

# COREMEDIA CONTENT CLOUD

## Studio Developer Manual



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1. Introduction .....	1
1.1. Audience .....	2
1.2. Typographic Conventions .....	3
1.3. CoreMedia Services .....	5
1.3.1. Registration .....	5
1.3.2. CoreMedia Releases .....	6
1.3.3. Documentation .....	6
1.3.4. CoreMedia Training .....	10
1.3.5. CoreMedia Support .....	10
1.4. Changelog .....	12
2. Overview .....	13
2.1. Architecture .....	14
2.2. Technologies .....	16
3. Deployment .....	18
3.1. Connecting to the Repository .....	19
3.2. Control Room Configuration .....	20
3.3. Remote Dynamic Packages Configuration .....	21
3.4. Basic Preview Configuration .....	23
3.5. Editorial Comments Database Configuration .....	24
3.6. Development Setup .....	29
4. Quick Start .....	30
4.1. Setting Up the Workspace and IDE .....	31
4.2. Building Studio .....	32
4.3. Creating a Simple Studio Client Extension .....	33
5. Concepts and Technology .....	38
5.1. Ext JS Primer .....	39
5.1.1. Components .....	41
5.1.2. Component Plugins .....	41
5.1.3. Actions .....	42
5.2. Ext JS with ActionScript and MXML .....	43
5.3. Client-side Model .....	48
5.3.1. Beans .....	49
5.3.2. Remote Beans .....	51
5.3.3. Issues .....	52
5.3.4. Operation Results .....	53
5.3.5. Model Beans for Custom Components .....	54
5.3.6. Value Expressions .....	55
5.4. Remote CoreMedia Objects .....	64
5.4.1. Connection and Services .....	64
5.4.2. Content .....	65
5.4.3. Workflow .....	67
5.4.4. Structs .....	67
5.4.5. Types and Property Descriptors .....	69
5.4.6. Concurrency .....	70
5.5. Web Application Structure .....	71
5.6. Localization .....	72
5.7. Multi-Site and Localization Management .....	75
5.8. Jobs Framework .....	76
5.8.1. Defining Local Jobs .....	76

5.8.2. Defining Remote Jobs .....	76
5.8.3. Executing Jobs .....	78
5.8.4. Visualizing Jobs .....	78
5.9. Further Reading .....	80
6. Using the Development Environment .....	81
6.1. Configuring Connections .....	82
6.2. Build Process .....	84
6.3. IDE Support .....	88
6.4. Debugging .....	89
6.4.1. Browser Developer Tools .....	89
6.4.2. Debugging Tips and Tricks .....	92
6.4.3. Tracing Memory Leaks .....	97
7. Customizing CoreMedia Studio .....	105
7.1. Studio Plugins .....	107
7.2. Localizing Labels .....	117
7.3. Document Type Model .....	120
7.3.1. Localizing Types and Fields .....	120
7.3.2. Customizing Document Forms .....	121
7.3.3. Image Cropping and Image Transformation .....	127
7.3.4. Enabling Image Map Editing .....	130
7.3.5. Disabling Preview for Specific Document Types .....	131
7.3.6. Excluding Document Types from the Library .....	131
7.3.7. Client-side initialization of new Documents .....	132
7.4. Customizing Property Fields .....	134
7.4.1. Conventions for Property Fields .....	134
7.4.2. Standard Component StringPropertyField .....	135
7.4.3. Compound Field .....	139
7.4.4. Complex Setups .....	141
7.4.5. Customizing RichText Property Fields .....	142
7.5. Coupling Studio and Embedded Preview .....	156
7.5.1. Built-in Processing of Content and Property Metadata .....	156
7.5.2. Using the Preview Metadata Service .....	156
7.6. Storing Preferences .....	160
7.7. Customizing Central Toolbars .....	161
7.7.1. Adding buttons to the Favorites Toolbar .....	161
7.7.2. Providing default Search Folders .....	162
7.7.3. Adding a Button with a Custom Action .....	164
7.7.4. Adding a Button to the Apps Menu .....	165
7.7.5. Adding Disapprove Buttons .....	166
7.8. Managed Actions .....	167
7.9. Adding Shortcuts .....	169
7.10. Inheritance of Property Values .....	170
7.11. Customizing the Library Window .....	171
7.11.1. Defining List View Columns in Repository Mode .....	171
7.11.2. Defining Additional Data Fields for List Views .....	172
7.11.3. Defining List View Columns in Search Mode .....	172
7.11.4. Configuring the Thumbnail View .....	173
7.11.5. Adding Search Filters .....	174

7.11.6. Make Columns Sortable in Search and Repository View .....	176
7.12. Studio Frontend Development .....	178
7.12.1. Blueprint Studio Theme .....	178
7.12.2. Studio Styling with Skins .....	181
7.12.3. Styling of Custom Studio Components .....	184
7.12.4. Icons / CoreMedia IconFont .....	185
7.12.5. Usage of BEM and Spacing Plugins .....	187
7.12.6. Component States .....	190
7.13. Work Area Tabs .....	191
7.13.1. Configuring a Work Area Tab .....	191
7.13.2. Configure an Action to Open a Work Area Tab .....	191
7.13.3. Configure a Singleton Work Area Tab .....	192
7.13.4. Storing the State of a Work Area Tab .....	193
7.13.5. Customizing the Start-up Behavior .....	194
7.13.6. Customizing the Work Area Tab Context Menu .....	195
7.14. Re-Using Studio Tabs For Better Performance .....	197
7.14.1. Concept .....	197
7.14.2. Prerequisites .....	198
7.14.3. Usage .....	199
7.15. Dashboard .....	201
7.15.1. Concepts .....	201
7.15.2. Defining the Dashboard .....	202
7.15.3. Predefined Widget Types .....	204
7.15.4. Adding Custom Widget Types .....	205
7.16. Configuring MIME Types .....	211
7.17. Server-Side Content Processing .....	212
7.17.1. Validators .....	212
7.17.2. Intercepting Write Requests .....	217
7.17.3. Immediate Validation .....	220
7.17.4. Post-processing Write Requests .....	221
7.18. Available Locales .....	223
7.19. Notifications .....	224
7.19.1. Configure Notifications .....	224
7.19.2. Adding Custom Notifications .....	224
7.19.3. Creating Notifications (Server Side) .....	225
7.19.4. Displaying Notifications (Client Side) .....	225
7.20. Annotated LinkLists .....	229
7.20.1. Studio Configuration .....	229
7.20.2. Data Migration .....	232
7.21. Image LinkLists .....	235
7.21.1. Thumbnail Resolvers .....	235
7.21.2. Custom Thumbnail Resolvers .....	236
7.22. Customizing Workflow UI .....	237
7.22.1. General Customizations .....	237
7.22.2. Translation-Specific Customizations .....	245
7.22.3. Publication-Specific Customizations .....	246
7.22.4. Synchronization-Specific Customizations .....	255
7.23. Content Hub .....	257

7.23.1. Basic Setup .....	257
7.23.2. Adapter Configuration .....	259
7.23.3. Content Hub Content Creation .....	261
7.23.4. Content Hub Object Preview .....	264
7.23.5. Content Hub Error Handling .....	265
7.23.6. Studio Customization .....	265
7.24. Feedback Hub .....	269
7.24.1. Editorial Comments for Feedback Hub .....	269
7.24.2. Keywords Integration for Feedback Hub .....	272
7.25. User Manager .....	278
7.26. User Properties .....	280
7.27. Adding Entity Controllers .....	281
7.27.1. Prerequisites .....	281
7.27.2. Implementing the Java Backend .....	281
7.27.3. Implementing the Studio RemoteBeans .....	286
7.27.4. Using the EntityController .....	288
7.27.5. REST Linking (Java Backend) .....	289
7.27.6. REST Linking (Studio RemoteBeans) .....	291
7.28. Multiple Previews Configuration .....	294
7.28.1. Configuration of a preview .....	294
7.28.2. CAE Preview Provider .....	296
7.28.3. Headless Preview Provider .....	297
7.28.4. Commerce Headless Preview Provider .....	298
7.28.5. Studio URI-Template Preview Provider .....	298
7.28.6. Common URI-Template Preview Provider .....	300
7.28.7. Generic Preview URL Service Provider .....	300
7.28.8. Public API of the Preview Url Service .....	302
8. Security .....	305
8.1. Preview Integration .....	306
8.2. Content Security Policy .....	307
8.3. Single Sign On Integration .....	310
8.4. Auto Logout .....	316
8.5. Logging .....	317
9. Configuration Reference .....	320
Glossary .....	321
Index .....	327

# List of Figures

- 2.1. Architecture of CoreMedia Studio ..... 14
- 2.2. Runtime components ..... 15
- 4.1. File structure of a simple Studio plugin ..... 34
- 4.2. Added string property with the title of the content ..... 37
- 5.1. Ext JSON ..... 40
- 5.2. MXML compared to Ext JSON ..... 40
- 6.1. Custom App Overlay Workspace ..... 85
- 6.2. Studio project within the Project workspace in IntelliJ Idea ..... 88
- 6.3. Open Chrome Developer Tools settings ..... 91
- 6.4. Enable Source Maps in Chrome Developer Tools settings ..... 91
- 6.5. Google Chrome Console ..... 92
- 6.6. The Browser Console Log Button ..... 92
- 6.7. Example of a content dump ..... 93
- 6.8. Inspect an Ext JS component selected in the DOM ..... 94
- 6.9. Studio main view component tree ..... 95
- 6.10. Record Ext JS component events ..... 95
- 6.11. Google Chrome's Developer Tools Support Comparing Heap Snapshots ..... 104
- 7.1. Plugin structure ..... 108
- 7.2. Document form with a collapsible property field group ..... 123
- 7.3. Apps Button ..... 166
- 7.4. Theming Inheritance in ExtJS and CoreMedia ..... 179
- 7.5. Premular Reusability (For A Reusability Limit Of 2 For Articles) ..... 198
- 7.6. Dashboard UML overview ..... 203
- 7.7. Annotated LinkList with item with changed default value ..... 230
- 7.8. Image LinkList ..... 235
- 7.9. Settings Document with two configured previews ..... 295
- 7.10. Example configuration of the Generic URI-Template Preview Provider ..... 299
- 7.11. Studio with multiple Previews ..... 301

# List of Tables

- 1.1. Typographic conventions ..... 3
- 1.2. Pictographs ..... 4
- 1.3. CoreMedia manuals ..... 7
- 1.4. Changes ..... 12
- 7.1. Property Fields ..... 124
- 7.2. ImageEditorPropertyField Configuration Settings ..... 127
- 7.3. Different Icon Scales ..... 186
- 7.4. List of SpacingPlugin Modifiers ..... 189
- 7.5. Predefined Widget Types ..... 204
- 7.6. Selected predefined validators available in CoreMedia Studio ..... 212
- 7.7. Connection Struct Properties ..... 259
- 7.8. Localization for Custom Feedback Hub Adapter ..... 274
- 7.9. Connection Struct Properties ..... 276
- 7.10. User Manager Spring Properties ..... 278
- 7.11. User Provider Property Mapping ..... 280

## List of Examples

3.1. Running Liquibase via cmd tool .....	27
4.1. pom.xml of the example plugin .....	34
4.2. Example Studio plugin .....	36
5.1. Ext JSON .....	39
5.2. Plugin usage in Ext JSON .....	42
5.3. Component instantiation using Ext JSON .....	46
5.4. Component instantiation using typed wrapper .....	46
5.5. Component instantiation using typed setters .....	46
5.6. Updating multiple bean properties .....	50
5.7. Model bean factory method .....	54
5.8. Model bean access .....	55
5.9. Adding a listener and initializing .....	57
5.10. Creating a property path expression .....	58
5.11. The valueExpression MXML element .....	59
5.12. Creating a function value expression .....	59
5.13. Creating a value expression from a private function .....	60
5.14. Creating a value expression from a static function .....	60
5.15. Manual dependency tracking .....	61
5.16. The BindPropertyPlugin MXML element .....	61
5.17. Comprehensive example of a FunctionValueExpression .....	61
5.18. Property paths into struct .....	68
5.19. Adding struct properties .....	69
5.20. ....	79
6.1. Detecting public API violations .....	87
6.2. ckdebug, non-verbose .....	96
6.3. ckdebug, verbose .....	96
7.1. Adding a plugin rule to customize the actions toolbar .....	111
7.2. Adding a separator and a button with a custom action to a toolbar .....	112
7.3. Adding a plugin rule to customize all LinkList property field toolbars .....	113
7.4. Using <ui:NestedRulesPlugin> to customize a subcomponent using its container's API .....	113
7.5. Using <ui:NestedRulesPlugin> to customize a subcomponent .....	114
7.6. Registering a plugin .....	115
7.7. Loading external resources .....	116
7.8. Add Resource Bundle .....	118
7.9. Adding a search button .....	118
7.10. Example property file .....	119
7.11. Overriding properties .....	119
7.12. Localizing document types .....	120
7.13. Article form .....	122
7.14. Collapsible Property Field Group .....	123
7.15. Configuring the Image Editor .....	128
7.16. Configuring an image variant .....	128
7.17. Configuring an Image Map Editor .....	130
7.18. Configuring a validator for image maps .....	131
7.19. Defining document types without preview .....	131
7.20. Defining excluded document types .....	132

7.21. Defining excluded document types in MXML .....	132
7.22. Defining a content initializer .....	133
7.23. Custom property field .....	135
7.24. Using a base class method .....	141
7.25. Inline images in richtext .....	143
7.26. Adding table cell merge and split commands .....	143
7.27. Configuring the rich text symbol mapping .....	147
7.28. Customizing the rich text editor toolbar .....	148
7.29. Adding a custom icon to the rich text editor toolbar .....	150
7.30. Adding InternalLinkButton to the toolbar in TeaserOverlayProperty- Field .....	150
7.31. Adding two more buttons to the toolbar .....	151
7.32. Adding resource path to pom.xml .....	152
7.33. Customizing the CKEditor .....	152
7.34. Customizing the CKEditor configuration .....	153
7.35. Adding resource path of skin to pom.xml .....	154
7.36. Adding a search for documents to be published .....	162
7.37. Adding a custom search folder .....	164
7.38. Creating a custom action .....	164
7.39. Creating a custom action base class .....	165
7.40. Using a custom action .....	165
7.41. Adding disapprove action using enableDisapprovePlugin .....	166
7.42. Configuring Property Inheritance .....	170
7.43. Defining list view fields .....	172
7.44. Configuring the thumbnail view .....	173
7.45. Two additional attributes for sorting. ....	176
7.46. Optional sortDirection Attribute to enable only one sort direc- tion. ....	176
7.47. defaultSortColumn Attribute to configure one column as the default for sorting. ....	177
7.48. Overriding theme variables .....	181
7.49. Overriding global CoreMedia variables .....	182
7.50. Simple Skin Example .....	182
7.51. Switching off skins .....	183
7.52. ActionScript Skin Constants .....	183
7.53. Applying a Skin to a Component .....	184
7.54. Usage of CoreIcons.properties .....	185
7.55. Usage of CoreMedia Icons in SCSS .....	186
7.56. Get Resources in SCSS Code .....	187
7.57. Use Image as IconClass .....	187
7.58. BEM Example HTML Code .....	187
7.59. BEM Example SCSS Code .....	187
7.60. Usage of the BEM Plugin .....	188
7.61. BEM Plugin with Untyped Element .....	188
7.62. Usage of the BEM Mixin .....	188
7.63. VerticalSpacing Plugin Example .....	189
7.64. Set Validation State .....	190
7.65. Adding a button to open a tab .....	191
7.66. Adding a button to open a browser tab .....	192

