asset Templates : CS

**And this we will go into in detail later: the templates**

Select templates for:

- [Search](#)
- [Post\\_Form](#)
- [Thread](#)
- [Collaboration template \(overview\)](#)

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**donor.com** The CMS Hierarchy: Asset Templates : CS

**As in other assets**

- Encrypt content
- Owner
- Who can view:  
set to everyone or a specific group of people
- Who can edit:  
set to content managers or a specific group of people
- Approval workflow:  
when a post has to be approved before publishing

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**donor.com** The CMS Hierarchy: Asset Templates : CS

**And this we will go into in detail later: the templates**

- Select templates for:
- Search
- Post Form
- Thread
- Collaboration template (overview)

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donor.com The CMS Hierarchy: Asset Templates : CS

**As in other assets**

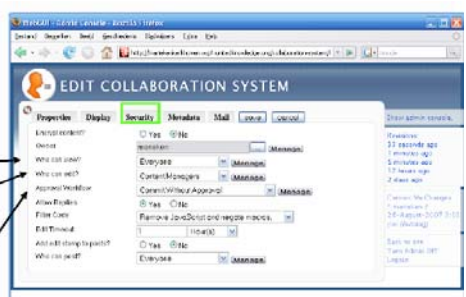
Encrypt content

Owner

Who can view:  
set to everyone or a specific group of people

Who can edit:  
set to content managers or a specific group of people

Approval workflow:  
when a post has to be approved before publishing



donor.com The CMS Hierarchy: Asset Templates : CS

Allow replies:  
can one reply on a post?

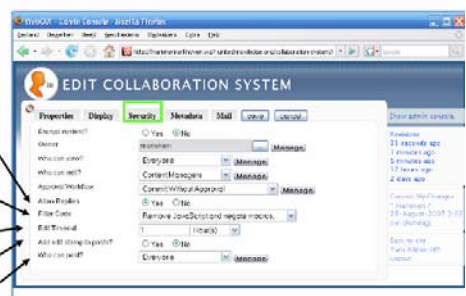
Filter code:  
removes for example javascript or macros from a post

Edit timeout:  
the time for a poster to edit his/her post

Add edit stamps: "Edited on <date>"

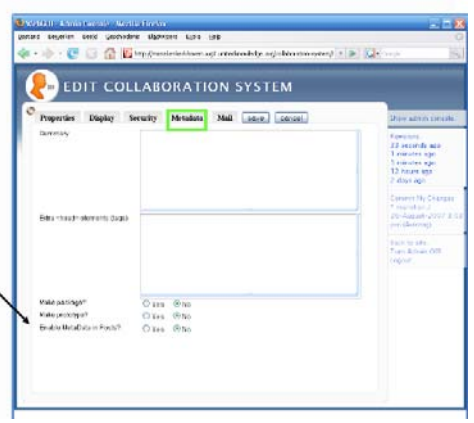
And last but not least:

Who can post?  
Set to everyone or a specific group like Registered Users



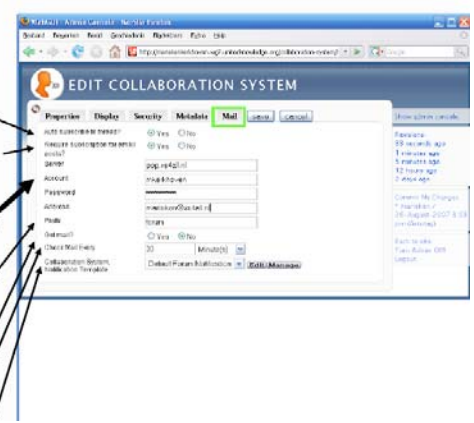
donor.com The CMS Heiarchy: Asset Templates : CS

- As in other assets:
- Summary
- Extra tags
- Make package
- Make prototype
- Enable metadata in post: set to yes to enable metadata and to profile posts



donor.com The CMS Heiarchy: Asset Templates : CS

- It's possible to send and receive post by email. You need to have a dedicated mailbox.
- Auto subscribe to thread: yes or no
- Require subscription to email post?: do one need to be subscribed to be able to set post by email?
- Fill in: Server, Account, Password and address.
- Prefix: text in the subject field of the email
- Get mail: receive email when a new post is received in your forum
- Check mail: set time



**donor.com** The CMS Hierarchy: Asset Templates : CS

**Allow replies:**  
can one reply on a post?

**Filter code:**  
removes for example javascript or macros from a post

**Edit timeout:**  
the time for a poster to edit his/her post

**Add edit stamps:** "Edited on <date>"

**And last but not least:**

**Who can post?**  
Set to everyone or a specific group like Registered Users

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**donor.com** The CMS Hierarchy: Asset Templates : CS

We will have a look at the 3 most important templates in detail:

*CS overview*

*thread*

*post*

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**donor.com** The CMS Hierarchy: Asset Templates : CS

### CS Overview Template

**As always:**

```

<a name="id"><tmpl_var assetId>"
id="id"><tmpl_var assetId>"></a>

<tmpl_if session.var.adminOn>
  <p><tmpl_var controls></p>
</tmpl_if>

<tmpl_if displayTitle>
  <h2> <tmpl_var title> </h2>
</tmpl_if>

<tmpl_if description>
  <tmpl_var description>
</tmpl_if>

```

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**donor.com** The CMS Hierarchy: Asset Templates : CS

### CS Overview Template

```

<tmpl_if user.canPost>
  <a href="<tmpl_var
add.uri>"><tmpl_var
add.label></a>&#149;
</tmpl_if>

<tmpl_unless user.isVisitor>
  <tmpl_if user.isSubscribed>
    <a href="<tmpl_var
unsubscribe.uri>">
<tmpl_var
unsubscribe.label></
a>
  </tmpl_if>
  <a href="<tmpl_var
subscribe.uri>"><tmpl_v
ar subscribe.label></a>
</tmpl_if>&#149;
</tmpl_unless>

<a href="<tmpl_var
search.uri>"><tmpl_var
search.label></a>

```

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donor.com
The CMS Hierarchy: Asset Templates : CS

### CS Overview Template

```

<table width="100%">
<tr>
<tmpl_if user.isModerator>
<td class="forumHead">
<tmpl_var status.label> </td>
</tmpl_if>
<td class="forumHead">
<tmpl_var subject.label> </td>
<td class="forumHead"> <tmpl_var
user.label> </td>
<td class="forumHead"><a
href="#<tmpl_var sortby.views.url">
<tmpl_var views.label> </a></td>
<td class="forumHead"><a
href="#<tmpl_var sortby.replies.url">
<tmpl_var replies.label> </a></td>
<td class="forumHead"><a
href="#<tmpl_var sortby.rating.url">
<tmpl_var rating.label> </a></td>
<td class="forumHead"><a
href="#<tmpl_var sortby.date.url">
<tmpl_var date.label> </a></td>
<tmpl_if displayLastReply>
<td class="forumHead"><a
href="#<tmpl_var sortby.lastreply.url">
<tmpl_var lastReply.label> </a></td>
</tmpl_if>
</tr>

```

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donor.com
The CMS Hierarchy: Asset Templates : CS

### CS Overview Template

```

<tmpl_loop post_loop>
<tr><tmpl_if user.isModerator>
<td ><tmpl_var
status></td>
</tmpl_if>

<td ><a href="#<tmpl_var url">
<tmpl_var title></a></td>
<tmpl_if user.isVisitor>
<td ><tmpl_var username></td>
<tmpl_else>

<td><a href="#<tmpl_var
userProfile.url">
<tmpl_var username></a></td>
</tmpl_if>

<td><tmpl_var views></td>
<td><tmpl_var replies></td>
<td><tmpl_var rating></td>
<td><tmpl_var
dateSubmitted.human> @
<tmpl_var timeSubmitted.human></
td>

```

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donor.com community conference
Slide 126

donor.com The CMS Hierarchy: Asset Templates : CS

CS Overview Template

```

<tmpl_if displayLastReply>
  <td >
    <a href="<tmpl_var
lastReply.url">"><tmpl_var
lastReply.title></a>
    by
      <tmpl_if lastReply.user.isVisitor>
        <tmpl_var
lastReply.username>
      <tmpl_else>
        <a href="<tmpl_var
lastReply.userProfile.url">"><tmpl_var
lastReply.username></a>
      </tmpl_if>
    on <tmpl_var
lastReply.dateSubmitted.human> @
    <tmpl_var
lastReply.timeSubmitted.human>
  </td>
</tmpl_if>
</tr>
</tmpl_loop>
</table>

```



donor.com The CMS Hierarchy: Asset Templates : CS

CS Overview Template

```

<tmpl_loop post_loop>
  <tr><tmpl_if user.isModerator>
  <td ><tmpl_var
status></td>
  </tmpl_if>

  <td ><a href="<tmpl_var url">">
  <tmpl_var title></a></td>
  <tmpl_if user.isVisitor>
  <td ><tmpl_var username></td>
  <tmpl_else>
  <td ><a href="<tmpl_var
userProfile.url">">
  <tmpl_var username></a></td>
  </tmpl_if>

  <td><tmpl_var views></td>
  <td><tmpl_var replies></td>
  <td><tmpl_var rating></td>
  <td><tmpl_var
dateSubmitted.human> @
  <tmpl_var timeSubmitted.human></
td>

```



donor.com
The CMS Heiarchy: Asset Templates : CS

Next: the thread template

a post  
with its  
replies

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donor.com
The CMS Heiarchy: Asset Templates : CS

CS Thread Template

```

<div><a name="id"<tmpl_var assetId>"
  id="id"<tmpl_var assetId>"></a></div>

<tmpl_if session.var.adminOn>
  <p><tmpl_var controls></p>
</tmpl_if>

<div style="float: left; width: 70%">
  <h2><a href="<tmpl_var collaboration.url">"
    <tmpl_var collaboration.title></a></h2>
</div>
        
```

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donor.com
The CMS Heiarchy: Asset Templates : CS

### CS Thread Template

```

<div style="width: 30%; float: left;
text-align: right;">
<tmpl_if layout.isFlat>
<a href="<tmpl_var layout.nested.uri">
<tmpl_var layout.nested.label> </a>
<tmpl_else>
<a href="<tmpl_var layout.flat.uri">
<tmpl_var layout.flat.label> </a>
</tmpl_if>
</div>
<div style="clear: both;" </div>

<tmpl_loop post_loop>
<tmpl_if layout.isNested>
<div style="margin-left: <tmpl_var
depthX10>px;">
</tmpl_if>

<div class="postBorder <tmpl_if
isCurrent>Current">
                
```

The screenshot shows a forum thread on the WEBGUI platform. The browser title is "Webgui - What do you think of this subject? Mozilla / Firefox". The forum header includes "WEBGUI" and "144 posts | 40,763 hits | 14,348 users". The thread title is "Forum about everything". The first post is titled "What do you think of this subject?" and is by user "marickan" (Avatar: [img alt="User avatar"]), dated "25-Apr-2007 12:12 pm", with 0 views and 0 ratings. The post content says "I'm really interested in your opinion on this subject. Maybe you think it's not all that important. Or maybe you do. Please let me know." Below the post are "Reply", "Edit", and "Delete" buttons. A second post by the same user follows with the text "I totally agree with you." and also has "Reply", "Edit", and "Delete" buttons. A third post is partially visible at the bottom.

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donor.com
The CMS Heiarchy: Asset Templates : CS

### CS Thread Template

```

<tmpl_var title>
</div>
<div class="postData">
<tmpl_if avatar.url>
<div style="float: left; padding-right:
10px;">

alt="<tmpl_var username">" />
</div>
</tmpl_if>
<div style="float: left; padding-right:
25px;">
                
```

The screenshot shows a forum thread on the WEBGUI platform. The browser title is "Webgui - What do you think of this subject? Mozilla / Firefox". The forum header includes "WEBGUI" and "144 posts | 40,763 hits | 14,348 users". The thread title is "Forum about everything". The first post is titled "What do you think of this subject?" and is by user "marickan" (Avatar: [img alt="User avatar"]), dated "25-Apr-2007 12:12 pm", with 0 views and 0 ratings. The post content says "I'm really interested in your opinion on this subject. Maybe you think it's not all that important. Or maybe you do. Please let me know." Below the post are "Reply", "Edit", and "Delete" buttons. A second post by the same user follows with the text "I totally agree with you." and also has "Reply", "Edit", and "Delete" buttons. A third post is partially visible at the bottom.

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donor.com The CMS Hierarchy: Asset Templates : CS

CS Thread Template

```

<b><tmpl_var user.label>:</b>
<tmpl_if user.isVisitor>
  <tmpl_var username>
<tmpl_else>
  <a href="<tmpl_var
userProfile.url"><tmpl_var
username"></a>
</tmpl_if>
<b><tmpl_var date.label>:</b>
<tmpl_var dateSubmitted.human>
<br />
</div>

```



donor.com The CMS Hierarchy: Asset Templates : CS

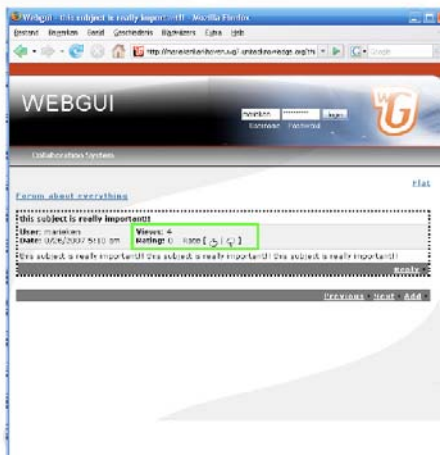
CS Thread Template

```

<div>
  <b><tmpl_var views.label>:</b>
  <tmpl_var views><br />
  <b><tmpl_var rating.label>:</b>
  <tmpl_var rating>

  <tmpl_if user.canPost>
    <tmpl_unless hasRated>
      <tmpl_var rate.label>
      [ <p style="display:inline;vertical-align:middle;"><a href="<tmpl_var
rate.url.thumbsUp">" alt="+"
style="border: 0px;vertical-align:middle;" /
></a></p> | <p
style="display:inline;vertical-align:middle;"><a href="<tmpl_var
rate.url.thumbsDown">"
alt="-" style="border: 0px;vertical-align:middle;" /></a></p> ]
    </tmpl_unless>
  </tmpl_if>

```



donor.com The CMS Hierarchy: Asset Templates : CS

### CS Thread Template

```

<div class="postMessage">
  <tmpl_var content>

<tmpl_loop attachment_loop>
  <div style="float: left; padding: 5px;">
    <a href="<tmpl_var url">">
      <tmpl_if isImage>
        " style="border-style:none;" alt="<tmpl_var filename">" />
      <tmpl_else>
        " style="border-style:none;vertical-align:middle;" alt="<tmpl_var filename">" />
      </a> <a href="<tmpl_var url">"><tmpl_var filename">
      </tmpl_if>
    </a>
  </div>
</tmpl_loop>
<div style="clear: both;"></div>

```

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donor.com The CMS Hierarchy: Asset Templates : CS

### CS Thread Template

```

<div class="postMessage">
  <tmpl_var content>

<tmpl_loop attachment_loop>
  <div style="float: left; padding: 5px;">
    <a href="<tmpl_var url">">
      <tmpl_if isImage>
        " style="border-style:none;" alt="<tmpl_var filename">" />
      <tmpl_else>
        " style="border-style:none;vertical-align:middle;" alt="<tmpl_var filename">" />
      </a> <a href="<tmpl_var url">"><tmpl_var filename">
      </tmpl_if>
    </a>
  </div>
</tmpl_loop>
<div style="clear: both;"></div>

```

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donor.com The CMS Hierarchy: Asset Templates : CS

CS Thread Template

```

<tmpl_unless isLocked>
  <div class="postControls">
    <tmpl_if user.canReply>
      <a href="<tmpl_var
reply.uri">"><tmpl_var reply.label> </a>
&bull;
    </tmpl_if>
    <tmpl_if user.canEdit>
      <a href="<tmpl_var
edit.uri">"><tmpl_var edit.label> </a>
&bull;
      <a href="<tmpl_var
delete.uri">"><tmpl_var delete.label> </a>
    </tmpl_if>
  </div>
</tmpl_unless>
</div>
<tmpl_if layout.isNested> </div> </tmpl_if>
</tmpl_loop>

```



donor.com The CMS Hierarchy: Asset Templates : CS

CS Thread Template

```

<div style="margin-top: 20px;"
class="bottomControls">
<tmpl_if previous.uri>
  <a href="<tmpl_var
previous.uri">"><tmpl_var
previous.label> </a> &bull;
</tmpl_if>
<tmpl_if next.uri>
  <a href="<tmpl_var
next.uri">"><tmpl_var next.label> </a>
&bull;
</tmpl_if>
<tmpl_if user.canPost>
  <a href="<tmpl_var
add.uri">"><tmpl_var add.label> </a>
&bull;
</tmpl_if>

```



donor.com The CMS Hierarchy: Asset Templates : CS

CS Thread Template

```

<tmpl_if user.isModerator>
<tmpl_if isSticky>
  <a href="<tmpl_var unstick.url">">
  <tmpl_var unstick.label></a> <tmpl_else>
  <a href="<tmpl_var stick.url">"><tmpl_var
  stick.label></a> </tmpl_if>
<tmpl_if isLocked>
  <a href="<tmpl_var unlock.url">">
  <tmpl_var unlock.label></a> <tmpl_else>
  <a href="<tmpl_var lock.url">"><tmpl_var
  lock.label></a> </tmpl_if>
</tmpl_if> </tmpl_if>
<tmpl_unless user.isVisitor>
  <tmpl_if user.isSubscribed>
  <a href="<tmpl_var unsubscribe.url">">
  <tmpl_var unsubscribe.label></a>
  <tmpl_else>
  <a href="<tmpl_var subscribe.url">">
  <tmpl_var subscribe.label></a>
  </tmpl_if>
</tmpl_unless>
</div>

```



donor.com The CMS Hierarchy: Asset Templates : CS


CS Thread Template

```

<div style="margin-top: 20px;"
class="bottomControls">
<tmpl_if previous.url>
  <a href="<tmpl_var
  previous.url">"><tmpl_var
  previous.label></a> &bull;
  </tmpl_if>
<tmpl_if next.url>
  <a href="<tmpl_var
  next.url">"><tmpl_var next.label></a>
  &bull;
  </tmpl_if>
<tmpl_if user.canPost>
  <a href="<tmpl_var
  add.url">"><tmpl_var add.label></a>
  &bull;
  </tmpl_if>

```





The CMS Heiarchy: Asset Templates : CS


### CS Post Template

And then: the post template

The form with which a new contribution is posted or an existing post is edited.



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The CMS Heiarchy: Asset Templates : CS

### CS Post Template

```


<a name="id<tmpl_var assetId>"
  id="id<tmpl_var assetId>"></a>

<tmpl_if preview.title>
  <p><b><tmpl_var preview.title></b></p>
</tmpl_if>

<tmpl_if preview.content>
  <p><tmpl_var preview.content></p>
</tmpl_if>

<h2><tmpl_var message.header.label></h2>

```



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donor.com
The CMS Heiarchy: Asset Templates : CS

### CS Post Template

```

<tmpl_var form.header>

<table class="defaultPostForm">
  <tmpl_if isNewPost>
    <tmpl_if user.isVisitor>
      <tr>
        <td><tmpl_var
visitorName.label></td>
        <td><tmpl_var
visitorName.form</td>
      </tr>
    </tmpl_if>
  </tmpl_if>
  <tr>
    <td><tmpl_var subject.label></td>
    <td><tmpl_var title.form></td>
  </tr>
  <tr>
    <td><tmpl_var message.label></td>
    <td><tmpl_var content.form></td>
  </tr>
</table>

```

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donor.com
The CMS Heiarchy: Asset Templates : CS

### CS Post Template

```

<tmpl_unless isReply>
  <tmpl_loop meta_loop>
    <tr>
      <td><tmpl_var name></td>
      <td><tmpl_var field></td>
    </tr>
  </tmpl_loop>
</tmpl_unless>

<tmpl_if attachment.form>
  <tr>
    <td><tmpl_var attachment.label></td>
    <td><tmpl_var
attachment.form</td>
  </tr>
</tmpl_if>

```

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donor.com The CMS Heiarchy: Asset Templates : CS

### CS Post Template

```

<tmpl_if isNewPost>
<tmpl_unless user.isVisitor>
  <tr>
    <td><tmpl_var subscribe.label></td>
    <td><tmpl_var subscribe.form></td>
  </tr>
</tmpl_unless>

<tmpl_if isNewThread>
  <tmpl_if user.isModerator>
  <tr>
    <td><tmpl_var lock.label></td>
    <td><tmpl_var lock.form></td>
  </tr>
  <tr>
    <td><tmpl_var stick.label></td>
    <td><tmpl_var sticky.form></td>
  </tr>
</tmpl_if>
</tmpl_if>

```

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donor.com The CMS Heiarchy: Asset Templates : CS

### CS Post Template

```

<tr>
  <td></td>
</tr>

<td><tmpl_if usePreview><tmpl_var
form.preview></tmpl_if>

<tmpl_var form.submit></td>
</tr>
</table>

<tmpl_var form.footer>

<tmpl_if isReply>
  <p><b><tmpl_var reply.title></b></p>
  <tmpl_var reply.content>
</tmpl_if>

```


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**donor.com** The CMS Hierarchy: Asset Templates : CS

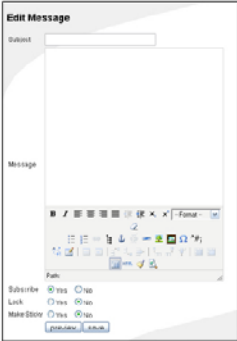
**CS Post Template**

Two kind of editors you set them in settings under display

**Forum Rich Edit**



**Content Manager's Rich Edit**




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**donor.com** The CMS Hierarchy: Asset Templates : CS

**CS Post Template**

**Variables in Post template used in different post form**

- post\_loop
- title
- username
- userProfile.url
- dateSubmitted.human
- views
- rating
- user.isPoster
- status
- content
- edit.url
- userDefined1
- userDefined2
- userDefined3
- userDefined4
- userDefined5



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# The CMS Heiarchy: Asset Templates : CS

## CS Post Template

Use of **userDefined1 / userDefined5**  
For example: in the Link List Submission Form

```

[...] <tr>
<td><tmpl_var title.label></td>
<td><tmpl_var title.form></td>
</tr>
<tr>
<td><tmpl_var url.label></td>
<td><tmpl_var userDefined1.form></td>
</tr>
<tr>
<td><tmpl_var newWindow.label></td>
<td><tmpl_var userDefined2.form.yesNo></td>
</tr>
<tr>
<td><tmpl_var description.label></td>
<td><tmpl_var content.form></td>
</tr>
[...]
```



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# The CMS Heiarchy: Asset Templates : CS

## CS Post Template

Use of **userDefined1 / userDefined5**

they will show up in you CS of thread view as in de link list

URL

And also open new window is true.



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## The CMS Heiarchy: Asset Templates : CS

### CONCLUSION

- ✓ Collaboration System has different views
- ✓ It has many different default templates
- ✓ It has many different settings
- ✓ It has many variables
- ✓ You can change the default templates to your liking
- ✓ By combining the settings, variables and templates you can make a CS the way you want.

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## The CMS Heiarchy: Asset Templates : CS

### Supplement 1: CMS Template Post Variables


Formname:	Template variable:	default post	default submission	FAQ	Job	Link list	Request Tracker
visitorName label:	visitorName Visitor Name	visitorName form visitorName label	visitorName form visitorName label	no	no	no	visitorName form visitorName label
title label:	title Subject Title/Question/Job Title	title form subject label	title form title label	title form question label	title form job title label	title form title label	title form subject label
synopsis label:	synopsis Summary	no	synopsis form synopsis label	no	no	no	no
content label:	content Message Body(Job Description)	content form message label	content form body label	content form answer label	content form job description label	content form description label	content form security label
userDefined1 label:	userDefined1 Compensation URI	no	no	no	userDefined1 form compensation label	userDefined1 form uri label	custom security label
userDefined2 label:	userDefined2 Location	no	no	no	userDefined2 form location label	userDefined2 form new Window label	no
userDefined3 label:	userDefined3 Job Requirements	no	no	no	userDefined3 form job requirements label	no	no
userDefined4 label:	userDefined4	no	no	no	no	no	no
userDefined5 label:	userDefined5	no	no	no	no	no	no
storageId_action label:	attachment Attachment	attachment form attachment label	attachment form attachment label	attachment form attachment label	attachment form attachment label	attachment form attachment label	attachment form attachment label
subscribe label:	user:isSubscribed Subscribe	subscribe form subscribe label	subscribe form subscribe label	subscribe form subscribe label	subscribe form subscribe label	subscribe form subscribe label	subscribe form subscribe label
lock label:	isLocked Lock	lock form lock label	lock form lock label	lock form lock label	lock form lock label	lock form lock label	lock form lock label
stick label:	isSticky Make Sticky	sticky form stick label	sticky form stick label	sticky form stick label	sticky form stick label	sticky form stick label	sticky form stick label
preview.title	preview.content						

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## workshop overview: WebWare

- I. The DWAPI Overview (Mike)**
  - Overview of an API
  - The webware DWAPI overview and lifecycle
  - From SOAP to the DWAPI
- II. Building blocks of the DWAPI**
  - Connection
  - Behavior
  - Presentation
  - Webware Example Templates (identify & multimethod)
  - syncProfile
- III. Webware Goodies**


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## Overview of an API: Definition


- API = Application Programming Interface
- WebWare is one of many DonorWare APIs
- WebWare is the “donor self-service” API
- WebWare API Reference:  
[donor.com/ref/donorware/app/webware](http://donor.com/ref/donorware/app/webware)

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 Overview of an API: Full Access APIs


- **Module:** DonorWare::App::FetchCodes
- **Method:** fetch\_codes()
- **Parameters:** table => 'dept'

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 Online Reference

<http://donor.com/ref>


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 The Webware API

- donor.com APIs are wrappers around DASCO binaries

```
$ dwcodes dept  
123|Dept 123  
456|Dept 456
```

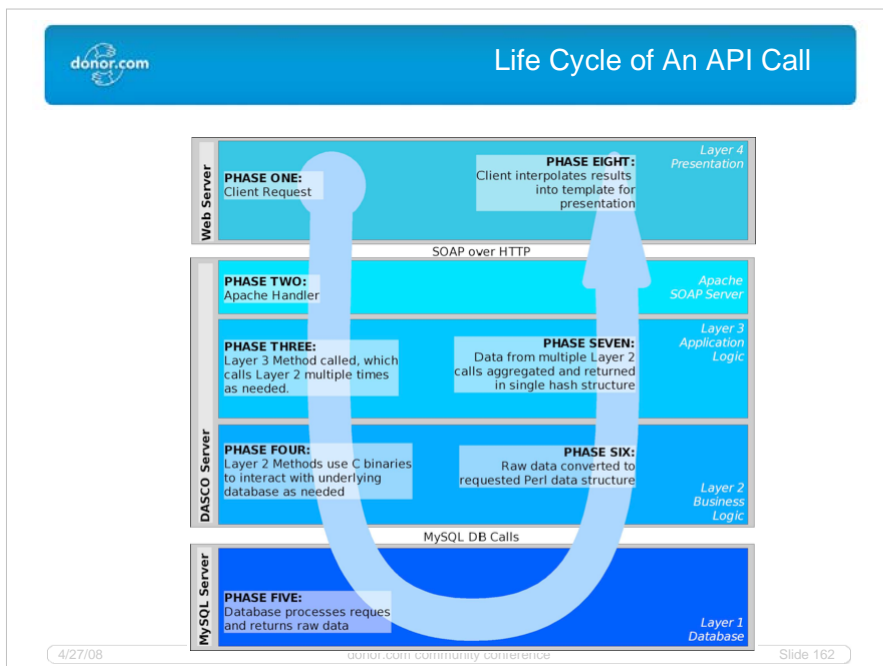
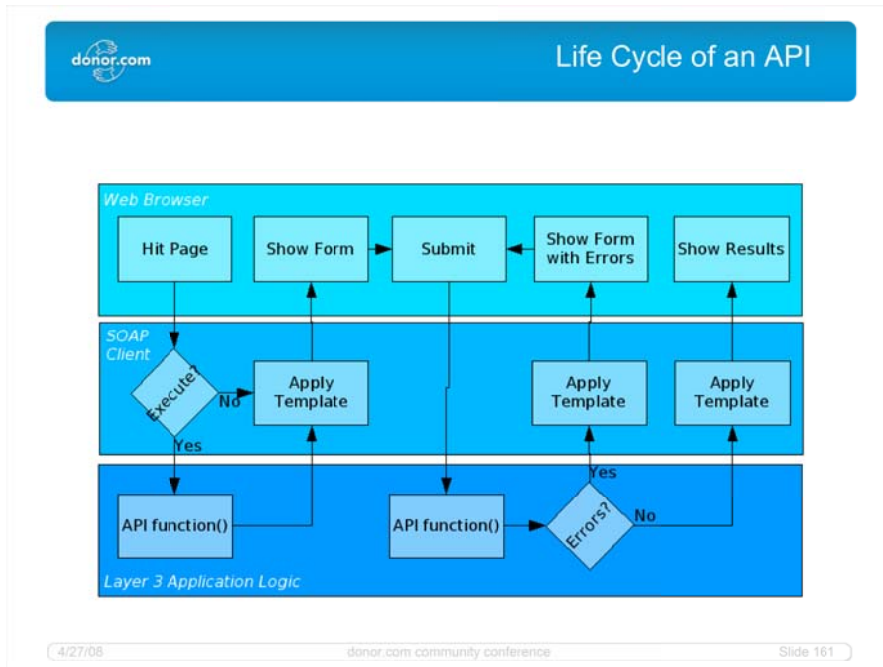
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 WebGUI and Webware

- WSCClient Asset/Wobject
- DWClient Asset/Wobject
- Client calls WebWare API
- Client template shows results or errors

These four bullets will be covered in greater detail later.


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DWClient

<p><b>WSCClient</b></p> <ul style="list-style-type: none"> <li>• XML</li> <li>• No encryption or SSL</li> <li>• No compression</li> <li>• HTTP envelope</li> </ul> <p>2-3 seconds overhead per request</p>	<p><b>DWClient</b></p> <ul style="list-style-type: none"> <li>• Storable</li> <li>• Symmetric encryption</li> <li>• Zlib compression</li> <li>• Raw TCP</li> </ul> <p>&lt; 1 second overhead per request</p>
--	--

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Performance

**236 ms - binary getname call to get the data**

**86 ms - dwapid overhead for serialization/encryption, etc**

====

**322 ms - time for API to return to socket**

**80 ms - Internet for Calgary to Denver**

====

**402 ms - packet arrives at client**


  

**151 ms- time for decryption/deserialization and population of gui**

====

**553 ms**

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WebGUI <-> DASCO


Before: SyncProfilesFromDASCO

- Hourly batch job

After: dwpush

- new getchglog binary in DASCO
- triggers DASCO server event
- HTTP Request to WebGUI7 Workflow
- Changes reflected in 30 seconds or less


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Part II

The building blocks of the DWAPI


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Building blocks of the DWAPI

To best understand the basic building blocks of the DWAPI methodology, think of these three components


- I. **API Connection** – the DASCÓ server it connects to and the API Module (layer 3) used
- II. **API Behavior** – What and how data is passed through API
- III. **API Presentation** – How the data is displayed to the end user/How the end-user interacts with the data

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Building blocks of the DWAPI

A VISUAL REPRESENTATION OF THE THREE COMPONENTS

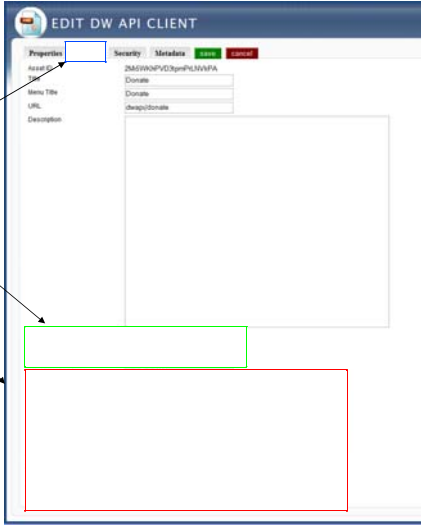
- ✓ The Connection
- ✓ The Behavior
- ✓ The Presentation



The config DB is another component of behavior.

This is currently not configurable by clients, but will be sometime in later 08.

We will briefly touch on the role of the config DB.



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donor.com
DWAPI: Connection

### The Connection

The connection is established by three fields in the DW Client

DWAPI server (host:port)	test2.api.dwvpr.net:9002
DWAPI module	DonorWare-App-WebWare
DWAPI Method/Call	multi_method

**DWAPI Server** tells the API which DASCOServer the API connects to and which port to use. Your client server will be "XXX.api.dwvpr.net:9002", where XXX is your client abbreviation (GFA, FH, MAF, MMI, etc). Client's always use port 9002

**DWAPI Module** is the file that contains the methods

A high-level (layer 3 in DonorWare's 4-tier architecture) API that allows either donor.com's presentation layers (layer 4) to interact with donor-facing functionality, such as address changes, donations, giving history, etc. The WebWare API in turn calls the layer 2 dascoXFS business logic API, which in turn interacts with the actual underlying data, while enforcing the security and business rules of the organization.

- ✓ Find a list of all webware methods at <http://donor.com/ref/donorware/app/webware>
- ✓ The 2 pertaining to your website are app::webware & app::webware::sponsorship

**STOP – Let's look at the webware API/module and all its methods**

**DWAPI Method/Call** (a very specific function call to DASCOServer where it sends and retrieves information)

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DWAPI: Behavior Part A – configDB

### The Behavior Part A – Config DB


**Helps setup the basic behavior of how webware module interacts with DASCOServer**

- ✓ Currently do not have access to configure, but we can let them see what's configured.
- ✓ Allows you to set standard variables that can be used to change the behavior of how an API works
  - ✓ Default designations
  - ✓ Motivations/Transformations
  - ✓ Drop-down lists
  - ✓ Change range of designations allowable
  - ✓ Change notification emails
  - ✓ Drive templates used for auto-emails (like after donation)

- ✓ WebWare APIs can behave differently for different clients.
- ✓ Each client can tweak the business logic of the WebWare API via the ConfigDB
- ✓ Currently requires DonorWare Support
- ✓ We plan to move into main DASCOServer code maintenance for each client this coming year


**STOP – Let's briefly look at the "test2" config db settings. Our conference site is running off of the test2 dasco**

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DWAPI: configDB - transformations

- dateSlot
- desigByFreqAndAmt
- dynamicMotivation
- motivPrefix
- prefixLtdLen
- rangeTable
- regexList
- regexTable
- replacelf
- replaceInvalidDesig
- replaceInvalidMotiv
- stringTable
- stripSpace
- upperCase

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Config DB: Dynamic Date Motivations

### Wym-ABCD becomes W084-ABCD

This allows generating a whole group of motivations from a template, which motivations contain codes for year and month. For example, motivation template Wcym-MOTV would become W08C-MOTV in 2008-12 and W081-MOTV in 2008-01.

```

transformations
0 motiv

transform_motiv
0 xfMotvStripSpace
1 xfMotvDynamic
2 xfMotvUpperCase


xfMotvStripSpace
transform => stripSpace
input => motiv

xfMotvDynamic
transform => dynamicMotivation
nature => data
input => prev

xfMotvUpperCase
transform => upperCase
input => prev

```

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Config DB: Fallback motivations

If motivation is invalid (or inactive), change it to 'FALL-BACK'.


```

transformations
  0  motiv

transform_motiv
  0  xfMotvFallback

xfMotvFallback
  transform => replaceInvalidMotiv
  input => motiv
  fallback => 'FALL-BACK'
```

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Designation by amount and frequency

**Designation to be 8000 for onetime gifts; else, with monthly RCC, 8001 for gifts <= \$30 but 8002 for gifts > \$30. Set the designation to 8001 initially (per method arguments), then conditionally replace it with one of the other values.**

```

transformations
  0  desig

transform_desig
  0  xfDesgByAmt
  1  xfDesgByFreq
```

```

xfDesgByAmt
  transform => replacelf
  nature => data
  input => desig
  replace => 8002
  cvar => amt
  cmp => '>'
  cval => 30

xfDesgByFreq
  transform => replacelf
  nature => data
  input => prev
  replace => 8000
  cvar => freq
  cmp => 'eq'
  cval => 'onetime'
```

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donor.com
DWAPI: Behavior B– method Parameters

**The Behavior Part B – DWAPI Call Parameters**

**DWAPI Method Parameters help control the specific behavior for each module**

- ✓ Parameters (required)
- ✓ Parameters (standard)
- \* See documentation for list

**Important Notes**

- ✓ Your default DWAPI clients have the standard/common parameters.
- ✓ All new donor.com sites now have an archive of the standard DWclients and their corresponding templates.
- ✓ When your site is moved to webgui 7.4 you can request a package of all the default clients and templates as a reference.