7.67. Base class for browser tab .....	193
7.68. Dashboard Configuration .....	202
7.69. Fixed Search widget Configuration .....	204
7.70. Simple Search Widget Configuration .....	205
7.71. Simple Search Widget Type .....	206
7.72. Simple Search Widget Component .....	206
7.73. Simple Search widget Type with Editor Component .....	207
7.74. Simple Search Widget Editor Component .....	208
7.75. widget State Class for Simple Search widget .....	209
7.76. Implementing a property validator .....	214
7.77. Configuring a property validator .....	214
7.78. Implementing a content validator .....	215
7.79. Configuring a content validator .....	215
7.80. Configuring validator messages .....	216
7.81. Defining a Write Interceptor .....	219
7.82. Configuring a Write Interceptor .....	220
7.83. Configuring Immediate Validation .....	220
7.84. Example thumbnail resolver configuration .....	236
7.85. Add a new workflow with the name StudioThreeStepPublication to publicationProcessNames .....	238
7.86. Enable notifications for new StudioThreeStepPublication workflow .....	238
7.87. Workflow definition of a new StudioThreeStepPublication workflow .....	246
7.88. Workflow validation configuration for the StudioThreeStepPublication workflow .....	252
7.89. Usage of the AddPublicationWorkflowPlugin for the StudioThreeStepPublication workflow .....	254
7.90. Usage of AddMergeStrategyPlugin .....	255
7.91. Implementing a ContentHubTransformer (1) .....	262
7.92. Implementing a ContentHubTransformer (2) .....	263
7.93. Defining a Custom ColumnModelProvider .....	267
7.94. Note model .....	281
7.95. Representation class for note model .....	282
7.96. Service for note handling .....	282
7.97. Entity Controller class for TEST operations .....	283
7.98. Annotation for bean creation .....	284
7.99. REST GET method of NoteEntityController .....	285
7.100. Deletion of note in NoteEntityController .....	285
7.101. Update of note in NoteEntityController .....	285
7.102. Declare NoteEntityController as bean .....	286
7.103. Interface of Note remote bean .....	286
7.104. Implementing class of Note remote bean .....	287
7.105. Remote Bean URI path .....	287
7.106. Register class as remote bean .....	287
7.107. Result of Note .....	288
7.108. Invoke class from ActionScript .....	288
7.109. Output from remote bean .....	288
7.110. Remote bean used inside a component .....	288
7.111. Java class for notes list .....	289
7.112. Notes list representation .....	289

7.113. NotesEntityController for notes list .....	290
7.114. Put mapping for notes list .....	290
7.115. Adding Spring bean to Spring configuration .....	291
7.116. Interface for remote bean for notes list .....	291
7.117. Implementing class for remote bean for notes list .....	291
7.118. Register remote bean with Studio .....	291
7.119. Test result of remote bean .....	292
7.120. Invoke notes in ActionScript .....	292
7.121. Display child elements of notes list .....	292
7.122. Output of notes list .....	293
7.123. Reverse order of notes list .....	293
7.124. Request header of PUT request .....	293
8.1. Import base context .....	311
8.2. Spring Security context .....	311
8.3. Logout filter .....	313
8.4. User finder .....	314
8.5. Enable user finder .....	314
8.6. Example Output .....	317
8.7. Marker Hierarchy .....	317
8.8. Configure Access Log .....	317
8.9. Configure Security Log .....	318
8.10. Configure Default Log .....	318
8.11. Configure Logger .....	319
8.12. Suppress Security Logging .....	319

# 1. Introduction

This manual describes the configuration of and development with *CoreMedia Studio*. You will learn, for example, how to add your own Favorites, how to change or add labels, or how to customize forms.

- [Chapter 2, Overview \[13\]](#) gives a short overview of *CoreMedia Studio*.
- [Chapter 3, Deployment \[18\]](#) describes how to deploy *CoreMedia Studio* into different servlet containers.
- [Chapter 4, Quick Start \[30\]](#) describes how to set up a development workspace that is ready for *CoreMedia Studio* development.
- [Chapter 5, Concepts and Technology \[38\]](#) gives an overview of the concepts and technologies used by *CoreMedia Studio*. It is not a prerequisite for the following chapters, but will give you valuable insight into the underlying concepts.
- [Chapter 6, Using the Development Environment \[81\]](#) introduces the build tools and processes that are recommended for the development of *CoreMedia Studio*.
- [Chapter 7, Customizing CoreMedia Studio \[105\]](#) explains specific customizations of *CoreMedia Studio*.

## CAUTION

Since version 1.3, the *CoreMedia Studio* API is marked *final*, meaning that changes and extensions to the API are guaranteed to be backwards compatible. Any changes to the API are however described in the release notes, and it is recommended to consult these when upgrading to a newer version, so that you can benefit from added functionality or more convenient or powerful ways to make use of certain features.



# 1.1 Audience

This manual is intended for developers who want to customize *CoreMedia Studio*. You should know the basics of *CoreMedia CMS*. Knowledge about the *Unified API* is particularly helpful. You should also have a solid understanding of Maven, *ActionScript*, *JavaScript* and *Ext JS*.

# 1.2 Typographic Conventions

CoreMedia uses different fonts and types in order to label different elements. The following table lists typographic conventions for this documentation:

Element	Typographic format	Example
Source code	Courier new	cm systeminfo start
Command line entries		
Parameter and values		
Class and method names		
Packages and modules		
Menu names and entries	Bold, linked with	Open the menu entry <b>Format Normal</b>
Field names	Italic	Enter in the field <i>Heading</i>
CoreMedia Components		The <i>CoreMedia Component</i>
Applications		Use <i>Chef</i>
Entries	In quotation marks	Enter "On"
(Simultaneously) pressed keys	Bracketed in "<>", linked with "+"	Press the keys <Ctrl>+<A>
Emphasis	Italic	It is <i>not</i> saved
Buttons	Bold, with square brackets	Click on the <b>[OK]</b> button
Code lines in code examples which continue in the next line	\	cm systeminfo \ -u user

Table 1.1. Typographic conventions

In addition, these symbols can mark single paragraphs:




Pictograph	Description
	Tip: This denotes a best practice or a recommendation.
	Warning: Please pay special attention to the text.
	Danger: The violation of these rules causes severe damage.

Table 1.2. Pictographs

## 1.3 CoreMedia Services

This section describes the CoreMedia services that support you in running a CoreMedia system successfully. You will find all the URLs that guide you to the right places. For most of the services you need a CoreMedia account. See [Section 1.3.1, "Registration" \[5\]](#) for details on how to register.

### NOTE

CoreMedia User Orientation for CoreMedia Developers and Partners

Find the latest overview of all CoreMedia services and further references at:

<http://documentation.coremedia.com/new-user-orientation>



- [Section 1.3.1, "Registration" \[5\]](#) describes how to register for the usage of the services.
- [Section 1.3.2, "CoreMedia Releases" \[6\]](#) describes where to find the download of the software.
- [Section 1.3.3, "Documentation" \[6\]](#) describes the CoreMedia documentation. This includes an overview of the manuals and the URL where to find the documentation.
- [Section 1.3.4, "CoreMedia Training" \[10\]](#) describes CoreMedia training. This includes the training calendar, the curriculum and certification information.
- [Section 1.3.5, "CoreMedia Support" \[10\]](#) describes the CoreMedia support.

### 1.3.1 Registration

In order to use CoreMedia services you need to register. Please, start your [initial registration via the CoreMedia website](#). Afterwards, contact the CoreMedia Support (see [Section 1.3.5, "CoreMedia Support" \[10\]](#)) by email to request further access depending on your customer, partner or freelancer status so that you can use the CoreMedia services.

## 1.3.2 CoreMedia Releases

### Downloading and Upgrading the Blueprint Workspace

CoreMedia provides its software as a Maven based workspace. You can download the current workspace or older releases via the following URL:

<https://releases.coremedia.com/cmcc-10>

Refer to our [Blueprint Github mirror repository](#) for recommendations to upgrade the workspace either via Git or patch files.

#### NOTE

If you encounter a 404 error then you are probably not logged in at GitHub or do not have sufficient permissions yet. See [Section 1.3.1, "Registration" \[5\]](#) for details about the registration process. If the problems persist, try clearing your browser cache and cookies.



### Maven artifacts

CoreMedia provides its release artifacts via Maven under the following URL:

<https://repository.coremedia.com>

You have to add your CoreMedia credentials to your Maven settings file as described in section [Blueprint Developer Manual](#) .

### License files

You need license files to run the CoreMedia system. Contact the support (see [Section 1.3.5, "CoreMedia Support" \[10\]](#) ) to get your licences.

## 1.3.3 Documentation

CoreMedia provides extensive manuals and Javadoc as PDF files and as online documentation at the following URL:

<https://documentation.coremedia.com/cmcc-10>

The manuals have the following content and use cases:

Manual	Audience	Content
Adaptive Personalization Manual	Developers, architects, administrators	This manual describes the configuration of and development with <i>Adaptive Personalization</i> , the CoreMedia module for personalized websites. You will learn how to configure the GUI used in <i>CoreMedia Studio</i> , how to use predefined contexts and how to develop your own extensions.
Analytics Connectors Manual	Developers, architects, administrators	This manual describes how you can connect your CoreMedia website with external analytic services, such as Google Analytics.
Blueprint Developer Manual	Developers, architects, administrators	<p>This manual gives an overview over the structure and features of <i>CoreMedia Content Cloud</i>. It describes the content type model, the <i>Studio</i> extensions, folder and user rights concept and many more details. It also describes administrative tasks for the features.</p> <p>It also describes the concepts and usage of the project workspace in which you develop your CoreMedia extensions. You will find a description of the Maven structure, the virtualization concept, learn how to perform a release and many more.</p>
Connector Manuals	Developers, administrators	This manual gives an overview over the use cases of the eCommerce integration. It describes the deployment of the Commerce Connector and how to connect it with the CoreMedia and eCommerce system.
Content Application Developer Manual	Developers, architects	This manual describes concepts and development of the <i>Content Application Engine (CAE)</i> . You will learn how to write JSP or Freemarker templates that access the other CoreMedia modules and use the sophisticated caching mechanisms of the CAE.
Content Server Manual	Developers, architects, administrators	This manual describes the concepts and administration of the main CoreMedia component, the <i>Content Server</i> . You will learn about the content type model which lies at the heart of a CoreMedia system, about user and rights management, database configuration, and more.

Manual	Audience	Content
Deployment Manual	Developers, architects, administrators	This manual describes the concepts and usage of the CoreMedia deployment artifacts. That is the deployment archive and the Docker setup. You will also find an overview of the properties required to configure the deployed system.
Elastic Social Manual	Developers, architects, administrators	This manual describes the concepts and administration of the <i>Elastic Social</i> module and how you can integrate it into your websites.
Frontend Developer Manual	Frontend Developers	This manual describes the concepts and usage of the Frontend Workspace. You will learn about the structure of this workspace, the CoreMedia themes and bricks concept, the CoreMedia Freemarker facade API, how to develop your own themes and how to upload your themes to the CoreMedia system.
Headless Server Developer Manual	Frontend Developers, administrators	This manual describes the concepts and usage of the <i>Headless Server</i> . You will learn how to deploy the Headless Server and how to use its endpoints for your sites.
Importer Manual	Developers, architects	This manual describes the structure of the internal CoreMedia XML format used for storing data, how you set up an <i>Importer</i> application and how you define the transformations that convert your content into CoreMedia content.
Operations Basics Manual	Developers, administrators	This manual describes some overall concepts such as the communication between the components, how to set up secure connections, how to start application or the usage of the watchdog component.
Search Manual	Developers, architects, administrators	This manual describes the configuration and customization of the <i>CoreMedia Search Engine</i> and the two feeder applications: the <i>Content Feeder</i> and the <i>CAE Feeder</i> .
Site Manager Developer Manual	Developers, architects, administrators	This manual describes the configuration and customization of <i>Site Manager</i> , the Java based stand-alone application for administrative tasks. You will learn how to configure the <i>Site Manager</i> with property files and

Manual	Audience	Content
		XML files and how to develop your own extensions using the <i>Site Manager API</i> .  The Site Manager is deprecated for editorial work.
Studio Developer Manual	Developers, architects	This manual describes the concepts and extension of <i>CoreMedia Studio</i> . You will learn about the underlying concepts, how to use the development environment and how to customize <i>Studio</i> to your needs.
Studio User Manual	Editors	This manual describes the usage of <i>CoreMedia Studio</i> for editorial and administrative work. It also describes the usage of the <i>Adaptive Personalization</i> and <i>Elastic Social</i> GUI that are integrated into <i>Studio</i> .
Studio Benutzerhandbuch	Editors	The Studio User Manual but in German.
Supported Environments	Developers, architects, administrators	This document lists the third-party environments with which you can use the CoreMedia system, Java versions or operation systems for example.
Unified API Developer Manual	Developers, architects	This manual describes the concepts and usage of the <i>CoreMedia Unified API</i> , which is the recommended API for most applications. This includes access to the content repository, the workflow repository and the user repository.
Utilized Open Source Software & 3rd Party Licenses	Developers, architects, administrators	This manual lists the third-party software used by CoreMedia and lists, when required, the licence texts.
Workflow Manual	Developers, architects, administrators	This manual describes the <i>Workflow Server</i> . This includes the administration of the server, the development of workflows using the XML language and the development of extensions.

Table 1.3. CoreMedia manuals

If you have comments or questions about CoreMedia's manuals, contact the Documentation department:

Email: [documentation@coremedia.com](mailto:documentation@coremedia.com)

## 1.3.4 CoreMedia Training

CoreMedia's training department provides you with the training for your CoreMedia projects either in the CoreMedia training center or at your own location.

You will find information about the CoreMedia training program, the training schedule and the CoreMedia certification program at the following URL:

<http://www.coremedia.com/training>

Contact the Training department at the following email address:

Email: [training@coremedia.com](mailto:training@coremedia.com)

## 1.3.5 CoreMedia Support

CoreMedia's support is located in Hamburg and accepts your support requests between 9 am and 6 pm MET. If you have subscribed to 24/7 support, you can always reach the support using the phone number provided to you.

To submit a support ticket, track your submitted tickets or receive access to our forums visit the CoreMedia Online Support at:

<http://support.coremedia.com/>

Do not forget to request further access via email after your initial registration as described in [Section 1.3.1, "Registration" \[5\]](#). The support email address is:

Email: [support@coremedia.com](mailto:support@coremedia.com)

### Create a support request

CoreMedia systems are distributed systems that have a rather complex structure. This includes, for example, databases, hardware, operating systems, drivers, virtual machines, class libraries and customized code in many different combinations. That's why CoreMedia needs detailed information about the environment for a support case. In order to track down your problem, provide the following information:

*Support request*

- Which CoreMedia component(s) did the problem occur with (include the release number)?
- Which database is in use (version, drivers)?
- Which operating system(s) is/are in use?
- Which Java environment is in use?
- Which customizations have been implemented?

- A full description of the problem (as detailed as possible)
- Can the error be reproduced? If yes, give a description please.
- How are the security settings (firewall)?

In addition, log files are the most valuable source of information.

To put it in a nutshell, CoreMedia needs:

*Support checklist*

1. a person in charge (ideally, the CoreMedia system administrator)
2. extensive and sufficient system specifications
3. detailed error description
4. log files for the affected component(s)
5. if required, system files

An essential feature for the CoreMedia system administration is the output log of Java processes and CoreMedia components. They're often the only source of information for error tracking and solving. All protocolling services should run at the highest log level that is possible in the system context. For a fast breakdown, you should be logging at debug level. The location where component log output is written is specified in its `logback.xml` file.

*Log files*

### Which Log File?

Mostly at least two CoreMedia components are involved in errors. In most cases, the *Content Server* log files together with the log file from the client. If you are able locate the problem exactly, solving the problem becomes much easier.

### Where do I Find the Log Files?

By default, log files can be found in the CoreMedia component's installation directory in `/var/logs` or for web applications in the `logs/` directory of the servlet container. See Section 4.7, "Logging" in *Operations Basics* for details.

# 1.4 Changelog

In this chapter you will find a table with all major changes made in this manual.