DWAPI Call Parameters

```

'^SESSION' => '^var('sessionID')',
'^SOBOTT' => '^FormParam('goHollu')',
'^BROWSER' => '^Env('HTTP_USER_AGENT')',
'^URL' => '^Env('REQUEST_URI')',
'^AUTH_TOKEN' => '^AuthParam()',
'^ID_CODE' => '^var('userID')',
'^METHOD' => '^clear_session',
'^method1' => '^identify',
'^method2' => '^donation',

```

<http://donor.com/ref/donorware/app/webware>


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donor.com
DWAPI: Behavior – method Parameters

**Macros Used in the DWAPI call params**


- ^FormParam – Allows you to pass the parameter via the url
- ^var – used for 'session' to pull in the sessionID variable
- ^Env – can be used to pass a web server environment variable

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 DWAPI: Presentation

## DWAPI Webware Templates

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 Webware DWAPI Templates


✓ Just like WebGUI templates, webware DWAPI templates use template the html::template language.

✓ There are 4 key elements to each template

- API Transport Errors
- Prepopulation Mode
- Method Errors
- Successful Results

Three HTML::Template Building Blocks:  
TMPL\_VAR  
TMPL\_LOOP  
TMPL\_IF/TMPL\_ELSE/TMPL\_UNLESS

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 DWAPI: Methods: Identify

## IDENTIFY

**Identify is tight-rope between security and usability**

You want to make sure the donr has to put in enough information to be uniquely identify without making it difficult.


Some clients seeks a “donate and go” (no dup check) while others want to check unique components against the DASCO (dup check), requiring a greater amount of “being identified” against DASCO.

To find out more about identify and it's role in security and checking for duplicate accounts -

[https://donor.com/manuals\\_webware2\\_dupcheck](https://donor.com/manuals_webware2_dupcheck)

**Let's look at the identify template**


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 DWAPI Methods: Identify:syncProfile

**Identify syncProfile (a very very “layman's” explanation)**

1. First account is created in DASCO (but not in webGUI)
2. syncProfile takes the account from DASCO (DW PUSH) and “pushes” it to webgui to create a WebGUI account.
3. When a user updates their account preferences (address, phone, email, etc), syncPROFILE has the role of making sure that the webgui account and DASCO account data are synced.


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DWAPI Methods: Identify: syncProfile

### syncProfileFromDasco

- Runs “live” via DWPUSH
- Keeps name, email, etc in sync
- DASCO Special Lists can drive WebGUI groups to control site access
- Uses WebGUI workflow for realtime DASCO syncs
- Uses a Custom Output Format, so you CAN include other fields
- You could then use those other fields to drive dynamic personalization in WebGUI

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DWAPI Methods: multimethod


For about 95% of donor.com clients, multi-method is used as the primary donation page.

Multi-method accomplishes “identify” and takes the donation at the same time.

- ✓ Prompts existing online donors to login.
- ✓ Prompts non-online DASCO accounts to establish a WebGUI account that is synced with their DASCO account
- ✓ Creates new accounts for first time donors

- allows the aggregation of multiple API methods into one call
- Uses one big template with template info for each API method called
- Uses DynamicParams macro to gather all the parameters

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DWAPI Methods: Multi-method: Call Params

```

'SESSION' => '^var("sessionId");',
'GOMOTIV' => '^FormParam("goMotiv");',
AUTH_TOKEN => '^AuthToken();',
ID_CODE => '^var("userId");',
method0 => 'clear_session',
method1 => 'identify',
method2 => 'donation',
'clear_session_clear_desig' =>
'^FormParam("clr_dsg");',
'identify_IP_ADDRESS' => '^Env("REMOTE_ADDR");',
'identify_BROWSER' => '^Env("HTTP_USER_AGENT");',
'identify_SKIPSTAGE3' => '1',
'identify_REFERER' => '^Env("HTTP_REFERER");',
'clear_session_clear' => '^FormParam("clr_ssn");',
'DONATION_DONMOTIV' =>
'^FormParam("IDENTIFY_MOTIV");',
'DONATION_DESIG' => '^FormParam("DESIG");',
^DynamicParam('IDENTIFY_*');,
^DynamicParam('DONATION_*');,

```

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DWAPI Methods: Multi-method types

**Simple Donation**

- Identify
- Donate


**Simple Checkout**

- Identify
- Checkout

**Complex**

- Identify
- Form Handler
- Donation

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Webware API Goodies

**Examples [web101.dwvpn.net/webware-goodies](http://web101.dwvpn.net/webware-goodies)**

- ✓ Creating Multi-page Forms using ^DisplayParam
- ✓ Passing Form Parameters
- ✓ Auto-suggest feature for designations

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## WebGUI & Webware Users Community Workshop

Presenter: Corey White

Web Development & Marketing Consultant, donor.com

## I. A Content Management Solution Mindset

- What is a CMS
- The benefits of CMS
- Why WebGUI?
- A Quick run-down of the UI

## II. Building your WebGUI Site

### - **Setting up your site**

A. Assets Manager

B. Admin Console (Settings, Users & Groups, Version Tags, Workflows, Spectre)

### - **HTML::Template and WG Macros**

### - **Building your site template hierarchy**

A. Page Style Templates

B. Page Layout Templates

C. Content Templates (articles, snippets, CS)

## A Content Management Mindset

## What is a Content Management System?

A web content management system is a software system used to manage and control a large, dynamic collection of web material (HTML documents and their associated images). A CMS facilitates document control, auditing, editing, and time line management. A Web CMS provides the following key features:

1. **multiple tiered management** with separation of design, structure & content
2. a **graphical user interface** that interacts with the user's permissions and abilities
3. **decentralized** maintenance
4. designed with **non-technical content authors** in mind
5. Configurable **access restrictions** & site **visitor segmentation**
6. Consistency of **design is preserved, templates provide global control**
7. Template driven for **ease-of-use**.
8. Content is stored in a **database** (can re-use and manipulate)
9. Integration of **web modules and plug-ins** (wikis, collaboration systems, blogs, photo galleries, calendar, etc.)
10. Compliance with **web standards** and regular updates that include new features sets and keep the system up to current web standards

# Why Did Donorware/donor.com choose WebGUI as it's CMS platform?

## Why did donor.com choose WebGUI?

1. **Open Source CMS** (software is free - no license fees – only expense is support)
2. Runs in **PERL and on LINUX and MySQL**
3. Browser based software that runs on **all OS platforms**
4. **Full featured** Content Management System and web framework
5. Plainblack (WebGUI's creator) **shares donor.com's philosophies** of open source
6. Very **tight collaboration** – donor.com wrote and contributed the WSCClient module and has contributed other changes that are now live
7. **Extensible** – can get under the hood and add new capabilities
8. EVERYTHING is template driven, giving lots of control over “look & feel” and function.

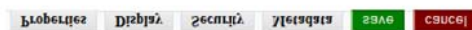


Admin Console



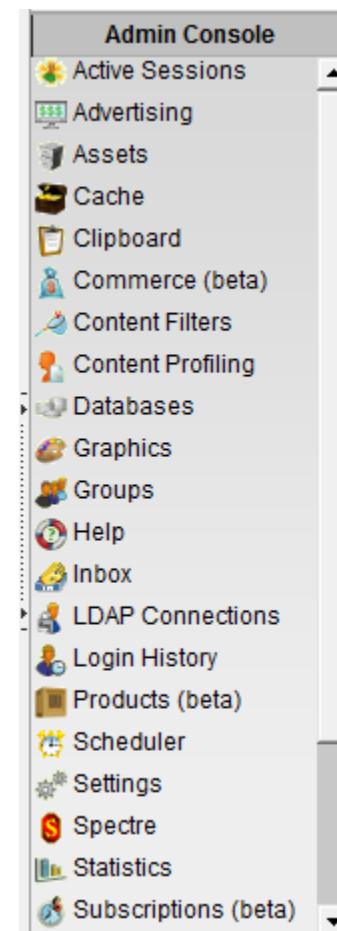
Assets Manager

Asset Control Tabs



Page Layout Edit

**Admin Console** – administrative functions over the site  
 (users, display, cache, authentication, file storage, content engine templates, UI “look & feel”, etc.)



## New to WebGUI 7.4 (more on these later)

- Spectre
- Version Tags
- Workflow

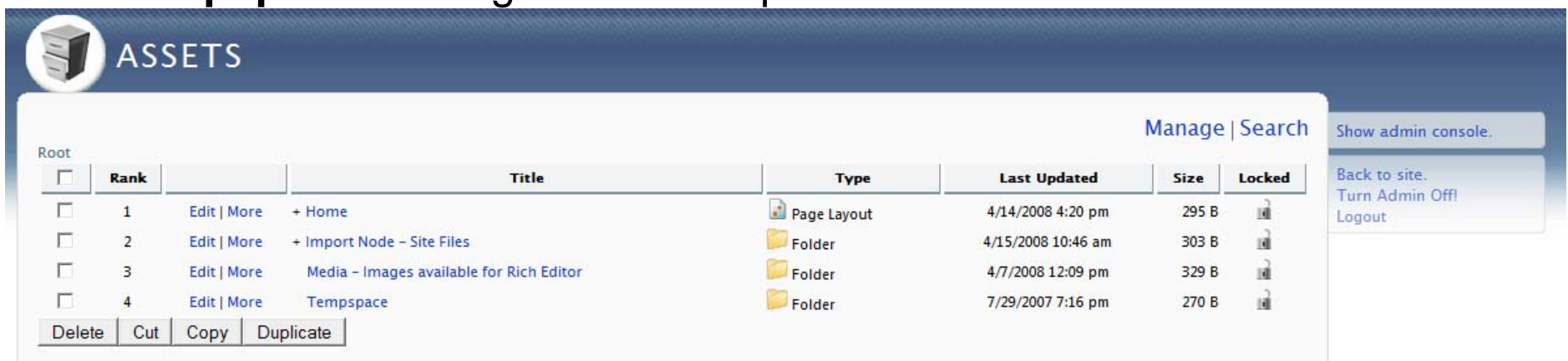
## Assets Manager –

**Import Node:** storage of all site collateral to be used in generating the site (this can be templates, files, images, HTML/CSS/JS/XML docs and assets).

**Page Tree:** Asset used in the site. Displayed as a hierarchy

**Media Folder:** Storage of media uploaded via Rich Editor

**Tempspace:** Storage of media uploaded via the wiki



**ASSETS** Manage | Search

<input type="checkbox"/>	Rank		Title	Type	Last Updated	Size	Locked
<input type="checkbox"/>	1	Edit   More	+ Home	Page Layout	4/14/2008 4:20 pm	295 B	
<input type="checkbox"/>	2	Edit   More	+ Import Node - Site Files	Folder	4/15/2008 10:46 am	303 B	
<input type="checkbox"/>	3	Edit   More	Media - Images available for Rich Editor	Folder	4/7/2008 12:09 pm	329 B	
<input type="checkbox"/>	4	Edit   More	Tempspace	Folder	7/29/2007 7:16 pm	270 B	

[Show admin console.](#)

[Back to site.](#)  
[Turn Admin Off!](#)  
[Logout](#)

## Page View Edit (Admin On)– manage web pages in a “live” view

The screenshot displays the WebGUI Admin Console interface. On the left is a sidebar menu under 'Admin Console' with a 'New Content' section containing various options like Dashboard (beta), Folder, Message Board, Page Layout, Wiki, Article, Calendar, Collaboration System, DW API Client, Data Form, Designations Catalog, Event Manager (beta), File Pile, Giving History, HTTP Proxy, Identify Lite, In/Out Board, Matrix, MultiSearch, Navigation, Newsletter, Photo Gallery, Poll, and Product. The main content area is titled 'Edit' and shows a breadcrumb trail: Home · My Account · Donate · DB Status · Donor Cart · Store · Sponsorship · Site Map. Below the breadcrumb is another 'Edit' button and a list of links: Home, My Account, Donate, DB Status, Donor Cart, Store, Sponsorship, and Site Map. The central part of the screen shows a preview of a web page titled 'Simple User Style'. The preview includes a 'Welcome!' message and a paragraph about the site's customizability. At the bottom of the preview are three placeholder images. The footer of the admin console shows another 'Edit' button and a breadcrumb trail: Site Map · Privacy Policy · Search · Tell A Friend, along with 'Logout' and 'Turn Admin Off!' options.

## Asset Control Tabs

Properties Display Security Metadata **save** **cancel**

Properties

Title  
Menu Title  
URL  
Description

Display

Display options  
Navigation Settings  
Contextual  
Templates

Security

Owner  
View Perms  
Edit Perms

Meta Data

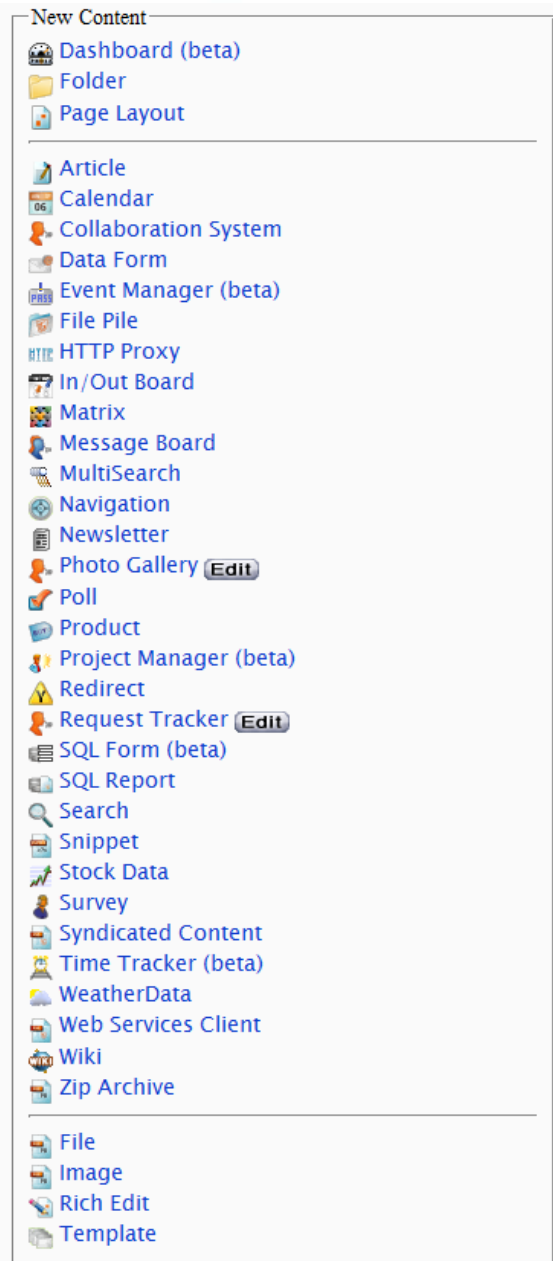
Synopsis (summary)  
Head Elements  
Package  
Prototype

Every Asset type in WebGUI has an asset control tab



## New to WebGUI 7.4 (more on these later)

- Calendar Upgrade
- Data form upgrade
- Even Manager
- Multi-search and Search Upgrade
- Newsletter
- Project Manager
- SQL Form
- Wiki

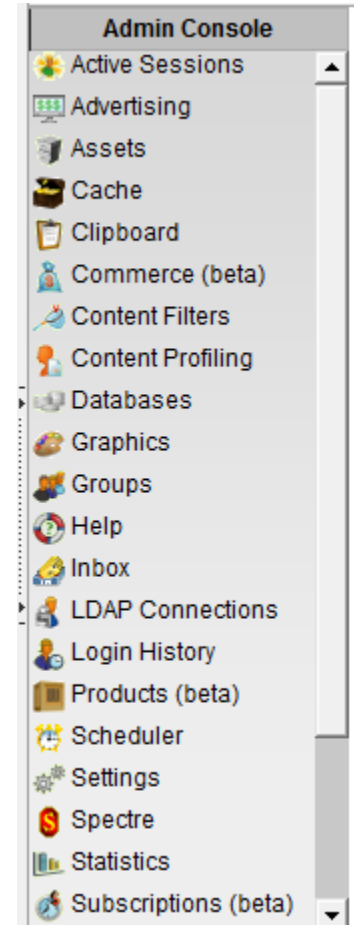


# Setting Up Your Site



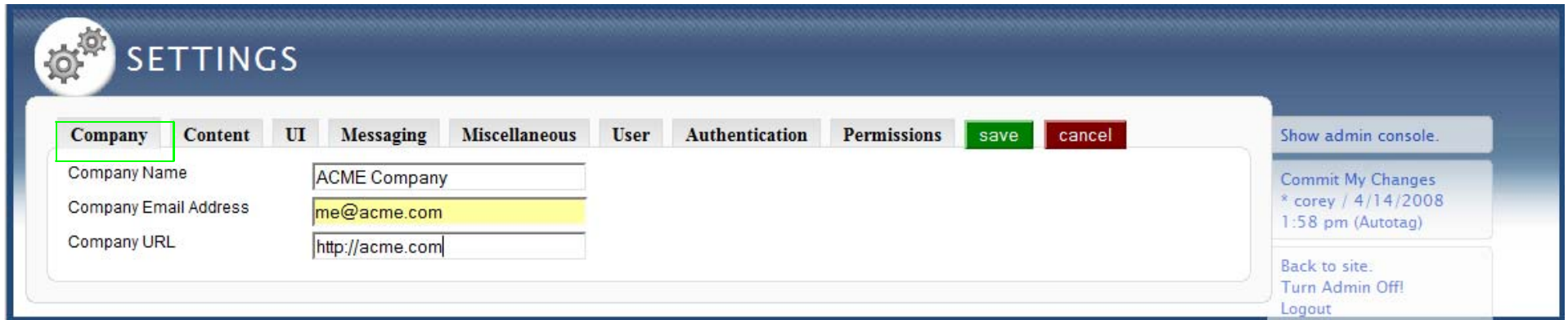
## Admin Console

## Setting Up Your Admin Console





## Configuring your Site Settings



**SETTINGS**

**Company** Content UI Messaging Miscellaneous User Authentication Permissions [save](#) [cancel](#)

Company Name	ACME Company
Company Email Address	me@acme.com
Company URL	http://acme.com

[Show admin console.](#)

[Commit My Changes](#)  
\* corey / 4/14/2008  
1:58 pm (Autotag)

[Back to site.](#)  
[Turn Admin Off!](#)  
[Logout](#)

## Default view of settings

- company name:  $\wedge c()$ ; used in content will display this name
- company email:  $\wedge e()$ ; used in content will display email
- company URL:  $\wedge u()$ ; used in content will display URL

\* $\wedge$  used in macros. More on macros later



Hovering your mouse over the field title will display a description of that setting.

Company	Content	UI	Messaging	Miscellaneous	User	Authentication	Permissions	save	cancel
Default Version Tag Workflow	Commit Without Approval							Manage	
Automatically request commit?	<input type="radio"/> Yes <input checked="" type="radio"/> No								
Skip commit comments?	<input type="radio"/> Yes <input checked="" type="radio"/> No								
Trash Workflow	Do Nothing on Deletion							Manage	
Purge Workflow	Do Nothing on Deletion							Manage	
Change URL Workflow	Do Nothing on Deletion							Manage	
Default Home Page	Home								
Not Found Page	Home								
URL Extension									
Maximum Attachment Size	10000								
Max Image Size	100000								
Thumbnail Size	50								
Enable Metadata?	<input type="radio"/> Yes <input checked="" type="radio"/> No								



You can by-pass the versioning system completely by selecting yes for “Automatically request...” and “Skip”.

You can still create custom version in the future. Example – create a version for a new site area.

*Versions explained later....*



The screenshot shows the 'SETTINGS' page with the 'UI' tab selected. The settings are as follows:

Setting	Value	Actions
Default Rich Editor	Content Manager's Rich Edit	
Text Box Size	30	
User Function Style	Style 03	Edit Manage
Admin Console Template	Admin Console	Edit Manage

Navigation tabs: Company, Content, **UI**, Messaging, Miscellaneous, User, Authentication, Permissions. Buttons: save, cancel.

Right sidebar: Show admin console., Donorware / 4/9/2008 12:55 pm (Autotag), Back to site., Turn Admin Off!, Logout.

**Rich Edit** – Default global “text” editor to use in content.

**User Function Style** – style to use for Login template

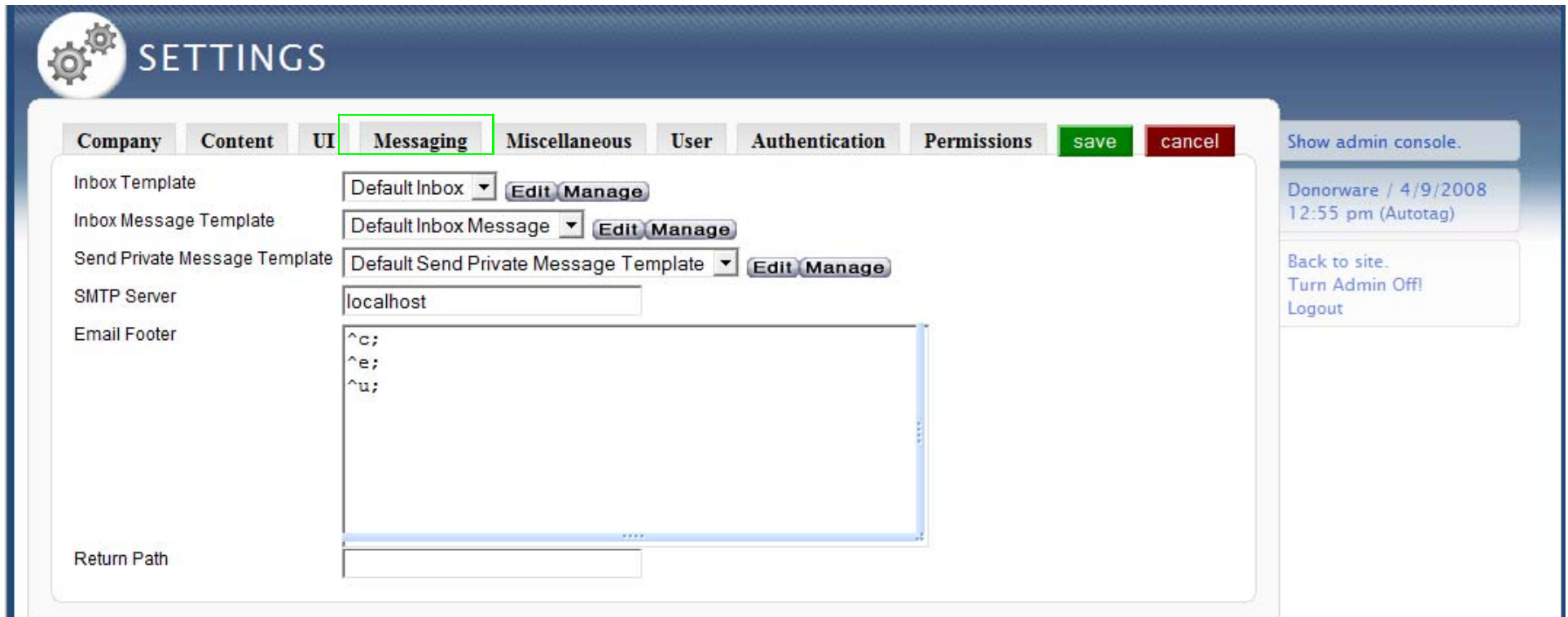
**Admin Console Template** – style used to display template



You can create multiple rich edit types and customize how they are displayed within content at <...root/import/richedit?func=manageAssets>



DO NOT select a new Admin Console template unless you have created one that uses all the required variables. Doing so will disable the Admin console

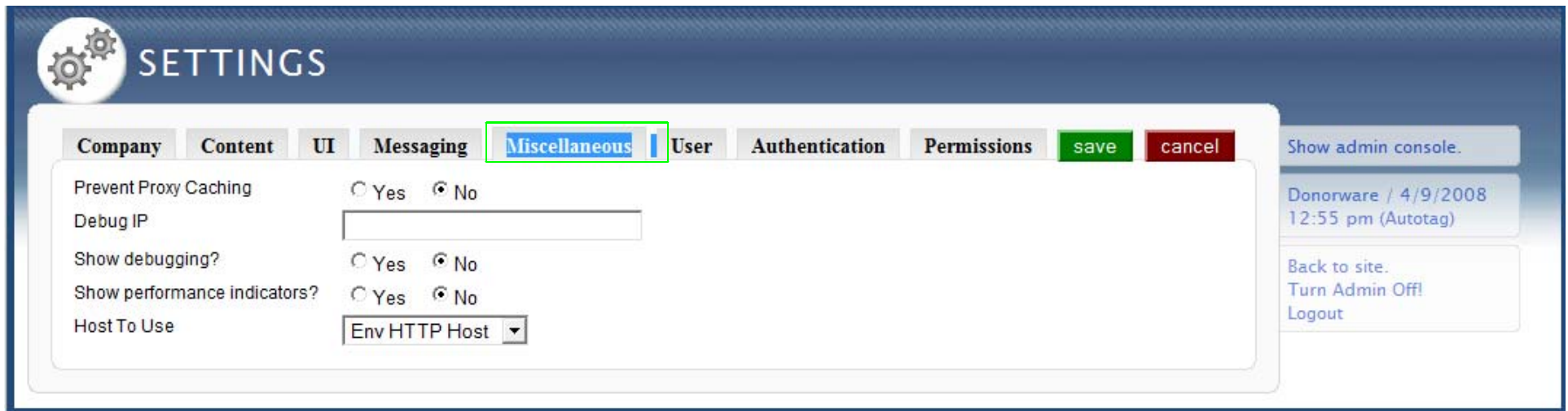


The screenshot shows the 'SETTINGS' page for 'Messaging'. The 'Messaging' tab is highlighted with a green box. The settings are as follows:

Setting	Value	Actions
Inbox Template	Default Inbox	Edit Manage
Inbox Message Template	Default Inbox Message	Edit Manage
Send Private Message Template	Default Send Private Message Template	Edit Manage
SMTP Server	localhost	
Email Footer	<pre>^c; ^e; ^u;</pre>	
Return Path		

On the right side of the console, there are several utility buttons: 'Show admin console.', 'Donorware / 4/9/2008 12:55 pm (Autotag)', 'Back to site.', 'Turn Admin Off!', and 'Logout'. At the top right of the settings panel, there are 'save' and 'cancel' buttons.


Control email settings for internal user-to-user emails.



Enable debugging and set host properties.



Put in your own IP to see debugging for your IP only! WG debug allows you to see all of the WebGUI and Webware processes running on your site!

 **SETTINGS**

**Company** | **Content** | **UI** | **Messaging** | **Miscellaneous** | **User** | **Authentication** | **Permissions** | **save** | **cancel**

Anonymous Registration  Yes  No

Automatic LDAP Registration  Yes  No

On Create User (User)  **Manage**

On Create User (Admin)  **Manage**

On Update User (Admin)  **Manage**

Enable Karma?  Yes  No

Karma Per Login

Session Timeout

Allow users to deactivate their account?  Yes  No

Enable passive profiling?  Yes  No

Enable user invitations?  Yes  No

Email exists message

```
This email address exists in our system. This means that your friend is already a member of the site. The invitation will not be sent.
```

User Invitation Email Template  **Edit** **Manage**

Show admin console.

Donorware / 4/9/2008 12:55 pm (Autotag)

Back to site.  
Turn Admin Off!  
Logout


These settings come pre-configured on your donor.com WG site.

It is recommended you do not change these settings without consulting donor.com



WebGUI sites hosted with donor.com are uniquely configured and built to directly interface with DASCO via webware.

Setting up webware pages, configuring the APIs and customizing the webware templates are all done utilizing your webgui site and UI.



Company	Content	UI	Messaging	Miscellaneous	User	Authentication	Permissions	save	cancel
Active Sessions							Admins <input type="button" value="Manage"/>		
AdSpace							Admins <input type="button" value="Manage"/>		
Cache							Admins <input type="button" value="Manage"/>		
Commerce							Admins <input type="button" value="Manage"/>		
Cron							Admins <input type="button" value="Manage"/>		
Database Link							Admins <input type="button" value="Manage"/>		
Graphics							Admins <input type="button" value="Manage"/>		
Groups							Admins <input type="button" value="Manage"/>		
Groups (limited)							Secondary Admins <input type="button" value="Manage"/>		
Help							Everyone <input type="button" value="Manage"/>		
LDAP							Admins <input type="button" value="Manage"/>		
Login History							Admins <input type="button" value="Manage"/>		
Products							Product Managers <input type="button" value="Manage"/>		
User Profiling							Admins <input type="button" value="Manage"/>		
Content Filters							Admins <input type="button" value="Manage"/>		
Spectre							Admins <input type="button" value="Manage"/>		
Statistics							Admins <input type="button" value="Manage"/>		
Subscriptions							Admins <input type="button" value="Manage"/>		
Transactions							Admins <input type="button" value="Manage"/>		
Users							Admins <input type="button" value="Manage"/>		
Users (add only)							Secondary Admins <input type="button" value="Manage"/>		
Version Tags							Turn Admin On <input type="button" value="Manage"/>		
Workflow							Workflow Managers <input type="button" value="Manage"/>		
Workflow (run)							Admins <input type="button" value="Manage"/>		

[Show admin console.](#)

Donorware / 4/9/2008  
12:55 pm (Autotag)

[Back to site.](#)  
[Turn Admin Off!](#)  
[Logout](#)

# Setting Up Groups

## Steps to successfully configuring your groups

### 1. Understand the “default” WebGUI groups and their implications

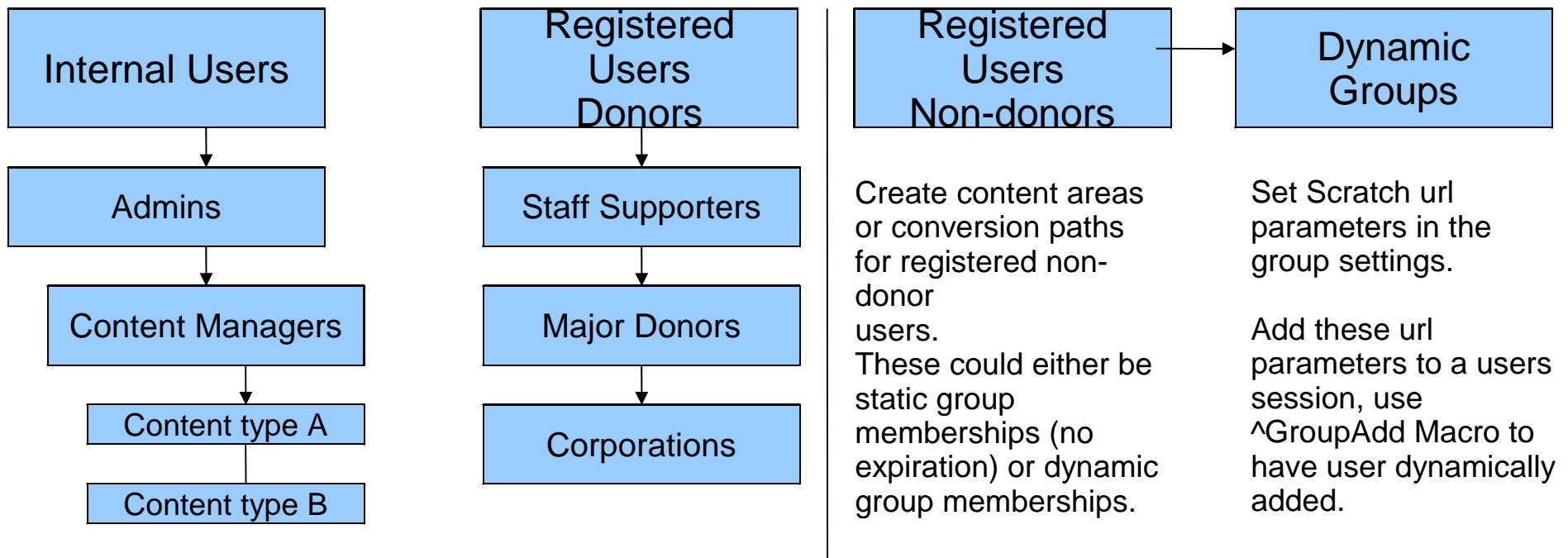
Group Name	Description	User Count
<a href="#">Ad Manager</a>	These users will be able to manage advertisements.	0
<a href="#">Admins</a>	Anyone who belongs to this group has privileges to do anything and everything.	1
<a href="#">Content Managers</a>	Users that have privileges to edit content on this site. The user still needs to be added to a group that has editing privileges on specific pages.	0
<a href="#">Export Managers</a>	Users in this group can export pages to disk.	0
<a href="#">Package Managers</a>	Users that have privileges to add, edit, and delete packages of wobjects and pages to deploy.	0
<a href="#">Product Managers</a>	The group that is allowed to edit, delete and create products.	0
<a href="#">Secondary Admins</a>	Users that have limited administrative privileges.	0
<a href="#">Template Managers</a>	Users that have privileges to edit templates for this site.	0
<a href="#">Turn Admin On</a>	These users can enable admin mode.	0
<a href="#">Version Tag Managers</a>	People who can create, edit, and delete special version tags.	0
<a href="#">Workflow Managers</a>	People who can create, edit, and delete workflows.	0

A group not shown here is “registered users”. This group is automatically assigned to all new users who register via identify/multi-method.



If creating custom content groups, precede your group name with a suffix like “CG” (for content group) or another name so that you can easily differentiate site administration groups from site user groups.

## 2. Put together a group schema for your organization



DASCO Special Lists can drive WebGUI groups to control site access

A Site Group Schema needs to....

1. Consider all constituent types (internal & external)
2. Identify which types will be DASCOCO driven and which will be WebGUI Driven.
3. Needs to be documented in your group description and and preferably your group name as well.

### 3. Create your Groups

**Group ID** – WebGUI creates a unique ID for groups. These can be used in the Group Macros.

**Group Name** – name for Group

**Description** – what's the group for!

**Expire Offset** – time before the group expire

**Expire Notification** – how much advance notice a group member will receive before their group membership expires

**Delete Offset** – number of days from notification and actual expiration

**IP Address** – Any user IP address that manages these IP(s) will be added to this group. INTRANET!

**Scratch Filter** – Binds users dynamically to a group by a scratch variable in their session

**Add/Remove** – let users remove themselves from a group

**Database Link** – validate users against an external db

**SQL Query** – to validate against a user db, you may construct an SQL statement that will return a list of WebGUI user ids for users in this group **BE VERY CAREFUL BEFORE EXECUTING THIS**

**LDAP** – bind users in a group to an existing LDAP directory

## 4. Add users to your manual groups



If groups are more than for creating site edit and administrative permissions, what are other scenarios you could use for groups?

- Pass a scratch filter through an inbound campaign url. Segment your marketing visitors into different groups and then use the ^GroupText macro or security settings on articles to change the offers based upon the group
- Use IP for INTRANET, vendors, etc. HINT – if you view the login history, you can get the IP address of any user who came to your site.

## 5. Employ your Group schema while you build out the site.



## Setting Up Users

1. **WebGUI Users** – create users using the standard WebGUI user creation interface
2. **WebGUI/DASCO Users** – syncprofile handles this

**DO NOT CONFIGURE DASCO USER SETTINGS IN WEBGUI**



## User Profiling

Allows you to store custom user fields in WebGUI to “re-use” in content.... dynamic personalization!

- ✓ You need to create a **custom output spec** to determines what fields are passed to webgui

**Custom Output Spec** - standard dasco feature that allows you to customize your data output into any format.



## WebGUI Version Tags

### 1. Version tags allow you to save all your site work under a session

- A. WebGUI begins a new version session with each login – version begins once you edit an asset in webgui
- B. You can create your own version within the Version Tag management screen

**[stop – let's look at this together]**

- 2. When you are ready to commit your work, commit your version tag.
- 3. If you log out before you commit the version, WG will save it for you.



## WebGUI Version Tags

4. If a version remains uncommitted, the assets worked on will be lock until you commit it.

[stop – let's commit a version]

5. Once a version it committed, it can be reviewed, rolled back or deleted.

[stop – let's review, roll-back and delete]

6. You can bypass versioning all together at the settings:content screen

7. You can create a custom work-flow for how versions are committed.



## WebGUI Workflows

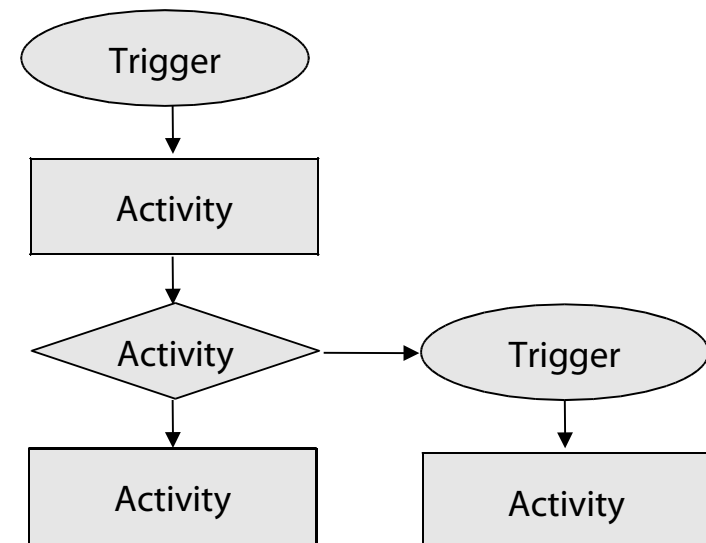
We will only review these briefly so that they are understood conceptually.

## What is a workflow?

An event triggered state machine and execution system.

## Parts of a workflow engine

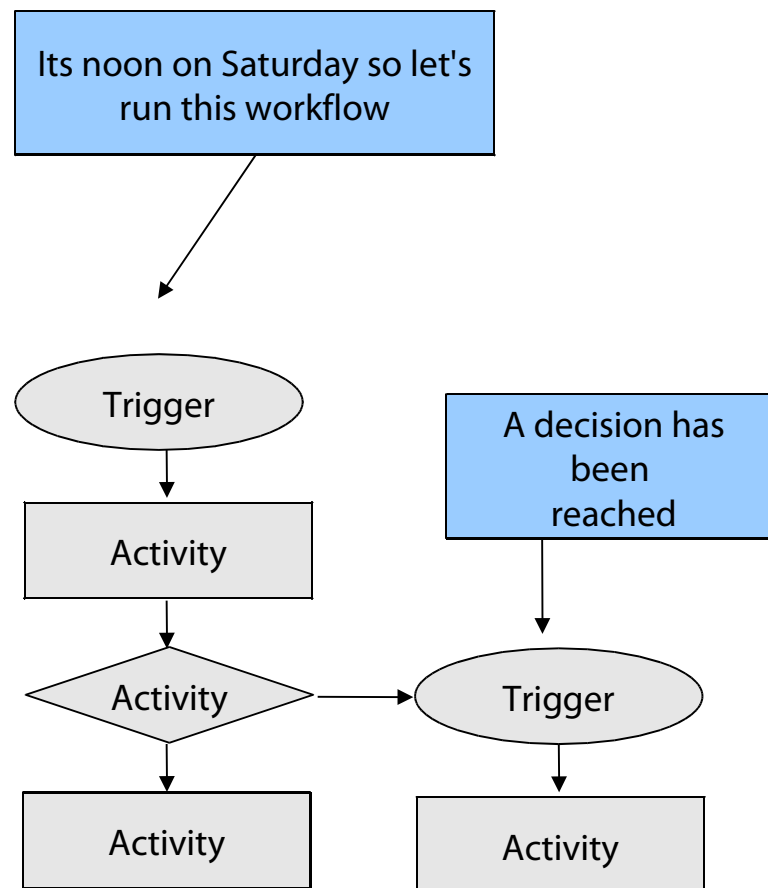
- ✓ **Triggers**
- ✓ **Workflows**
- ✓ **Activities**



## Triggers

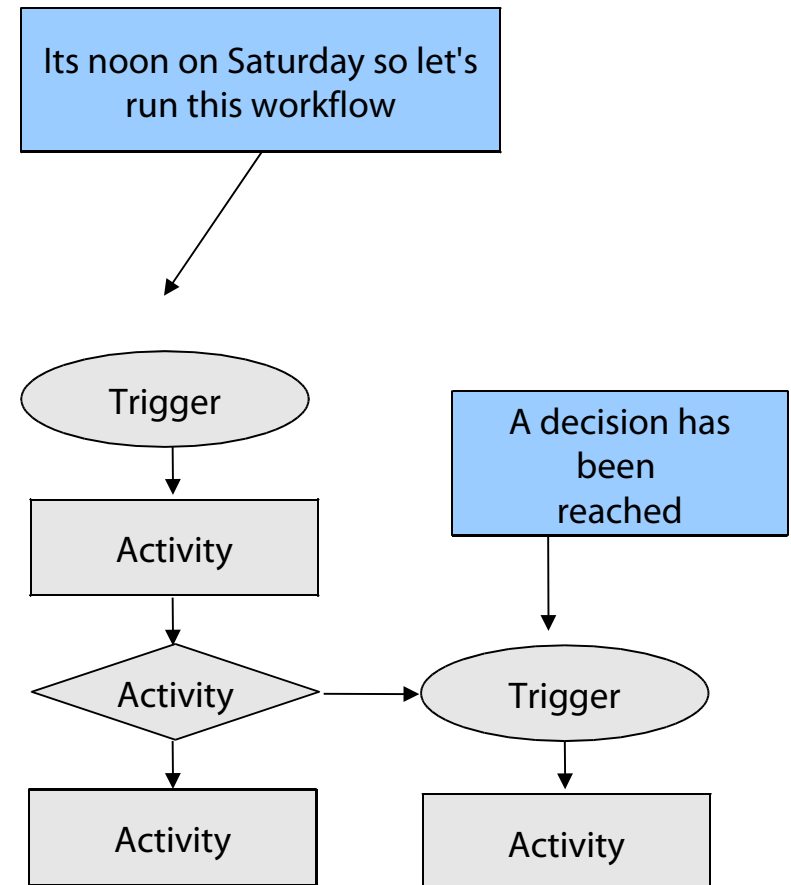
Events that cause a workflow to execute

- ✓ It's the right time in the right place
- ✓ Somebody did something



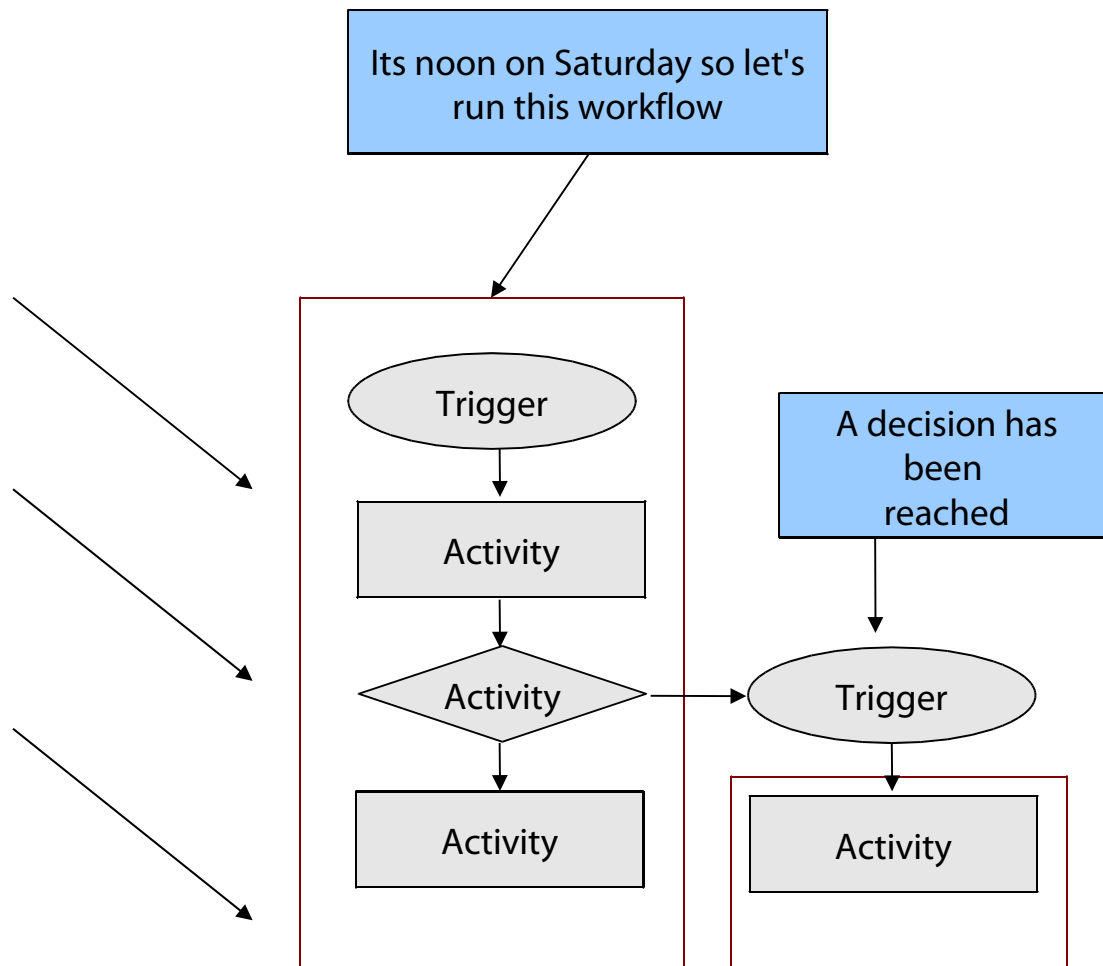
## WorkFlows

- ✓ Chains of tasks to be executed
- ✓ Sometimes called an execution chain



## Activities – Do Something

- ✓ Run an external program
- ✓ Ask a user for input
- ✓ Publish some content



## Synchronous

- ✓ Next activity executes directly after the previous
- ✓ Blocks while waiting on external input
- ✓ **Example:**
  - Apple Automater
  - WebGUI 7.4+

## Asynchronous

- ✓ Next activity executes when controller says so.
- ✓ Does not block while waiting on external input
- ✓ **Example**
  - WebGUI Spectre

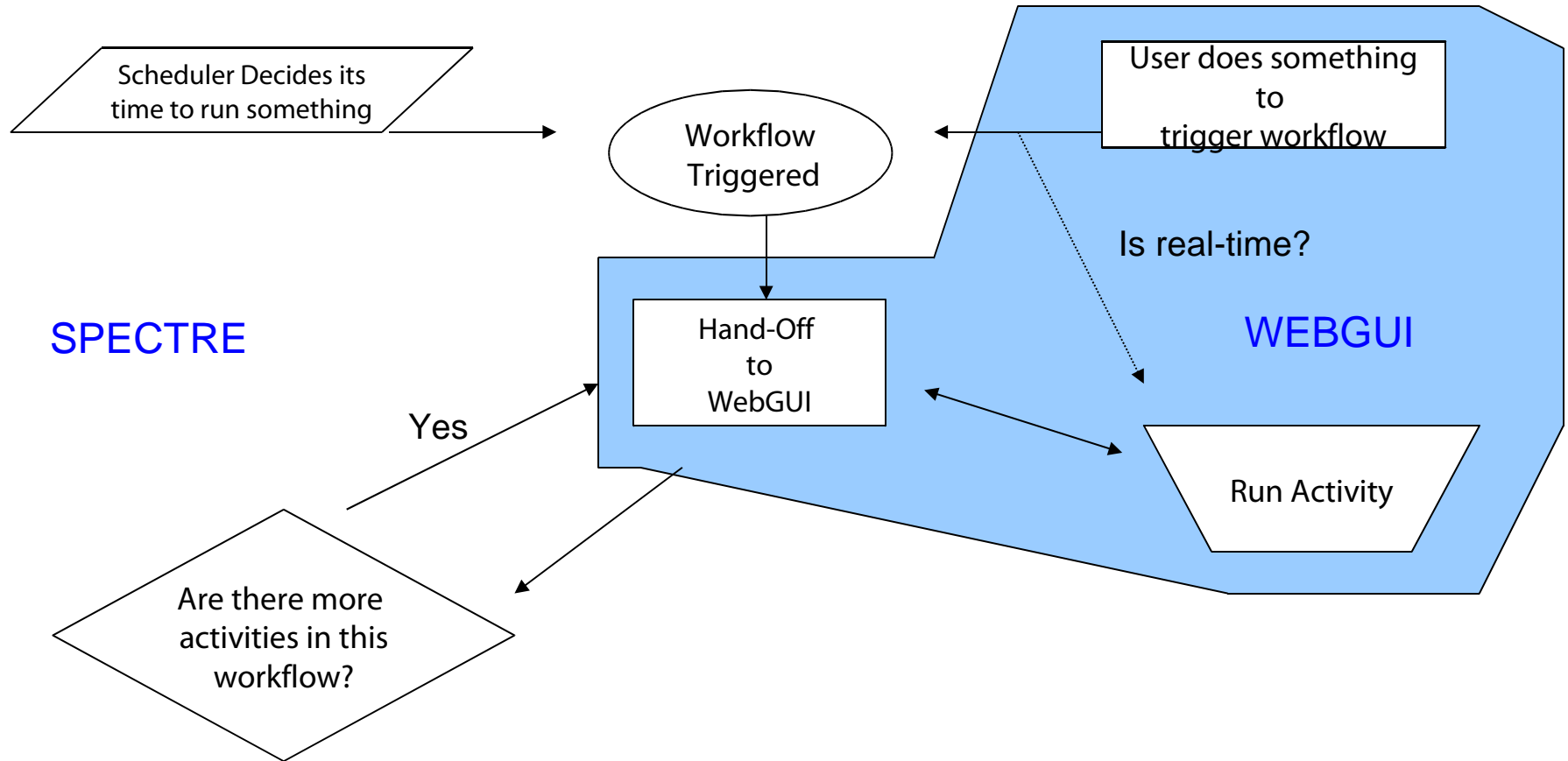


## WebGUI Spectre

## **WebGUI Spectre**

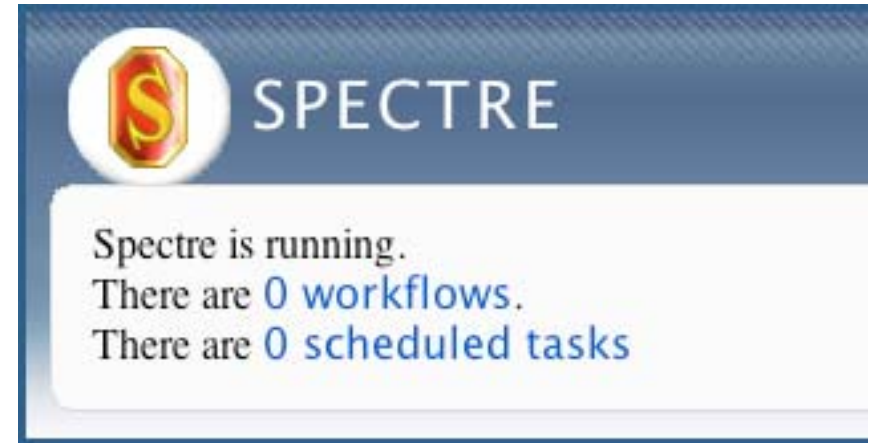
Supervisor of perplexing event-handling contraptions for triggering relentless executions

## Workflow Engine Overview



What you need to know?

- ✓ Is spectre running?
- ✓ If so, what workflows?
- ✓ What tasks are scheduled.



If you commit a version, but don't see it pushed live to the site, this could be that spectre is either not running... or your workflow is in line behind other workflows that need to run.



**Help: Advice on how to use it?**

**JUST USE IT!!!**

- ✓ **Macros – list of available and how to use them**
- ✓ **Templates – list of variables available in templates**

**Macros and Templates are the 2 great strengths of building your sit**

**A successful CMS administrator must know these!**



## The Assets Manager

## 3 Main branches – Import Node, Page Tree, Media

Manage | Search

Root

<input type="checkbox"/>	Rank		Title	Type	Last Updated	Size	Locked
<input type="checkbox"/>	1	Edit   More	home	Page Layout	2/19/2008 11:20 am	451 B	
<input type="checkbox"/>	6	Edit   More	+ Import Node	Folder	12/19/2007 3:09 pm	272 B	
<input type="checkbox"/>	7	Edit   More	Media	Folder	5/14/2006 4:33 pm	258 B	
<input type="checkbox"/>	9	Edit   More	Tempspace	Folder	11/15/2007 3:49 pm	270 B	

Delete | Cut | Copy | Duplicate

### Page Tree

- Organization of live site assets
- Assets are placed by hierarchy
- Assets placed on a live, non-hidden page will be displayed

### Media

- "storage" for assets (mostly images) available to site via content managers rich edit

### Import Node

- "storage" for assets "to-be-used"
- assets can be sorced via WG macros (^AssetProxy, ^FileUrl, ^RandomAssetProxy)
- assets can be sorced with standard html types

**\*Tempspace** - It is used for uploads when editing wiki articles. The uploads are moved to a more permanent location when saving the edits. It automatically gets emptied once per day, so you wouldn't want to leave anything in it that you needed to keep.

99	Edit   More	+ Images	Folder	2/28/2008 1:12 pm	310 B	
100	Edit   More	+ Files	Folder	9/28/2007 4:46 pm	277 B	
101	Edit   More	+ Snippets	Folder	9/28/2007 4:46 pm	286 B	
102	Edit   More	Prototypes	Folder	4/1/2008 4:39 pm	355 B	
104	Edit   More	Assets for Proxy	Folder	4/1/2008 4:39 pm	373 B	
105	Edit   More	+ Styles, Layouts & Article Templates	Folder	4/1/2008 3:21 pm	389 B	
106	Edit   More	+ Custom Asset Templates	Folder	4/1/2008 3:25 pm	391 B	
107	Edit   More	+ 3rd Party Add-ons	Folder	4/1/2008 3:19 pm	353 B	
108	Edit   More	+ Navigation Configurations & Templates	Folder	4/1/2008 4:38 pm	435 B	
109	Edit   More	+ WebGUI Content Engine Files (DO NOT EDIT)	Folder	4/1/2008 3:22 pm	384 B	



Create a folder for nav, style/layout/article templates, snippets, images, prototypes, 3<sup>rd</sup> party packages and add-ons. Store ALL custom templates in here.

Create a WebGUI folder and place all default templates in this folder (NEVER EDIT THESE FILES)

Some tips within the Assets Manager

**Search (new)** – now search for assets within the assets manager

**“more”** - change url, edit branch, short-cut, revisions, lock



**Change URL** – always use WG's change url feature when renaming a url

**Edit Branch** – apply master page configurations to page and all it's descendants with the edit branch function.

# BREAK

## WG BASICS

- I. HTML::Template Basics
- II. WebGUI Macros
- II. CMS Hierarchy
  - A. Page Style Template
  - B. Page Layout Template
  - C. Asset Templates

What in WebGUI is driven by templates?

What in WebGUI is NOT driven by templates?

**EVERYTHING IN WEBGUI IS DRIVEN BY TEMPLATES!**

- CMS function templates
- UI templates
- Design Templates
- Module Templates
- If it's in WebGUI it has a template!

## **Templates are your best friend!**

### **Templates allow**

1. Mass production of content
2. Style standardization
3. Separation of concerns
4. Ease of design change, ease of interface localization, multiple skill levels working together

## What you need to know to use WebGUI's template system

1. WebGUI has a working prototype of every template that you will need in webbing. You can use WebGUI's template “as is” or make a copy of WebGUI's template and edit it.
2. WebGUI templates use standard **HTML or XHTML** (your choice), **CSS** and **HTML::Template Language**, and **WebGUI Macros**.
3. WebGUI templates are completely separated from the design and content. These templates “power” the every day functions a content manager does... yet the content manager will never have to interact with the template.

## WG Basics: HTML::Template

## The Basic tags used in an HTML::Template

TMPL\_VAR

TMPL\_LOOP

TMPL\_IF / TMPL\_ELSE/ TMPL\_UNLESS

## WEBSITE HELPS

sourceforge.net -

[http://html-template.sourceforge.net/html\\_template.html#the%20tags](http://html-template.sourceforge.net/html_template.html#the%20tags)

perlmonks.org - [http://www.perlmonks.org/?node\\_id=65642](http://www.perlmonks.org/?node_id=65642)

## SOME FACTS:

Utilizes standard html

You do not need to know how to write PERL.

HTML::TEMPLATE allows you to “manipulate” what and how data is displayed in the browser.

## HTML::Template - TMPL\_VAR

**TMPL\_VAR**                    <TMPL\_VAR NAME="PARAMETER\_NAME">

*example :* <input name=param type=text value="<TMPL\_VAR  
NAME="PARAM">">

### Explanation:

The <TMPL\_VAR> tag is very simple. For each <TMPL\_VAR> tag in the template you call (PERL Script) \$template->param(PARAMETER\_NAME => ``VALUE").

When the template is output the <TMPL\_VAR> is replaced with the VALUE text you specified. If you don't set a parameter it just gets skipped in the output.

### WebGUI Syntax

WebGUI templates use a short-hand, <tmpl\_var varName> (where varName is the variable name)

A list of ALL the variables that drive each template are available in WebGUI help!!!

## HTML::Template - TMPL\_LOOP

**TMPL\_LOOP**            <TMPL\_LOOP NAME="LOOP\_NAME"> ... </TMPL\_LOOP>

### In the temp

```
<TMPL_LOOP NAME=EMPLOYEE_INFO>  
  Name: <TMPL_VAR NAME=NAME> <br>  
  Job: <TMPL_VAR NAME=JOB> <p>  
</TMPL_LOOP>
```

### In the script

```
$template->param(EMPLOYEE_INFO => [  
    { name => 'Sam', job => 'programmer' },  
    { name => 'Steve', job => 'soda jerk' },  
  ]  
);  
  
print $template->output();
```

## HTML::Template - TMPL\_LOOP

**TMPL\_LOOP**            <TMPL\_LOOP NAME="LOOP\_NAME"> ... </TMPL\_LOOP>

The output in a browser:

**Name: Sam**

**Job: programmer**

**Name: Steve**

**Job: soda jerk**

## HTML::Template - TMPL\_IF

**TMPL\_IF**            <TMPL\_IF NAME="PARAMETER\_NAME"> ... </TMPL\_IF>

Example:

```
<TMPL_IF NAME="BOOL">
```

Some text that only gets displayed if BOOL is true!

```
</TMPL_IF>
```

## HTML::Template - TMPL\_ELSE

**TMPL\_ELSE**                    <TMPL\_IF NAME="PARAMETER\_NAME"> ... <TMPL\_ELSE> ...  
</TMPL\_IF>

Example:

<TMPL\_IF BOOL>

Some text that is included only if BOOL is true

<TMPL\_ELSE>

Some text that is included only if BOOL is false

</TMPL\_IF>

## HTML::Template - TMPL\_UNLESS

**TMPL\_UNLESS**      <TMPL\_UNLESS NAME="PARAMETER\_NAME"> ... </TMPL\_UNLESS>

Example:

```
<TMPL_UNLESS BOOL>
```

Some text that is output only if BOOL is FALSE.

```
<TMPL_ELSE>
```

Some text that is output only if BOOL is TRUE.

```
</TMPL_UNLESS>
```

## WG Basics: Macros

## WebGUI macros? ^X();

- ✓ WebGUI macros allow you to create dynamic content within otherwise static content.

*For instance, you may wish to show which user is logged in on every page, or you may wish to have a dynamically built menu or crumb trail.*

- ✓ Macros always begin with a caret (^) and follow with at least one other character and end with a semicolon (;). Some macros can be extended/configured by taking the format of ^x("config text");. When providing multiple arguments to a macro, they should be separated by only commas:
- ✓ You may nest Macros, but only if they do not contains commas or quotes. You should follow the following guidelines:
  - ✓ Macros which contain HTML or javascript cannot be nested.
  - ✓ Macros which return user input that may contain quotes or commas may be nested, but it's dangerous.
  - ✓ If your user input must contain quotes and/or commas, it is recommended that the HTML encodings for comma and quote be used.



[http://web101.dwvpn.net/db\\_status](http://web101.dwvpn.net/db_status) Shows a status test on some Macros  
<http://web101.dwvpn.net/?op=viewHelpIndex> Provides Macro help

<b>AdminBar</b>	<b>^AdminBar();</b>	<b>RecentDiscussion</b>	<b>^RecentDiscussion();</b>
<b>AdminText</b>	<b>^AdminText();</b>	<b>International</b>	<b>^International();</b>
<b>AdminToggle</b>	<b>^AdminToggle();</b>	<b>L_loginBox</b>	<b>^L();</b>
<b>At_username</b>	<b>^@();</b>	<b>LoginToggle</b>	<b>^LoginToggle();</b>
<b>CanEditText</b>	<b>^CanEditText();</b>	<b>EditableToggle</b>	<b>^EditableToggle();</b>
<b>D_date</b>	<b>^D();</b>	<b>GroupDelete</b>	<b>^GroupDelete();</b>
<b>DisplayParam</b>	<b>^DisplayParam();</b>	<b>Page</b>	<b>^Page();</b>
<b>Env</b>	<b>^Env();</b>	<b>PageTitle</b>	<b>^PageTitle();</b>
<b>Extras</b>	<b>^Extras();</b>	<b>LastModified</b>	<b>^LastModified();</b>
<b>FileUrl</b>	<b>^FileUrl();</b>	<b>RootTitle</b>	<b>^RootTitle();</b>
<b>FormParam</b>	<b>^FormParam();</b>	<b>W3</b>	<b>^W3();</b>
<b>GroupAdd</b>	<b>^GroupAdd();</b>	<b>Slash_gatewayUrl</b>	<b>^/();</b>
<b>GroupText</b>	<b>^GroupText();</b>	<b>AssetProxy</b>	<b>^AssetProxy();</b>
<b>H_homeLink</b>	<b>^H();</b>	<b>Spacer</b>	<b>^Spacer();</b>
<b>Hash_userId</b>	<b>^#();</b>	<b>Thumbnail</b>	<b>^Thumbnail();</b>

<b>PageUrl</b>	<b>^PageUrl();</b>	<b>WebGUIVersion</b>	<b>^WebGUIVersion();</b>
<b>User</b>	<b>^User();</b>	<b>WebGUIStatus</b>	<b>^WebGUIStatus();</b>
<b>a_account</b>	<b>^a();</b>	<b>SubscribeNow</b>	<b>^SubscribeNow();</b>
<b>c_companyName</b>	<b>^c();</b>	<b>BuyNow</b>	<b>^BuyNow();</b>
<b>e_companyEmail</b>	<b>^e();</b>	<b>Buy</b>	<b>^Buy();</b>
<b>GoodyDate</b>	<b>^GoodyDate();</b>	<b>Checkout</b>	<b>^Checkout();</b>
<b>AdSpace</b>	<b>^AdSpace();</b>	<b>Featured</b>	<b>^Featured();</b>
<b>r_printable</b>	<b>^r();</b>	<b>RegisteredUsers</b>	<b>^RegisteredUsers();</b>
<b>u_companyUrl</b>	<b>^u();</b>	<b>RandomThread</b>	<b>^RandomThread();</b>
<b>RandomAssetProxy</b>	<b>^RandomAssetProxy();</b>	<b>Karma</b>	<b>^Karma();</b>
<b>Product</b>	<b>^Product();</b>	<b>DBSchema</b>	<b>^DBSchema();</b>
<b>ImageOr</b>	<b>^ImageOr();</b>		
<b>SubscriptionItem</b>	<b>^SubscriptionItem();</b>		
<b>SubscriptionItemPurchaseUrl</b>	<b>^SubscriptionItemPurchaseUrl();</b>		

## **The CMS Hierarchy**

**Page Style Templates**

**Page Layout Templates**

**Assets (content) Templates**

## Page Style Templates

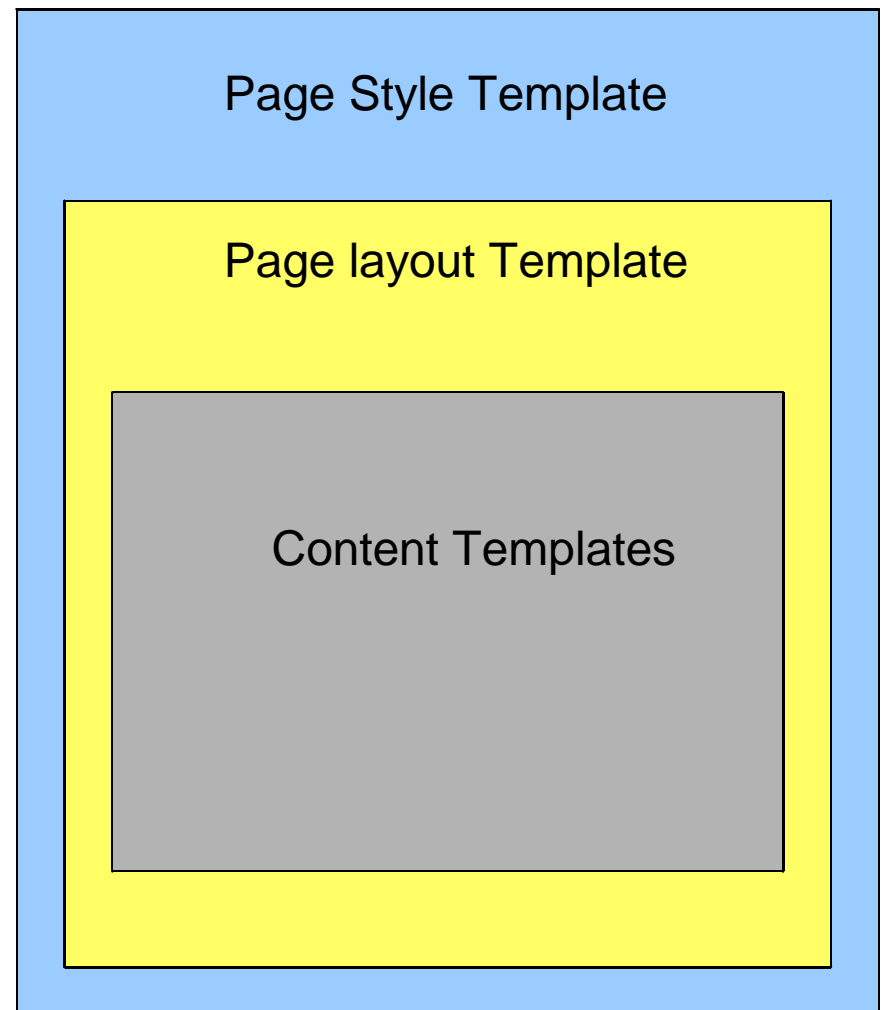
- Doc Header (CSS, JS, Snippets)
- Body Header (Main Navigation)
- Footer

## Page Layout Templates

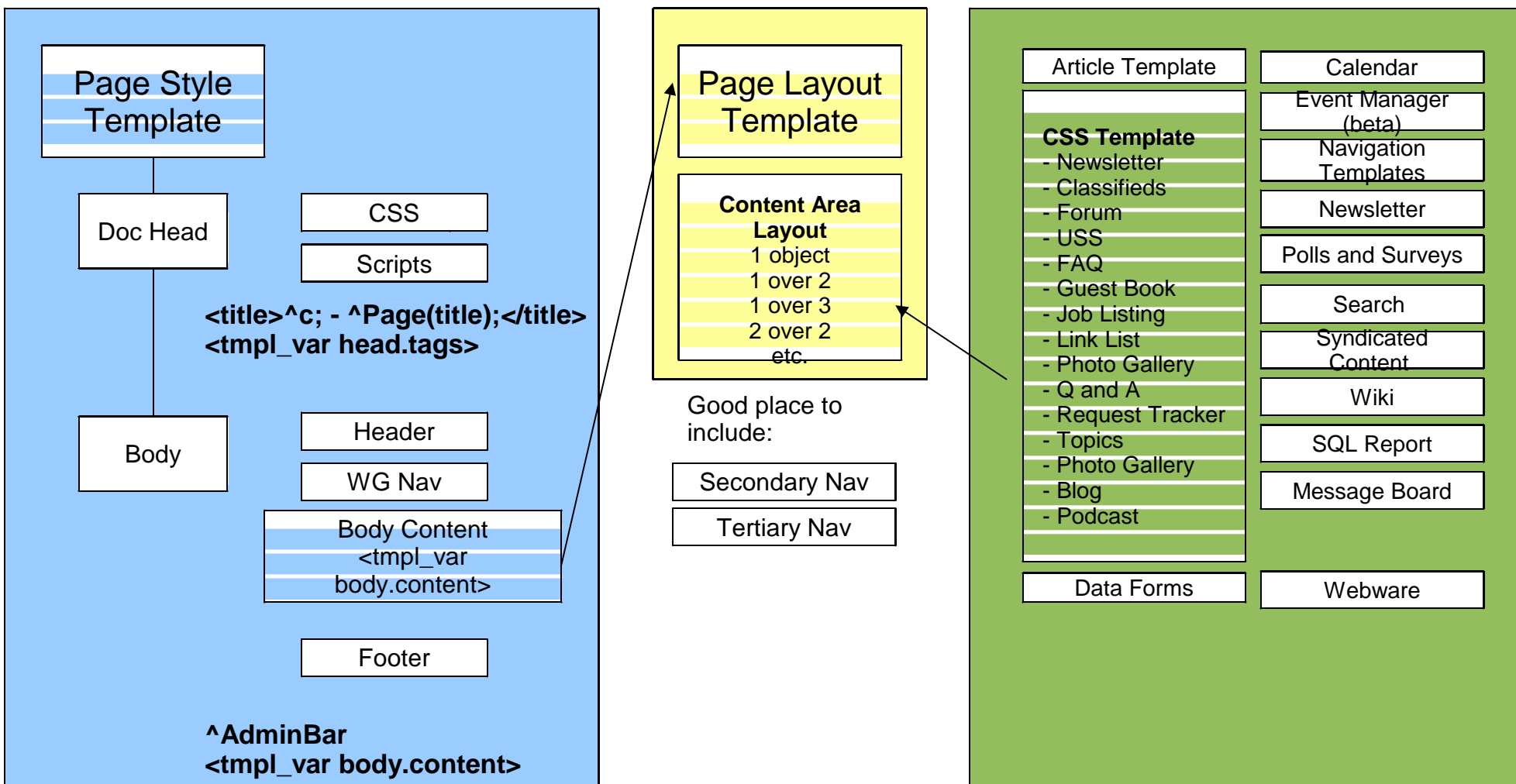
- Secondary & Tertiary Navigation

## Content Templates

- Simple Content (article)
- Dynamic Content (CS)
- Forms (Data Forms)
- Folder Galary
- Photo Galary