Section	Version	Description

Table 1.4. Changes

## 2. Overview

*CoreMedia Studio* is a web application that is in the center of your web activities. It gives you complete control over context's determinants and lets you easily create compelling and engaging content experiences. Technically, *CoreMedia Studio* is a single-page Ajax application, using a REST based network protocol for communication.

# 2.1 Architecture

Figure 2.1, “Architecture of CoreMedia Studio” [14] shows the architecture of *CoreMedia Studio*. The top-level layer comprises content editing applications such as the *CoreMedia Studio* core application and its plugins. *CoreMedia Blueprint* defines several plugins, showcasing *Studio*'s various extension points.

Editing applications are built on a layer of editing components that deal with *CoreMedia* content objects. Editing components are built on the UI Toolkit layer which provides generic components for building rich internet applications. On this layer, components can be implemented in *ActionScript 3* or declared in *MXML* and then compiled down to *Ext JS*. UI components separate layout, model and functionality according to the *MVC* paradigm. Models that are backed by server-side data are implemented as client-side beans that fetch the requested values via *REST*. UI components offer localization support. The lower level layers comprise the *REST API* of the *CoreMedia CMS*.

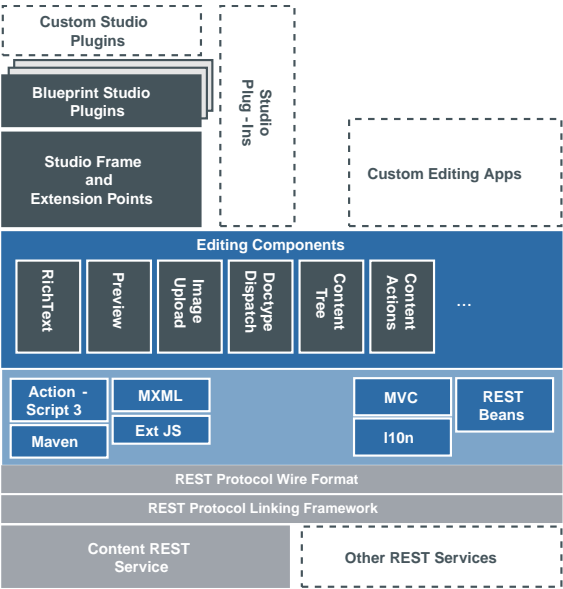


Figure 2.1. Architecture of CoreMedia Studio

As shown below, the *CoreMedia Studio* web application serves static and dynamic resources. The static resources are those that define the client-side UI structure [HTML and JavaScript] and the client-side layout [CSS and images]. The dynamic resources can be accessed via the Content REST Service. When you start *CoreMedia Studio* from

your browser, it loads the static resources and initializes the Ext JS UI component tree, Studio plugins and model beans. Model beans issue Ajax requests to access the Content REST Service, which is the interface to the CoreMedia backend systems, and load data from the returned JSON objects.

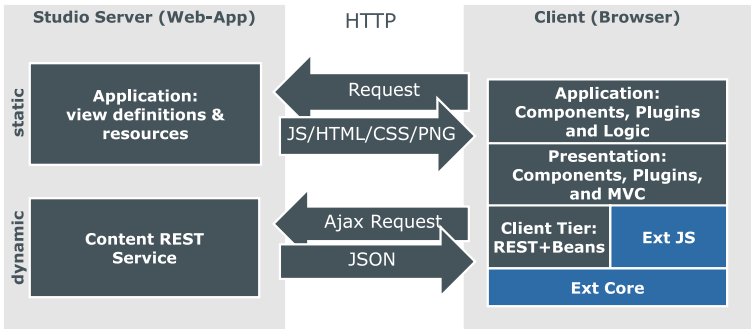


Figure 2.2. Runtime components

## 2.2 Technologies

This section gives you a brief overview of *CoreMedia Studio*'s underlying technologies. These are the ActionScript to JavaScript framework *Jangaroo*, including the declarative language MXML, the JavaScript UI framework Ext JS, and the CKEditor for richtext editing.

### Jangaroo

Jangaroo is CoreMedia's open source JavaScript framework, supporting ActionScript as a source language, which is then compiled down to JavaScript.

A detailed description of the Jangaroo compiler `jooc` is given on the Jangaroo website <https://github.com/CoreMedia/jangaroo-tools/wiki/Compiler>. The compiler is integrated into the Maven build process of the CoreMedia CMS distribution, so in a Maven-based project you should never need to invoke the compiler directly.

### MXML

MXML is the XML dialect of Apache Flex that supports the declarative development of complex components. Jangaroo reuses MXML for Ext JS components. Using Jangaroo for Ext JS development, MXML replaces Ext JS JSON Config objects.

The rationale behind this is to benefit from static typing (provided by MXML) when developing dynamically typed Ext JS components. To this end, Jangaroo integrates with IntelliJ IDEA to support Jangaroo's MXML and ActionScript dialects and compile them to JavaScript. See [Section 5.2, "Ext JS with ActionScript and MXML" \[43\]](#) for details.

### Ext JS

Ext JS is a cross-browser rich internet application framework developed by Sencha Inc. It offers JavaScript UI widgets and client side MVC. To this end, Ext JS provides components, actions and data abstractions. Components can be customized by plugins. Component trees are described in JSON notation. Ext JS defines the JavaScript properties `xtype` and `ptype` to distinguish between components and plugins.

In short, Ext JS has the following features:

- clean object-oriented design,
- hierarchical component architecture (component tree),
- large UI library with mature widgets, especially mature business components (`Store` abstraction, `DataGrid`),
- built-in layout management,
- good drag and drop support with sophisticated visual feedback,

- declarative UI description language (JSON).

Ext JS also provides a rich set of utility functions to deal with components or plain JavaScript objects and functions. The complete Ext JS documentation can be found on [http://www.sencha.com/learn/Learn\\_About\\_the\\_Ext\\_JavaScript\\_Library](http://www.sencha.com/learn/Learn_About_the_Ext_JavaScript_Library).

The *CoreMedia Studio* builds on Ext JS 6: <https://www.sencha.com/products/extjs/#overview>.

## CKEditor

The CKEditor is a browser based open source WYSIWYG text editor (<http://ckeditor.com/>). Common editing features found on desktop editing applications like Microsoft Word and OpenOffice are brought to the web browser by using CKEditor.

The CKEditor is the default editor for `richTextPropertyField` in a document form. Thereby the CKEditor is encapsulated by the wrapper `richTextArea`, making it possible to use the CKEditor with the same look and feel as the rest of the Ext JS based *CoreMedia Studio*. The wrapper takes the editing area of the CKEditor and adds Ext JS based dialogs.

The CKEditor can be extended by custom plugins. *CoreMedia Studio* comes with several extra plugins supporting CoreMedia richtext specific formats and operations. Likewise, you can add more plugins to integrate your own functionality. See [Section 7.4.5, "Customizing RichText Property Fields" \[142\]](#) for more on this topic.

## 3. Deployment

This chapter describes how to deploy *CoreMedia Studio* to different servlet containers.

### NOTE

Perform all configurations of *CoreMedia Studio* described in this chapter in the module `studio-webapp` of *CoreMedia Blueprint* workspace before building or later on during deployment of *Studio*.



## 3.1 Connecting to the Repository

*CoreMedia Studio* needs to know the URL of the *Content Server* to connect to and the URL of the preview server. To this end, adjust the `repository.url` property in `WEB-INF/application.properties` of the *Studio* web application and let it point to your *Content Management Server*.

```
repository.url=http://<Host>:<Port>/ior
```

Alternatively, you may configure the URL to connect to by modifying the `contentserver.*` properties in the same file.

```
contentserver.host=localhost
contentserver.port=44441
```

*CoreMedia Studio* also needs to know the URL of Apache Solr and the name of the index collection for searching the repository content. Configure the URL in the property `solr.url` and the name of the index collection in the property `solr.content.collection` in the same file.

```
solr.url=http://<Host>:<Port>/solr
solr.content.collection=studio
```

*CoreMedia Studio* needs an additional relational database connection to store editorial comments. The properties `editorial.comments.datasource.url` and `editorial.comments.datasource.driver-class-name` have to be set according to the RDBMs to connect to. Furthermore for each RDBMs there are differences in the configuration of the jdbc connection. For more details see [Section 3.5, "Editorial Comments Database Configuration" \[24\]](#).

*CoreMedia Studio* offers connectivity to the *CoreMedia Workflow Server*. Therefore, a *Workflow Server* has to run when starting *CoreMedia Studio*. If this is not desired, set the property `repository.workflow` in the file `WEB-INF/application.properties` to `false`.

```
repository.workflow=false
```

*Studio* supports "Simple Publication" and "Two Step Publication" publication workflows. To use these workflows, upload the workflow definitions `studio-simple-publication.xml` and `studio-two-step-publication.xml` to the *Workflow Server* with the *cm upload* tool. See section "Predefined Publication Workflows" in *Blueprint Developer Manual* for more information on these workflows.

## 3.2 Control Room Configuration

The Control Room consists of the following components:

- Control Room Plugin is a *Studio* plugin, which enables users to manage projects, work with workflows, and collaborate by sharing content with other *Studio* users.
- User Changes application is a repository listener, which collects content modified by a user working with *Studio*. To this end, the modified content can be managed in the Control Room plugin as projects, shared and used in workflows, for example.
- Extensions of the *Workflow Server* - Control Room comes with adapted workflow definitions that among other things persist finished workflows.

### NOTE

Perform all configurations concerning the *User Changes* application in the module `user-changes-webapp` in *CoreMedia Blueprint* before building or later on during deployment of the *User Changes* application.



The Control Room stores content sets and finished workflows, commonly specified as collaboration data in a *MongoDB* or in memory. For the *MongoDB* solution a *MongoDB* installation is necessary.

- **Deploying Control Room with MongoDB Database**

See [CoreMedia Operations Basics] on how to deploy Control Room with MongoDB.

- **Saving Control Room data in memory**

See Section 4.2.3, "In-Memory Replacement for MongoDB-Based Services" in *Blueprint Developer Manual*.

### NOTE

The limit of stored modified content changes is defined by MongoDB's maximum document size (16 MB). Approximately 650000 items can be persisted, when saving content IDs consisting of four digits. When this limit is exceeded, a warning is logged in the *user-changes* web app and all entries are removed automatically.



## 3.3 Remote Dynamic Packages Configuration

The *Studio* allows adding client packages at runtime. This enables you to add plugins to your application without the need to compile the *Studio* application again or even to restart the server.

The mechanism for dynamic *Studio* packages relies on the concept of *Studio app overlays* which is described in Section [Section 6.2, "Build Process" \[84\]](#). In this section it is also described how to best develop your own *Studio* app overlay. These app overlays are exactly what you can add to a running *Studio* dynamically.

There are different ways of how to utilize dynamic *Studio* plugins.

In [Section 6.2, "Build Process" \[84\]](#) it is for example described how to set up a proxy server for this purpose.

As a more straightforward approach, you can upload your dynamic *Studio* packages (in the form of a *Studio* app overlay) to some external location and just tell the *Studio* about via a content configuration. This functionality is activated via the core module `dynamic-packages`. It enables the *Studio* to load additional *Studio* packages from a remote URL.

### Whitelist

To hamper malicious code injection into the *Studio* via a remotely loaded *Studio* package, a whitelist has been introduced. Via this property, it is possible to limit the remote URL sources.

```
studio.dynamicpackages.remote.urls.whitelist=//localhost:*,*.coremedia.vm*,*.coremedia.com*
```

#### NOTE

By default, remote dynamic packages are shipped with a predefined whitelist.



### Adding remote URLs

To add remote *Studio* packages, a `CMSettings` document named `DynamicPackages` has to be created under the root folder in `/Settings/Options/Settings`.

Add a String List named `remoteUrls` to the `CMSettings` document `DynamicPackages`. For any *Studio* package (or multiple packages at once) you want to load remotely, add a fully qualified URL which points to the `dynamic-packages.json` of a remote *Studio* app overlay, for example, `https://my-file-server.com/coremedia/studio/bookmarks-pro/dynamic-packages.json`.

### NOTE

Only unzipped *Studio* app overlays are supported. The directory structure of the remote app overlay should be (also compare to [Figure 6.1, "Custom App Overlay Workspace" \[85\]](#)):

```
<remote-folder-name>
| - dynamic-packages.json
| - packages
|   | - <package-a>
|   |   | .sencha
|   |   | locale
|   |   | ...
|   |   | package.json
|   | - <package-b>
|   |   | .sencha
|   |   | locale
|   |   | ...
|   |   | package.json
```

The `remoteUrls` are fetched and evaluated on every *Studio* reload.

## Deactivate Remote Dynamic Packages

To disable the remote dynamic packages feature, append `#safe-mode` to the *Studio* URL and invoke it. This might be helpful, if a remote URL points to invalid packages and the *Studio* does not load at all. The deactivation is only per user and only temporary while the hash parameter is set.



## 3.4 Basic Preview Configuration

The configuration options regarding the studio preview are listed in the Deployment Manual.

## 3.5 Editorial Comments Database Configuration

For the database connection and schema evolution for the Editorial Comments feature **Hibernate** and **Liquibase** are used. Both frameworks support multiple databases and therefore must be configured correctly.

For each database CoreMedia delivers the appropriate configuration in an extra Maven module. The database driver for Mysql and Postgres are already provided as runtime dependencies in the *studio-server-app* module. The Maven dependency has to be added to the *studio-server-app* and contains the properties to be set and a transitive dependency to the driver. Furthermore, the database schema and the database user are expected to be setup. The required schema name, username and password differs for each database and can be found in the detailed descriptions.

Further configuration options can be found in Section 4.5.6, "Editorial Comments Configuration" in *Deployment Manual*.

### NOTE

In case you want to provide a schema or username, different to `cm_editorial_comments` (current default), use the properties `editorial.comments.db.username`, `editorial.comments.db.schema` and `editorial.comments.db.password`.



### MySQL

To configure MySQL, prepare the database as described in Database requirements and set the property `editorial.comments.datasource.url`.

Database requirements:

schema: `cm_editorial_comments`  
 username: `cm_editorial_comments`  
 password: `cm_editorial_comments`

Maven Dependency:

```
<dependency>
  <groupId>com.coremedia.blueprint</groupId>
  <artifactId>database-drivers</artifactId>
  <type>pom</type>
  <scope>runtime</scope>
```

```
</dependency>  
</dependencies>
```

Required properties:

```
editorial.comments.datasource.url=jdbc:mysql://${host}:${port}/cm_editorial_comments?useUnicode=yes&characterEncoding=UTF-8
```

## PostgreSQL

To configure PostgreSQL, prepare the database as described in Database requirements and set the property `editorial.comments.datasource.url`.

Database requirements:

```
schema: cm_editorial_comments  
username: cm_editorial_comments  
password: cm_editorial_comments
```

Maven Dependency:

```
<dependency>  
  <groupId>com.coremedia.blueprint</groupId>  
  <artifactId>database-drivers</artifactId>  
  <type>pom</type>  
  <scope>runtime</scope>  
</dependency>  
</dependencies>
```

Required Properties:

```
editorial.comments.datasource.url=jdbc:postgresql://${host}:${port}/coremedia
```

### NOTE

Should you use PostgreSQL hosted on Azure, it is necessary to provide a postfix with the domain to the username. Use `editorial.comments.db.username` to set the username with the postfix:

```
editorial.comments.db.username=cm_editorial_comments@do  
main  
editorial.comments.db.schema=cm_editorial_comments
```



## Microsoft SQL Server

To configure Microsoft SQL Server prepare the database as described in Database requirements, add the Maven dependency and set the property `editorial.comments.datasource.url`.

Database requirements:

schema: cm\_editorial\_comments  
username: cm\_editorial\_comments  
password: cm\_editorial\_comments

Maven Dependency:

```
<dependency>  
  <groupId>com.coremedia.editorial.comments</groupId>  
  <artifactId>editorial-comments-data-mssql</artifactId>  
</dependency>
```

Required Properties, replace username and password if required:

editorial.comments.datasource.url=jdbc:sqlserver://\$(host):\${db.port};Database-  
Name=cm\_editorial\_comments;username=sa;password=admin

## IBM DB2

To configure DB2 prepare the database as described in Database requirements, add the Maven dependency and set the property editorial.comments.datasource.url. Furthermore the jdbc driver isn't part of a public Maven repository and has to be downloaded and deployed to the studio-server-app.