## The CMS Template Hierarchy



## Page Style Template

- ✓ **Highest Level (design) template**
- ✓ **The main “look and feel” for the site**
  - ✓ **Holds all HTML Doc Header element**
  - ✓ **Usually holds the design header and main navigation**
  - ✓ **Incorporates WebGUI `<tmpl_vars...>` and macros**

**<!--///// Declare any doc type HTML 4.0/strict/transitional, XHTML strict/transitional -->**

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

```
<html xmlns="http://www.w3.org/1999/xhtml">
```

```
<head>
```

**<!--///// Use WG Variables for Dynamic title-->**

```
<title>^Page(title); - <tmpl_var session.setting.companyName></title>
```

**<!--///// Create a snippet for universal head elements (favicon, tracking code, etc)-->**

```
^AssetProxy(universal-header-include);
```

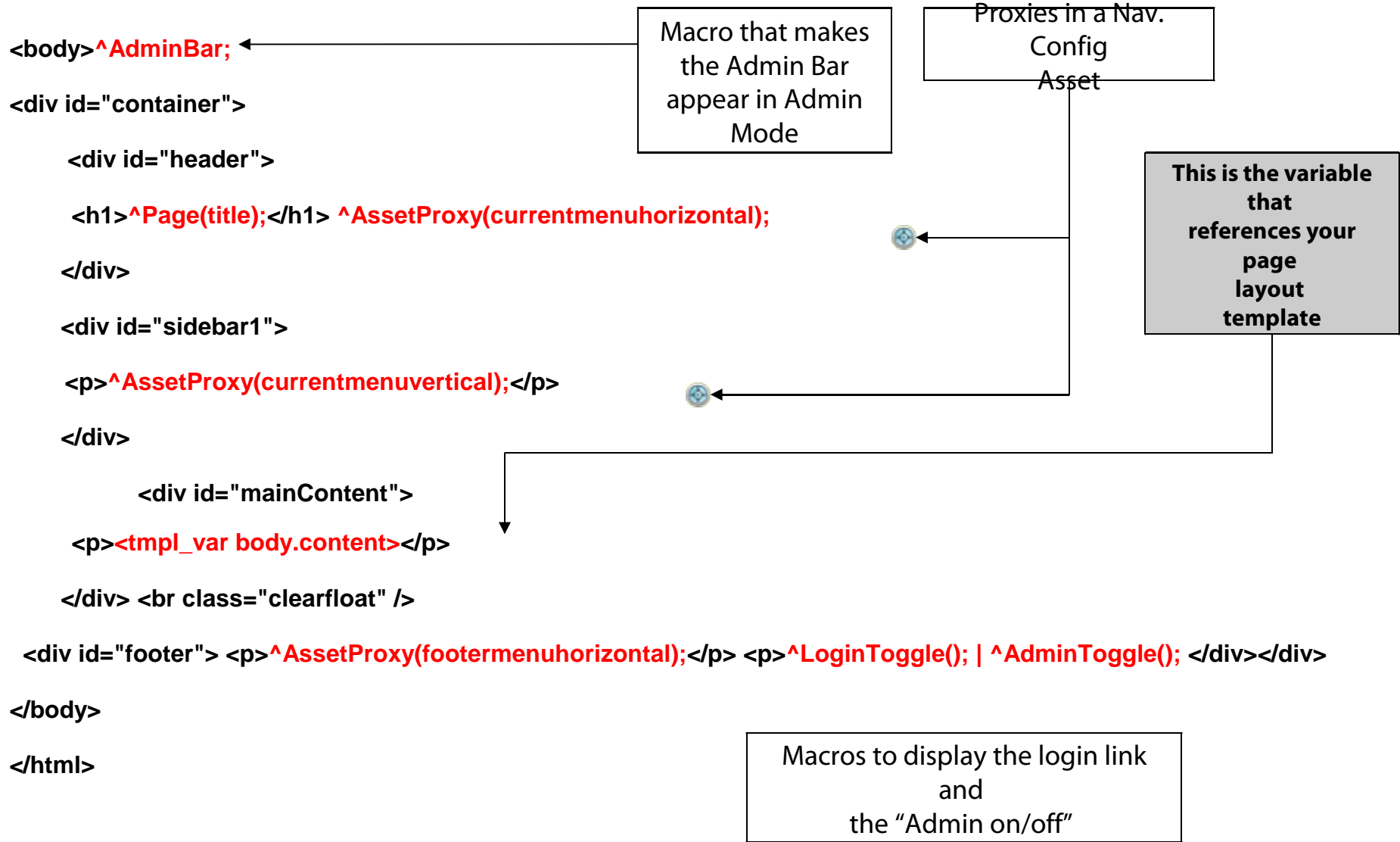
**<!--///// IMPORTANT variable used to pull required WG tags in header -->**

```
<tmpl_var head.tags>
```

**<!--///// CSS Reference - build CSS as Snippet and reference as normal-->**

```
<link href="/simpleUser.css" rel="stylesheet" type="text/css" />
```

```
</head>
```



## Page Layout Templates



## cross platform

introducing **dasco3**

### donor relationship management suite

Imagine your organization's website, fundraising, email marketing, database and more all integrated and working together. **donor.com** does just that for you by providing your charity with the tools to manage all your data and web presence in one powerful package.

Learn more [about donor.com](#), our [products](#), [services](#) and [case studies](#)...

#### introducing donor.com

**donor.com** is the new face of DonorWare LLC. While the name is new, we continue to build on the same foundation.

2008 is the culmination of years of effort on multiple fronts. We're excited about our new name, the release of dasco3, and our new ownership model with the [DonorWare Foundation](#).

#### donor.com news updates

### it all started with a nuclear engineer...

We trace our roots back to a nuclear engineer. Hayne Baucom left his career building atomic reactors for satellites in the early 1960s. [Watch the video](#) as Hayne describes the path from the space program to the mail room to database fundraising pioneer...

[▶ watch the video](#)

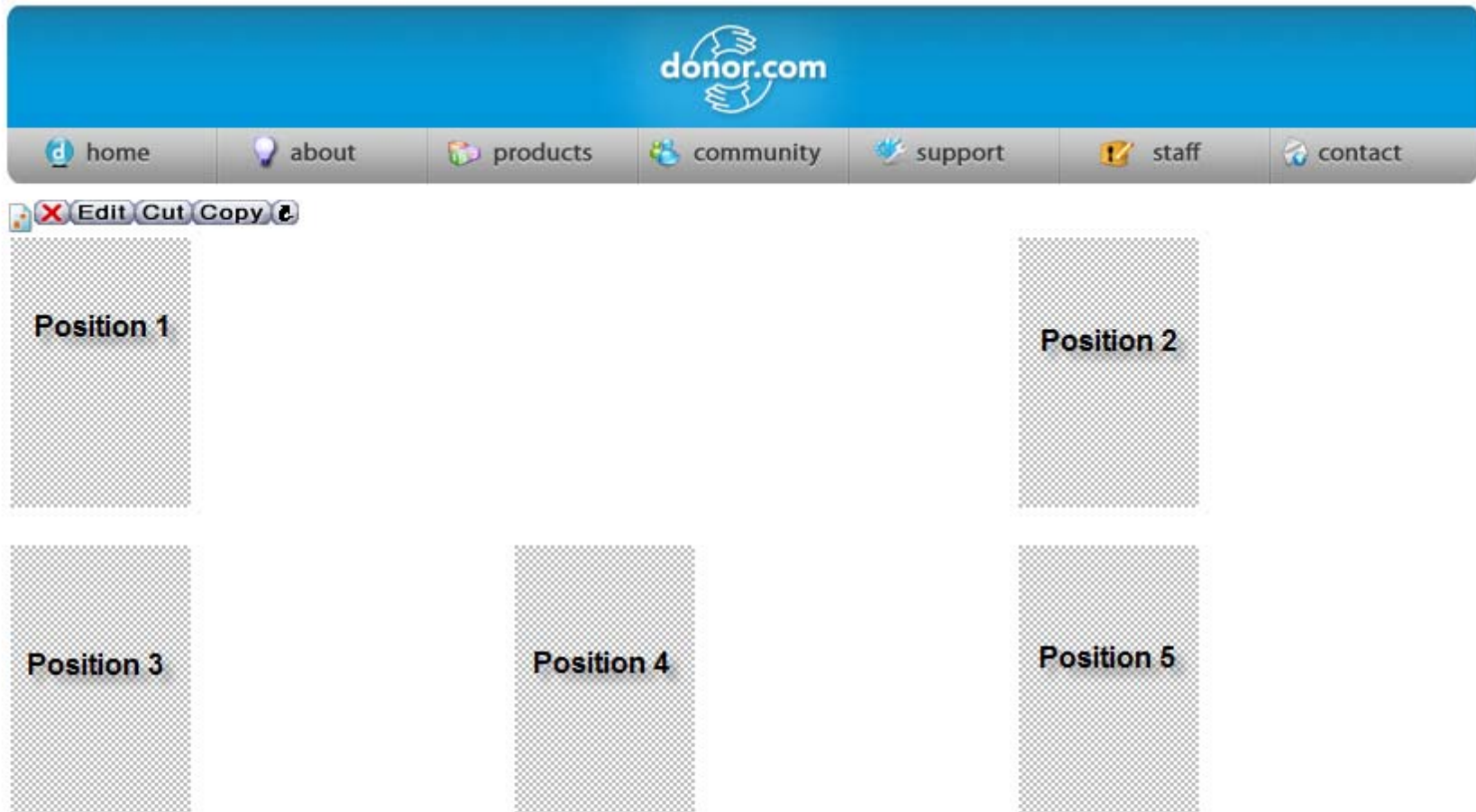
view all news add to rss

2008  
community conference  
phoenix az | may 1 - 2

Page Style  
Template

The screenshot displays the donor.com website layout. At the top is a blue navigation bar with the donor.com logo and links for home, about, products, community, support, staff, and contact. Below this is a large blue hero section titled "cross platform" introducing "dasco3", featuring icons for Windows, Apple, and Linux. To the right of the hero section is a white box for the "donor relationship management suite" with a description and a link to learn more. Below the hero section are three content boxes: "introducing donor.com" with a logo and text about the new name, "donor.com news updates" with a headline "it all started with a nuclear engineer..." and a "watch the video" link, and a "community conference phoenix az | may 1 - 2" announcement with a cactus image. At the bottom is a white footer bar with copyright information and links for legal, privacy, search, contact, site map, and a login/admin option.

Page Layout  
Template



This is a “raw” page layout in Admin View  
Each position is a “content position place holder”

How do we get this?

## Take your standard HTML

```
<div id="bodyContent">
  <div id="bodyTopLeft">Position 1</div>
  <div id="bodyTopRight"> Position 2</div>
  <br class="clearAll" />
  <div id="bodyBottomLeft">Position3</div>
  <div id="bodyBottomCenter">Position4</div>
  <div id="bodyBottomRight">Position5</div>
  <br class="clearAll" />
</div>
```

Just make sure you change the 'id="position"' table to correspond with the position you would like that area to be.

**NOTICE THE HTML::TEMPLAGE TAGS!!**

## And add.. this to each position

```
<div class="layoutColumnPadding">
  <tmpl_if showAdmin> <table border="0"
    id="position1"
    class="content"><tbody></tbody></table></tmpl_if>
  <tmpl_loop position1_loop><tmpl_if showAdmin>
    <tr id="td<tmpl_var id>">
      <td><div id="td<tmpl_var id>_div" class="draggable">
        </tmpl_if>
      <div class="content"><tmpl_var dragger.icon>
        <tmpl_var content></div>
      <tmpl_if showAdmin>
        </div></td></tr>
      </tmpl_if></tmpl_loop>
    <tmpl_if showAdmin></tbody></table></tmpl_if>
  </div>
```

# ge Layout Template

```
<div class="content"><tpl_var dragger.icon>
  <tpl_var content>
</div>

<tpl_if showAdmin>
</div></td></tr>
</tpl_if>

</tpl_loop>
<tpl_if showAdmin></tbody></table>
</tpl_if>

</div> </div>

<br class="clearAll" />
<div id="bodyBottomLeft">

  <div class="layoutColumnPadding">
    <tpl_if showAdmin>
      <table border="0" id="position3" class="content"><tbody>
        </tpl_if>

        <tpl_loop position3_loop><tpl_if showAdmin>
          <tr id="td<tpl_var id">
            <td><div id="td<tpl_var id>_div" class="draggable">
          </tpl_if>

          <div class="content"><tpl_var dragger.icon>
            <tpl_var content>
          </div>

          <tpl_if showAdmin>
          </div></td></tr>
          </tpl_if>

        </tpl_loop>
        <tpl_if showAdmin></tbody></table>
        </tpl_if>

      </div> </div>

<div id="bodyBottomCenter">
  <div class="layoutColumnPadding">
    <tpl_if showAdmin>
      <table border="0" id="position4" class="content"><tbody>
        </tpl_if>

        <tpl_loop position4_loop><tpl_if showAdmin>
          <tr id="td<tpl_var id">
            <td><div id="td<tpl_var id>_div" class="draggable">
          </tpl_if>

          <div class="content"><tpl_var dragger.icon>
            <tpl_var content>
          </div>

          <tpl_if showAdmin>
          </div></td></tr>
          </tpl_if>

        </tpl_loop>
        <tpl_if showAdmin></tbody></table>
        </tpl_if>

      </div> </div>

<div id="bodyBottomRight">
```

When you are done,  
you should have  
something that looks  
like this...

## **Review – setting up your page layout template**

1. Take the html that will make up the page layout
2. Insert “the content position place-holder” code for each position
3. Last, add the remaining WG tags to your template

## 3. Last, add the remaining WG tags to your template

### **ASSET ID (pulls in the unique asset id for the template)**

```
<div><a name="id<tmpl_var assetId>" id="id<tmpl_var assetId>"></a></div>
```

### **showAdmin (if admin on, show the “edit controls”)**

```
<tmpl_if showAdmin>  
<p><tmpl_var controls></p>  
</tmpl_if>
```

### **displayTitle (if page is configured to display title)**

```
<tmpl_if displayTitle>  
  <h2><tmpl_var title></h2>  
</tmpl_if>
```

### **description (if page has a description)**

```
<tmpl_if description>  
  <p><tmpl_var description></p>  
</tmpl_if>
```

### 3. Last, add the remaining WG tags to your template **dragger.init** (initiate the WG asset “drag-and-drop” feature)

```
<tmpl_if showAdmin>
```

```
  <table><tr id="blank" class="hidden"><td><div><div class="empty">&nbsp;</div></div></td></tr></table>
```

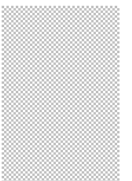
```
    <tmpl_var dragger.init>
```

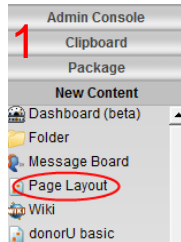
```
</tmpl_if>
```



If you study the code for the “content position place-holders”, you'll see that that `<tmpl_if showAdmin>` is interdispersed.

This is how WG builds the graphical place-holder that's displayed when admin is on and uses the “lock” and “drag-drop” properties.





1. Select page layout to add a new page

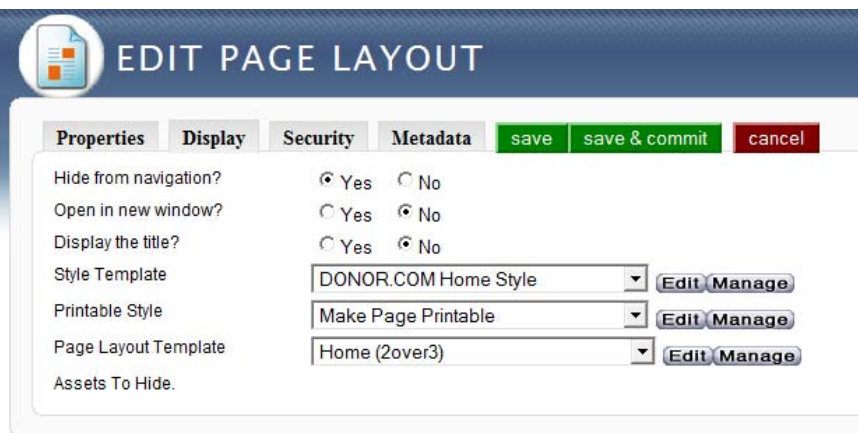
2. Fill out the “properties” tab



- **Title** <tmpl\_var pageTitle> the title of the page
- **Menu Title** <tmpl\_var menuTitle> if shown in navigation, the title used
- **URL** <tmpl\_var pageURL> the url for that page
- **Description** <tmpl\_var description> - can either enter html content here or leave blank and insert an article to the page for content.

3. Complete the “display” tab

- Decide if page will display in navigation
- When page link clicked on, will open in new window?
- Decide if title (<tmpl\_var pageTitle> will be displayed



**Style Template** – Choose the Style Template the page uses

**Page Layout Template** – Choose the Page Layout template for this page

**Printable** – (if used) what is the style for “print page”

## 4. Fill out the security tab

- **Encrypt Content** – will enable SSL for page
- **Owner** – who is the page owner?
- **View** – set group viewing permissions
- **Edit** – set edit permissions

## 5. Meta Data Tag

- **Summary** – `<tmpl_var synopsis>` can pull into navigation templates
- **Extra Head Elements** – add extras to head
- **Package** – allows this asset and all it's simblings to be exported.
- **Prototype** – makes a “prototype/image” of this asset so that it can be re-used again and again without having to configure all the tabs.
- **Available for use** – turn this page on or off

**EDIT PAGE LAYOUT**

Properties | Display | **Security** | Metadata | save | save & commit | cancel

Encrypt content?  Yes  No

Owner: dononware

Who can view?: Everyone

Who can edit?: Admins

**EDIT PAGE LAYOUT**

Properties | Display | Security | **Metadata** | save | save & commit | cancel

Summary

Extra <head> elements (tags)

Make package?  Yes  No

Make prototype?  Yes  No

Available for Use  Yes  No

[Add new metadata property](#)

Asset Templates are the “meat” of WG templates. While page style and page layout templates control structure & design, asset templates give the website it's meaning, it's content.

## Types of Asset/Content Templates

1. **Simple (single function):** Asset powered by one single template (article template)
2. **Multi/Dynamic Templates:** These assets are powered by multiple templates that server different functions in the asset's lifecycle.

*Example: collaboration system template*

*- post template, thread template, module display template, search template and RSS template.*

3. **DB/API driven templates (webware):** These templates are the most complex (not necessarily in their difficulty, but in their function).

API driven templates are displayed to the end user by 2 sets of criteria

- A. The returns being passed through the API from DASC0, configured by the config DB.
- B. The end-user interaction
  - ✓ SOAP Transport Errors
  - ✓ Prepopulation Mode
  - ✓ Method Errors
  - ✓ Successful Results

***we'll cover DB/API webware templates in our afternoon session.***

## The Article

- ✓ The article is the most commonly used asset template
- ✓ Like All Assets, the article Asset is configured with the asset control tab

**EDIT ARTICLE**

Properties   Display   Security   Metadata   **save**   **cancel**

Asset ID: EDHTv9rLKNBKrQ2sE7-D7A

Title:

Menu Title:

URL:

Description:   
 <b>Welcome</b>!&nbsp; You are looking at a generic, WebGUI 7.4.x site running on your live DASCO Database!<br /><br /><b>Simple User Style<br /></b>While your site doesn't look like much now, you have hundreds of templates at your disposall to customize your organization's "look and feel" and online business needs.&nbsp; WG's templates are fully customizable, can be completely CSS driven or used with tables - its your choice.&nbsp;<br /><br /><br />

Link Title:

Link URL:

Attachments:

variables for title, description, image,

```

<a name="id<tmpl_var assetid>" id="id<tmpl_var assetid>"></a>
<tmpl_if session.var.adminon>
  <p><tmpl_var controls></p>
</tmpl_if>
<tmpl_if displaytitle>
  <h2><tmpl_var title></h2>
</tmpl_if>
<tmpl_if pagination.isFirstPage>
  <tmpl_if image.url>
    <table width="100%" border="0" cellpadding="0" cellspacing="0"><tr><td class="content">
      " align="right" border="0" alt="<tmpl_var image.url">" />
    </td></tr></table>
  </tmpl_if>
  <tmpl_if description>
    <p><tmpl_var description></p>
  </tmpl_if>
  <tmpl_if pagination.isLastPage>
    <tmpl_if linkurl>
      <tmpl_if linktitle>
        <p>
          <a href="<tmpl_var linkurl">"><tmpl_var linktitle></a>
        </p>
      </tmpl_if>
    </tmpl_if>
    <tmpl_if attachment.name><p><p style="display:inline;vertical-align:middle;">
      <a href="<tmpl_var attachment.url">">
        " style="vertical-align:middle;border: 0px;" alt="<tmpl_var attachment.name">" />
      <a href="<tmpl_var attachment.name">"></a></p></p></tmpl_if>
    </tmpl_if>
    <tmpl_if pagination.pagecount.isMultiple>
      <tmpl_var pagination.previousPage>
        &#183;
      <tmpl_var pagination.pagelist.upTo20>
        &#183;
      <tmpl_var pagination.nextPage>
        &#183;
      </tmpl_if>
    </tmpl_if>
    <tmpl_if pagination.isFirstPage>
      <tmpl_if image.url>
        <td></td></tr></table>
      </tmpl_if>
    </tmpl_if>
  </tmpl_if>

```

## WG's Asset ID

```
<a name="id<tmpl_var assetId>" id="id<tmpl_var assetId>"></a>
```

## WG Controls

```
<tmpl_if session.var.adminOn>
```

```
<p><tmpl_var controls></p>
```

```
</tmpl_if>
```

## Title Display

```
<tmpl_if displayTitle>
```

```
<h2><tmpl_var title></h2>
```

```
</tmpl_if>
```

## Pagination first page and image

```
<tmpl_if pagination.isFirstPage>
```

```
  <tmpl_if image.url>
```

```
    " style="padding:5px;" />
```

```
  </tmpl_if>
```

```
</tmpl_if>
```

## Description

```
<tmpl_if description>
```

```
  <p><tmpl_var description></p>
```

```
</tmpl_if>
```

## Pagination (last), Link, Attachment

```
<tmpl_if pagination.isLastPage>
  <tmpl_if linkUrl>
    <tmpl_if linkTitle>
      <a href="<tmpl_var linkUrl">"><tmpl_var linkTitle></a>
    </tmpl_if>
  </tmpl_if>
  <tmpl_if attachment.name>
    <p style="display:inline;vertical-align:middle;">
      <a href="<tmpl_var attachment.url">">" />
      <tmpl_var attachment.name></a></p>
    </tmpl_if>
  </tmpl_if>
```

## Pagination Variables

```
<tmpl_if pagination.pageCount.isMultiple>  
  <tmpl_var pagination.previousPage>#183;  
  <tmpl_var pagination.pageList.upTo20>#183;  
  <tmpl_var pagination.nextPage>  
</tmpl_if>  
  
<!--[end/]-->
```

Is this all that is available in an article? Let's check out the help 

[http://web101.dwvnpn.net/?op=viewHelp;hid=article%20template;namespace=Asset\\_Article](http://web101.dwvnpn.net/?op=viewHelp;hid=article%20template;namespace=Asset_Article)

## **new.template**

Articles have the special ability to change their template so that you can allow users to see different views of the article. You do this by creating a link with a URL like this (replace 999 with the template Id you wish to use):

```
<a href="<tmpl_var new.template>999">Read more...</a>
```

## **description.first.100words/75words/50words/25words/10words**

The first N words in the description. Words are defined as characters separated by whitespace, so HTML entities and tags count as words.

## **description.first.paragraph/second/third/fourth**

## **description.first.sentence/first/second/third/fourth**

## **session scratch variables**

## Snippets

Snippets are probably one of the most useful assets in WebGUI, but you need to know how and where to use them.

Whereas most assets have templates - snippets don't - they are what they are. Snippets don't have to be large either - they can be as simple as one character. And they're cached in WebGUI so they're pretty fast to work with.

Snippets are also versioned - so any changes you make to them won't be made until it has been committed.

Because of this simplicity, it's easy to overlook how useful they really are.

## Snippets in Style Templates

`^AssetProxy(header);`

`^AssetProxy(css);`

`^AssetProxy(javascript);`

`^AssetProxy(body);`

`^AssetProxy(navigation);`

`^AssetProxy(body2);`

`^AssetProxy(footer);`

## Snippets as variables

Snippets can be a variable in a WebGUI template or a Webware API template (more later).

## Collaberation System Templates

A collaboration system is a versatile asset

- ✓ for sharing thoughts and discussion (forum), pictures (photo gallery), ideas (weblog) with other people.
- ✓ It creates a platform for people to share and exchange.
- ✓ for Content Managers to update their website in an easy way.

## **There are many default CS applications in Webgui**

- ✓ But a CS can also be made into something different. With different settings, combination of variables and your own html and css, you can make from a default CS your own.
- ✓ Later examples, but let's first look at the different Collaboration Systems as default available in Webgui.

- forum
- weblog
- request tracker
- Q and A
- photo gallery
- classified
- FAQ
- topics
- (un)ordered list
- jobs
- guest book
- link list
- traditional with thumbnail

## **They all look different, but there are many similarities.**

- ✓ All have a Collaboration system view (= overview), a thread view and a post view
- ✓ A post is added, there is no versioning
- ✓ As we will see later: variables and settings

## **CSS Asset Basic End-User Views**

Overview

Thread

Post/Edit

Thread

RSS

## Overview

Here you see an overview of all the posts



Webgui - Forum about everything - Mozilla Firefox

Bestand Bewerken Beeld Geschiedenis Bladvijzers Extra Help

Terug Vooruit Vernieuwen Stoppen Startpagina

http://mariekenkerkhoven.wg7.untecknowledge.org/collaboration-system/

WEBGUI

Hallo marieken. [Click here to log out.](#) [Turn Admin On!](#)

Collaboration System

**Forum about everything**


This forum is a platform for people to post their ideas on all kind of subjects.

[Add](#) • [Subscribe](#) • [Search](#)

Status	Subject	User	Views	Replies	Rating	Date
Approved	<a href="#">What do you think of this subject?</a>	<a href="#">marieken</a>	6	2	0	26-August-2007 @ 12:05 pm
Approved	<a href="#">this subject is really important!!</a>	<a href="#">marieken</a>	1	0	0	26-August-2007 @ 12:10 pm

## Thread

Here you see an individual post with replies: the thread



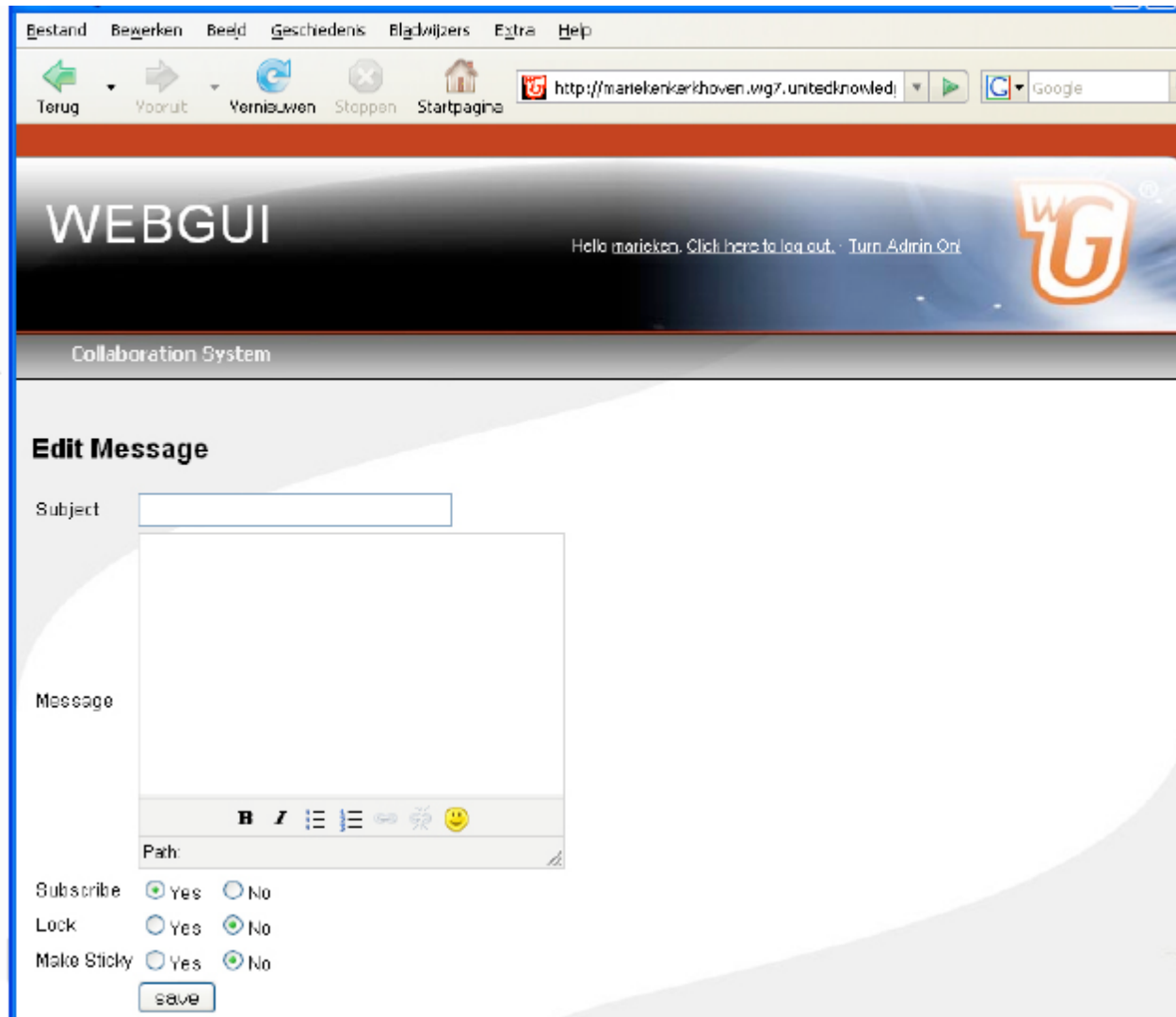
The screenshot shows a Mozilla Firefox browser window displaying a forum page. The browser's address bar shows the URL: <http://mariekenkerlhoven.wg7.unitedknowledge.org/home/webgui-conference>. The page header features the 'WEBGUI' logo and a login form with the username 'marieken' and a password field. Below the header, the page is titled 'Collaboration System' and 'Forum'. The main content area displays a thread with the following posts:

- Post 1:**
  - Subject: What do you think of this subject?
  - User: marieken
  - Date: 8/26/2007 5:05 am
  - Views: 7
  - Rating: 0
  - Rate [ 0 | 0 ]
  - Content: I'm really interested in your opinion on this subject. Maybe you think it's not very important. Or maybe you do. Please let me know.
- Post 2 (Reply):**
  - Subject: Re: What do you think of this subject?
  - User: marieken
  - Date: 8/26/2007 5:12 am
  - Views: 0
  - Rating: 0
  - Rate [ 0 | 0 ]
  - Content: i totally agree with you.
- Post 3 (Reply):**
  - Subject: Re: What do you think of this subject?
  - User: marieken
  - Date: 8/26/2007 5:12 am
  - Views: 0
  - Rating: 0
  - Rate [ 0 | 0 ]
  - Content: i don't agree at all !!

At the bottom of the forum area, there are navigation links: [Previous](#) • [Next](#) • [Add](#) •

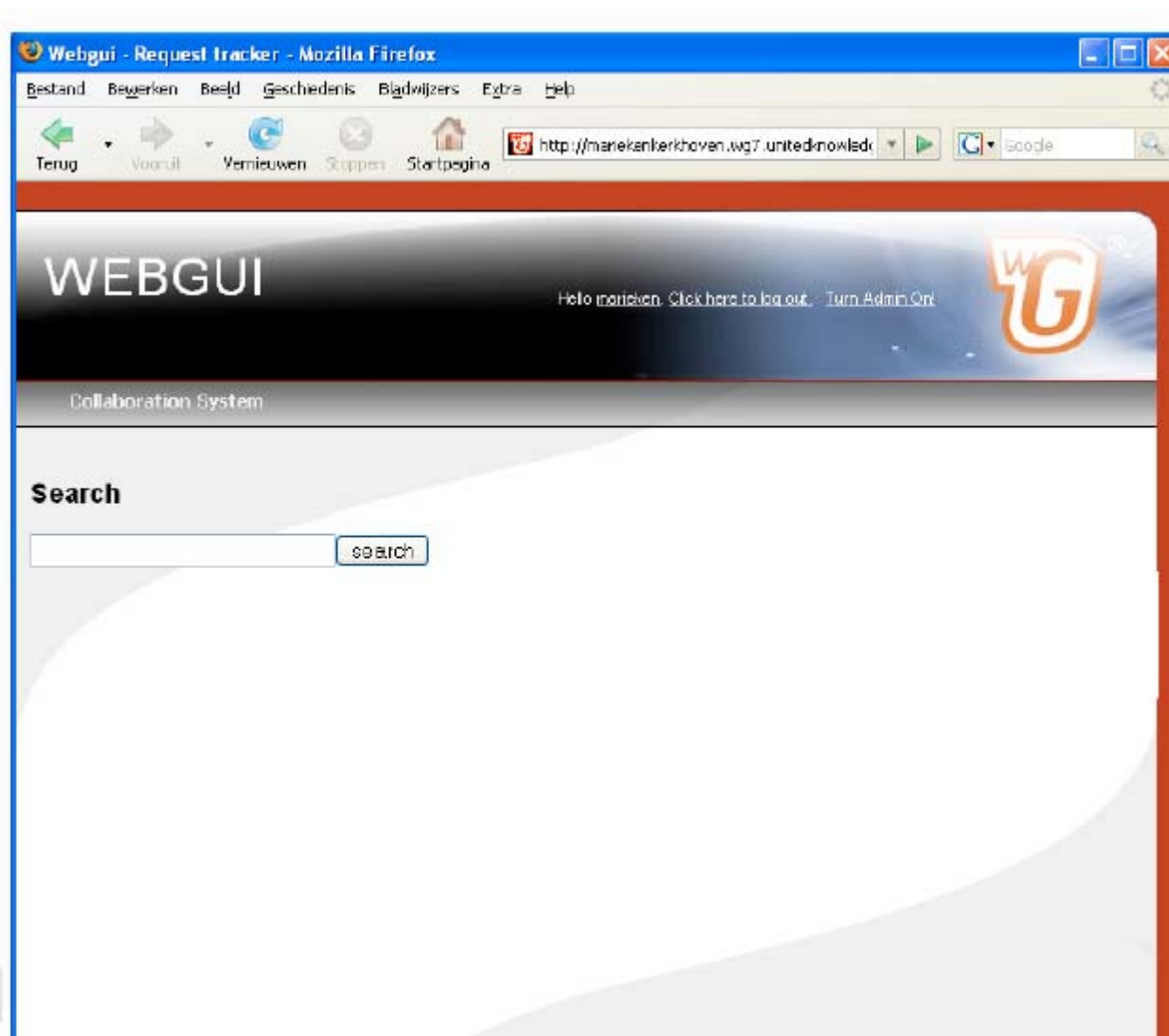
## Post & edit

With the post form  
a new post is  
added or a post  
is edited.



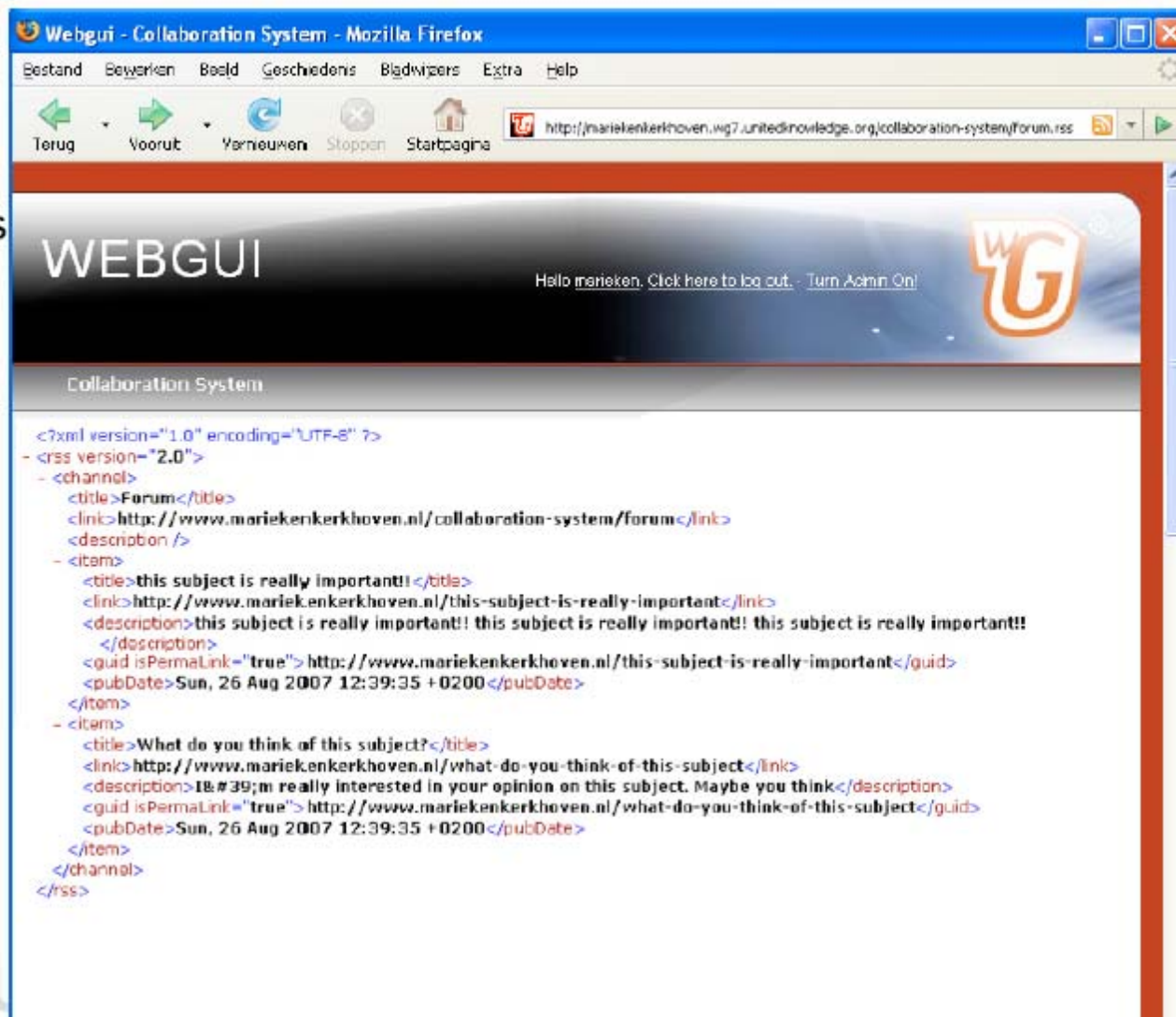
## Search

You can search through a collaboration system for posts.



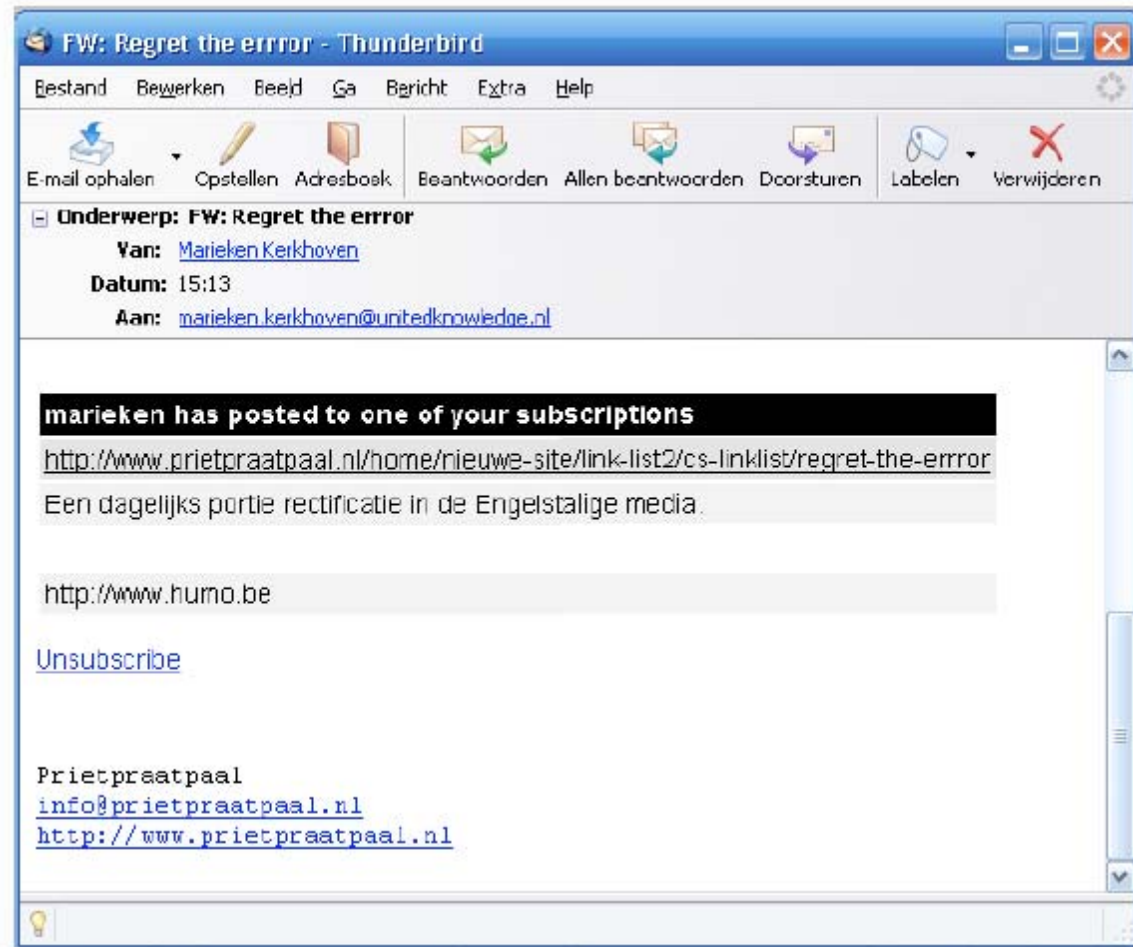
## RSS

A RSS feed page is generated if in the settings (under display) 'enable RSS' is selected.



## Mail

You receive an email  
in the mailbox you  
have registered as  
a user.



## **CMS Settings**

- ✓ What do they do?
- ✓ And which variables do they generate? The variables will later also be seen in the templates.

## Content/Assets Interface – PROPERTIES, DISPLAY, SECURITY, META DATA

As in other assets you have:

Asset ID: `<tmpl_var assetId>`

Title:

```
<tmpl_if displayTitle>
<h2> <tmpl_var title> </h2>
</tmpl_if>
```

Menu title:

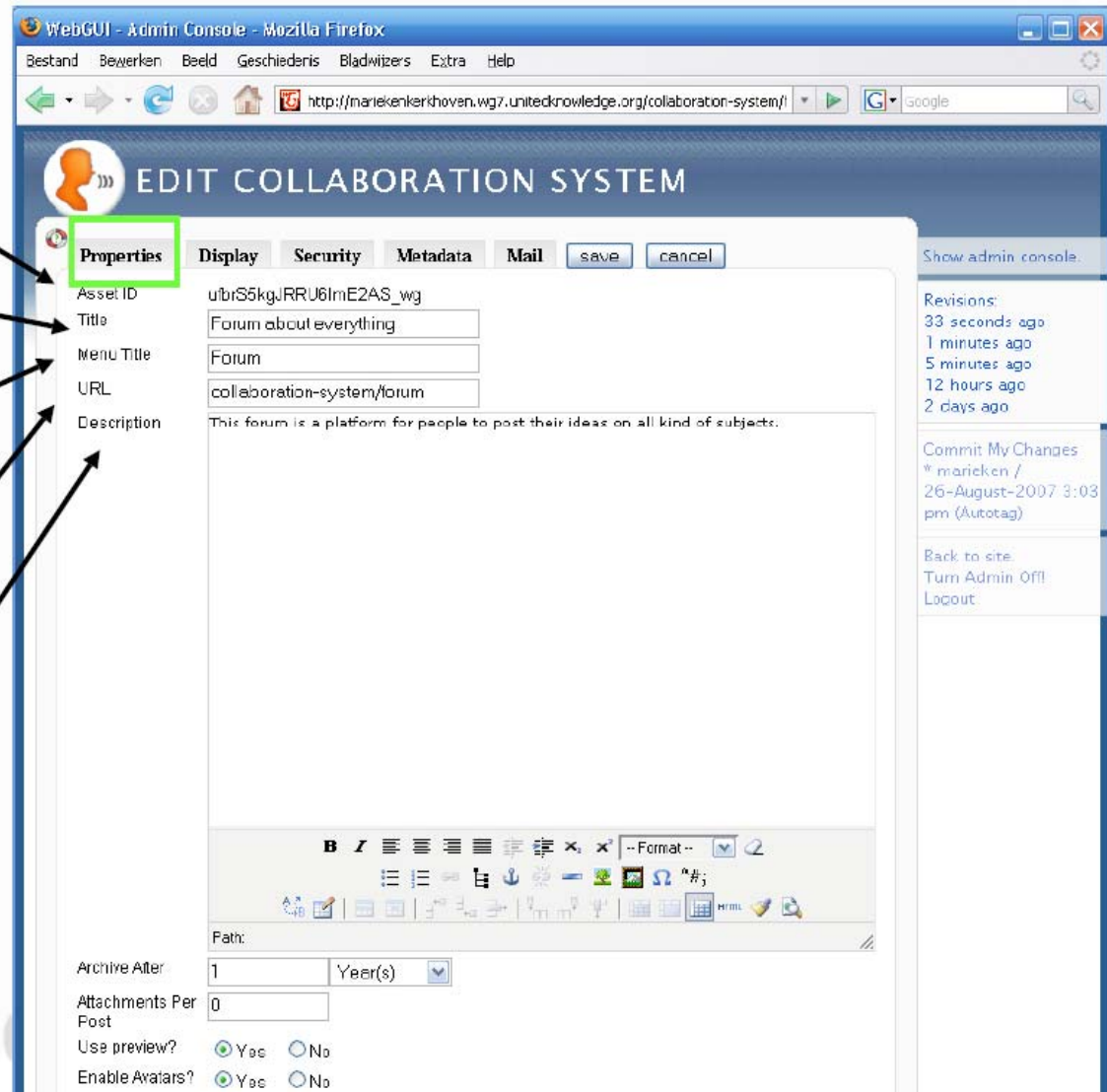
```
<tmpl_var menuTitle>
```

as it will appear in your navigation

URL: `<tmpl_var url>`

Description:

```
<tmpl_if description>
<tmpl_var description>
</tmpl_if>
```



## Next in the properties settings:

Archive after:

**<tmpl\_if archived>**

**<tmpl\_var archive>**

**<tmpl\_var unarchive>**

Attachment per post:

**<attachment\_loop>** an attachment field is added in the post form.

Use preview:

in post form this will show up as:

**<tmpl\_if usePreview>**

Enable avatar: **<tmpl\_var avatar.url>**

WebGUI - Admin Console - Mozilla Firefox

Bestand Bewerken Beeld Geschiedenis Bladwizers Extra Help

http://mariekenkerkhoven.wg7.unitedknowledge.org/collaboration-system/

Google

EDIT COLLABORATION SYSTEM

**Properties** Display Security Metadata Mail save cancel

Asset ID: utbrS5kgJRRU6ImE2AS\_wg

Title: Forum about everything

Menu Title: Forum

URL: collaboration-system/forum

Description: This forum is a platform for people to post their ideas on all kind of subjects.

Revisions:  
33 seconds ago  
1 minutes ago  
5 minutes ago  
12 hours ago  
2 days ago

Commit My Changes  
\* marieken /  
26-August-2007 3:03 pm (Autotag)

Back to site.  
Turn Admin Off!  
Logout

Archive After: 1 Year(s)

Attachments Per Post: 0

Use preview?  Yes  No

Enable Avatars?  Yes  No

## First some familiar settings:

### Hide from navigation:

whether assets shows op in your navigation

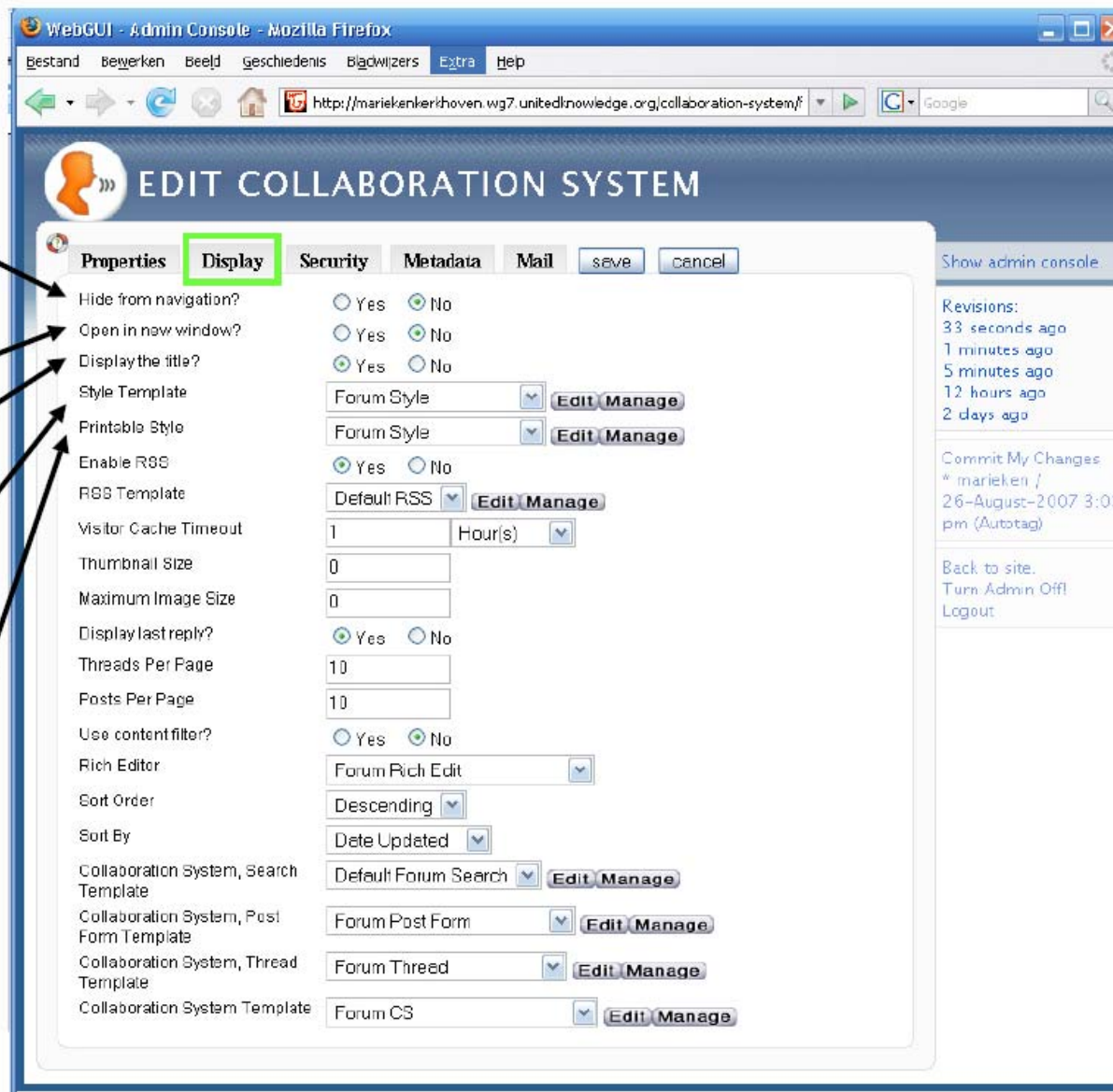
### Open in new window: yes or no

### Display title: `<tmpl_if displayTitle>`

### Style template:

choose the style in witch your CS assets sets in

### Printable Style: when you print your page



**And some new ones:**

Enable RSS feed: yes or no

RSS template:

choose your template for RSS

Visitor cache timeout:

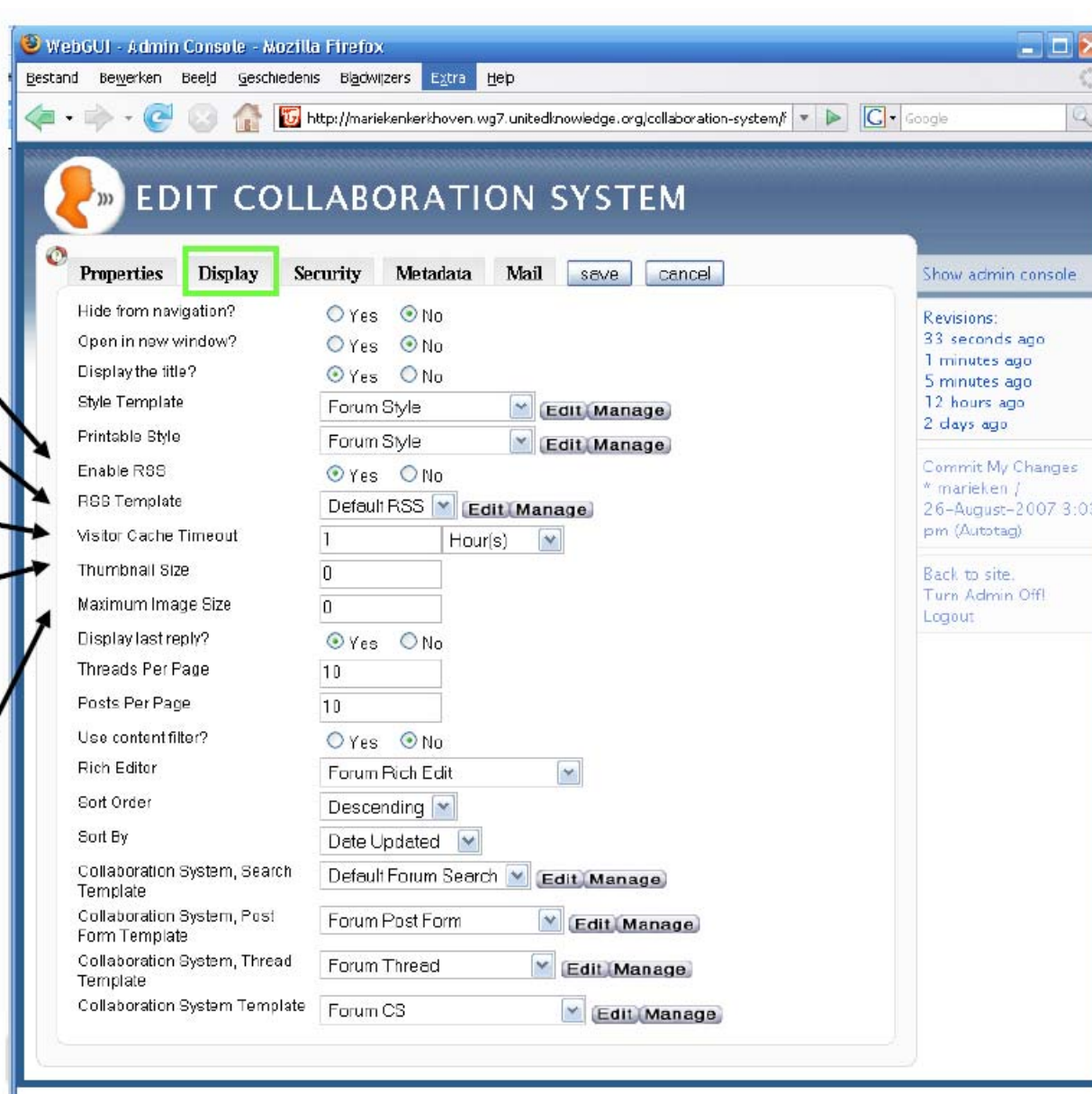
the time the cache is set for the visitor for this asset.

Thumbnail size:

size of thumb of image (avatar of photo) when loaded up in CS.  
Can't be changed afterwards!

Max. image size:

size of uploaded photo. Can be changed after is uploaded.



Display last reply:

in CS template:

```
<tmpl_if displayLastReply>
```

If set to yes, more variables become available, for example:

sortBy.replies.url

lastReply.url

lastReply.title

lastReply.username

Threads per page:

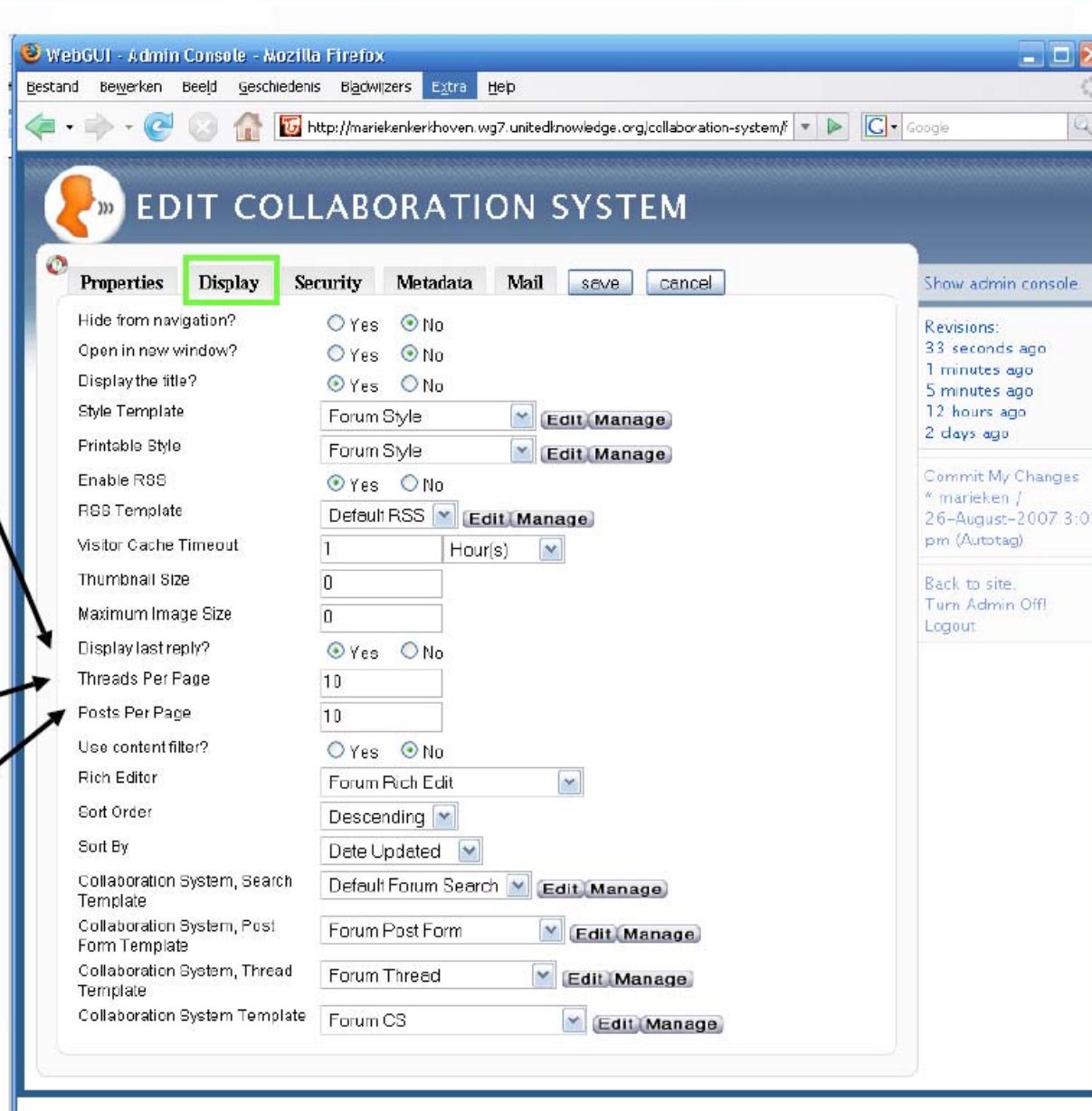
number of contributions

in the thread view

Post per page:

number of contributions in the

CS overview



Use content filter:

to filter on specific words  
like strong language  
(waar instellen?)

Rich editor:

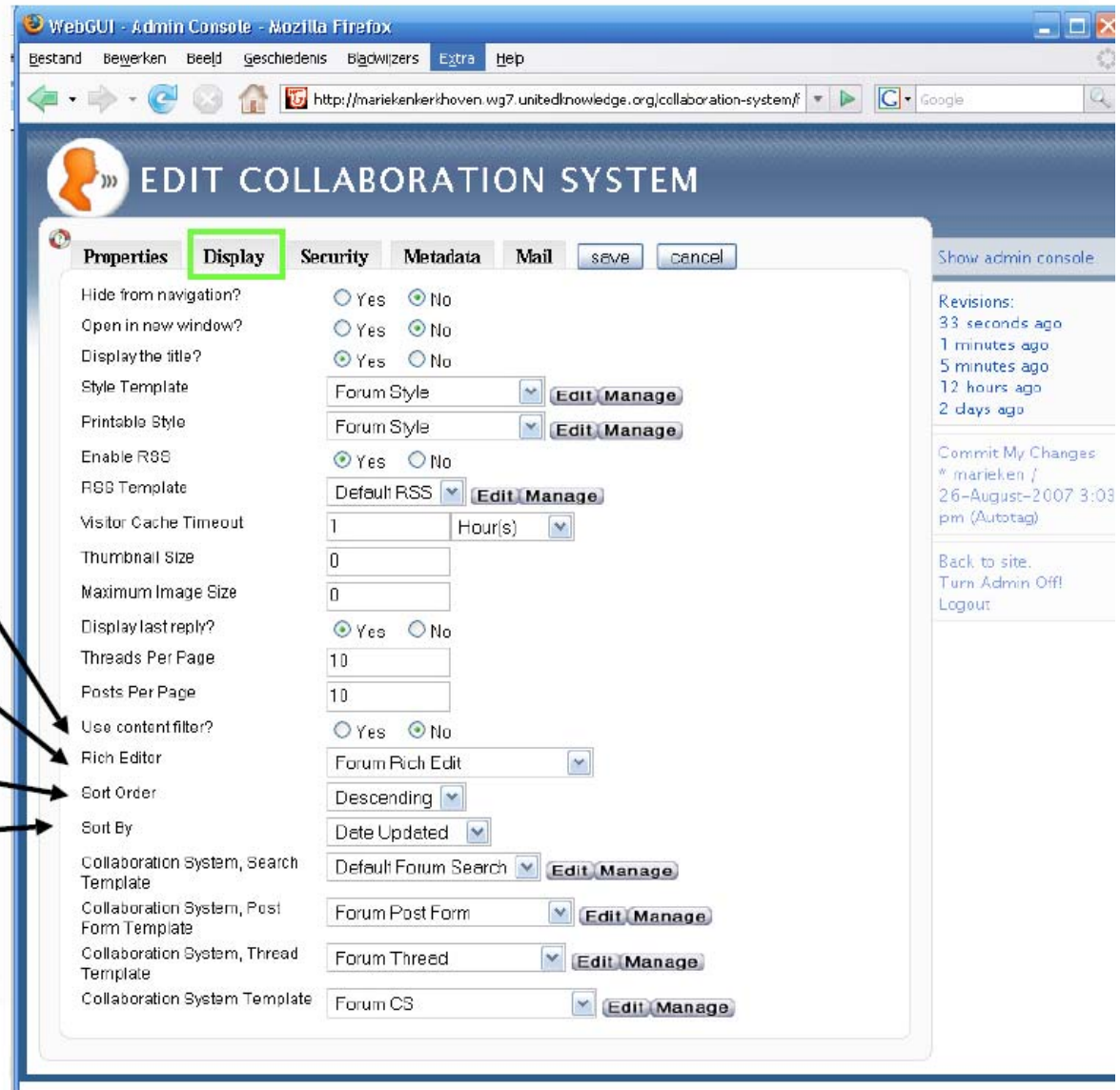
editor for editing text in a  
text area (Forum Rich Edit or  
Content Manager Rich Edit)

Sort order:

descending (up) or  
ascending (down)

Sort by:

date, sequence, title, etc.



And this we will go into in detail  
later: the templates

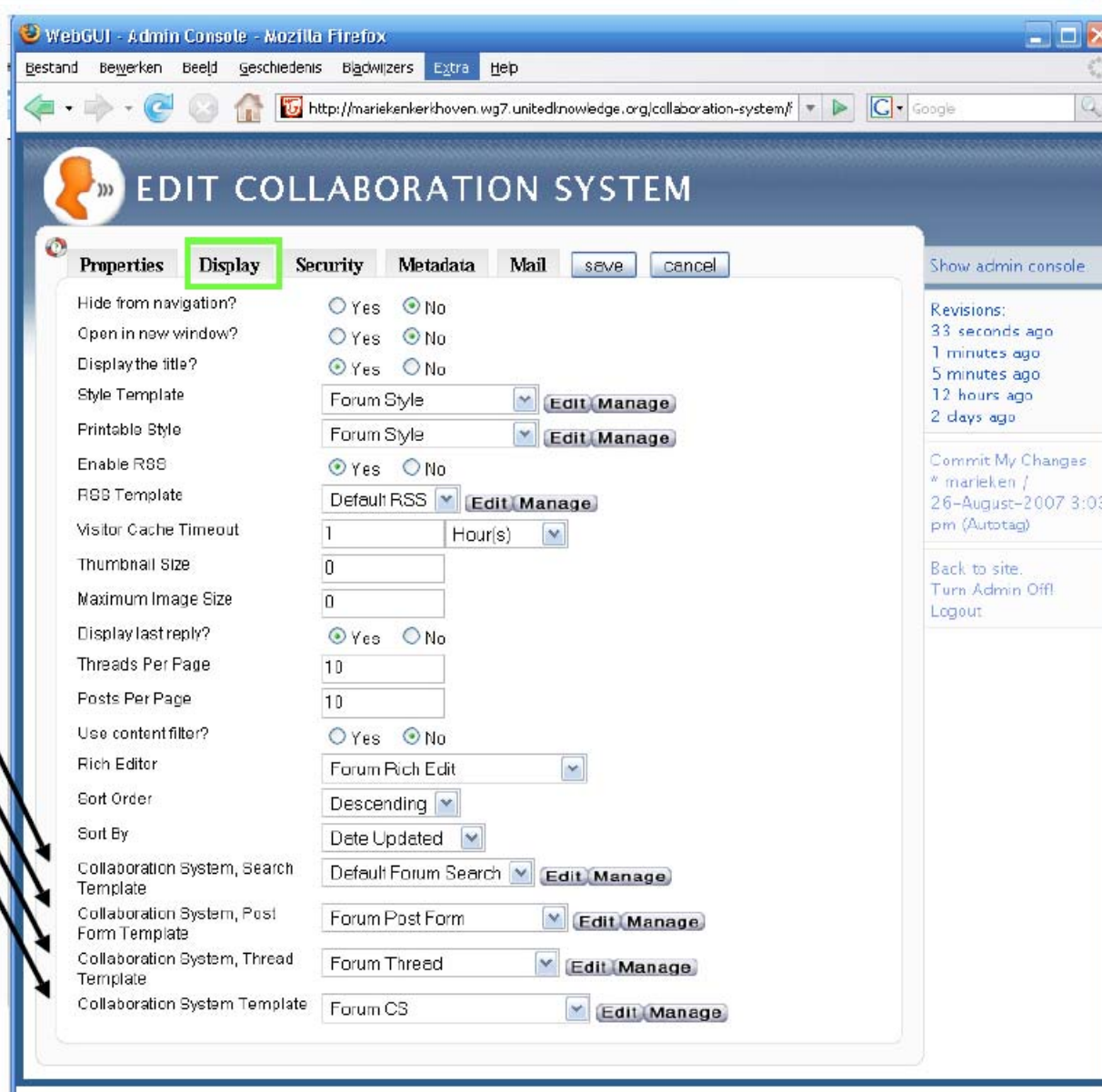
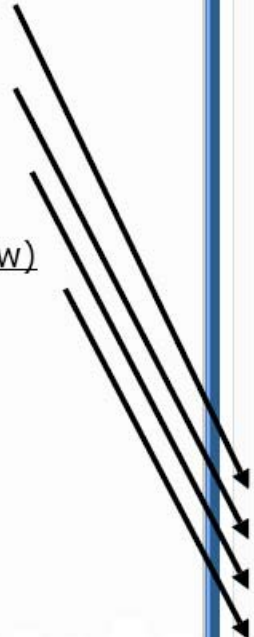
Select templates for:

Search

Post Form

Thread

Collaboration template (overview)



## As in other assets

Encrypt content

Owner

Who can view:

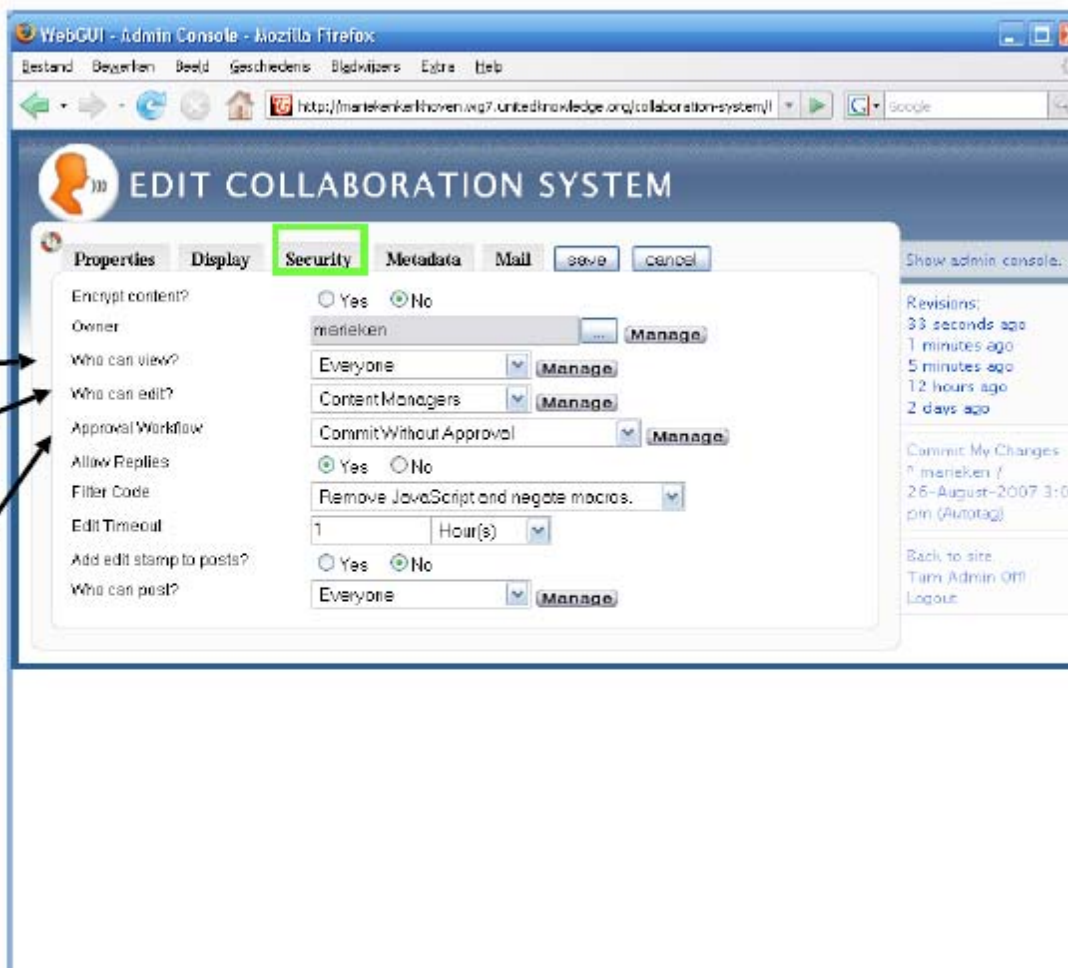
set to everyone or a specific group of people