Database requirements:

schema: CMEDITORIALCOMMENTS  
username: cmeditorialcomments  
password: cmeditorialcomments

Maven Dependencies:

```
<dependency>  
  <groupId>com.coremedia.editorial.comments</groupId>  
  <artifactId>editorial-comments-data-db2</artifactId>  
</dependency>  
<!-- Driver for db2 11.5, has to be adapted to your database version, download  
the according driver from ibm. -->  
<dependency>  
  <groupId>com.ibm</groupId>  
  <artifactId>db2jcc4</artifactId>  
  <version>11.5</version>  
  <scope>runtime</scope>  
</dependency>
```

Required Properties:

editorial.comments.datasource.url=jdbc:db2://\$(host):\${port}/CM

### Oracle

To configure Oracle DB prepare the database as described in Database requirements, add the maven dependency and set the property `editorial.comments.datasource.url`.

Database requirements:

schema: `cm_editorial_comments`  
username: `cm_editorial_comments`  
password: `cm_editorial_comments`

Maven Dependencies:

```
<dependency>
  <groupId>com.coremedia.editorial.comments</groupId>
  <artifactId>editorial-comments-data-oracle</artifactId>
</dependency>
```

Required Properties:

`editorial.comments.datasource.url=jdbc:oracle:thin:@${host}:${port}:COMMENTS`

### Working with Liquibase

#### NOTE

Should the startup of a Studio-Server instance be interrupted, it is possible that a lock is left by liquibase on the database schema `cm_editorial_comments`. In this case it is necessary to remove the lock manually like described [here](#). It is also possible to disable Liquibase with the configuration `editorial.comments.liquibase.enabled`



Should you decide to disable Liquibase, you need to make sure that the new changesets are applied manually after each upgrade of *CMCC*. You can either do that by starting a studio server instance once with `editorial.comments.liquibase.enabled=true` against the database, or use the [Liquibase command line tool](#). Using the command line tool requires access to a database driver jar as well as the `editorial-comments-data` jar file. `editorial-comments-data` is a module that can be found in the *CMCC* release artifacts with the group id `com.coremedia.cms`. The following example shows an example `liquibase.properties` file for a mysql setup:

```
changeLogFile=db/changelog/db.changelog-editorial-comments.xml
username=cm_editorial_comments
password=cm_editorial_comments
driver=com.mysql.cj.jdbc.Driver
```

```
url=jdbc:mysql://localhost:3306/cm_editorial_comments  
?useUnicode=yes&characterEncoding=UTF-8  
classpath=>pathToMySqlDriver>/mysql-connector-java-8.0.22.jar  
:<pathTo_editorial-comments-data-jar>editorial-comments-data-1-SNAPSHOT.jar
```

*Example 3.1. Running Liquibase via cmd tool*

## 3.6 Development Setup

During development, it may be convenient to specify the property `contentserver.host` and optionally the property `contentserver.port` for connecting to the *Content Server* as system properties on the command line when starting the Studio servlet container.

## 4. Quick Start

This chapter presents the basic steps to set up a *CoreMedia Studio* development environment quickly.

# 4.1 Setting Up the Workspace and IDE

## Setting Up the Workspace

*CoreMedia Content Cloud* comes with a fully preconfigured, Maven based development workspace. Details on how to get and set up your development environment are described in the [Blueprint Developer Manual] You will find guidance for the following topics:

1. Required third-party software, such as Maven.
2. Getting *CoreMedia Blueprint*.
3. Installing *CoreMedia Blueprint*.
4. Configuring all components.
5. Building the workspace.
6. Starting the components.

The recommended development setup is to use the workspace `apps/studio-client` for client-side changes and `apps/studio-server` for server-side customizations. For the latter, you may additionally need to change shared code in workspace `shared/middle` or, in rare cases, `shared/common`.

## Setting Up the IDE

Once you have set up the workspace, you may configure your IDE as described in [Section 6.3, "IDE Support" \[88\]](#). If you are using IntelliJ IDEA, this means that you need to get the plugin *Jangaroo 4*, which you can install via IDEA's plugin manager.

## 4.2 Building Studio

A detailed description on how to build *CoreMedia Studio* can be found in [Chapter 6, Using the Development Environment](#) [81]. If you are using IntelliJ IDEA and the IDE is set up correctly, you can build the whole project via Maven from within the IDE. If you prefer building from the command line, you can do it by using standard Maven commands like

```
mvn clean install -DskipTests
```

The *CoreMedia Studio* server application can then be launched by changing into the `apps/studio-server/spring-boot/studio-server-app` directory and using the following command (see [Section 3.5, “Editorial Comments Database Configuration”](#) [24] for details about Editorial Comments):

```
mvn spring-boot:run -Dinstallation.host=<FQN>  
-Deditorial.comments.datasource.url=<JDBC-URL>
```

Next, start the *CoreMedia Studio* client application by changing into the `apps/studio-client/modules/studio` directory and using the following command:

```
mvn jangaroo:run -pl :studio-app
```

More details on how to build and start *CoreMedia Studio*, as well as how to run tests with it, are described in [Section 6.2, “Build Process”](#) [84]. Additionally, see [Section 6.4, “Debugging”](#) [89] for details on how to debug.

## 4.3 Creating a Simple Studio Client Extension

You can customize many features of *Studio* with plugins. This section shows the deployment of a simple plugin into the Blueprint workspace. The plugin is only intended as an example and adds a string property to the *Content Items Linking to this Content Item* field of the *System* tab. The aim of this tutorial is to give you a working starting point, from which you can start exploring all details and features of Studio customization.

The required CoreMedia and third-party components, such as Content Servers, CAE and databases are running in the CoreMedia Docker environment.

Each of the following steps link to chapters which give more information about the described task. CoreMedia also recommends to attend the CoreMedia Studio Customization training. See <https://www.coremedia.com/en/services/training/coremedia-training-program/coremedia-studio-customization> for details.

1. In order to check the prerequisites, get the Blueprint workspace, get licences, build the workspace and start the Docker environment. Follow the instructions in Section 3.2, "Quick Start" in *Blueprint Developer Manual*.

When you are finished with these tasks, you should have a Blueprint workspace where you can develop your plugin and a CoreMedia system running in Docker containers on your local machine.

2. Prepare your IDE for Studio development as described in [Section 6.3, "IDE Support" \[88\]](#).
3. Create your plugin in the `apps/studio-client/modules/extensions` folder with the following structure. See [Section 7.1, "Studio Plugins" \[107\]](#) for an in-depth description of Studio plugins.

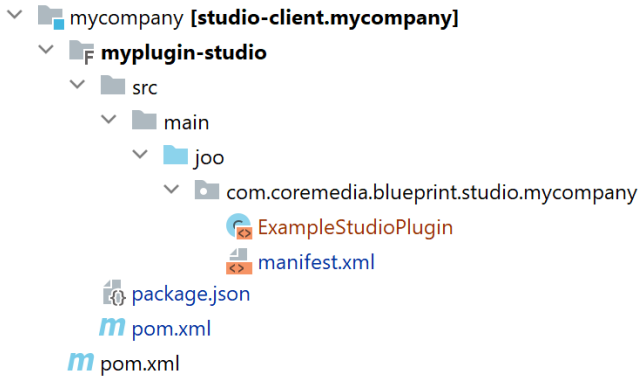


Figure 4.1. File structure of a simple Studio plugin

You have to create at least the files from the following list. Have a look into the pre-defined CoreMedia plugins in the `extensions` directory to get examples of the content and structure of the files.

- The `mycompany/pom.xml` file. It simply defines the main coordinates of your plugin.
- The `mycompany/myplugin/pom.xml` in the actual plugin directory. Here, you define the extension point to which the plugin should be added, using the `coremedia.project.extension.for` property. In addition, you define all required dependencies for your plugin and configure the `jangaroo-maven-plugin`.

```

<?xml version="1.0" encoding="UTF-8"?>
<project xmlns="http://maven.apache.org/POM/4.0.0"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:schemaLocation="http://maven.apache.org/POM/4.0.0
    http://maven.apache.org/xsd/maven-4.0.0.xsd">
  <modelVersion>4.0.0</modelVersion>

  <parent>
    <groupId>com.coremedia.blueprint</groupId>
    <artifactId>studio-client.mycompany</artifactId>
    <version>1-SNAPSHOT</version>
  </parent>

  <artifactId>myplugin-studio</artifactId>
  <packaging>swc</packaging>

  <properties>
    <coremedia.project.extension.for>studio-dynamic</coremedia.project.extension.for>
  </properties>

  <dependencies>
    <dependency>
      <groupId>com.coremedia.blueprint.base</groupId>
      <artifactId>bppbase-studio-components</artifactId>
      <type>swc</type>
    </dependency>
  </dependencies>
</project>

```

```

<dependency>
  <groupId>com.coremedia.ui.toolkit</groupId>
  <artifactId>ui-components</artifactId>
  <type>swc</type>
</dependency>
<dependency>
  <groupId>com.coremedia.ui.toolkit</groupId>
  <artifactId>core-icons</artifactId>
  <type>swc</type>
</dependency>
<dependency>
  <groupId>com.coremedia.ui.sdk</groupId>
  <artifactId>editor-components</artifactId>
  <type>swc</type>
</dependency>
<dependency>
  <groupId>net.jangaroo</groupId>
  <artifactId>ext-as</artifactId>
  <type>swc</type>
</dependency>
</dependencies>

<build>
  <plugins>
    <plugin>
      <groupId>net.jangaroo</groupId>
      <artifactId>jangaroo-maven-plugin</artifactId>
      <version>${jangaroo.version}</version>
      <extensions>true</extensions>
      <configuration>
        <namespaces>
          <namespace>
<uri>exml:com.coremedia.blueprint.mycompany.studio.config</uri>
          </namespace>
        </namespaces>
      </configuration>
    </plugin>
  </plugins>
</build>
</project>

```

Example 4.1. *pom.xml of the example plugin*

- The `mycompany/myplugin/package.json` file which defines the name and main class of your plugin. The main class of the example is `com.coremedia.blueprint.studio.mycompany.ExampleStudioPlugin`.
  - The `manifest.xml` file contains the classes which are usable in the public namespace. In the example, these are `com.coremedia.blueprint.studio.mycompany.ExampleStudioPlugin`.
  - One or more `*.mxml` files which define the plugin functionality.
4. Program the functionality of your plugin in the `*.mxml` files, here only `ExampleStudioPlugin.mxml`. The example adds a string property to the *Content Items Linking to this Content Item* field of the *System* tab. See the complete [Chapter 7, Customizing CoreMedia Studio \[105\]](#) and the ASDoc for more customization features.

Simply copy the code into the `ExampleStudioPlugin.mxml` file.

```
<?xml version="1.0"?>
<editor:StudioPlugin xmlns:exml="http://www.jangaroo.net/exml/0.8"
                    xmlns="exml:ext.config"
                    xmlns:ui="exml:com.coremedia.ui.config"
                    xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
                    xmlns:fx="http://ns.adobe.com/mxml/2009">

  <fx:Script><![CDATA[

    private var config:ExampleStudioPlugin;

    public native function ExampleStudioPlugin(config:ExampleStudioPlugin
= null);
  ]]></fx:Script>
  <editor:rules>
    <!-- add your rules here... -->

    <editor:ReferrerListPanel>
      <editor:plugins>
        <ui:AddItemsPlugin>
          <ui:items>
            <editor:StringPropertyField propertyName="title"/>
          </ui:items>
        </ui:AddItemsPlugin>
      </editor:plugins>
    </editor:ReferrerListPanel>
  </editor:rules>
</editor:StudioPlugin>
```

Example 4.2. Example Studio plugin

5. Call the *CoreMedia Extension Tool* from the commandline in the workspace root directory. See Section 4.1.5, “Project Extensions” in *Blueprint Developer Manual* for a description of extensions and the extensions tool.

```
mvn -f workspace-configuration/extensions extensions:sync -Denable=mycompany
```

The tool will add your plugin to the following three files:

- studio-client/modules/extensions/pom.xml
- studio-client/modules/extensions-config/studio-client-extensions-bom/pom.xml
- studio-client/modules/extensions-config/studio-client-dynamic-extension-dependencies/pom.xml

6. Build the studio-client module from the main directory of your workspace:

```
mvn clean install -pl :studio-app -am -DskipTests
```

7. Start Studio locally on your machine from the apps/studio-client/modules/studio/studio-app directory:

```
mvn jangaroo:run -Dinstallation.host=docker.localhost
```

8. Enter <http://localhost:8080> in your browser. Studio should open. Log in and open an article. You will see an additional property field.

Content Items Linking to This Content Item

Name	Site	Locale	
Personalized Search	Chef Corp.	English (United S...	
Most Viewed Analytics Page List	Chef Corp.	English (United S...	
Chef Corp BBQ Cookout Article	Chef Corp.	German (Germany)	

☐ Include Deleted Contents

Article Title

Chef Corp BBQ Cookout

Figure 4.2. Added string property with the title of the content

Now, you have created your first - very simple - running Studio extension and learned about the required structure and tools. From this starting point, you might now extend your plugin. See [Section 6.4, “Debugging” \[89\]](#) for details on how to debug the application. When you are finished, you only have to build your plugin, not the complete `studio-client` module. From the workspace root directory call:

```
mvn package -pl :myplugin-studio
```

## 5. Concepts and Technology

This chapter describes the basic concepts and technologies on a more detailed level than in the overview chapter. It is not a prerequisite for the subsequent chapters, but it will give you valuable insight into the underlying concepts.

## 5.1 Ext JS Primer

Ext JS is a JavaScript library for building interactive web applications. It provides a set of UI widgets like panels, input fields or toolbars and cross-browser abstractions (Ext core).

*CoreMedia Studio* uses Ext JS (Classic Toolkit) on the client side. With plain Ext JS, widgets are defined in JSON format as displayed in the following example:

```
{
  xtype: "panel",
  title: "Teaser Properties",
  items: [
    {
      xtype:
        "com.coremedia.cms.editor.sdk.config.stringPropertyField",
      itemId: "linktextEditor",
      propertyName: "linktext"
    },
    {
      xtype:
        "com.coremedia.cms.editor.sdk.config.richTextPropertyField",
      propertyName: "teaserText",
      anchor: "98%",
      height: 300
    }
  ],
  defaults: {
    xtype: "com.coremedia.cms.editor.sdk.config.PropertyField",
    bindTo: config.bindTo
  }
}
```

### Example 5.1. Ext JSON

The above code example defines a component of `xtype` "panel" with two *property editors* for editing a string and a richtext property, respectively. The `xtype` of the surrounding panel, like that of all Ext JS components, is a simple string without a namespace prefix. The `xtype` of a plain Ext JS component is, in most cases, the name of the component class, in all lowercase characters.

The property editors shown above are *CoreMedia Studio* components, that are based on plain Ext JS components, but add Studio-specific functionality. Their `xtype` is a qualified name. See [Section 5.2, "Ext JS with ActionScript and MXML" \[43\]](#) for details. Instead of the `xtype` attribute you can also use the `xclass` attribute, which uses the fully qualified class name of the component.

The optional `itemId` property can be understood as a per-container id which identifies the component uniquely within its container. Note that `itemIds` are not to be confused with DOM element ids or Ext JS component ids which are unique within the entire application.