Who can edit:

set to content managers or a specific group of people

Approval workflow:

when a post has to be approved before publishing



And this we will go into in detail  
later: the templates

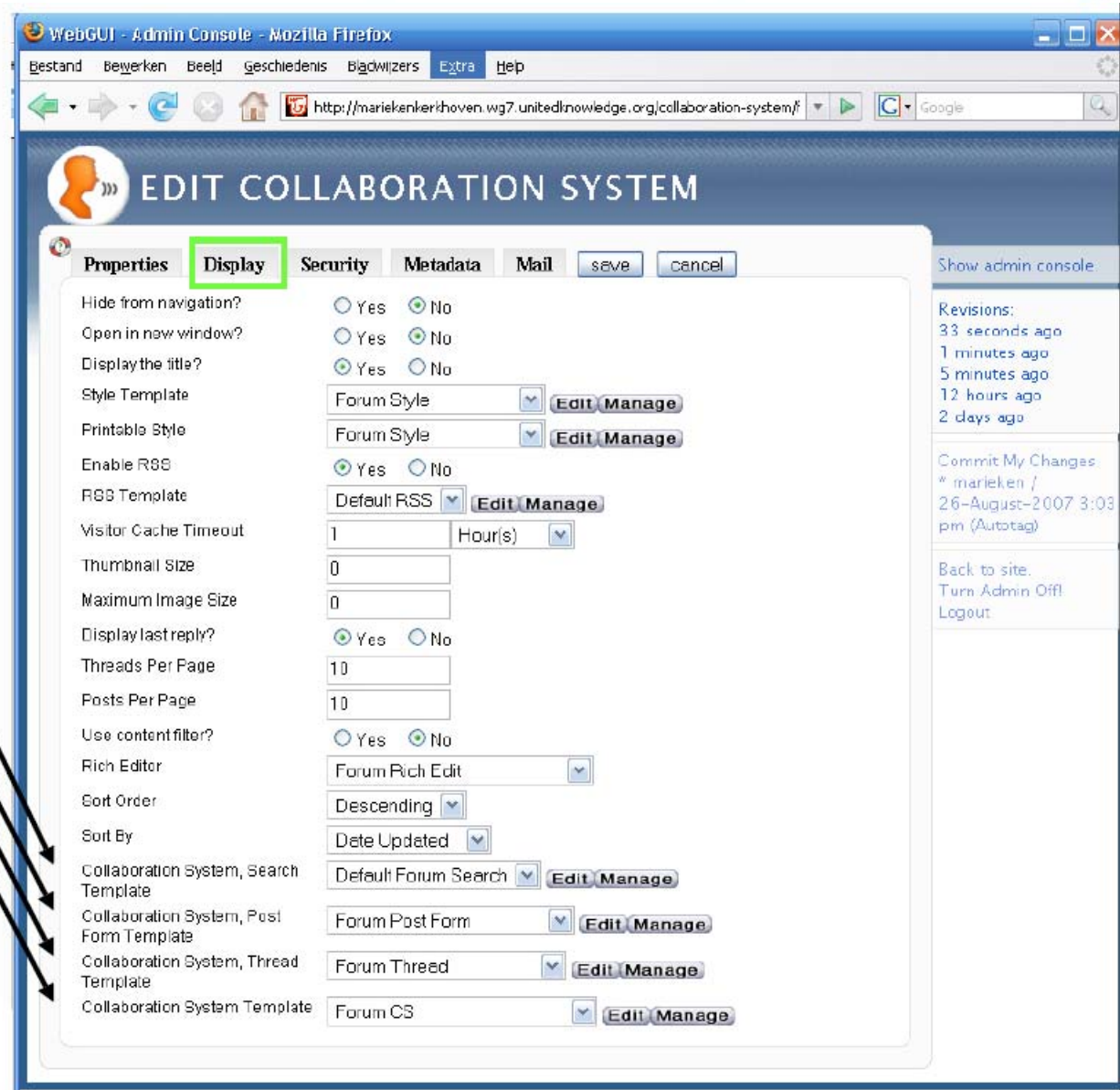
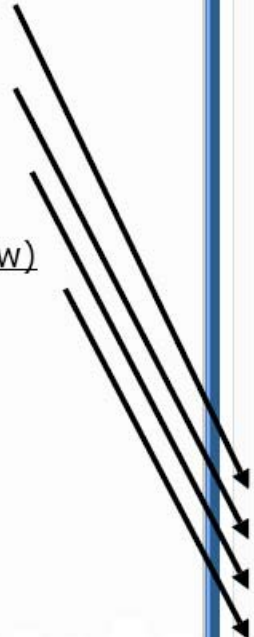
Select templates for:

Search

Post Form

Thread

Collaboration template (overview)



## As in other assets

Encrypt content

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Who can view:

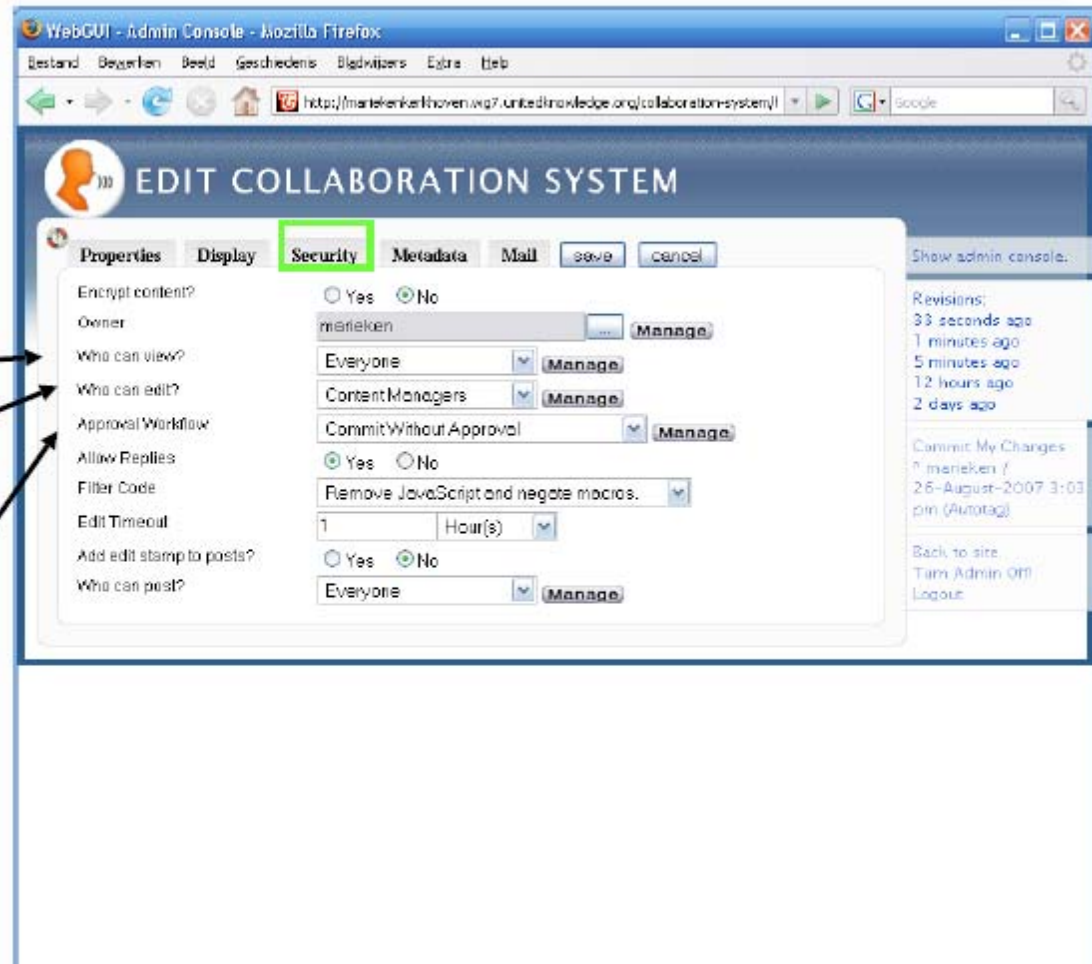
set to everyone or a specific group of people

Who can edit:

set to content managers or a specific group of people

Approval workflow:

when a post has to be approved before publishing



Allow replies:

can one reply on a post?

Filter code:

removes for example javascript or macros from a post

Edit timeout:

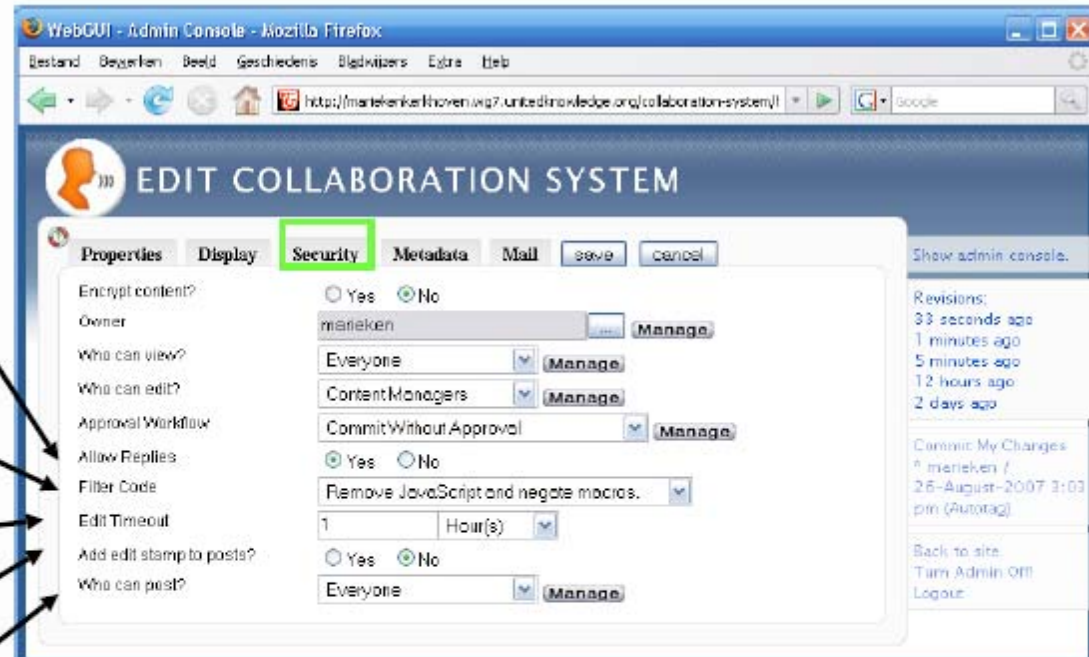
the time for a poster to edit his/her post

Add edit stamps: "Edited on <date>"

And last but not least:

Who can post?

Set to everyone or a specific group like Registered Users



**As in other assets:**

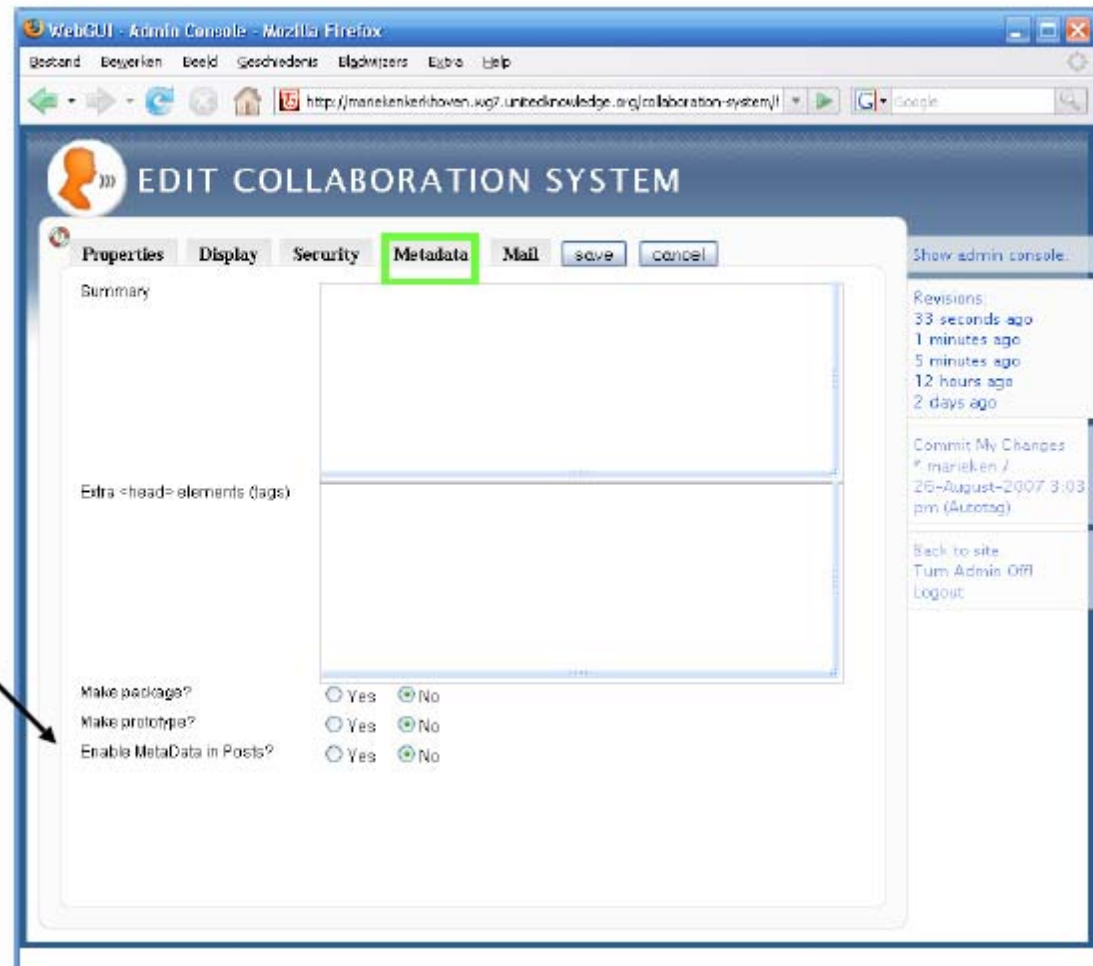
[Summary](#)

[Extra tags](#)

[Make package](#)

[Make prototype](#)

Enable metadata in post: set to yes to enable metadata and to profile posts



**It's possible to send and receive post by email. You need to have a dedicated mailbox.**

Auto subscribe to thread: yes or no

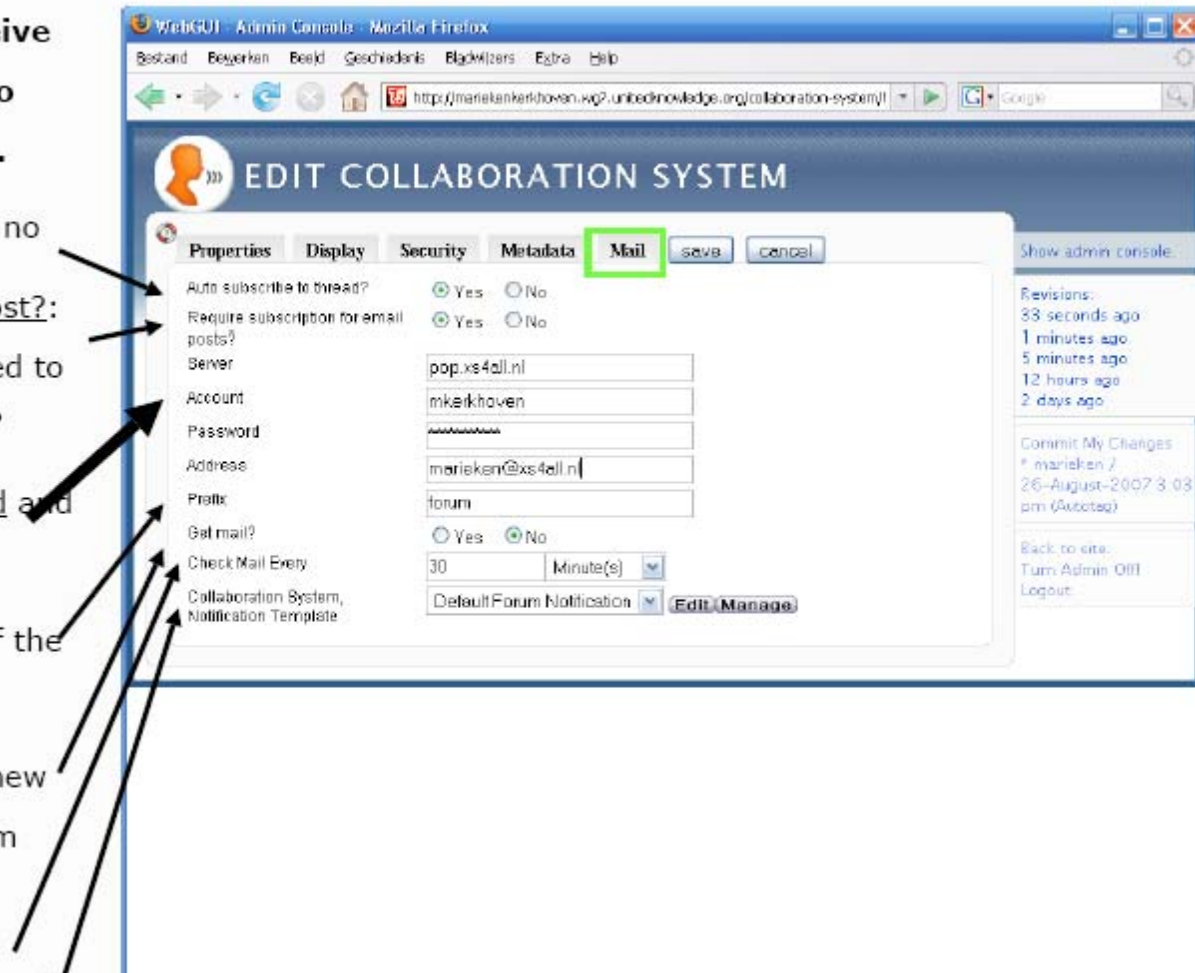
Require subscription for email post?: do one need to be subscribed to be able to set post by emial?

Fill in: Server, Account, Password and address.

Prefix: text in the subject field of the email

Get mail: receive email when a new post is received in your forum

Check mail: set time



Allow replies:

can one reply on a post?

Filter code:

removes for example javascript or macros from a post

Edit timeout:

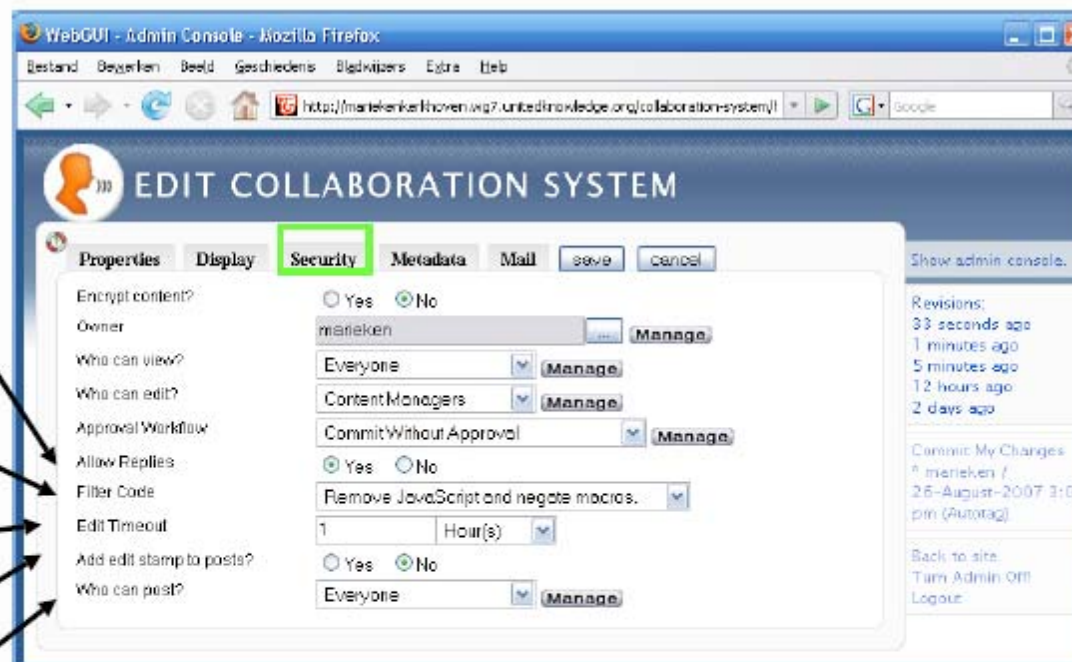
the time for a poster to edit his/her post

Add edit stamps: "Edited on <date>"

And last but not least:

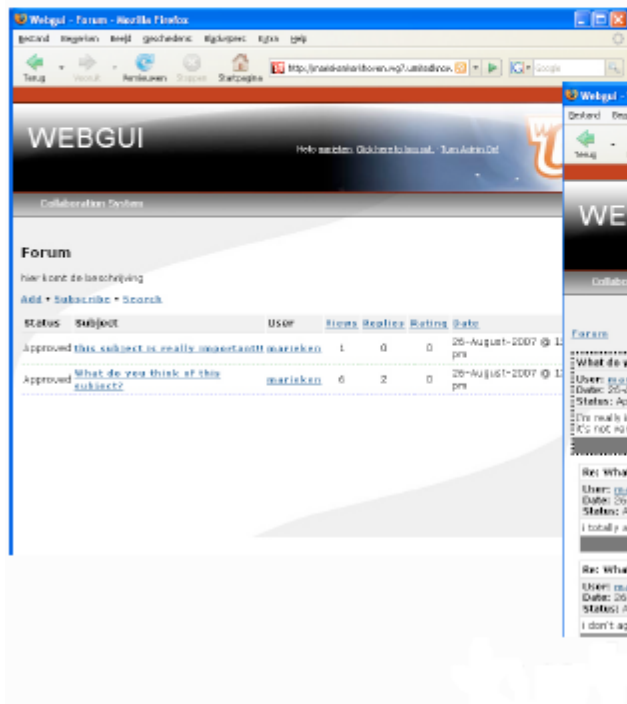
Who can post?

Set to everyone or a specific group like Registered Users

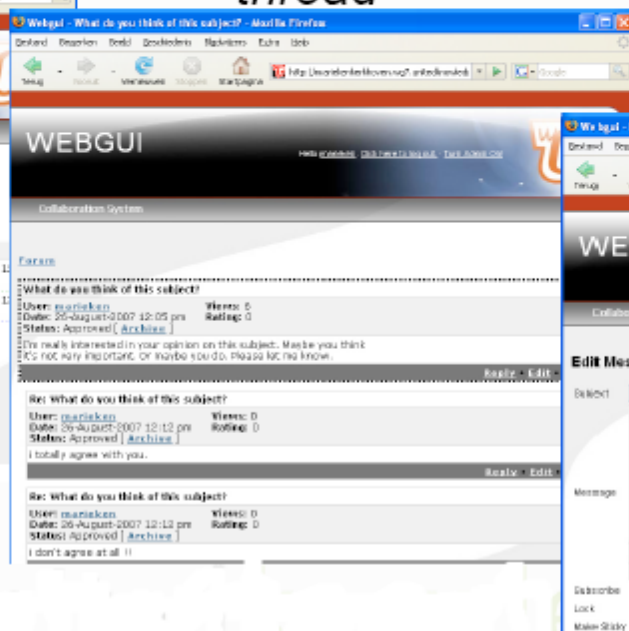


We will have a look at the 3 most important templates in detail:

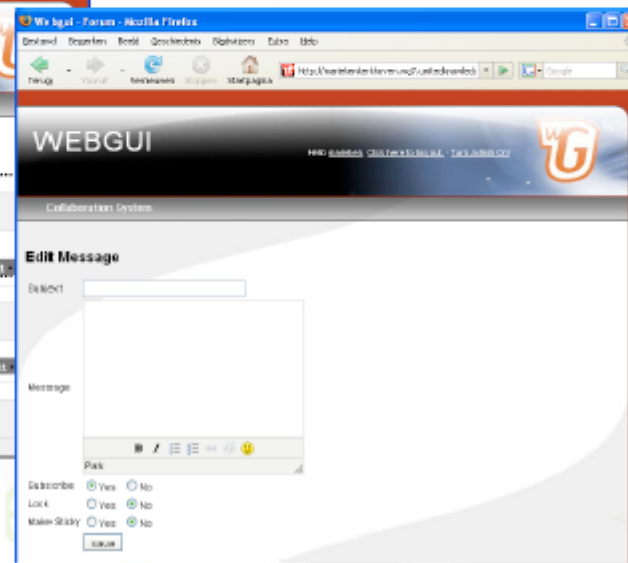
*CS overview*



*thread*



*post*



## CS Overview Template

As always:

```
<a name="id<tmpl_var assetId>"
id="id<tmpl_var assetId>"></a>

<tmpl_if session.var.adminOn>
  <p><tmpl_var controls></p>
</tmpl_if>

<tmpl_if displayTitle>
  <h2> <tmpl_var title> </h2>
</tmpl_if>

<tmpl_if description>
  <tmpl_var description>
</tmpl_if>
```

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Status	Subject	User	Views	Replies	Rating	Date	Last Reply
Approved	<a href="#">What do you think of this subject?</a>	marieken	8	2	0	25-August-2007 @ 12:05 pm	26-August-2007 @ 12:12 pm
Approved	<a href="#">this subject is really important!!</a>	marieken	2	0	0	26-August-2007 @ 12:10 pm	26-August-2007 @ 12:10 pm

## CS Overview Template

```

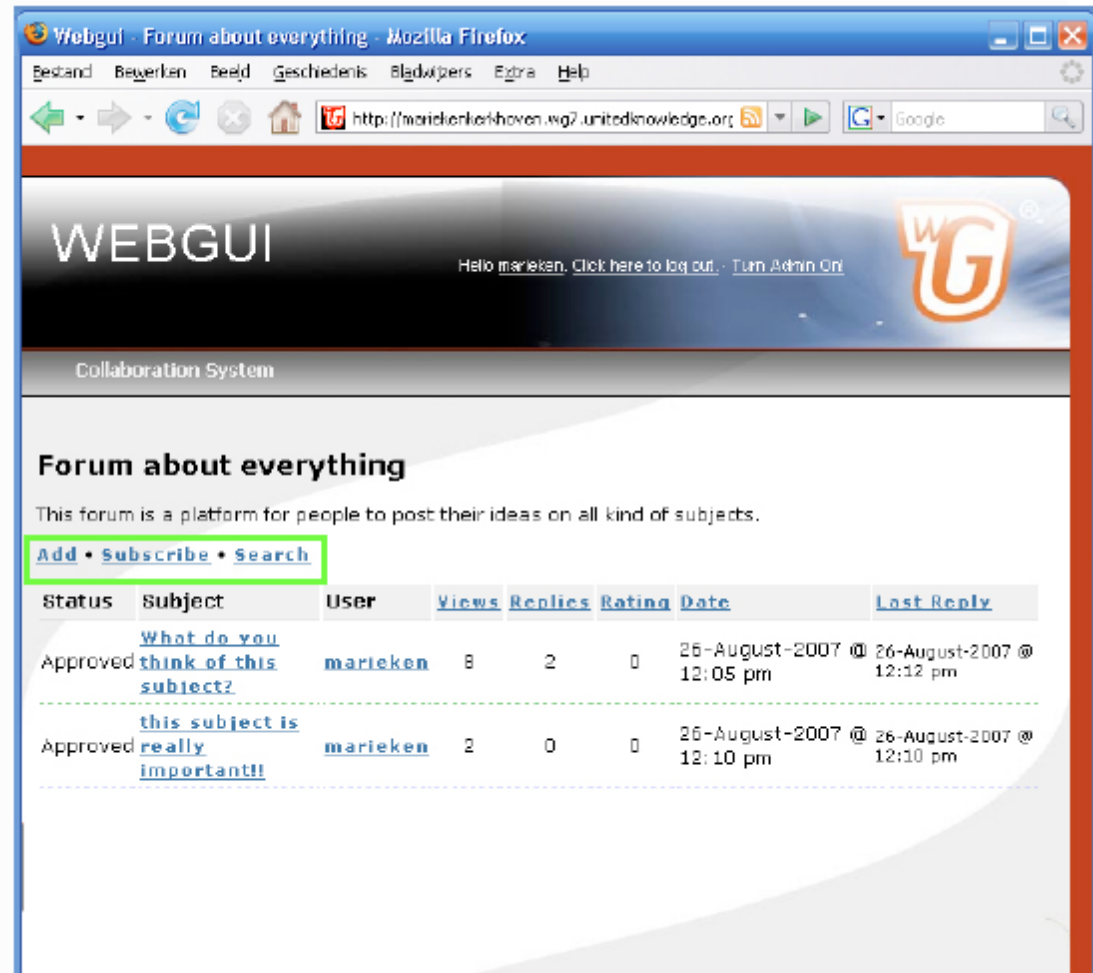
<tmpl_if user.canPost>
  <a href="<tmpl_var
    add.url">"><tmpl_var
    add.label></a>&#149;
</tmpl_if>

<tmpl_unless user.isVisitor>
  <tmpl_if user.isSubscribed>
    <a href="<tmpl_var
      unsubscribe.url">">
      <tmpl_var
      unsubscribe.label></
      a>
  </tmpl_if>
</tmpl_unless>

<tmpl_if user.isSubscribed>
  <a href="<tmpl_var
    subscribe.url">"><tmpl_v
    ar subscribe.label></a>
</tmpl_if>&#149;
</tmpl_unless>

<a href="<tmpl_var
  search.url">"><tmpl_var
  search.label></a>

```



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Approved	<a href="#">this subject is really important!!</a>	<a href="#">marieken</a>	2	0	0	26-August-2007 @ 12:10 pm	26-August-2007 @ 12:10 pm

## CS Overview Template

```

<table width="100%">
<tr>
  <tmpl_if user.isModerator>
    <td class="forumHead">
      <tmpl_var status.label> </td>
    </tmpl_if>
    <td class="forumHead">
      <tmpl_var subject.label> </td>
    <td class="forumHead"> <tmpl_var
      user.label> </td>
    <td class="forumHead"><a
      href="<tmpl_var sortBy.views.url">">
      <tmpl_var views.label> </a></td>
    <td class="forumHead"><a
      href="<tmpl_var sortBy.replies.url">">
      <tmpl_var replies.label> </a></td>
    <td class="forumHead"><a
      href="<tmpl_var sortBy.rating.url">">
      <tmpl_var rating.label> </a></td>
    <td class="forumHead"><a
      href="<tmpl_var sortBy.date.url">">
      <tmpl_var date.label> </a></td>
    <tmpl_if displayLastReply>
      <td class="forumHead"><a
      href="<tmpl_var sortBy.lastreply.url">">
      <tmpl_var lastReply.label> </a></td>
    </tmpl_if>
  </tr>

```



## CS Overview Template

```
<tmpl_loop post_loop>
```

```
  <tr><tmpl_if user.isModerator>
    <td ><tmpl_var
status></td>
    </tmpl_if>
```

```

    <td ><a href="<tmpl_var url">"
      <tmpl_var title></a></td>
    <tmpl_if user.isVisitor>
    <td ><tmpl_var username></td>
    <tmpl_else>
```

```

    <td><a href="<tmpl_var
userProfile.url">"
      <tmpl_var username></a></td>
    </tmpl_if>
```

```

    <td><tmpl_var views></td>
    <td><tmpl_var replies></td>
    <td><tmpl_var rating></td>
    <td><tmpl_var
dateSubmitted.human> @
    <tmpl_var timeSubmitted.human></
td>
```

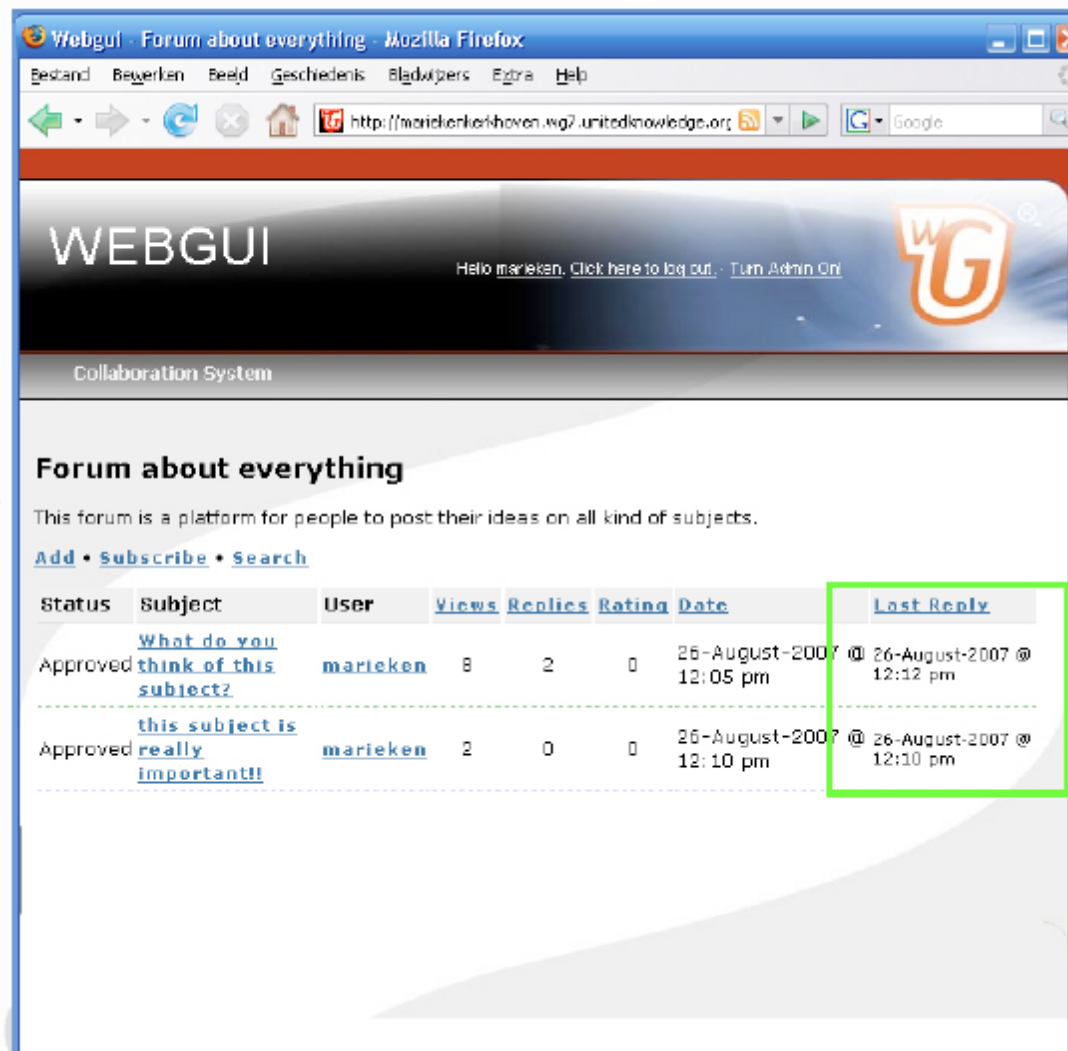


## CS Overview Template

```

<tmpl_if displayLastReply>
  <td >
    <a href="<tmpl_var
lastReply.url">"><tmpl_var
lastReply.title></a>
    by
    <tmpl_if lastReply.user.isVisitor>
      <tmpl_var
lastReply.username>
    <tmpl_else>
      <a href="<tmpl_var
lastReply.userProfile.url">"><tmpl_var
lastReply.username></a>
    </tmpl_if>
    on <tmpl_var
lastReply.dateSubmitted.human> @
<tmpl_var
lastReply.timeSubmitted.human>
  </td>
</tmpl_if>
</tr>
</tmpl_loop>
</table>

```



## CS Overview Template

```
<tmpl_loop post_loop>
```

```
  <tr><tmpl_if user.isModerator>
    <td ><tmpl_var
status></td>
    </tmpl_if>
```

```

  <td ><a href="<tmpl_var url">"
    <tmpl_var title></a></td>
  <tmpl_if user.isVisitor>
  <td ><tmpl_var username></td>
  <tmpl_else>
```

```

  <td><a href="<tmpl_var
  userProfile.url">"
    <tmpl_var username></a></td>
  </tmpl_if>
```

```

  <td><tmpl_var views></td>
  <td><tmpl_var replies></td>
  <td><tmpl_var rating></td>
  <td><tmpl_var
  dateSubmitted.human> @
  <tmpl_var timeSubmitted.human></
  td>
```



Next: the thread template

a post

with its  
replies



## CS Thread Template

```
<div><a name="id<tmpl_var assetId>"
  id="id<tmpl_var assetId>"></a></div>
```

```
<tmpl_if session.var.adminOn>
  <p><tmpl_var controls></p>
</tmpl_if>
```

```
<div style="float: left; width: 70%">
  <h2><a href="<tmpl_var collaboration.url">"
    <tmpl_var collaboration.title></a></h2>
</div>
```



## CS Thread Template

```

<div style="width: 30%; float: left;
text-align: right;">
  <tmpl_if layout.isFlat>
    <a href="<tmpl_var layout.nested.url>">
      <tmpl_var layout.nested.label></a>
  <tmpl_else>
    <a href="<tmpl_var layout.flat.url>">
      <tmpl_var layout.flat.label></a>
  </tmpl_if>
</div>
<div style="clear: both;"></div>

<tmpl_loop post_loop>

  <tmpl_if layout.isNested>
    <div style="margin-left: <tmpl_var
depthX10>px;">
  </tmpl_if>

<div class="postBorder<tmpl_if
isCurrent>Current</tmpl_if">

```

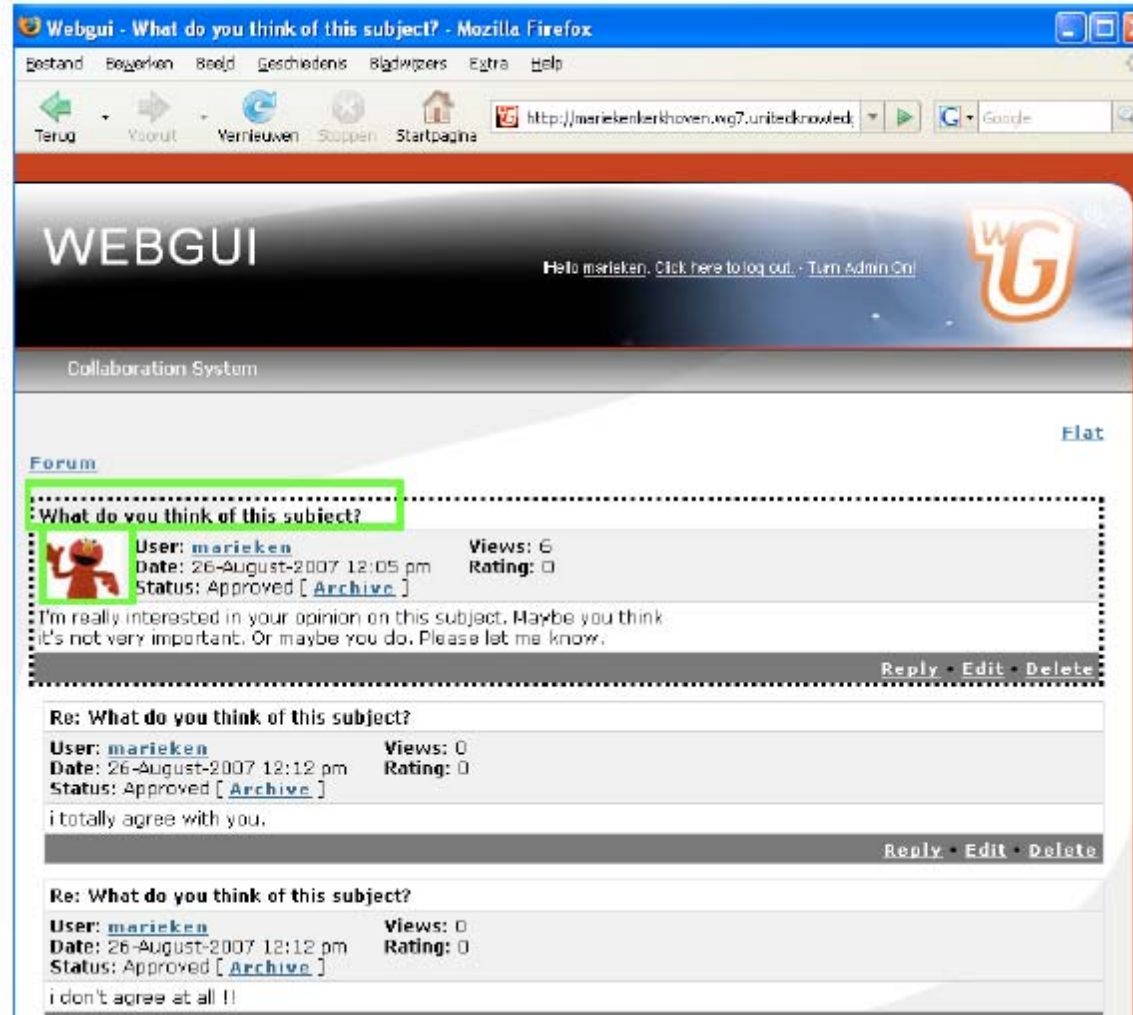


## CS Thread Template

```

<tmpl_var title>
</div>
<div class="postData">
  <tmpl_if avatar.url>
    <div style="float: left; padding-right:
    10px;">
      " />
    </div>
  </tmpl_if>
  <div style="float: left; padding-right:
  25px;">

```

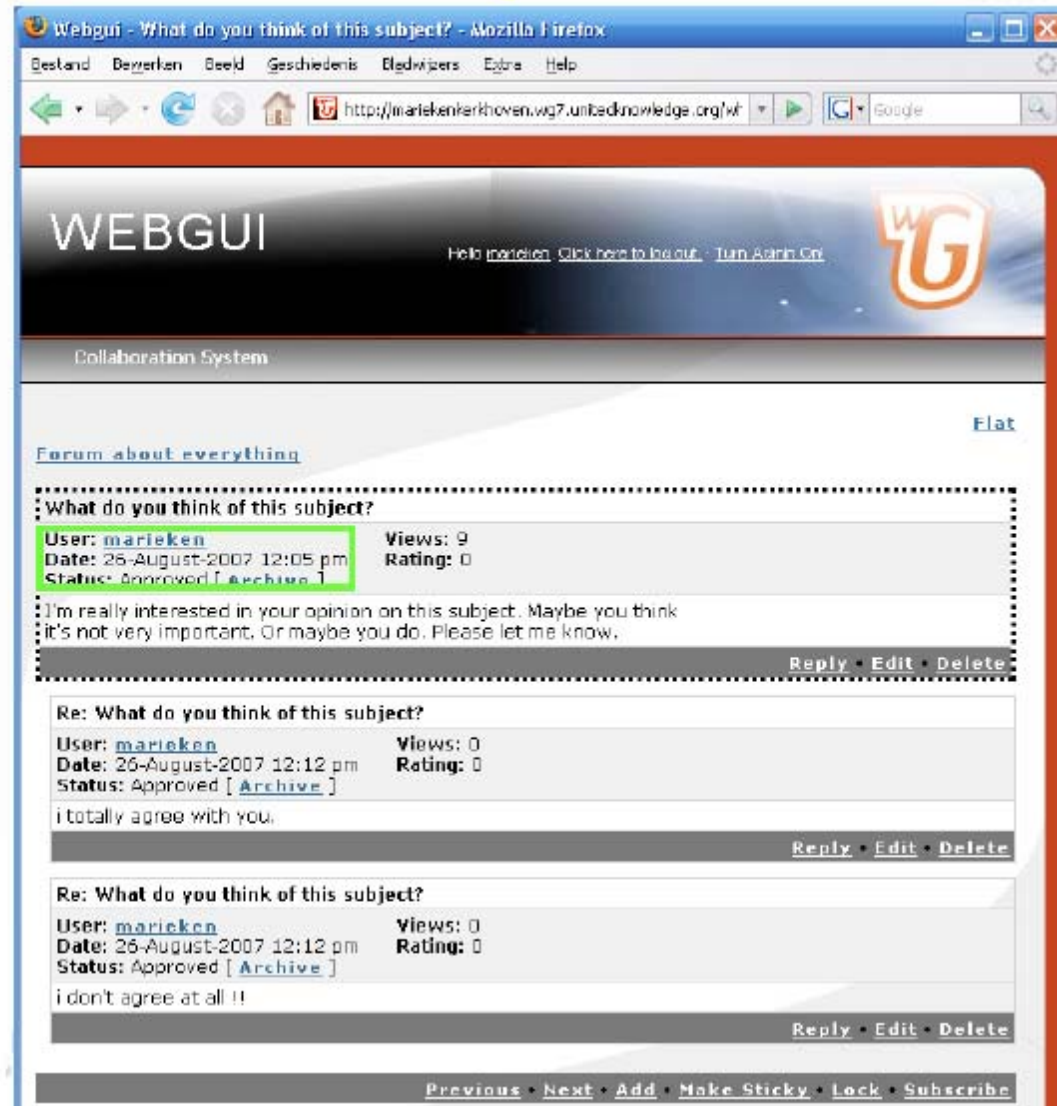


## CS Thread Template

```

<b><tmpl_var user.label>:</b>
<tmpl_if user.isVisitor>
  <tmpl_var username>
<tmpl_else>
  <a href="<tmpl_var
  userProfile.url">"><tmpl_var
  username></a>
</tmpl_if>
<b><tmpl_var date.label>:</b>
  <tmpl_var dateSubmitted.human>
  <br />
</div>

```



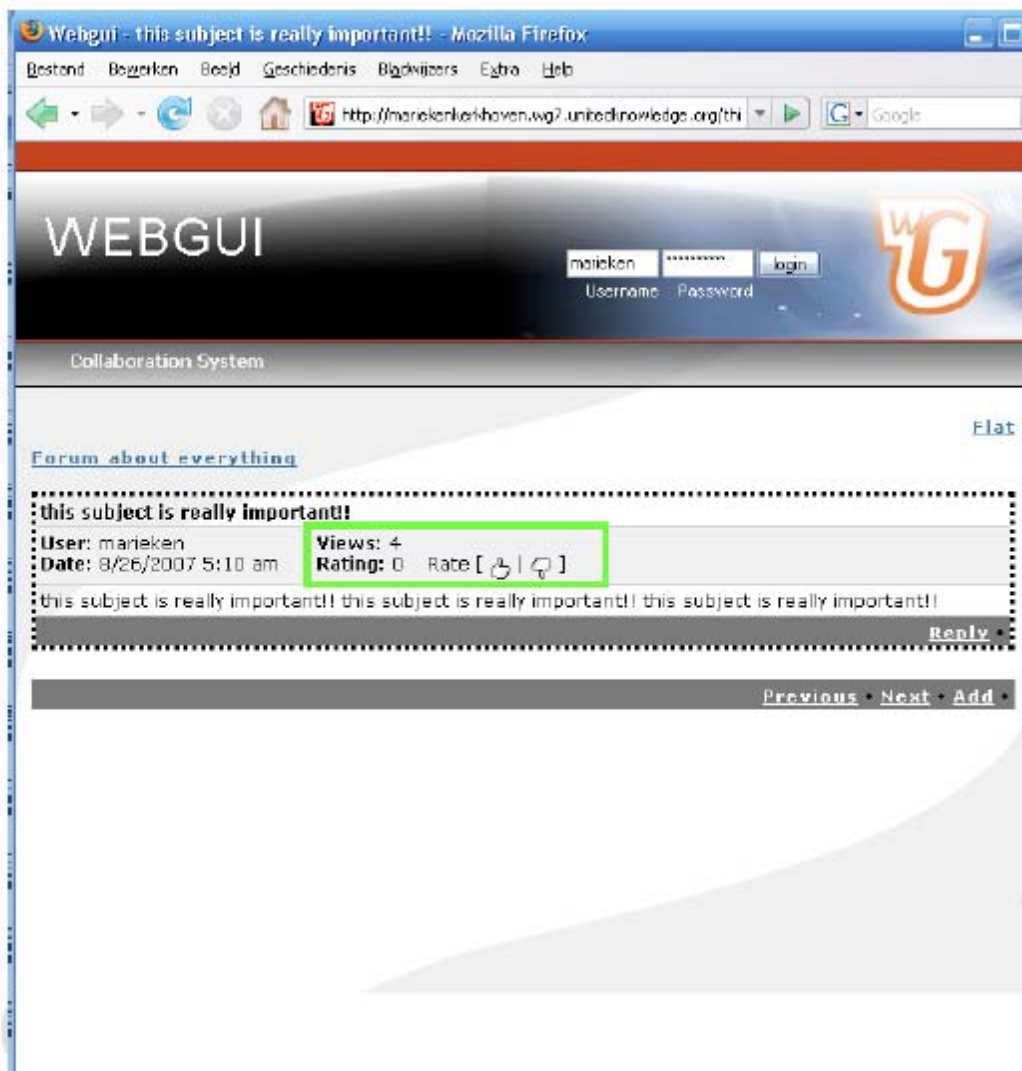
## CS Thread Template

```

<div>
  <b><tmpl_var views.label>:</b>
  <tmpl_var views><br />
  <b><tmpl_var rating.label>:</b>
  <tmpl_var rating>

  <tmpl_if user.canPost>
    <tmpl_unless hasRated>
      <tmpl_var rate.label>
      [ <p style="display:inline;vertical-align:middle;"><a href="<tmpl_var rate.url.thumbsUp>"></a></p> | <p style="display:inline;vertical-align:middle;"><a href="<tmpl_var rate.url.thumbsDown>"></a></p> ]
    </tmpl_unless>
  </tmpl_if>

```



## CS Thread Template

```

<div class="postMessage">
  <tmpl_var content>

<tmpl_loop attachment_loop>
  <div style="float: left; padding: 5px;">
    <a href="<tmpl_var url">">
      <tmpl_if isImage>
        img src="<tmpl_var
thumbnail>" style="border-style:none;"
        alt="<tmpl_var filename>" />
      <tmpl_else>
        " /
        ></a> <a href="<tmpl_var
        url">"><tmpl_var filename>
      </tmpl_if>
    </a>
  </div>
</tmpl_loop>
<div style="clear: both;"></div>

```



## CS Thread Template

```

<div class="postMessage">
  <tmpl_var content>

<tmpl_loop attachment_loop>
  <div style="float: left; padding: 5px;">
    <a href="<tmpl_var url">">
      <tmpl_if isImage>
        img src="<tmpl_var
thumbnail>" style="border-style:none;"
        alt="<tmpl_var filename>" />
      <tmpl_else>
        " /
        ></a> <a href="<tmpl_var
        url">"><tmpl_var filename>
          </tmpl_if>
        </a>
      </div>
    </tmpl_loop>
  <div style="clear: both;"></div>

```



## CS Thread Template

```

<tmpl_unless isLocked>
  <div class="postControls">
    <tmpl_if user.canReply>
      <a href="<tmpl_var
reply.url">"><tmpl_var reply.label> </a>
&bull;
    </tmpl_if>
    <tmpl_if user.canEdit>
      <a href="<tmpl_var
edit.url">"><tmpl_var edit.label> </a>
&bull;
      <a href="<tmpl_var
delete.url">"><tmpl_var delete.label> </a>
    </tmpl_if>
  </div>
</tmpl_unless>
</div>
<tmpl_if layout.isNested></div></tmpl_if>
</tmpl_loop>

```



## CS Thread Template

```
<div style="margin-top: 20px;"
class="bottomControls">
```

```
<tmpl_if previous.url>
```

```
  <a href="<tmpl_var
previous.url">"><tmpl_var
previous.label></a> &bull;
```

```
</tmpl_if>
```

```
<tmpl_if next.url>
```

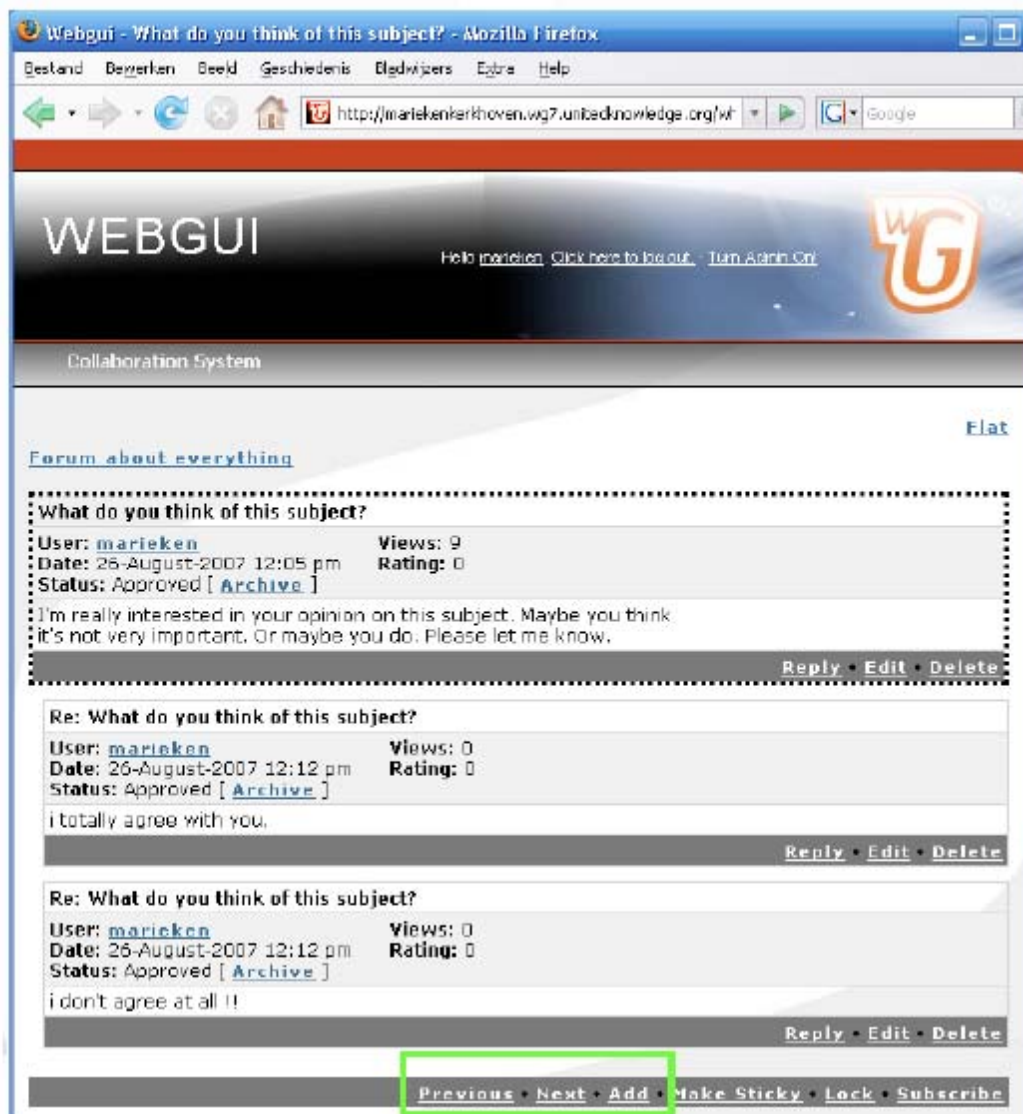
```
  <a href="<tmpl_var
next.url">"><tmpl_var next.label></a>
&bull;
```

```
</tmpl_if>
```

```
<tmpl_if user.canPost>
```

```
  <a href="<tmpl_var
add.url">"><tmpl_var add.label></a>
&bull;
```

```
</tmpl_if>
```



## CS Thread Template

```

<tmpl_if user.isModerator>
<tmpl_if isSticky>
  <a href="<tmpl_var unstick.url">">
  <tmpl_var unstick.label></a> <tmpl_else>
  <a href="<tmpl_var stick.url">"><tmpl_var
  stick.label></a> </tmpl_if>
<tmpl_if isLocked>
  <a href="<tmpl_var unlock.url">">
  <tmpl_var unlock.label></a> <tmpl_else>
  <a href="<tmpl_var lock.url">"><tmpl_var
  lock.label></a>
</tmpl_if> </tmpl_if>
<tmpl_unless user.isVisitor>
  <tmpl_if user.isSubscribed>
  <a href="<tmpl_var unsubscribe.url">">
  <tmpl_var unsubscribe.label></a>
  <tmpl_else>
    <a href="<tmpl_var subscribe.url">">
  <tmpl_var subscribe.label></a>
  </tmpl_if>
</tmpl_unless>
</div>

```



## CS Thread Template

```
<div style="margin-top: 20px;"
class="bottomControls">
```

```
<tmpl_if previous.url>
```

```
  <a href="<tmpl_var
previous.url">"><tmpl_var
previous.label></a> &bull;
```

```
</tmpl_if>
```

```
<tmpl_if next.url>
```

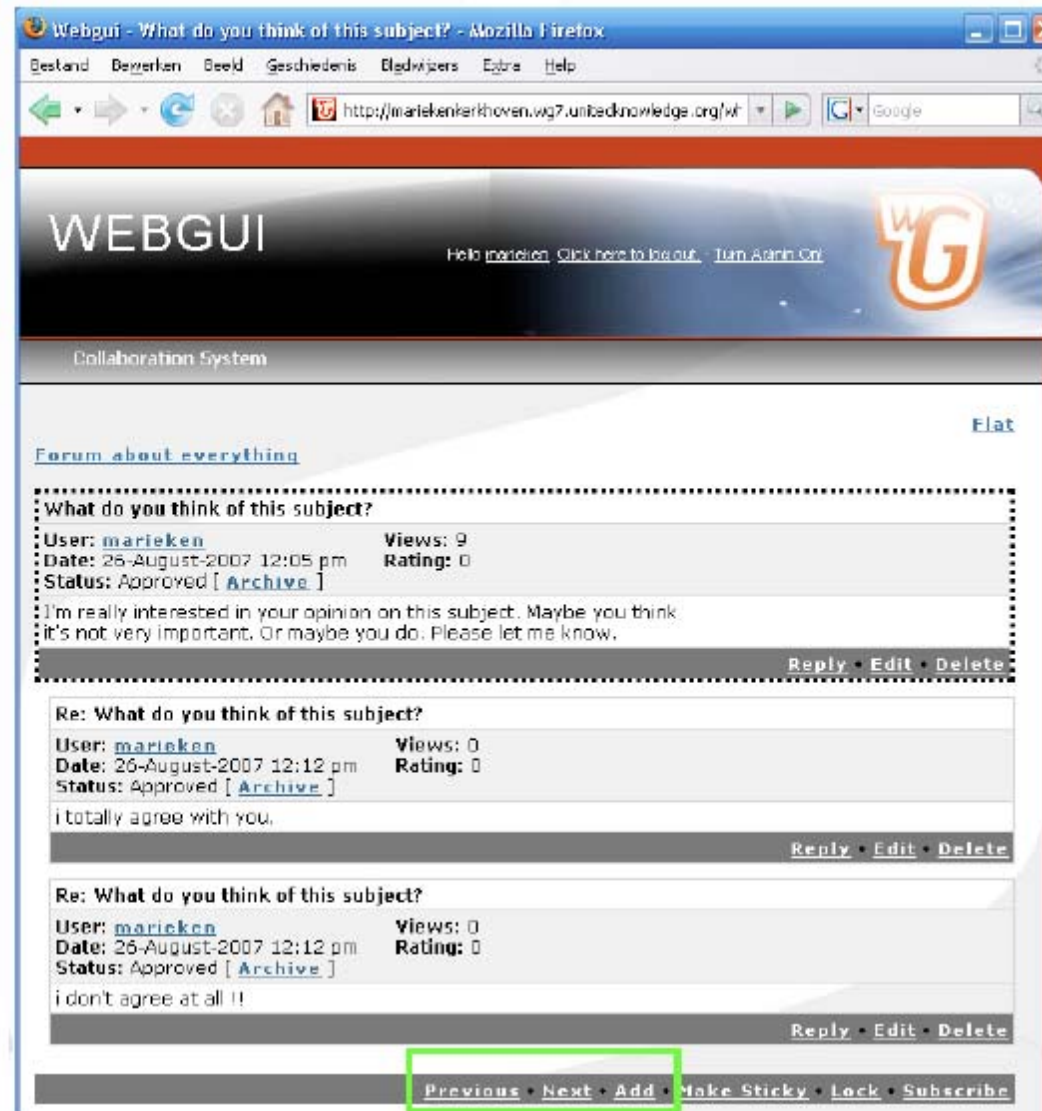
```
  <a href="<tmpl_var
next.url">"><tmpl_var next.label></a>
&bull;
```

```
</tmpl_if>
```

```
<tmpl_if user.canPost>
```

```
  <a href="<tmpl_var
add.url">"><tmpl_var add.label></a>
&bull;
```

```
</tmpl_if>
```



## CS Post Template

And then: the post template

The form with which a new contribution is posted or an existing post is edited.



## CS Post Template

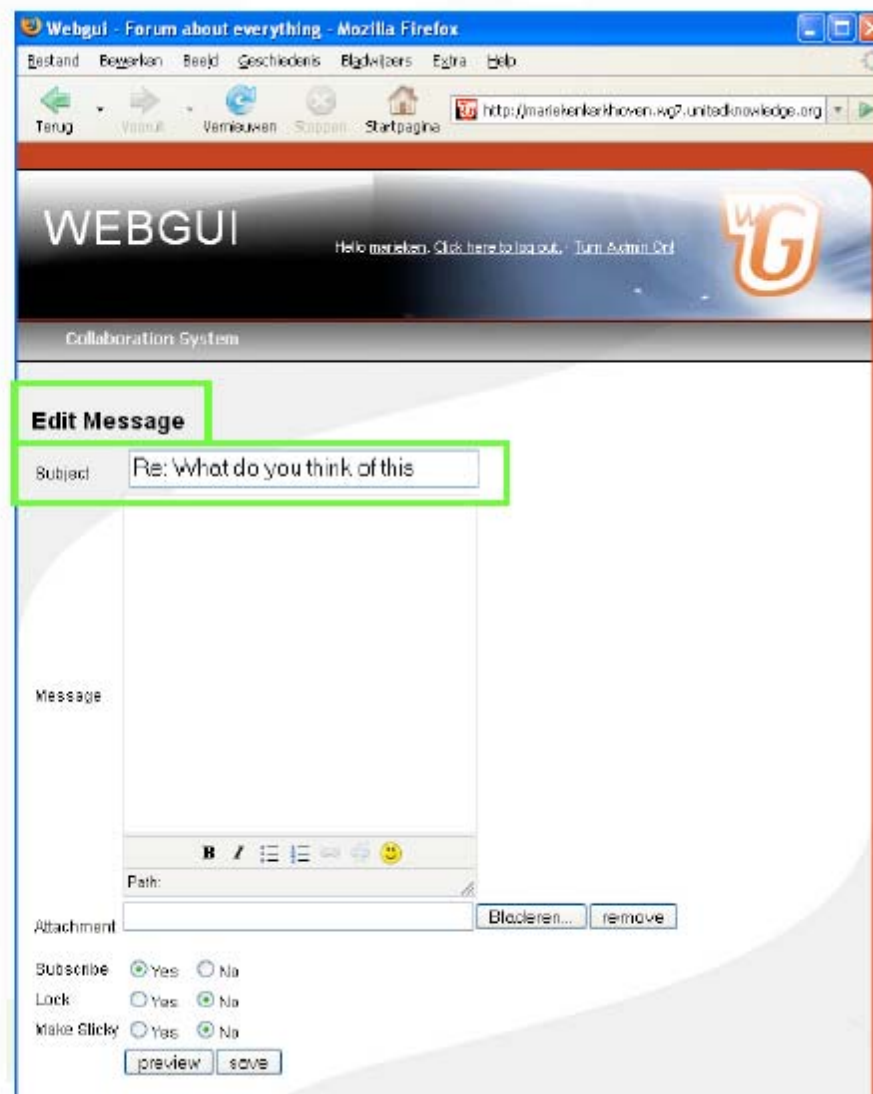
```

<a name="id<tmpl_var assetId>"
  id="id<tmpl_var assetId>"></a>

<tmpl_if preview.title>
  <p><b><tmpl_var preview.title></b></p>
</tmpl_if>

<tmpl_if preview.content>
  <p><tmpl_var preview.content></p>
</tmpl_if>

<h2><tmpl_var message.header.label></h2>
  
```



## CS Post Template

```

<tmpl_var form.header>

<table class="defaultPostForm">
  <tmpl_if isNewPost>
    <tmpl_if user.isVisitor>
      <tr>
        <td><tmpl_var
visitorName.label></td>
        <td><tmpl_var
visitorName.form</td>
      </tr>
    </tmpl_if>
  </tmpl_if>
  <tr>
    <td><tmpl_var subject.label></td>
    <td><tmpl_var title.form</td>
  </tr>
  <tr>
    <td><tmpl_var message.label></td>
    <td><tmpl_var content.form</td>
  </tr>

```



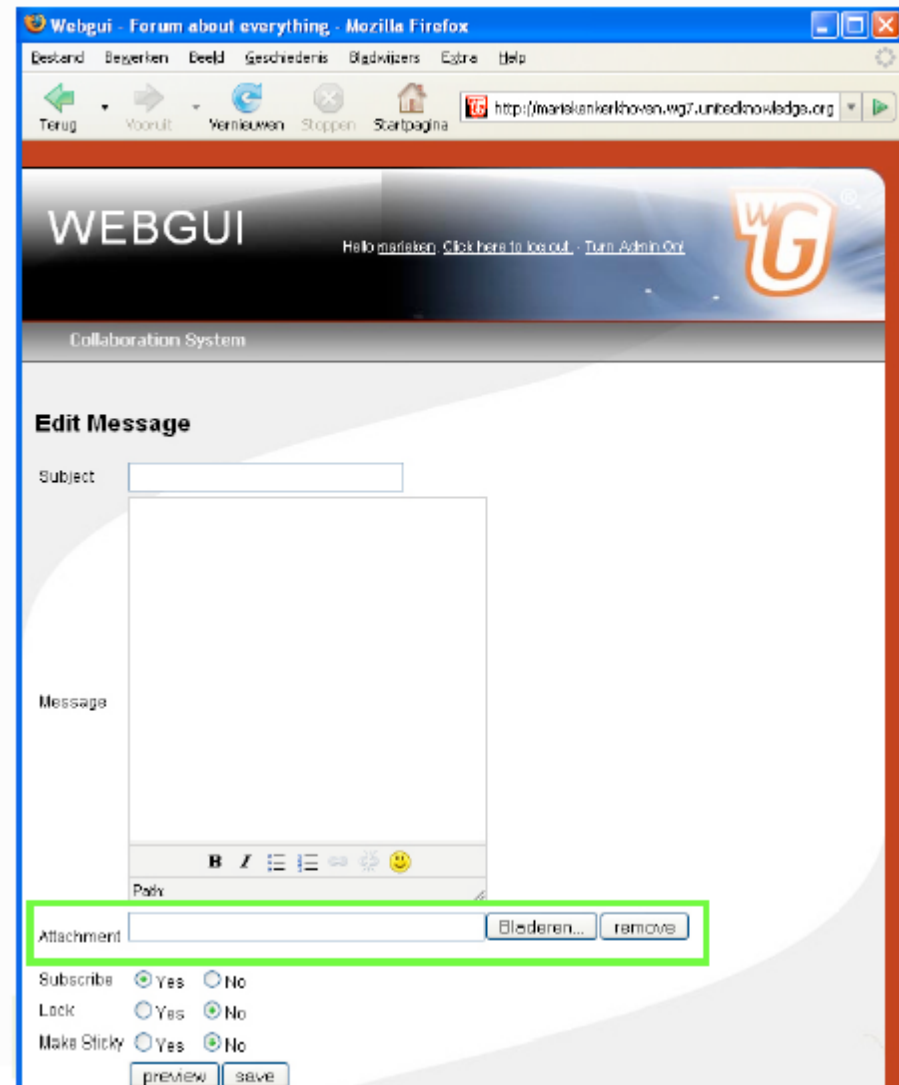
## CS Post Template

```

<tmpl_unless isReply>
  <tmpl_loop meta_loop>
    <tr>
      <td><tmpl_var name></td>
      <td><tmpl_var field></td>
    </tr>
  </tmpl_loop>
</tmpl_unless>

<tmpl_if attachment.form>
  <tr>
    <td><tmpl_var attachment.label></
  <td><tmpl_var
  attachment.form></td>
  </tr>
</tmpl_if>