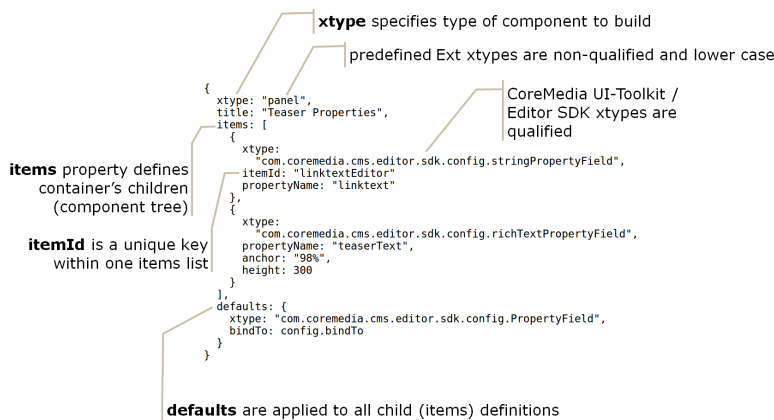


Figure 5.1. Ext JSON

When developing *CoreMedia Studio* extensions, you don't need to use the Ext JSON format directly. Instead, you're encouraged to specify widgets using the much more convenient and powerful MXML notation. The example below shows the corresponding MXML and JSON specifications:

Ext JSON	MXML
<pre>{   xtype: "panel",   title: "Teaser Properties",   items: [     {       xtype: "com.coremedia.cms.editor.sdk.config.stringPropertyField",       itemId: "linktextEditor",       propertyName: "linktext"     },     {       xtype: "com.coremedia.cms.editor.sdk.config.richTextPropertyField",       propertyName: "TeaserText",       anchor: "98%",       height: 300     }   ],   defaults: {     xtype: "com.coremedia.cms.editor.sdk.config.PropertyField",     bindTo: config.bindTo   } }</pre>	<pre>&lt;?xml version="1.0" encoding="UTF-8"?&gt; &lt;Panel xmlns:fx="http://ns.adobe.com/mxml/2009"   xmlns:xaml="http://www.jenaproco.net/xaml/0.8"   xmlns="xaml:ext.config"   xmlns:editor="xaml:com.coremedia.cms.editor.sdk.config"   title="Teaser Properties"&gt;   &lt;fx:Script&gt;...&lt;/fx:Script&gt;   &lt;items&gt;     &lt;editor:StringPropertyField       itemId="linktextEditor"       propertyName="linktext"/&gt;     &lt;editor:RichTextPropertyField       propertyName="linktext"       anchor="98%"       height="300"/&gt;   &lt;/items&gt;   &lt;defaults&gt;     &lt;editor:PropertyField       bindTo="{config.bindTo}"/&gt;   &lt;/defaults&gt; &lt;/Panel&gt;</pre>

Figure 5.2. MXML compared to Ext JSON

The following sections describe Ext JS components, plugins, and actions in more detail.

Ext JS-specific examples of advanced components are available on the [official Ext JS examples page](#). The full Ext JS API documentation is also available [at sencha.com](#).

## 5.1.1 Components

Ext JS defines three basic types of components

- `Ext.Component`
- `Ext.container.Container`
- `Ext.container.Viewport`

The base class for Ext JS UI controls is `Ext.Component`. Components are registered with the `Ext.ComponentManager` at construction time. They can be referenced at any time by id using the `Ext.getCmp` utility function. For more sophisticated searches like by xtype or component structure the `Ext.ComponentQuery` can be used as well as methods provided by `Ext.mixin.Queryable` as for example in `Ext.container.Container`. Component classes are required to define a static property named "xtype" that is used by the component manager to determine the runtime type of a component given in JSON notation.

Components are nested in containers of class `Ext.container.Container` which is a subclass of `Ext.Component`. Containers manage the lifecycle (that is, control creation, rendering and destruction) of their child components.

The top-level component of *Studio's* component tree is `Ext.container.Viewport`, which represents the viewable application area of the browser.

The API documentation of Ext JS is available at [sencha.com](http://sencha.com). Specifically, the documentation of `Ext.Component` provides a list of component types available in Ext JS. It is also worth looking into the API documentation of `Ext.ComponentManager`, `Ext.dom.Element`, and the `Ext` namespace/utility class which contains many useful singletons like for example the `Ext.ComponentQuery`.

## 5.1.2 Component Plugins

In general, the recommended strategy for extending Ext JS components is to use the component plugin mechanism, rather than subclassing. Reusable functionality should be separated out into component plugins, and can then be used by components of completely different types, without requiring them to inherit from a common base class.

Plugins are configured in a component's `plugins` property. A plugin must provide an `init` method accepting the component it is plugged into as parameter. This method is called by the component when the component is initialized.

The following code defines a `field` component and adds the plugin `BindPropertyPlugin`.

```

{
  xtype: 'field',
  name: 'properties.' + config.propertyName,
  plugins: [
    {
      bindTo: config.bindTo.extendBy('properties',
        config.propertyName),
      bidirectional: true,
      xclass: 'com.coremedia.ui.plugins.BindPropertyPlugin'
    }
  ]
}

```

*Example 5.2. Plugin usage in Ext JSON*

Refer to blog post [Using Plugins and Mixins in Your Sencha Apps](#) by Seth Lemmons [October 23, 2014] for further details on Ext JS plugins.

## 5.1.3 Actions

Actions combine some functional parts of your application with UI details to be attached to a component. Buttons, for example, are commonly associated with an action. The difference between designing an action and attaching a mere event handler to a component is that an action combines the handler code with UI details such as a name or a button icon, which simplifies reuse. *CoreMedia Studio* defines actions that work on content objects, for example for creating new content objects or publishing contents.

It is not recommended instantiating an action just to invoke it once programmatically. For such tasks, use the corresponding API method instead. For example, when you write a piece of code that needs to publish content, use the API method `PublicationService#publish(content, callback)` instead of creating a temporary `PublishAction`.

## 5.2 Ext JS with ActionScript and MXML

While the *CoreMedia Studio* code you see at runtime is all JavaScript, *CoreMedia Studio* is completely written in *ActionScript* and *MXML*, an XML format to describe components declaratively. CoreMedia calls this combination of tools and approach *Ext AS* (where obviously, "ActionScript" replaces the "JavaScript" in *Ext JS*. ActionScript and MXML are the languages originally used by *Apache Flex* (formerly Adobe Flex), but unlike Ext AS, Flex applications run in FlashPlayer or Adobe Air and use Flex components, not Ext JS. Still, Ext AS applications benefit from existing Flex tool support, for example offered by IntelliJ IDEA.

Ext AS is designed to provide a statically typed way to implement Ext JS applications. MXML is used to declaratively describe Ext UI components (or component trees). During the build process, MXML files are temporarily compiled to ActionScript 3, which in a second step are then compiled further to JavaScript. For localization, property files are provided as Flex ResourceBundles, so that you can access a localization key as in Flex and a Flex IDE will support you in doing so.

While it is possible to extend *CoreMedia Studio* with components written in JavaScript, it is recommended to use Ext AS. With the [Jangaroo](#) project, CoreMedia offers Open Source tools and libraries that provide complete support for this development approach. All public *CoreMedia Studio* APIs are available as ActionScript 3 ASDoc and source stubs, so that you can set up your IDE to provide code completion, validation, and documentation lookup.

This section states the rationale for using Ext AS, gives you a rough overview of the approach and tools, and contains references to the detailed online documentation, which is part of the Jangaroo Open Source project.

### Ext AS: the Typed Version of Ext JS

In contrast to JavaScript and JSON, ActionScript and MXML are typed languages. While originally, typed languages were chosen to find errors early at compile time, the more important advantage today is that much better tools can be built to ease and speed up development. In a good IDE, errors and possible mistakes are detected as you type, and the IDE even makes suggestions as to what to type next, how to resolve errors, and lets you look up documentation easily. Using a typed language is important for the IDE to be able to derive what the code is referring to. With an untyped language, only limited IDE support is possible, and the IDE has use more or less imprecise heuristics, and will in many cases make ambiguous (or even erroneous) suggestions.

### Source File Types and Compilers

*CoreMedia Studio* is an Ext AS application and as such uses four different kinds of source files:

- MXML files to specify reusable UI components declaratively
- Property files for localized texts and labels
- ActionScript files for all other application code
- JavaScript files for bootstrapping code and CKEditor extensions

Consequently, the Jangaroo build process invokes the Jangaroo compiler to translate all three non-JavaScript source file types to JavaScript and then proceeds to handle all JavaScript files. Internally, both MXML and Property files are intermediately translated to ActionScript and then reuse the ActionScript-to-JavaScript compiler.

Fitting into the Maven build process, the compiler is usually invoked through Maven, but there are also plugins for IntelliJ IDEA that extend IDEA's incremental build process and invoke the compiler directly, resulting in a much faster turnaround. Currently, CoreMedia strongly recommends using IntelliJ IDEA 2016.3.x for Jangaroo development for highest productivity.

### Online Jangaroo Documentation

Since CoreMedia is not primarily a manufacturer of development tools, all these tools are released as Open Source under an Apache 2 license. Consequently, the tools are not documented here, but on the [Jangaroo Website](#) and in [Jangaroo's Wiki](#). CoreMedia Studio uses Jangaroo version 4.

Since the CoreMedia workspace uses Maven, you can ignore all references to direct compiler command line interfaces or Ant. When starting with Jangaroo development, it is recommended to work through the documentation in the following order:

1. Start with the [Jangaroo Tutorial](#) to get familiar with writing, building, and starting a Jangaroo application.
2. Continue with [Developing Jangaroo Applications with IntelliJ IDEA](#). This adds two aspects: on the one hand, the example project, like *CoreMedia Studio*, uses a multi-module setup, on the other hand, working with Jangaroo in IntelliJ IDEA is explained in detail. Please consider the multi-module example even if you use another IDE!
3. In parallel, you can start getting acquainted with Ext JS [see [Section 5.1, "Ext JS Primer" \[39\]](#)].
4. Now you are ready to face Ext AS, including MXML, which is documented as [Ext AS: Creating Ext JS Applications with ActionScript and MXML](#).
5. Integrating Ext AS and especially MXML in *IntelliJ IDEA* requires some additional explanation; there is an IDEA plugin *Jangaroo 4* that you're highly encouraged to install

to get optimal Jangaroo support. All about Ext AS and IDEA is documented as [Developing Ext AS Applications with IntelliJ IDEA](#).

If you have questions about any Jangaroo tool, please post in the [Jangaroo user group](#). You can also write an email to [info@jangaroo.net](mailto:info@jangaroo.net).

If the question or problem is *Studio* related, please contact [CoreMedia support](#).

## ActionScript Documentation

Being integrated in our ActionScript programming model, the documentation of all Ext JS components and public API components of *CoreMedia Studio* is accessible through the ASDoc (ActionScript Documentation) linked from the Studio's most recent release page, which is available at the [CoreMedia download section](#) or from our documentation site at <http://documentation.coremedia.com>.

In the ASDoc, each Ext AS component is represented by one ActionScript class. This class serves two purposes: It represents the type of an Ext *Config object* as well as the type of the resulting component or other object. Ext JS uses Config objects during construction of a UI component tree and sometimes to instantiate components, plugins or other objects lazily. In Ext JS 6, with very few exceptions, properties configured via a Config object can be changed after the component has been created. While Ext JS uses `set-methods` for this, Ext AS makes modifying access to Config options transparent: independent of using a Config object or an instantiated component, you can use property assignment syntax: `myPanel.title = "Studio"`; is transparently converted to calling `setTitle()` when `myPanel` is a component instance, not a Config object. To declare new Config options, simply declare an ActionScript field and annotate it with `[Bindable]` to trigger this magic. Any fields declared in MXML inside `<fx:Declarations>` is automatically `[Bindable]`.

For Ext JS components, the package of each class matches the official Ext JS documentation by Sencha, except that the top-level package is `ext` instead of `Ext`. The name, however, has been complemented to be meaningful without its containing package, because in ActionScript, classes are imported and the package usually is not mentioned when the class is used in code. To avoid frequent name clashes between classes with the same name from different packages, such classes are aliased. A full table with the mapping can be found in the Ext AS online documentation.

To support the Ext JS concept of  `xtype`, a shorthand name for a component, Flex offers so-called *component libraries*. A component library aggregates several classes under a common namespace that can be used in MXML. The classes can be aliased to avoid name clashes. There is a component library for all Ext JS components, layouts, plugins, etc., and some component libraries for Studio objects:

- module `ext-as: namespace exml:ext.config;`

- module `ui-components: namespace exml:com.coremedia.ui.config;`
- module `editor-components: namespace exml:com.coremedia.cms.editor.sdk.config.`

The `exml:` namespace prefix dates back to when Ext AS used a proprietary MXML variant called EXML (see glossary). The namespaces have been kept stable for backwards compatibility.

## Configuring Components

Each configuration class defines the configuration attributes of that class. You can use instances of the configuration classes for configuring Ext JS components in a type-safe way, although it is still possible to write component configurations as a plain JSON object. The code fragments

```
Ext.create({
  xtype:
    "com.coremedia.cms.editor.sdk.config.stringPropertyField",
  itemId: "linktextEditor",
  propertyName: "linktext"
});
```

*Example 5.3. Component instantiation using Ext JSON*

and

```
Ext.create(StringPropertyField, {
  itemId: "linktextEditor",
  propertyName: "linktext"
});
```

*Example 5.4. Component instantiation using typed wrapper*

and

```
var stringPropertyFieldConfig:StringPropertyField =
  StringPropertyField({});
stringPropertyFieldConfig.itemId = "linktextEditor";
stringPropertyFieldConfig.propertyName = "linktext";
Ext.create(stringPropertyFieldConfig);
```

*Example 5.5. Component instantiation using typed setters*

are equivalent. While the first two code fragments are like you would create components in Ext JS, only the last variant actually uses the static type system and thus provides much better IDE support and allows safe refactoring. Note however that the most convenient (and thus recommended) way to write component configurations is to use MXML rather than ActionScript.

The last example shows how a configuration class itself can be initialized as a plain JavaScript object, while still allowing typed accesses later. Note that the type cast used for this pattern actually modifies the JavaScript object: It adds an `xclass` attribute with the fully-qualified name of the class and an `xtype` attribute (if the class represents a component and has an `xtype`) that is later used to instantiate the desired class.

When developing with MXML, you don't have to deal with the ActionScript code manually: The MXML compiler automatically generates code similar to the second variant shown above. In this case, the reduced type checking is offset by the checks at MXML level during development.

MXML files are described in more detail in the [Jangaroo tools wiki](#). The namespaces to use in MXML files in the context of *CoreMedia Studio* are the component library namespaces mentioned above:

- `exml:com.coremedia.ui.config` for the reusable components of the *CoreMedia UI toolkit* and
- `exml:com.coremedia.cms.editor.sdk.config` for the actual *CoreMedia Studio* components.

## 5.3 Client-side Model

The *CoreMedia Studio* user interface is implemented following the Model-view-controller (MVC) pattern. The widgets provided by Ext JS are considered the view, whereas Ext JS actions take the role of controllers. To deal with the model layer efficiently, the Studio framework provides the key concepts of *beans* and *value expressions*.

*MVC pattern*

A bean is an object that aggregates a number of properties, where property values may be arbitrary JavaScript objects, including arrays or even other beans. Beans are capable of sending events when one of their properties changes, making it possible to update the view components dynamically when a bean changes.

*Beans*

While wiring up a UI component property to a plain bean property is mostly straightforward and can be as simple as connecting a button label to a simple string bean property, you will inevitably run into situations where you need to "compute" a UI component property based on complex model state that might span different bean properties, or even completely separate beans.

*Simple and complex wiring*

Both the simple and the complex case can be conveniently solved using *value expressions*, which can encapsulate the computation of mutable values on the bean level. A frequently used value expression takes a start bean and follows property references from beans to beans to arrive at a target bean or value. Value expressions, too, generate events whenever their value changes, and you can attach event listeners to them to dynamically update the UI.

*value expressions*

While it is possible to hand code the view response to model changes, you are encouraged to make use of the *Studio SDK*'s predefined Ext JS plugins. Plugins are available for setting UI component properties, selections, displayed values, and so on. All these plugins transfer state between a value expression and an Ext JS component, sometimes in both directions ("bidirectional").