```



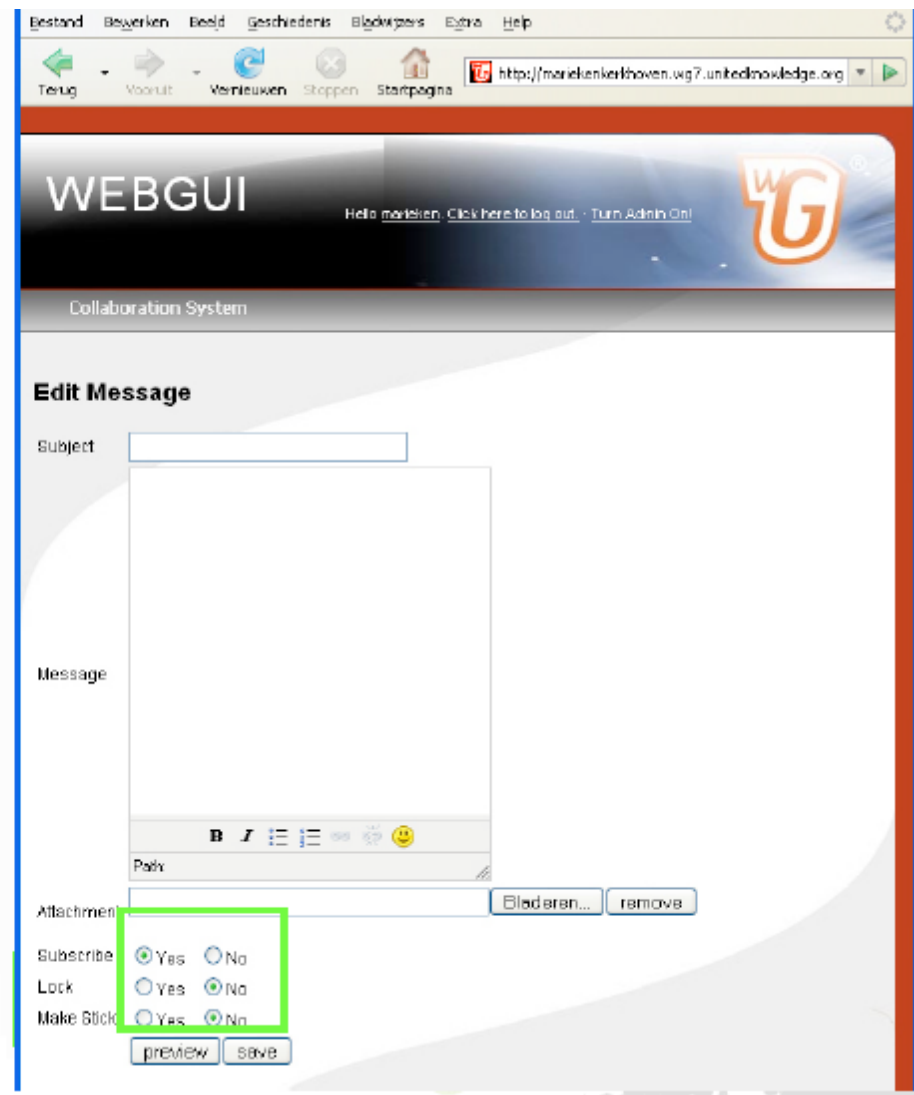
## CS Post Template

```

<tmpl_if isNewPost>
<tmpl_unless user.isVisitor>
  <tr>
    <td><tmpl_var subscribe.label></td>
    <td><tmpl_var subscribe.form></td>
  </tr>
</tmpl_unless>

<tmpl_if isNewThread>
  <tmpl_if user.isModerator>
  <tr>
<td><tmpl_var lock.label></td>
    <td><tmpl_var lock.form></td>
  </tr>
  <tr>
    <td><tmpl_var stick.label></td>
    <td><tmpl_var sticky.form></td>
  </tr>
</tmpl_if>
</tmpl_if>

```



## CS Post Template

```

<tr>
  <td></td>

  <td><tmpl_if usePreview><tmpl_var
    form.preview></tmpl_if>

  <tmpl_var form.submit></td>
</tr>
</table>

<tmpl_var form.footer>

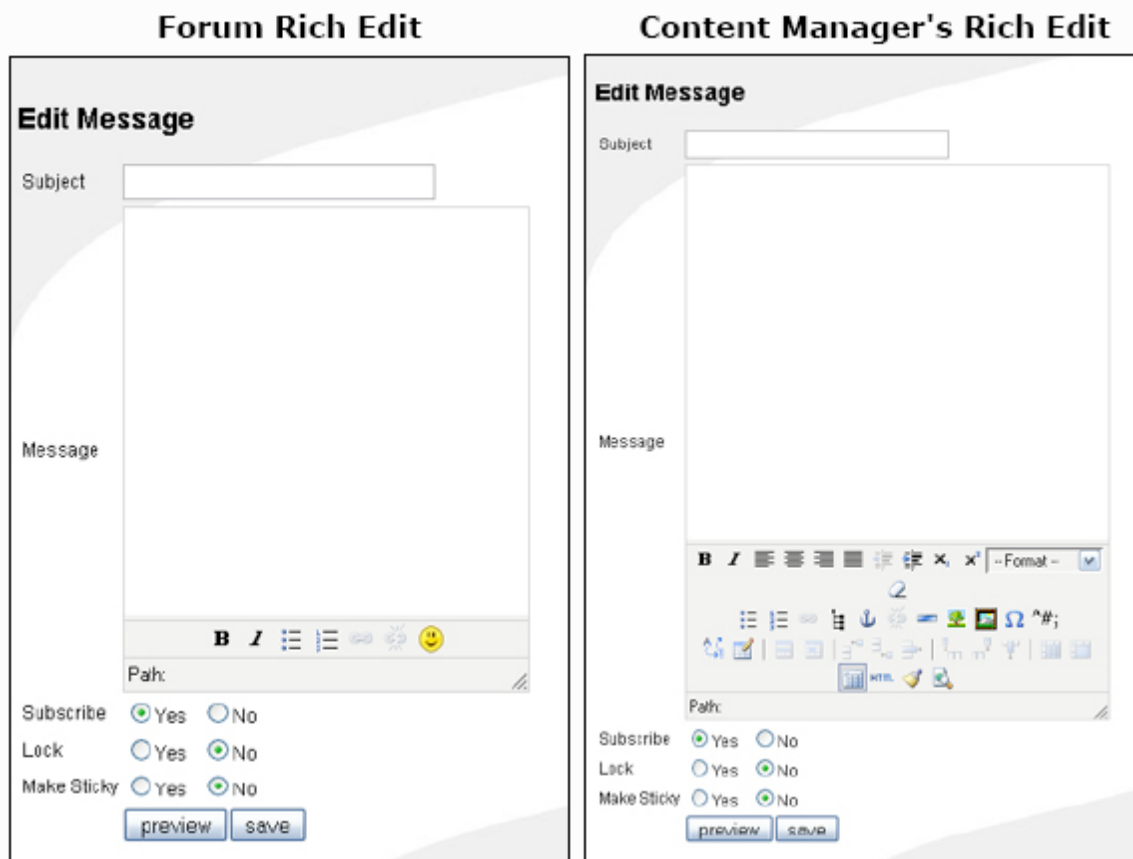
<tmpl_if isReply>
  <p><b><tmpl_var reply.title></b></p>
  <tmpl_var reply.content>
</tmpl_if>

```



## CS Post Template

Two kind of editors  
you set them in  
settings under  
display



## CS Post Template

### Variables in Post template used in different post form

post\_loop  
 title  
 username  
 userProfile.url  
 dateSubmitted.human  
 views  
 rating  
 user.isPoster  
 status  
 content  
 edit.url  
 userDefined1  
 userDefined2  
 userDefined3  
 userDefined4  
 userDefined5



## CS Post Template

Use of **userDefined1** / **userDefined5**

For example: in the Link List Submission Form

```
[...] <tr>
<td><tmpl_var title.label></td>
<td><tmpl_var title.form></td>
</tr>
<tr>
<td><tmpl_var url.label></td>
<td><tmpl_var userDefined1.form></td>
</tr>
<tr>
<td><tmpl_var newWindow.label></td>
<td><tmpl_var userDefined2.form.yesNo></td>
</tr>
<tr>
<td><tmpl_var description.label></td>
<td><tmpl_var content.form></td>
</tr>
[...]
```



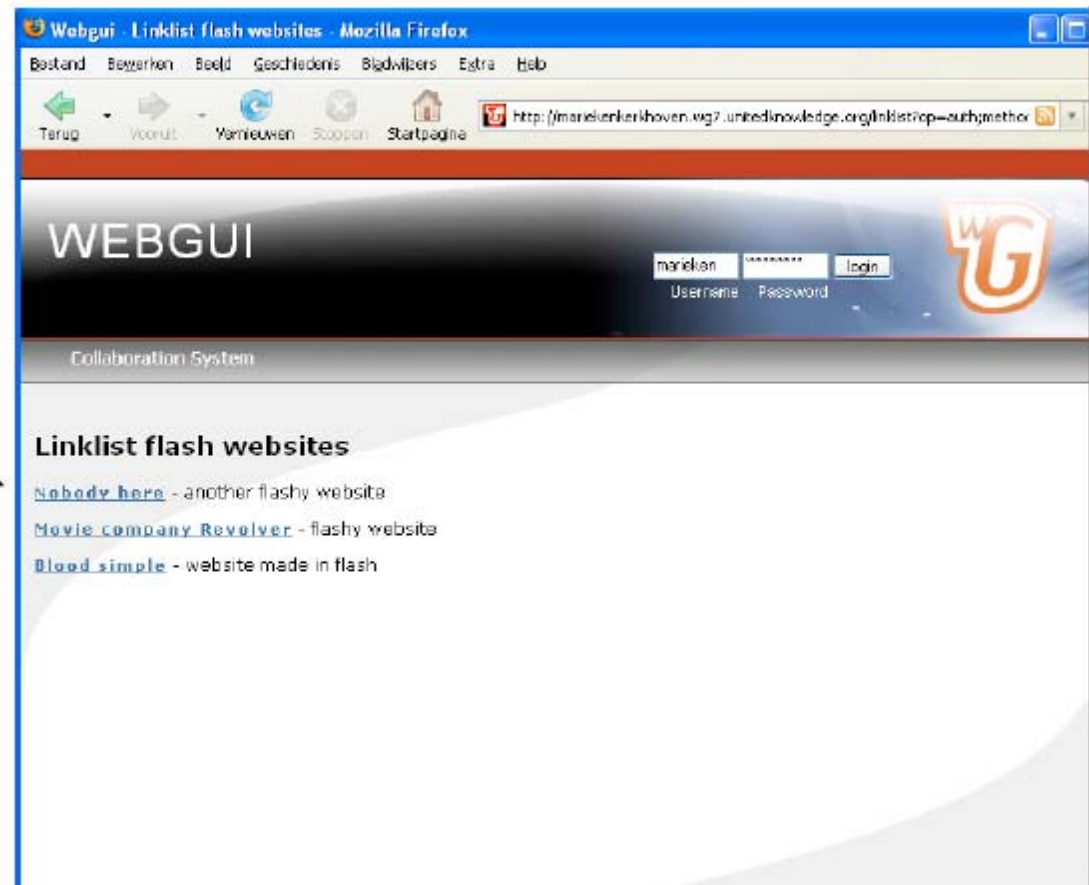
## CS Post Template

Use of **userDefined1** / **userDefined5**

they will show up in you CS of thread view as in de link list

URL

And also open new window is true.



## CONCLUSION

- ✓ Collaboration System has different views
- ✓ It has many different default templates
- ✓ It has many different settings
- ✓ It has many variables
- ✓ You can change the default templates to your liking
- ✓ By combining the settings, variables and templates you can make a CS the way you want.

## Supplement 1: CMS Template Post Variables

<u>Formname</u>	<u>Template variable</u>	<u>default post</u>	<u>default submission</u>	<u>FAQ</u>	<u>Job</u>	<u>Link list</u>	<u>Request Tracker</u>
visitorName label:	<b>visitorName</b> Visitor Name	visitorName.form visitorName.label	visitorName.form visitorName.label	no no	no no	no no	visitorName.form visitorName.label
title label:	<b>title</b> Subject/Title/Question/Job Title	title.form subject.label	title.form title.label	title.form, textarea question.label	title.form job.title.label	title.form title.label	title.form subject.label
synopsis label:	<b>synopsis</b> Summary	no no	synopsis.form synopsis.label	no no	no no	no no	no no
content label:	<b>content</b> Message/Body/(Job) Description	content.form message.label	content.form body.label	content.form answer.label	content.form job.description.label	content.form description.label	content.form description.label
userDefined1 label:	<b>userDefined1</b> Compensation/URL	no no	no no	no no	userDefined1.form compensation.label	userDefined1.form url.label	<i>custom</i> severity.label
userDefined2 label:	<b>userDefined2</b> Location	no no	no no	no no	userDefined2.form location.label	userDefined2.form, yes newWindow.label	no no
userDefined3 label:	<b>userDefined3</b> Job Requirements	no no	no no	no no	userDefined3.form, htmlarea job.requirements.label	no no	no no
userDefined4 label:	<b>userDefined4</b>	no no	no no	no no	no no	no no	no no
userDefined5 label:	<b>userDefined5</b>	no no	no no	no no	no no	no no	no no
storageId_action label:	<b>attachment_loop</b> Attachment	attachment.form attachment.label	attachment.form attachment.label	attachment.form attachment.label	attachment.form attachment.label	attachment.form attachment.label	attachment.form attachment.label
subscribe label:	<b>user.isSubscribed</b> Subscribe	subscribe.form subscribe.label	subscribe.form subscribe.label	subscribe.form subscribe.label	subscribe.form subscribe.label	subscribe.form subscribe.label	subscribe.form subscribe.label
lock label:	<b>isLocked</b> Lock	lock.form lock.label	lock.form lock.label	lock.form lock.label	lock.form lock.label	lock.form lock.label	lock.form lock.label
stick label:	<b>isSticky</b> Make Sticky	sticky.form stick.label	sticky.form stick.label	sticky.form stick.label	sticky.form stick.label	sticky.form stick.label	sticky.form stick.label
	preview.title preview.content						

## Supplement 1: CMS Template Post Variables

<p><b>usual variables</b></p> <ul style="list-style-type: none"> <li>assetId</li> <li>session.var.adminOn</li> <li>controls</li> <li>displayTitle</li> <li>title</li> <li>description</li> <li>user.isVisitor</li> <li>menuTitle</li> <li>url</li> </ul>	<p><b>cs variables</b></p> <ul style="list-style-type: none"> <li>user.canPost</li> <li>add.url</li> <li>user.isSubscribed</li> <li>unsubscribe.url</li> <li>unsubscribe.label</li> <li>subscribe.url</li> <li>subscribe.label</li> <li>user.isModerator</li> </ul>	<p><b>cs template specific variables</b></p> <ul style="list-style-type: none"> <li>thumbnail</li> <li>displayLastReply</li> <li>search.url</li> <li>sortby.views.url</li> <li>sortby.replies.url</li> <li>sortby.rating.url</li> <li>sortby.date.url</li> <li>sortby.lastreply.url</li> <li>sortby.karmaRank.url</li> </ul>	<p><b>cs specific post variables</b></p> <ul style="list-style-type: none"> <li>url</li> <li>thumbnail</li> <li>synopsis</li> <li>dateSubmitted</li> <li>timeSubmitted.human</li> <li>replies</li> <li>displayLastReply</li> <li>dateUpdated.human</li> <li>lastReply.url</li> <li>lastReply.title</li> <li>lastReply.user.isVisitor</li> <li>lastReply.username</li> <li>lastReply.userProfile.url</li> <li>lastReply.userName</li> <li>lastReply.dateSubmitted.human</li> <li>lastReply.timeSubmitted.human</li> </ul>	<p><b>post common variables</b></p> <ul style="list-style-type: none"> <li>post_loop</li> <li>title-</li> <li>username</li> <li>userProfile.url</li> <li>dateSubmitted.human</li> <li>views</li> <li>rating</li> <li>user.isPoster</li> <li>status</li> <li>content</li> <li>edit.url</li> <li>userDefined1</li> <li>userDefined2</li> <li>userDefined3</li> <li>userDefined4</li> <li>userDefined5</li> </ul>
<p><b>usual variables</b></p> <ul style="list-style-type: none"> <li>assetId</li> <li>session.var.adminOn</li> <li>controls</li> <li>displayTitle</li> <li>title</li> <li>description</li> <li>user.isVisitor</li> <li>menuTitle</li> <li>url</li> </ul>	<p><b>cs variables</b></p> <ul style="list-style-type: none"> <li>user.canPost</li> <li>add.url</li> <li>user.isSubscribed</li> <li>unsubscribe.url</li> <li>unsubscribe.label</li> <li>subscribe.url</li> <li>subscribe.label</li> <li>user.isModerator</li> </ul>	<p><b>thread specific variables</b></p> <ul style="list-style-type: none"> <li>repliesAllowed</li> <li>replies.label</li> <li>collaboration.url</li> <li>collaboration.title</li> <li>layout.nested.url</li> <li>layout.nested.label</li> <li>layout.flat.url</li> <li>layout.flat.label</li> <li>layout.isNested</li> <li>layout.isNested</li> <li>tmpl var depthX10</li> <li>karma.isEnabled</li> <li>karmaRank</li> <li>transfer.karma.form</li> </ul>	<p><b>thread specific post variables</b></p> <ul style="list-style-type: none"> <li>attachment_loop</li> <li>url</li> <li>isImage</li> <li>thumbnail</li> <li>filename</li> <li>icon</li> <li>isThreadRoot</li> <li>avatar.url</li> <li>hasRated</li> <li>rate.url.thumbsUp</li> <li>thumbsUp.icon.url</li> <li>rate.url.thumbsDown</li> <li>thumbsDown.icon.url</li> <li>isArchived</li> <li>unarchive.url</li> <li>archive.url</li> <li>isLocked</li> <li>user.canReply</li> <li>reply.url</li> <li>delete.url</li> <li>previous.url</li> <li>next.url</li> <li>isCurrent</li> <li>isSticky</li> <li>unstick.url</li> <li>stick.url</li> <li>unlock.url</li> <li>lock.url</li> </ul>	<p><b>post common variables</b></p> <ul style="list-style-type: none"> <li>post_loop</li> <li>title-</li> <li>username</li> <li>userProfile.url</li> <li>dateSubmitted.human</li> <li>views</li> <li>rating</li> <li>user.isPoster</li> <li>status</li> <li>content</li> <li>edit.url</li> <li>userDefined1</li> <li>userDefined2</li> <li>userDefined3</li> <li>userDefined4</li> <li>userDefined5</li> </ul>

BREAK

## **I. The DWAPI Overview (Mike)**

- Overview of an API
- The webware DWAPI overview and lifecycle
- From SOAP to the DWAPI

## **II. Building blocks of the DWAPI**

- Connection
- Behavior
- Presentation
- Webware Example Templates (identify & multimethod)
- syncProfile

## **III. Webware Goodies**

- API = Application Programming Interface
- WebWare is one of many DonorWare APIs
- WebWare is the “donor self-service” API
- WebWare API Reference:

[donor.com/ref/donorware/app/webware](http://donor.com/ref/donorware/app/webware)

- **Module:** DonorWare::App::FetchCodes
- **Method:** fetch\_codes()
- **Parameters:** table => 'dept'

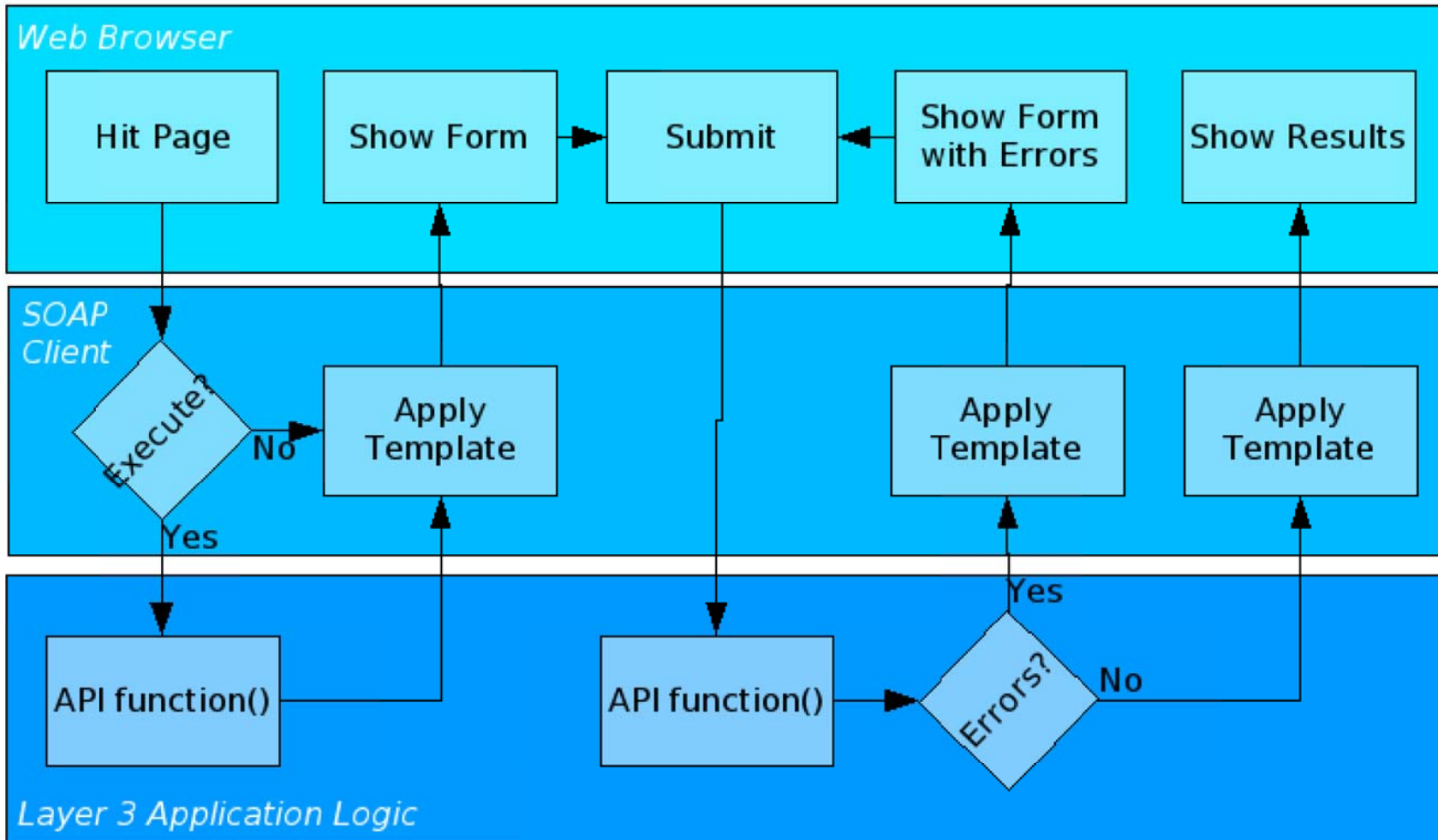
**<http://donor.com/ref>**

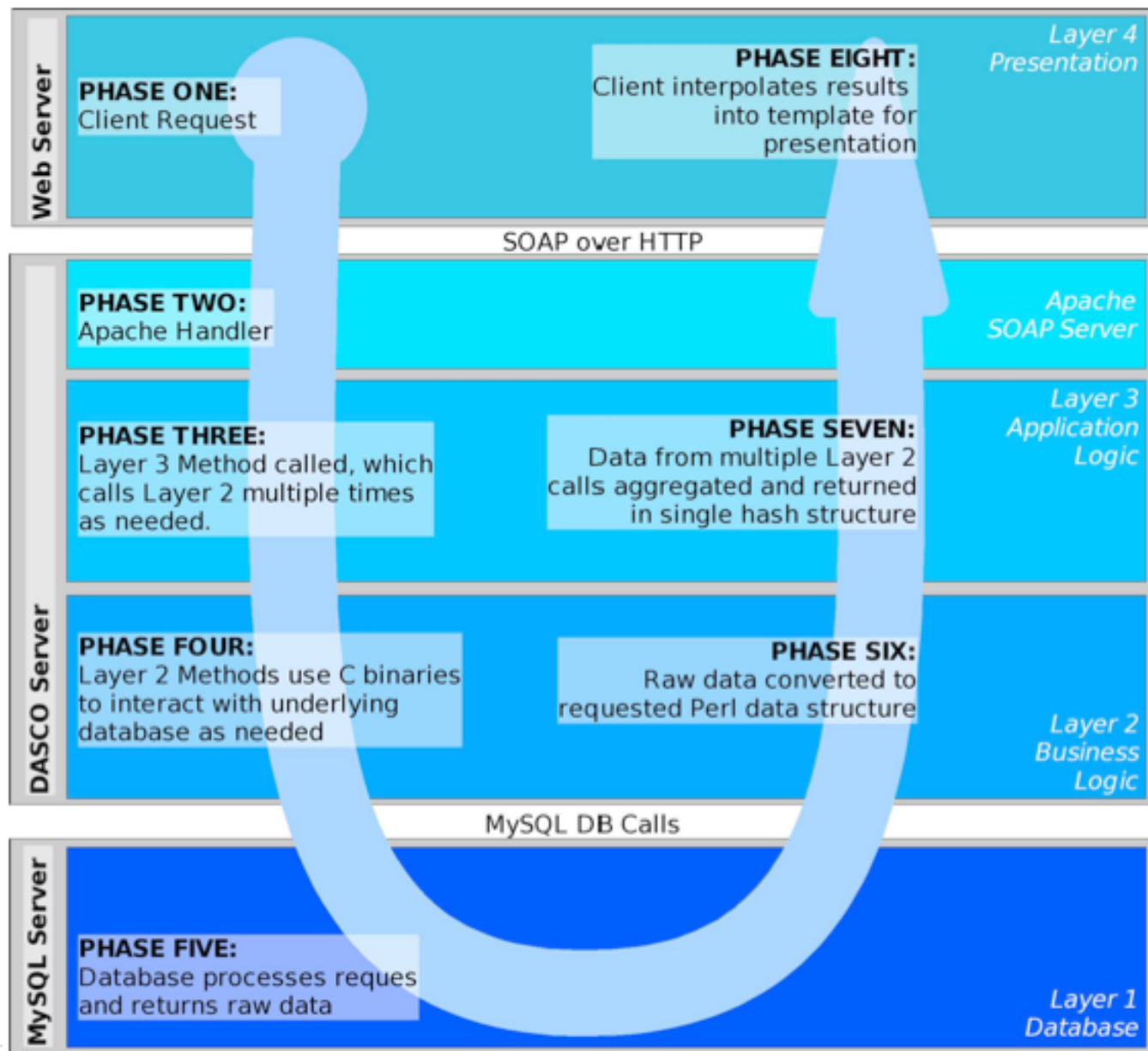
- donor.com APIs are wrappers around DASCO binaries

```
$ dwcodes dept  
123|Dept 123  
456|Dept 456
```

- WSCClient Asset/Wobject
- DWClient Asset/Wobject
- Client calls WebWare API
- Client template shows results or errors

These four bullets will be covered in greater detail later.





## WSClient

- XML
- No encryption or SSL
- No compression
- HTTP envelope

2-3 seconds overhead per request

## DWClient

- Storable
- Symmetric encryption
- Zlib compression
- Raw TCP

< 1 second overhead per request

**236 ms - binary getname call to get the data**

**86 ms - dwapid overhead for serialization/encryption, etc**

**====**

**322 ms - time for API to return to socket**

**80 ms - Internet for Calgary to Denver**

**====**

**402 ms - packet arrives at client**

**151 ms- time for decryption/deserialization and population of gui**

**====**

**553 ms**

## Before: SyncProfilesFromDASCO

- Hourly batch job

## After: dwpush

- new getchglog binary in DASCO
- triggers DASCO server event
- HTTP Request to WebGUI7 Workflow
- Changes reflected in 30 seconds or less

## Part II

### The building blocks of the DWAPI

To best understand the basic building blocks of the DWAPI methodology, think of these three components

- I. **API Connection** – the DASCOServer it connects to and the API Module (layer 3) used
- II. **API Behavior** – What and how data is passed through API
- III. **API Presentation** – How the data is displayed to the end user/How the end-user interacts with the data

## A VISUAL REPRESENTATION OF THE THREE COMPONENTS

- ✓ The Connection
- ✓ The Behavior
- ✓ The Presentation



The config DB is another component of behavior.

This is currently not configurable by clients, but will be sometime in later 08.

We will briefly touch on the role of the config DB.

## The Connection

DWAPI server (host:port)	test2.api.dwvpn.net:9002
DWAPI module	DonorWare::App::WebWare
DWAPI Method/Call	multi_method

The connection is established by three fields in the DW Client

**DWAPI Server** tells the API which DASCOServer the API connects to and which port to use. Your client server will be “XXX.api.dwvpn.net:9002”, where XXX is your client abbreviation (GFA, FH, MAF, MMI, etc). Client's always use port 9002

**DWAPI Module** is the file that contains the methods

A high-level (layer 3 in DonorWare's 4-tier architecture) API that allows either donor.com's presentation layers (layer 4) to interact with donor-facing functionality, such as address changes, donations, giving history, etc. The WebWare API in turn calls the layer 2 dascoXFS business logic API, which in turn interacts with the actual underlying data, while enforcing the security and business rules of the organization.

- ✓ Find a list of all webware methods at <http://donor.com/ref/donorware/app/webware>
- ✓ The 2 pertaining to your website are app::webware & app::webware::sponsorship

**STOP – Let's look at the webware API/module and all it's methods**

**DWAPI Method/Call (a very specific function call to DASCOServer where it sends and retrieves information)**

## The Behavior Part A – Config DB

### Helps setup the basic behavior of how webware module interacts with DASCO

- ✓ Currently do not have access to configure, but we can let them see what's configured.
- ✓ Allows you to set standard variables that can be used to change the behavior of how an API works
  - ✓ Default designations
  - ✓ Motivations/Transformations
  - ✓ Drop-down lists
  - ✓ Change range of designations allowable
  - ✓ Change notification emails
  - ✓ Drive templates used for auto-emails (like after donation)
- ✓ WebWare APIs can behave differently for different clients.
- ✓ Each client can tweak the business logic of the WebWare API via the ConfigDB
- ✓ Currently requires DonorWare Support
- ✓ We plan to move into main DASCO code maintenance for each client this coming year

**STOP – Let's briefly look at the “test2” config db settings. Our conference site is running off of the test2 dasco**

- dateSlot
- desigByFreqAndAmt
- dynamicMotivation
- motivPrefix
- prefixLtdLen
- rangeTable
- regexList
- regexTable
- replacef
- replaceInvalidDesig
- replaceInvalidMotiv
- stringTable
- stripSpace
- upperCase

## Wwym-ABCD becomes W084-ABCD

This allows generating a whole group of motivations from a template, which motivations contain codes for year and month. For example, motivation template Wcym-MOTV would become W08C-MOTV in 2008-12 and W081-MOTV in 2008-01.

transformations

0 motiv

transform\_motiv

0 xfMotvStripSpace

1 xfMotvDynamic

2 xfMotvUpperCase

xfMotvStripSpace

transform => stripSpace

input => motiv

xfMotvDynamic

transform => dynamicMotivation

nature => data

input => prev

xfMotvUpperCase

transform => upperCase

input => prev

If motivation is invalid (or inactive), change it to 'FALL-BACK'.

```
transformations
  0  motiv
```

```
transform_motiv
  0  xfMotvFallback
```

```
xfMotvFallback
  transform => replaceInvalidMotiv
  input => motiv
  fallback => 'FALL-BACK'
```

**Designation to be 8000 for onetime gifts; else, with monthly RCC, 8001 for gifts <= \$30 but 8002 for gifts > \$30. Set the designation to 8001 initially (per method arguments), then conditionally replace it with one of the other values.**

transformations

0 desig

transform\_desig

0 xfDesgByAmt

1 xfDesgByFreq

xfDesgByAmt

transform => replacelf

nature => data

input => desig

replace => 8002

cvar => amt

cmp => '>'

cval => 30

xfDesgByFreq

transform => replacelf

nature => data

input => prev

replace => 8000

cvar => freq

cmp => 'eq'

cval => 'onetime'

## The Behavior Part B – DWAPI Call Parameters

### DWAPI Method Parameters help control the specific behavior for each module

- ✓ Parameters (required)
- ✓ Parameters (standard)
- \* See documentation for list

DWAPI Call Parameters

```
'SESSION' => '^var("sessionId");',  
'GOMOTIV' => '^FormParam("goMotiv");',  
'BROWSER' => '^Env("HTTP_USER_AGENT");',  
'URL' => '^Env("REQUEST_URI");',  
AUTH_TOKEN => '^AuthToken();',  
ID_CODE => '^var("userId");',  
method0 => 'clear_session',  
method1 => 'identify',  
method2 => 'donation', .....
```

<http://donor.com/ref/donorware/app/webwar>  
e

### Important Notes

- ✓ Your default DWAPI clients have the standard/common parameters.
- ✓ All new donor.com sites now have an archive of the standard DWclients and their corresponding templates.
- ✓ When your site is moved to webgui 7.4 you can request a package of all the default clients and templates as a reference.

## Macros Used in the DWAPI call params

^FormParam – Allows you to pass the parameter via the url

^var – used for 'session' to pull in the sessionID variable

^Env – can be used to pass a web server environment variable

## DWAPI Webware Templates

✓ Just like WebGUI templates, webware DWAPI templates use template the html::template language.

- ✓ There are 4 key elements to each template
- API Transport Errors
  - Prepopulation Mode
  - Method Errors
  - Successful Results

## Three HTML::Template Building Blocks:

TMPL\_VAR

TMPL\_LOOP

TMPL\_IF/TMPL\_ELSE/TMPL\_UNLESS

## IDENTIFY

### **Identify is tight-rope between security and usability**

You want to make sure the donor has to put in enough information to be uniquely identify without making it difficult.

Some clients seeks a “donate and go” (no dup check) while others want to check unique components against the DASCO (dup check), requiring a greater amount of “being identified” against DASCO.

To find out more about identify and it's role in security and checking for duplicate accounts -

[https://donor.com/manuals\\_webware2\\_dupcheck](https://donor.com/manuals_webware2_dupcheck)

**Let's look at the identify template**

## Identify syncProfile (a very very “layman's” explanation)

1. First account is created in DASCOS (but not in webGUI)
2. syncProfile takes the account from DASCOS (DW PUSH) and “pushes” it to webgui to create a WebGUI account.
3. When a user updates their account preferences (address, phone, email, etc), syncPROFILE has the role of making sure that the webgui account and DASCOS account data are synced.

## syncProfileFromDasco

- Runs “live” via DWPUSH
- Keeps name, email, etc in sync
- DASCO Special Lists can drive WebGUI groups to control site access
- Uses WebGUI workflow for realtime DASCO syncs
- Uses a Custom Output Format, so you CAN include other fields
- You could then use those other fields to drive dynamic personalization in WebGUI

For about 95% of donor.com clients, multi-method is used as the primary donation page.

Multi-method accomplishes “identify” and takes the donation at the same time.

- ✓ Prompts existing online donors to login.
- ✓ Prompts non-online DASCO accounts to establish a WebGUI account that is synced with their DASCO account
- ✓ Creates new accounts for first time donors

- allows the aggregation of multiple API methods into one call
- Uses one big template with template info for each API method called
- Uses DynamicParams macro to gather all the parameters

```

'SESSION' => '^var("sessionId");',
'GOMOTIV' => '^FormParam("goMotiv");',
AUTH_TOKEN => '^AuthToken();',
ID_CODE => '^var("userId");',
method0 => 'clear_session',
method1 => 'identify',
method2 => 'donation',
'clear_session_clear_desig' =>
'^FormParam("clr_dsg");',
'identify_IP_ADDRESS' => '^Env("REMOTE_ADDR");',
'identify_BROWSER' => '^Env("HTTP_USER_AGENT");',
'identify_SKIPSTAGE3' => '1',
'identify_REFERER' => '^Env("HTTP_REFERER");',
'clear_session_clear' => '^FormParam("clr_ssn");',
'DONATION_DONMOTIV' =>
'^FormParam("IDENTIFY_MOTIV");',
'DONATION_DESIG' => '^FormParam("DESIG");',
^DynamicParam('IDENTIFY_*');,
^DynamicParam('DONATION_*');,

```

## Simple Donation

- Identify
- Donate

## Simple Checkout

- Identify
- Checkout

## Complex

- Identify
- Form Handler
- Donation

## Examples [web101.dwvvpn.net/webware-goodies](http://web101.dwvvpn.net/webware-goodies)

- ✓ Creating Multi-page Forms using ^DisplayParam
- ✓ Passing Form Parameters
- ✓ Auto-suggest feature for designations