*Using Ext JS plugins*

For experienced Ext JS developers, it may seem strange that an explicit model in the form of beans is used, instead of widget-internal state as an implicit model. However, the chosen approach allows for a more consistent representation of the model. By wrapping remote data sources as beans, a uniform access layer throughout *CoreMedia Studio* is achieved. In other words, from a developer's perspective, it is transparent whether model state is wired up to remote (server-side) or local (client-side) data. This also means that as a developer, you don't need to manually write code to make Ajax calls in order to update server-side data - you make sure that your model is properly wired up to your UI, and the framework takes care of the details for you.

*Uniform access layer*

For details about the *ActionScript* classes mentioned in the following sections, refer to the *ActionScript* documentation as found on the Studio release page, available at the [CoreMedia download section](#).

## 5.3.1 Beans

Beans are objects with an arbitrary number of properties. Properties can be updated, generating events for each change. The name "bean" originates from the concept of Java Beans, which are also characterized by their properties and event handling capabilities. Unlike Java beans, the Studio beans do not enforce a strict typing and naming policy, whereby each property must be represented by individual getter and setter functions. Instead, untyped generic methods for getting and setting properties are provided. Specific bean implementations are allowed to add typed accessors, but are not required to do so.

All beans implement the interface `com.coremedia.ui.data.Bean`. Remote beans, which encapsulate server-side state, conform to the more specific interface `com.coremedia.ui.data.RemoteBean`. Refer to [Section 5.3.2, "Remote Beans" \[51\]](#) for more details about these concepts. At first, the more generic `Bean` interface is described, which is agnostic of a potential backing by a remote store.

*Remote beans*

### Properties

Individual properties of any bean can be retrieved using the `get(propertyName)` method, which receives the name of the property as an argument. Arbitrary objects and primitive values are allowed as property values. The set of property names is not limited, but it is good practice to document the properties and their semantics for any given bean. If non-string values are used as property names, they will be converted to a string.

*Retrieving bean properties*

Beans may reference other beans. For example, the `Content` bean contains a property `properties` that contains a bean with schema-specific properties, whereas the `Content` bean itself contains the predefined content metadata, such as creation and publication date, which are defined implicitly for all `CoreMedia` content objects.

By calling `set(propertyName, value):Boolean`, a property value can be updated. The method returns `true` if (and only if) the bean was actually changed. Generally, the new value is considered to equal the old value if the `===` operator considers them equal. There are a number of exceptions, though:

*Updating properties*

- Arrays are equal if they are of the same length and if all elements are equal according to the bean semantics. That is, arrays are treated as values and not as modifiable objects with state.
- `Date` and `Calendar` values are equal if they denote the same date and time, with time zone information taken into account.
- Blobs as stored in the CMS are equal if they contain the same content with the same content type. As long as the blobs are not fully loaded from the server, a conservative heuristic is used that considers the blobs equal if it is known that they will ultimately represent the same value when loaded.

By using the method `updateProperties (newValues)`, you can set multiple properties at once. The argument object must contain one `ActionScript` property per bean property to be set. Bean properties not mentioned in the argument object are left unchanged. Consider the following example:

```
bean.updateProperties ({
    a: 1,
    b: ["a", "b"],
    c: anotherBean
});
```

*Example 5.6. Updating multiple bean properties*

The above code sets the three properties `a`, `b`, and `c` simultaneously, but the property `d` keeps its previous value if it was set. Apart from convenience, the main difference compared to three calls like `bean.set ("a", 1)` is that events will be sent only after all properties have been updated. This can be useful when you want to update a bean atomically.

Calling `toObject ()` on a bean will return a snapshot of the current bean state in the form of an object that contains one `ActionScript` property per bean property.

## Events

Property event listeners for a single property are registered with `addPropertyChangeListener (propertyName, listener)` and removed with `removePropertyChangeListener (propertyName, listener)`. The listener argument must be a function that receives a simple argument of type `com.coremedia.ui.data.PropertyChangeEvent`. This event object contains information about the bean, the changed property and the old and the new value.

*Register and remove  
property event listener*

A listener function registered with `addValueChangeListener (listener)` receives events for all properties of the respective bean. When multiple properties are updated, the listener receives one call per updated property. Such listeners can be removed by calling `removeValueChangeListener (listener)`.

*Listener for all property  
events*

For beans, events are dispatched synchronously, before the update call returns.

## Bean State

Beans, especially remote beans, may enter different states. The possible states are enumerated in the class `com.coremedia.ui.data.BeanState`. The method `getState ()` provides the current state of the bean. State changes are also reported to all listeners. The event object provides the old and the new bean state.

The possible states are:

- **UNKNOWN**: The bean is still being set up.
- **NON\_EXISTENT**: The bean represents an entity that does not exist. Typically, the entity existed at one time in the past, but has been destroyed.
- **UNREADABLE**: The bean represents an entity that exists, but authorization to access it is missing.
- **READABLE**: The bean can be accessed without restrictions.

Local beans are always in state **READABLE**.

### Singleton Bean

The interface `IEditorContext`, whose default instance can be accessed as the package field `com.coremedia.cms.editor.sdk.editorContext`, provides the method `getApplicationContext()`, which returns a singleton local bean. This bean is provided as a starting point for navigating to other singletons and for sharing system-wide state. Individual APIs document the properties of the singleton bean that are set by that API. Be careful when adding custom properties and avoid name clashes.

## 5.3.2 Remote Beans

A remote bean encapsulates the state of a server-side object in the client-side application. Its properties are loaded on demand - most commonly by invoking the `RemoteBean#load` or `RemoteBean#invalidate` methods, respectively.

The SDK provides more specialized subclasses of remote beans, for example beans of type `Content`, which represents CoreMedia CMS documents and folders.

Bean values may change when the remote bean is invalidated and reloaded. Some remote beans, in particular content object and workflow objects, are invalidated automatically after server-side changes.

In the interface `com.coremedia.ui.data.RemoteBean`, the method `getUri()` provides access to the URI from which its state is loaded. Its sibling method `getUriPath()` returns a URI path relative to the base URI of the remote service from which the bean is loaded. The latter value provides a more concise and still unique identification of the remote bean. There is only ever one remote bean for each URI path.

By calling `load(Function)`, the bean is instructed to load its properties, using an asynchronous HTTP request. Note that this is transparent to the developer and you never need to manually construct an XHR.

*Asynchronous HTTP request*

Once the call has returned, an optional callback function is invoked, indicating the new state of the bean. A remote bean is also loaded as soon as any of its properties are read.

However, the bean will report properties as `undefined` initially and fire an event as soon as the property is updated to a different value after loading.

To reload the bean state, call the method `invalidate (Function)`, which takes an optional callback function which is invoked after all properties have been reloaded.

Please note that computed bean properties may still be `undefined` when the callback functions are invoked. For example, the `Content` bean contains a property `path` that requires all the content's parents to be loaded recursively. Although the `Content` bean itself might be completely loaded, the `path` property remains `undefined` until all the content's parents have finished loading. Listen to the change events for the computed property to find out when the property is ready or use a `ValueExpression`. See [Section 5.3.6, "Value Expressions" \[55\]](#) for details.

*Listen to events until property is ready to use*

When properties of a remote bean are set, they are eventually written back to the server. The remote bean may bundle any number of writes before making its update request. At least all updates made in the same JavaScript execution without an intervening `window.setTimeout()` are bundled in one write. You can call the method `flush (Function)` to ensure that a callback function is invoked after the update call for all previously updated properties has completed, either successfully or with an error. The callback function can determine the success status of a flush call by its single argument, a `FlushResult` object. This object also carries a reference to the flushed bean and, in the case of an error, to a `RemoteError` object indicating the source of the problem.

*Update properties on server*

Remote beans may be unreadable or even nonexistent, which is indicated by the method `getState()`. A bean's state can be observed by usual property change listeners (see previous section), since bean state changes trigger property change events and report the current state (see `com.coremedia.ui.data.PropertyTypeChangeEvent#newState`). Working with remote beans generally requires more attention to error conditions than working with local beans.

### 5.3.3 Issues

*CoreMedia Studio* has built-in support for server-side validation of content objects. You can leverage the validation framework for your own (non CMS) data resources, but for content objects managed in the *CoreMedia Content Server*, the framework already offers convenient support (see [Section 5.4.2, "Content" \[65\]](#) for a general description of the Studio Content API.)

Server-side validation always works on values already saved (persisted) - in other words, a validator will never prevent the user from saving data, so that the risk of data loss is minimal. You can however set up *Studio* to prevent the user from approving or checking in documents that have validation issues with severity `ERROR` (see [Section "Tying Document Validation to Editor Actions" \[216\]](#) for details on how to configure this).

The client can ask the server to compute *issues* of an entity (most commonly Content), where they become accessible as a `com.coremedia.ui.data.validation.Issues` object. Once received, the client can do things like highlight a property field that contains an invalid value, or open a dialog. *Studio* offers built-in support for marking standard property fields invalid, and offers the user a convenient interface to step through and correct detected validation issues in one go.

*Getting issues from the server*

The issues object provides access to individual `Issue` objects through a number of methods:

- `getAll()` returns all issues of the entity in a single array.
- `getByProperty()` returns a sub bean whose properties match the properties of the entity. Each property contains an array of issues that affect exactly that property.
- `getGlobal()` returns an array of issues that do not affect a specific property, but that describe the state of the entity as a whole. A common example for this is a validator that checks for the correct folder path of a document - you could set up a validator to raise a **WARNING** when a document is created in a folder that is not appropriate for its type, for example.

An issue links back to its entity by means of the `entity` property. The `severity` property indicates a level of **"INFO"**, **"WARN"**, and **"ERROR"**. You can freely define the severity level for any validator. An issue may belong to one or more categories. Issues are grouped according to their category when displayed in the client.

The property `property` stores the name of the property whose value causes the issue. If `null`, this indicates a global issue that affects the entity as a whole, rather than one of its properties. In the property `code`, each issue stores a string identifier indicating the type of issue detected. Applications are expected to localize this identifier as needed. Depending on the code, the array property `arguments` might store additional data in a specific layout.

The issue code identifiers depend on the type of entity that has been validated. In fact, each server-side validator may introduce its own code and you have to refer to the documentation of the validators for details. Some validators allow you to configure the error code that they report. In custom validators, you can also pass on additional ("runtime") information describing the error in more detail, and use this additional information to present user-friendly descriptions of the problem in the UI. See [Section 7.17.1, "Validators" \[212\]](#) for details.

*Error codes and further information*

### 5.3.4 Operation Results

Complex remote operations typically allow you to specify a callback function. The callback function is called after the operation has completed, either successfully or unsuccessful-

*Callback functions*

fully. This allows you to postpone subsequent steps until a remote resource is in a defined state again.

Callback functions often receive an *OperationResult* argument. Such objects indicate in their `success` attribute whether the attempted operation was successful. In the case of errors, the attribute `error` points to a `RemoteError` object further detailing the problems. Individual operations may return richer result objects. For example, the previous section already mentioned the `FlushResult`, which also references the modified bean in the `remoteBean` property.

## 5.3.5 Model Beans for Custom Components

When creating complex GUI components, it is good practice to provide an abstract model in the form of a bean to back the view. It is often helpful to provide an `ActionScript` base class (`MyComponentBase` below) for the component and extend it by an `MXML` component, bundling the application logic in the base class. The base class should therefore also take care of building the model bean.

Note however that when creating the `Ext JS` component configuration in the `MXML` component, the constructor of the base class has not yet been invoked. Because the component configuration must reference the model to bind the component's states, the model bean must be created before the base class constructor is used. This can be achieved by an accessor method that creates the bean using the call `com.coremedia.ui.data.beanFactory.createLocalBean()` upon first access. This is shown in the `getModel()` method below.

```
import com.coremedia.ui.data.Bean;
import com.coremedia.ui.data.beanFactory;
import mypackage.config.myComponent;
import ext.panel.Panel;

public class MyComponentBase extends Panel {
    ...
    private var model:Bean;

    /**
     * ...
     * @param config the config object
     */
    public function MyComponentBase(config:MyComponentBase = null) {
        super(config);
        initModel(config);
        ...
    }

    public function getModel():Bean {
        if (!model) {
            model = beanFactory.createLocalBean();
        }
        return model;
    }

    private function initModel(config:myComponent):void {
        getModel().set('myProperty', ...);
    }
}
```

```

    }
    ...
}

```

#### Example 5.7. Model bean factory method

Given this base class, you can access the model in the MXML class as follows:

```

<?xml version="1.0" encoding="UTF-8"?>
<MyComponentBase xmlns:fx="http://ns.adobe.com/mxml/2009"
                  xmlns:exml="http://www.jangaroo.net/exml/0.8"
                  xmlns="exml:ext.config"
                  xmlns:ui="exml:com.coremedia.ui.config">

  <fx:Script><![CDATA[
    import com.coremedia.ui.data.Bean;
    import com.coremedia.ui.data.BeanFactory;

    public static const xtype:String = "mypackage.config.myXType";
    private var config:MyComponent;

    public native function MyComponent(config:MyComponent = null);
  ]]></fx:Script>

  <items>
    <TextField>
      <plugins>
        <ui:BindPropertyPlugin bidirectional="true">
          <ui:bindTo>
            <ui:ValueExpression expression="myProperty"
                               context="{getModel()}" />
          </ui:bindTo>
        </ui:BindPropertyPlugin>
      </plugins>
    </TextField>
  </items>
</Panel>

```

#### Example 5.8. Model bean access

Here a text field is configured to display the value of a property, but of course arbitrary widgets can be used.

In fact, the property is not directly accessed by the plugin, but indirectly through a value expression that, in this case, simply evaluates to a property value. Value expressions will be discussed in the next section.

## 5.3.6 Value Expressions

The interface `com.coremedia.ui.data.ValueExpression` describes objects that provide access to a possibly mutable value and that notify listeners when the value changes. They may also allow you to receive a value that can then become the next value of the expression. Value expressions may be as simple as defining a one-to-one wiring of a widget property to a model property, but they may encapsulate complex

logic that accesses many objects to determine a result value. As an application developer, you can think of value expressions as an abstraction layer that hides that potential complexity from you, and use a common, simple interface when wiring up UI state to complex model state.

The Studio SDK offers the following primary implementations of the `ValueExpression` interface. You can use the factory methods from `com.coremedia.ui.data.ValueExpressionFactory` to create a `ValueExpression` programmatically from `ActionScript`.

- `PropertyPathExpression`. This is meant to be used in simple scenarios, where you want to attach a simple bean property to a corresponding widget property. It starts from a bean and navigates through a path of property names to a value. Long paths can be separated with a dot. You can obtain this value expression flavor using `ValueExpressionFactory#create(expression, bean)`.
- `FunctionValueExpression`. Use this in scenarios where your UI state requires potentially complex calculations on the model, using multiple beans (remote or local). This value expression object wraps an `ActionScript` function computing the expression's value. When a listener is attached to the returned value expression, the current value of the expression is cached, and dependencies of the computation are tracked. As soon as a dependency is invalidated, the cached value is invalidated and eventually a change event is sent to all listeners (if the computed value has actually changed). You can use `ValueExpressionFactory#createFromFunction(function, ...args)` to create this flavor. See below for details on how to use `FunctionValueExpressions`.

In many cases, you can use the facilities provided by plugins (and thus use MXML to specify your value expression), without ever constructing a value expression programmatically. Nevertheless, value expressions are a vital part of the Studio SDK's data binding framework, so it is helpful to understand how they work.

## Values

The method `getValue()` returns the current value of the expression. How this value is computed depends on the type of value expression used. Like bean properties, value expressions may evaluate to any `ActionScript` value.

When a value expression accesses remote beans that have not yet been loaded, its value is `undefined`. Getting the value or attaching a change listener (see below) subsequently triggers loading all remote bean necessary to evaluate the expression. If you need a defined value, you can use the `loadValue(Function)` method instead. The `loadValue` method ensures that all remote beans have been loaded and only then calls back the given function (and, in contrast to change listeners, only once, see below) with the concrete value, which is never `undefined`.

*Be sure that the value is not undefined*

Like remote beans, value expressions may turn out to be unreadable due to missing read rights. In this case, `getValue()` returns `undefined`, too, and the special condition is signaled by the method `isReadable()` returning `false`.

## Events

A listener may be attached to a value expression using the method `addChangeListener(listener)` and removed using the method `removeChangeListener(listener)`. The listener must be a function that takes the value expression as its single argument. The listener may then query the value expression for the current value.

Contrary to bean events, value expression events are sent asynchronously after the calls modifying the value have already completed. The framework does however not guarantee that listeners are notified on all changes of the value. When the value is updated many times in quick succession, some intermediate values might not be visible to the listener.

The listener is also notified when the readability of the value changes.

As long as you have a listener attached to a value expression, the value expression may in turn be registered as a listener at other objects. To make sure that the value expression can be garbage collected, you must eventually remove all listeners added to it.

A common pattern when adding a listener to a value expression involves an upfront initialization and subsequent updates on events:

```
import com.coremedia.ui.data.ValueExpression;

public class MyComponentBase extends AnExtJSComponent {
    private var valueExpr:ValueExpression;

    public function MyComponentBase(config:MyComponentBase = null) {
        ...
        valueExpr:ValueExpression = ...;
        valueExpr.addChangeListener(valueExprChanged);
        valueExprChanged(valueExpr);
        ...
    }

    private function valueExprChanged(valueExpr:
        ValueExpression):void
    {
        var value:* = valueExpr.getValue();
        ...
    }

    override protected function onDestroy():void {
        valueExpr && valueExpr.removeChangeListener(valueExprChanged);
        ...
        super.onDestroy();
    }
    ...
}
```

*Example 5.9. Adding a listener and initializing*

By calling the private function once immediately after adding the listener, it is possible to reuse the functionality of the listener for initializing the component. By removing the listener on destroy, memory leaks due to spurious listeners are avoided.

### Property Path Expressions

The most commonly used value expression is the *property path expression*. It allows you to navigate from an object to a value by successively reading property values on which the next read operation takes place. For example, a property path expression may operate on the object `obj` and be configured to read the properties `a`, `b`, and then `c`. If the property `a` of `obj` is `obj1`, the property `b` of `obj1` is `obj2`, and the property `c` of `obj2` is 4, then the expression will evaluate to 4. A path of property names is denoted by a string that joins the property names with dots, in this case `"a.b.c"`. If you want to address array elements you have to add the index of the element with another dot, such as `a.b.c.3`, and not use the more obvious but false `a.b.c[3]` notation.

You can create a property path expression manually in the following way:

```
import com.coremedia.ui.data.ValueExpression;
import com.coremedia.ui.data.ValueExpressionFactory;
...
var ppe:ValueExpression =
    ValueExpressionFactory.create("a.b.c", obj);
```

*Example 5.10. Creating a property path expression*

The dot notation above might suggest that property path expressions operate exactly like ActionScript expressions, but that is not quite correct. Property path expressions support the following access methods for properties:

- read the property of a bean using the `get (property)` method;
- call a publicly defined getter method whose name consists of the string "get" followed the name of the property, first letter capitalized;
- call a publicly defined getter method whose name consists of the string "is" followed the name of the property, first letter capitalized;
- read from a publicly defined field of an object. This is the classic ActionScript case.

At different steps in the property path, different access methods may be used.

Even if there are many properties in the path, changes to any of the objects traversed while computing the value will trigger a recomputation of the expression value and potentially, if the value has changed, an event. This is only possible, however, for objects that can send property change events.

- For beans, a listener is registered using `addPropertyChangeListener()`.

- For components using `Ext.mixin.Observable`, a listener is registered using `addListener()`.

Property path expressions may be updated. When invoking `setValue(value)`, a new value for the value expression is established. This will only work if the last property in the property path is writable for the object computed by the prefix of the path. More precisely, a value may be

- written into a property of a bean using the `set(property, value)` method;
- passed to a publicly defined setter method that takes the new value as its single argument and whose name consists of the string "set" followed by the name of the property, first letter capitalized;
- written into a publicly defined field of an `ActionScript` class.

At various points of the API, a value expression is provided to allow a component to bind to varying data. Using the method `extendBy(extensionPath)` adds further property dereferencing steps to the existing expression. For example, `ValueExpressionFactory.create("a.b.c", obj)` is equivalent to `ValueExpressionFactory.create("a", obj).extendBy("b.c")`.

To create a property path expression from within an MXML file, you can use the `valueExpression` element from the `exml:com.coremedia.ui.config` namespace.

```
...  
<ui:ValueExpression expression="myProperty"  
  context="{getModel()}" />  
...
```

*Example 5.11. The valueExpression MXML element*

## Function Value Expressions

*Function value expressions* differ from property path expressions in that they allow arbitrary `ActionScript` code to be executed while computing their values. This flexibility comes at a cost, however: such an expression cannot be used to update variables, only to compute values. They are therefore most useful to compute complex GUI state that is displayed later on.

To create a function value expression, use the method `createFromFunction` of the class `ValueExpressionFactory`.

```
ValueExpressionFactory.createFromFunction(function():Object {  
    return ...;  
});
```

*Example 5.12. Creating a function value expression*

The function in the previous example did not take arguments. In this case, it can still use all variables in its scope as starting point for its computation or it might access global variables. To make the code more readable, you might want to define a named function in your `ActionScript` class and use that function when building the expression.

```
private function doSomething():void {
    ...
    expr = ValueExpressionFactory.
        createFromFunction(calculateSomething);
    ...
}

private function calculateSomething():Object {
    return ...;
}
```

*Example 5.13. Creating a value expression from a private function*

If you want to pass arguments to the function, you can provide them as additional argument of the factory method. The following code fragment uses this feature to pass a model bean to a static function.

```
private function doSomething():void {
    ...
    expr = ValueExpressionFactory.
        createFromFunction(calculateSomething, getModel());
    ...
}

private static function calculateSomething(model:Bean):Object
{
    return ...;
}
```

*Example 5.14. Creating a value expression from a static function*

Function value expressions fire value change events when their value changes. To this end, they track their dependencies on various objects when their value is computed. For accessed beans and value expressions, the dependency is taken into account automatically: whenever the bean or the value expression changes, the value of the function value expression changes automatically, and an event for the function value expression is fired.

*value change events*

If you access other mutable objects, you should make sure that these objects inherit from `Observable`, so that you can register the dependencies yourself. To this end, you can use the static methods of the class `DependencyTracker`. In particular, the method `dependOnObservable (Observable, String)` provides a way to specify the observable and the event name that indicates a relevant change. As a shortcut, the method `dependOnFieldValue (Field)` allows you to depend on the value of an input field.

```
var observable:Observable;
var field:Field;

private function calculateSomething():Object {
    DependencyTracker.dependOnObservable(observable, "fooEvent");
    DependencyTracker.dependOnFieldValue(field);
    ... observable.fooMethod() ...;
    ... field.getValue() ...;
    return ...;
}
```

*Example 5.15. Manual dependency tracking*

If you register a dependency while no function value is being computed, the call to `DependencyTracker` is ignored. This means that you can register dependencies in your own functions, and the methods will work whether they are called in the context of a function value expression or not.

To create a function value expression in MXML, you have to insert an `ActionScript` block into the MXML:

```
...
<fx:Script><![CDATA[
    ...
    import com.coremedia.ui.data.ValueExpressionFactory;
    ...
]]></fx:Script>
...
<ui:BindPropertyPlugin bindTo="{ValueExpressionFactory.
    createFromFunction(calculateSomething)}"/>
...
```

*Example 5.16. The `BindPropertyPlugin` MXML element*

This assumes that you have defined a function `calculateSomething` in the `Script` block or in the base class of your MXML component with visibility `protected`.

The following listing contains a comprehensive example of a function value expression with detailed code comments concerning where and why dependency tracking is active or not. In the function, a list of titles is gathered from different sources. For each of the titles, a panel is searched and its height is put into a map. This map is the return value of the function.

```
private function listenToChanges():void {
    var firstContent:Content = getFirstContentValueExpression().getValue();
    var secondContentVE:ValueExpression = getSecondContentValueExpression();

    var panelHeightsVE:ValueExpression =
        ValueExpressionFactory.createFromFunction(
            getPanelHeights,
            firstContent,
            secondContentVE);
}

// First content is directly passed to the function.
// => No dependency tracking for changes to getFirstContentValueExpression().
// Second content is accessed via ValueExpression.
```

```
// => Dependency tracking for changes to getSecondContentValueExpression().
private function getPanelHeights(
    firstContent:Content,
    secondContentVE:ValueExpression):Object {

    // 'additionalTitles' is just a class field.
    // => No dependency tracking for changes to its value.
    var titles:Array = additionalTitles || [];

    // Accessing a Bean property.
    // => Dependency tracking for changes to the bean property.
    // Normal beans as opposed to the RemoteBeans below are not asynchronous,
    // so we do not need to wait until they are loaded.
    var model:Bean = getModel();
    titles = titles.concat(model.get('additionalTitles') || []);

    // Contents are of type Bean (RemoteBean).
    // RemoteBeanUtil.isAccessible() checks if loaded and readable.
    // If not:
    // (1) A 'load' call is automatically triggered.
    // (2) A dependency for a Bean state change is registered.
    // => dependency tracking for the content beans being loaded.
    switch (RemoteBeanUtil.isAccessible(firstContent)) {
        case undefined:
            // Not loaded yet.
            // => Interrupt computation. Wait for firstContent being loaded.
            return undefined;
        case true:
            // Loaded and unreadable.
            // => Abort
            return null;
        // Otherwise: RemoteBean loaded, just continue ...
    }

    // Dependency tracking for changes to secondContentVE.
    var secondContent:Content = secondContentVE.getValue();
    if (!secondContent) {
        // Interrupt computation.
        // Wait for secondContentVE holding a content.
        return undefined;
    }
    // See above: Wait for secondContent being loaded.
    switch (RemoteBeanUtil.isAccessible(secondContent)) {
        case undefined: return undefined;
        case true: return null;
    }

    // From here on, both contents are loaded
    // Their properties can be accessed.
    // Properties of contents are SubBeans => no need to wait
    // for them being loaded.
    var properties:ContentProperties = firstContent.getProperties();
    titles.push(properties.get("title"));
    properties = secondContent.getProperties();
    titles.push(properties.get("title"));

    var panelHeights:Object = {};

    // For all gathered titles, find a panel with the corresponding title
    // and get its height.

    var panelsParantContainer:Container = getPanelsParentContainer();

    var addDependencyAdded:Boolean = false;

    for (var i:int = 0; i < titles.length; i++) {
        var title:String = titles[i];
        var panel:Panel = panelsParantContainer.getPanelWithTitle(title);
        if (!panel) {
            // Panel with title does not exist yet.
            // Dependency tracking for new childs being added to the container.
            // 'add' is a component Event of Ext.container.Container

```

```

    if (!addDependencyAdded) {
        DependencyTracker.
            dependOnObservable(panelsParantContainer, "add");
        // Only add one dependency for 'add'.
        addDependencyAdded = true;
    }
    // Continue with next title.
    continue;
}
if (panel.rendered) {
    // If panel is rendered, just get its height.
    panelHeights[panel.getId()] = panel.getHeight();
} else {
    // If panel is not rendered:
    // => Dependency tracking for the panel being rendered.
    // 'afterrender' is component event of Ext.Component
    DependencyTracker.dependOnObservable(panel, "afterrender");
}
}

// Alternative:
// According to the code above, also partial values for
// 'panelHeights' are computed: Not found or not rendered
// panels are just skipped. Alternatively, we could wait
// until all panels are present and rendered. In that case
// we need to return 'undefined' each time we encounter
// a missing part. It really depends on what 'panelHeightsVE'
// is supposed to deliver.

return panelHeights;
}

```

*Example 5.17. Comprehensive example of a FunctionValueExpression*

## 5.4 Remote CoreMedia Objects

For accessing content, users and groups from *CoreMedia Studio*, a rich API is provided on top of the Bean/RemoteBean API. In particular, the interfaces `Content`, `User`, and `Group` all inherit from `RemoteBean`. The API aims at being similar to the *Unified API*, which provides access to the CoreMedia servers from Java. However, some adjustments were necessary to support the different flavor of concurrency found in JavaScript/ActionScript.

*Accessing content on the server*

Please refer to the ActionScript documentation [ASDoc] for details about the individual interfaces and methods listed in the following overview.

### 5.4.1 Connection and Services

Usually, the *Studio* framework will already have taken care of the login when your code is invoked.

In special cases, for example if you are not in *CoreMedia Studio*, you can use the static method `com.coremedia.cap.Cap.prepare(Function)` to create a connection to the remote server. The URL of the CMS remote service to use is read from the global variable `coremediaRemoteServiceUri`. The `prepare` method calls the callback function when the connection has been established, passing a `com.coremedia.cap.common.CapConnection` as the single argument. This connection is not yet bound to a user, but it provides the method `getLoginService()`. On the returned `com.coremedia.cap.common.LoginService` you can call the `login(String, String, String, Function)` method to authenticate the current user, which enables access to other services of the connection.

*Creating a connection when not logged in*

Once a connection is established, the current session is stored under the key `session` in the application scope bean [obtainable from the current `editorContext` instance]. The session provides access to the current user and back to the connection.

The methods `getContentRepository()`, `getUserRepository()`, and `getWorkflowRepository()` of the connection return objects of type `com.coremedia.cap.content.ContentRepository`, `com.coremedia.cap.user.UserRepository`, and `com.coremedia.cap.workflow.WorkflowRepository`, respectively. These repositories serve the same purpose as the identically named objects of the *Unified API*. However, the supported functionality is limited to the use cases required for content editing.

The `ContentRepository` provides access to the `PublicationService` and the content `AccessControl` through the method `getPublicationService()` and `getAccessControl()`, respectively.

*Content repository and services*

Unlike the *Unified API*, approval operations using the publication service also approve all folders on the path to a content. Publication is very similar to the *Unified API* counterpart, but withdrawals are performed in a single step without the need to successively set a mark, approve it, and publish the withdrawal.

The `AccessControl` class in the package `com.coremedia.cap.content.authorization` allows you to check whether certain operations on contents are permitted for the current user. Some methods like `mayMove()` and `mayCreate()` are provided for special cases, but most checks are made using the method `mayPerform`, which takes a `Right` enumeration value to indicate the intended operation.

All these methods track the dependencies and can be used from within a `Function ValueExpression`, even though you cannot register change listeners directly.

The `WorkflowRepository` provides access to the `WorklistService` and the workflow `AccessControl` through the method `getWorklistService()` and `getAccessControl()`, respectively.

*Workflow repository and services*

The `WorklistService` corresponds closely to the `WorklistService` of the *Unified API*. It provides access to all user-specific lists, but not the administration lists. In particular, you can retrieve the list of process definition that the current user may instantiate, the processes the user has created, but not started, the processes the user has created and started, the offered task and the accepted tasks. You can also obtain lists of tasks that encountered problems during their execution.

All these methods track the dependencies and can be used from within a `Function ValueExpression`, even though you cannot register change listeners directly.

The `AccessControl` class in the package `com.coremedia.cap.workflow.authorization` allows you to check whether certain operations on workflow objects are permitted for the current user. The methods match the methods defined in the *Unified API*. While the rights are being retrieved, the methods will return `undefined`. Afterwards a Boolean value is answered. Note, however, that no changes of rights are propagated to the client. This is not normally a problem, because the built-in rights policies depend on the current user, only, and not on the workflow state.

## 5.4.2 Content

The package `com.coremedia.cap.content` of *CoreMedia Studio* provides classes for accessing content. A `Content` object represents a document or folder in the CoreMedia system. It can be obtained through the methods `getChild(...)`

*Content on the server*

or `getContent (String)` of the content repository. Note that unlike in *Unified API*, the *String* parameter to the latter method is not an ID, but a URI path. You can get the URI path of a *Content* with the `Content#getUriPath ()` method (inherited from `com.coremedia.ui.data.RemoteBean`).

You can also initiate a search request using the search service returned by `getSearchService ()` or by navigating to a content from the root folder returned by `getRoot ()`.

Using `getProperties ()`, it is possible to navigate to a secondary bean of type `com.coremedia.cap.content.ContentProperties` that contains all schema-defined properties of a content item. When updating properties, use the inherited, generic `set (property, value)` method of `com.coremedia.ui.data.Bean` with *Calendar*, *String*, or *Number* objects or arrays of *Content* objects as appropriate for the individual properties. Refrain from setting blob-valued and XML-valued properties at this time. As for all remote beans, the method `flush (callback)` can be called to force properties to be written to the server immediately.

The *Content* object itself is only responsible for the meta properties that are the same for all contents, for example the name property. The class `ContentPropertyNames` lists all these property names for your reference. As usual, these are also the property names for the events that are sent when a content changes.

The property `lifecycleStatus` is a special property that does not correspond to any *Unified API* feature. It indicates the simplified way in which *Studio* represents the approval, deletion, and publication flags to the user. The class `LifecycleStatus` contains constants for the supported states.

Following the *Unified API*, every content object is associated to a `ContentType` object by means of the `getType ()` method. You can also retrieve types by name from the content repository. Given a type, you can create new instances of the type by means of the `create (Content, String, Function)` method.

The `move ()` and `rename ()` methods are shortcuts for setting the parent and name properties. As such, a callback provided with these calls receives a `FlushResult` as its single argument. The methods `copy ()`, `checkIn ()`, `checkOut ()`, `revert ()`, and `doDelete ()` correspond to the equivalent *Unified API* methods. (The unusual name of the `doDelete ()` method is caused by `delete` being a reserved word in *ActionScript*.)

All operations receive result objects indicating whether the operation was successful. The result of a delete operation is recorded in a `DeleteResult`, with result codes being documented in `DeleteResultCodes`. Similarly, there are `CopyResult` and `CheckInResult` objects. Please see the ASDoc for details.

*Accessing properties of content*

*Getting result objects*

Through the method `getIssues()`, a `Content` object provides access to issues detected by the server-side validators. See [Section 5.3.3, "Issues" \[52\]](#) for details about the issue API.

## 5.4.3 Workflow

The package `com.coremedia.cap.workflow` of *CoreMedia Studio* provides classes for accessing worklists and workflow objects. A `WorkflowObject` represents a `Task` or `Process` in the *Workflow Server*. Tasks provide the method `getContainingProcess()` to navigate to its process. Each task and process links to a definition object by means of its `getDefinition()` method. Definition objects are either instances of `TaskDefinition` or `ProcessDefinition`. Each task definition indicates a `TaskDefinitionType` through the method `getType()`, for example `USER` or `AUTOMATED`.

Using the methods `getTaskState()` and `getProcessState()` the current state of a task or process can be obtained as an enumeration value.

The methods available for workflow objects and definitions correspond to the equivalent *Unified API* methods.

Using `getProperties()` on a task or process, it is possible to navigate to a secondary bean of type `WorkflowObjectProperties` that contains all schema-defined properties of a workflow object. When updating properties, use the inherited, generic `set(property, value)` method of `Bean` with `Boolean`, `String`, `Number`, `User`, `Group`, `Content`, or `Version` objects or arrays of such objects as appropriate for the individual properties. At the moment, timer are not supported. As for all remote beans, the method `flush(callback)` can be called to force properties to be written to the server immediately.

*Workflows on the server*

*Accessing properties of workflow objects*

## 5.4.4 Structs

Structs are part of the *Unified API* and are thus a core product feature.

Implemented by the interfaces `Struct` and `StructBuilder` in the Java API, structs provide a way to store dynamically typed, potentially nested objects in the content repository, and thus add the possibility of storing dynamically structured content to the *Content Server's* static content type system. To this end, the document type schema may define XML properties with the grammar name `coremedia-struct-2008`. This grammar should use the XML schema `http://www.coremedia.com/2008/struct` as defined in `coremedia-struct-2008.xsd`.

*Storing dynamically structured content with Structs*

In the ActionScript API, structs are modeled as `Bean` objects. They are directly modifiable. They implement the additional interface `com.coremedia.cap.struct.Struct` to provide access to their dynamic type.

Like every content property value, struct beans are provided as properties of the `ContentProperties` beans. If a struct bean contains a substruct at some property, that substruct is again represented as a struct bean.

Atomic properties of structs may be accessed just like regular bean properties. Structs can store strings, integers, Boolean, and links to documents as well as lists of these values. All struct properties can be read and written using the ordinary `Bean` interface. As usual, lists are represented as ActionScript `Array` objects. Do *not* modify the array returned for a list-valued property. To modify an array, clone the array, modify the clone, and set the new value at the bean.

In the special case of lists of structs, use the methods `addAt()` and `removeAt()` (of the struct containing the struct list) to insert or delete individual entries in the struct list. Note that `Struct` objects in struct lists represent a substruct at a fixed position of the list. For example, the `Struct` objects at position 2 will contain the values of the struct previously at position 1 after you insert a new struct at position 0 or 1.

Structs and substructs support property change events. Substructs do *not* support value change events. You can only listen to a single property of a substruct.

Top-level structs in the ActionScript API are never `null`. If a content property is bound to an empty XML text, a struct without properties is still accessible on the client. This makes it easier to fill initially empty struct properties.

The most convenient way to access a struct property is by means of a value expression. For example, for navigating from a content property bean to the property `bar` of the struct stored in the content property `foo`, you would use the property path `foo.bar`. You can use these property paths in the standard property fields provided by *CoreMedia Studio*. This case is shown in the following code fragment:

```
<?xml version="1.0" encoding="UTF-8"?>
<editor:DocumentTabPanel
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns="exml:ext.config"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config">
  ...
  <editor:items>
    <editor:StringPropertyField propertyName="foo.bar"/>
  </editor:items>
  ...
</editor:DocumentTabPanel>
```

*Example 5.18. Property paths into struct*

Structs support the dynamic addition of new property values. To this end, the interface `Struct` provides access to a type object implementing `com.coremedia.cap.struct.StructType` through the method `getType()`. You

*Dynamic addition of new property values*

can call the `addXXXProperty()` methods for various property types during the initialization code that runs after the creation of a document.

```
public function init(editorContext:IEditorContext):void {
    ...
    editorContext.registerContentInitializer("MyDocumentType",
        initStruct);
    ...
}

private function initStruct(content:Content):void {
    var properties:ContentProperties = content.getProperties();
    var struct:Struct = properties.get('foo') as Struct;
    struct.getType().addStringProperty('bar', 200);
}
```

*Example 5.19. Adding struct properties*

While it is possible to add a property automatically during the first write, this is not recommended. Some property fields cannot handle an initial value of `undefined`. You should therefore only bind property fields to initialized properties.

## 5.4.5 Types and Property Descriptors

Both `Content` and `Struct` are derived from a common parent interface `CapStruct`, which takes the same responsibilities as its *Unified API* equivalent. It augments `Bean` objects by providing a type in the form of a `CapType`, the common parent of, for example, `ContentType` and `StructType`. Types can be arranged in a type hierarchy and they can be given a name.

A `CapType` provides access to `CapPropertyDescriptor` objects, which describe the individual properties allowed for a `CapObject`. In the `type` property a property descriptor indicates which value the property can take according to the constants defined in `CapPropertyDescriptorType`: `string`, `integer`, `markup`, and so on. Each property descriptor also declares whether the property is `atomic` and accepts plain values or is a `collection` and accepts arrays of appropriate values.

For certain descriptor types, more specific interfaces provide access for additional limitations on the property. A `StringPropertyDescriptor` declares a `length` attribute indicating the maximum length of a string stored in the property. A `BlobPropertyDescriptor` can limit the `contentType` (a MIME type string) of the property values. A `LinkPropertyDescriptor` specifies the type of linked objects and a `MarkupPropertyDescriptor` the grammar of stored XML data.

## 5.4.6 Concurrency

Being remote beans, the `Content` objects inherit the concurrent behavior of the bean layer. A request to load content data is issued upon first querying any property except for `isDocument()` and `isFolder()`. However, since the response arrives asynchronously and is handled in a subsequent execution, the getter methods will initially return `undefined`. You must therefore make your code robust to handle this situation - which commonly is done by attaching a value change listener that is invoked once the content properties become available, or create a property path expression and use its `loadValue(Function)` method [see [Section 5.3.6, "Value Expressions" \[55\]](#)]. Depending on the execution sequence, content may be loaded due to some other, potentially unrelated request before you access it - but your code must not rely on it.

All singletons [`Cap`, `CapConnection`, `CapLoginService`, `session/CapSession`, `ContentRepository`, `UserRepository`] and all `ContentType` objects, however, *are* fully loaded before the *Studio* application's initialization process is finished (which is why these interfaces do not extend `Remote Bean`).

When you want to make sure that values have actually hit the server after an update, you can use `RemoteBean#flush(Function)`, and register a callback function.

## 5.5 Web Application Structure

*CoreMedia Studio* uses a web application for delivering both static content (like the JavaScript code defining the application) and dynamic content stored in the CMS.

Dynamic content is provided by means of a REST service embedded in a Spring web application context. See <http://www.springsource.org/> for details about the Spring framework. In the following section, it is assumed that you know about the essential concepts of the Spring inversion of control (IoC) container.

As described in Section “Application Artifacts” in *Blueprint Developer Manual*, *CoreMedia Studio* is assembled from application and component artifacts. To change and extend the default context configuration you can modify the config files `application.xml` and `component-<componentname>.xml` and their corresponding property files `application.properties` and `component-<component name>.properties` in the `/WEB_INF/` file system folder.

You must modify the application context to configure your content validation setup. See [Section 7.17.1, “Validators” \[212\]](#) for the details.

## 5.6 Localization

### Creating Resource Bundles

Text properties in *CoreMedia Studio* can be localized. English and German are supported out of the box; you can add your own localization bundles if required. To do so, proceed as follows:

1. Add the new locale to the `studio.locales` property in your Studio application's `application.properties` file.

This property contains a comma-separated list of locales. The first element in the list is `en` and specifies the locale of values in the default properties files (that is, the files without a locale suffix). Therefore, you must not change this first entry; it must always remain `en` (see below).

2. Add properties files that follow the naming scheme for your added locale, as explained below.

Localized texts are stored in properties files according to the Java properties file syntax. The naming scheme of these files is:

```
<FileName>_<IsoLanguageCode>.properties
```

#### CAUTION

Jangaroo 4 expects \*.properties files to be encoded with UTF-8, same as Flex does it (unlike java properties files that use ISO-8859-1). Take care to set the correct encoding in IDEA settings. To be on the safe side you can escape non-ASCII-Characters (for example, `\u00F0` etc.).



A properties file with no language code contains properties in the default language English. Note that English is only a technical default. The default locale used for users opening *CoreMedia Studio* for the first time is determined by the best match between their browser language settings and all supported locales.

When properties are missing in a locale-specific properties file or the complete properties file is missing, the values of the properties are inherited from the default language [that is, they will appear in English rather than in the locale the user has set].

Properties files are placed beside ActionScript and MXML files in the proper package below the `src/main/joo` directory.

## Accessing Resource Bundles

Accessing resource bundles is done via the `ResourceManager`. You must first specify metadata that defines the resource bundles for your application. The syntax for this metadata in MXML is as follows:

```
<fx:Metadata>
  [ResourceBundle('com.acme.My')]
  [ResourceBundle('com.acme.SomeOtherBundle')]
</fx:Metadata>
```

In an `ActionScript` class, you apply the metadata annotation above the class name, as the following example shows:

```
[ResourceBundle('com.acme.My')]
[ResourceBundle('com.acme.SomeOtherBundle')]
public class MyComponent extends Component {
  ...
}
```

Now you can use the declared resource bundles in `ActionScript` and MXML by calling the methods of the `ResourceManager`, such as `getString()`.

```
<Panel ...
  title="{resourceManager.getString('com.acme.My', 'someProperty')}"
  ...>
<fx:Metadata>
  [ResourceBundle('com.acme.My')]
  [ResourceBundle('com.acme.SomeOtherBundle')]
</fx:Metadata>
...
  <TextField fieldLabel="{resourceManager.getString('com.acme.My',
'fieldLabelProperty')}"
    emptyText="{resourceManager.getString('com.acme.SomeOtherBundle',
'emptyTextProperty')}"
    ... />
</Panel>
```

The `ResourceManager` can be accessed via the property `resourceManager` (lower case) that is added to the `ext.Component` class by the Jangaroo Compiler. This property references the global singleton of type `mx.resources.IResourceManager`. If you are not subclassing an `ext.Component` you can access this singleton directly by calling `mx.resources.ResourceManager.getInstance()`.

## Overriding existing properties

If you want to change predefined labels, tooltips or similar, you can override properties from existing properties files. To this end, you should first define a new properties file and then call the static method `ResourceBundle#overrideProperties(destination, source)`. This method will never remove a property key, it will only update existing values.

To overwrite properties in your own Studio Plugin you can use the `com.coremedia.cms.editor.configuration.CopyResourceBundleProperties` Plugin, which internally calls `ResourceBundle#overrideProperties(destination, source)`.

```
<editor:CopyResourceBundleProperties
destination="{mx.resources.ResourceManager.getInstance().getResourceBundle(null,
'com.acme.My')}"
source="{mx.resources.ResourceManager.getInstance().getResourceBundle(null,
'com.acme.MyPlugin')}" />
```

Generally, each Studio plugin module will contain at least one set of properties files for localizing its own components or for adapting existing properties files.

For details on UI localization through properties files see [Section 7.2, “Localizing Labels” \[117\]](#).

## 5.7 Multi-Site and Localization Management

CoreMedia provides a concept to handle multi-site and multi-language in a standardized way.

### Configuration

The CoreMedia Site Model is defined via the bean `siteModel` of the *CoreMedia Studio* web application. Please refer the to the [Blueprint Developer Manual](#) to know, how CoreMedia has designed multi-site and multi-language support.

### SitesService

To access all the features of multi-site and multi-language, you can use the `SitesService`. The `SitesService` is available via the `EditorContext` with its `getSitesService()` Method.

With this, you have access to all available Sites and their properties - the root folder, the site indicator, etc. Furthermore, you have access to the Site Model specifications like the properties for master relations or of which document type the Site Indicator is. For a detailed understanding, you are asked to read the Studio API documentation as well.

## 5.8 Jobs Framework

A job is an execution of code that you can monitor, track and cancel. The jobs framework lets you execute jobs within the Studio client (local job) or Studio backend (remote job). Using the jobs framework you can track the progress of a job, show it to the client and cancel it.



### NOTE

You should use a *remote job*, whenever you only need to get data from the Studio backend for the execution of your code.

### 5.8.1 Defining Local Jobs

If you want to create a job that only runs within the studio client, you need to implement the interface `com.coremedia.cap.common.Job`. Within the `execute` method you can perform the wanted operation. You can use the methods of the `JobContext` object to notify about a success, failure, progress or abort.

When a job gets aborted by the user (or because a job with the same groupId is already running), the method `requestAbort` will be called and you can stop the execution of your job and then call the `notifyAbort` method from the `JobContext`.

### 5.8.2 Defining Remote Jobs

A remote job is executed within the Studio backend and can be triggered and monitored by the Studio client. The client can pass parameters to the job and will receive the progress of the job's execution and the result, once the job is finished.

### CAUTION

You should use this framework for any backend calls that need some time to deliver their result, in order to prevent timeouts for your request.



## Defining a Remote Job in the Studio Backend

In order to define a remote job you need to implement the interface `com.coremedia.rest.cap.jobs.JobFactory`. The implementation has to be defined as a bean within the `studio-lib` extension.

The method `accepts` needs to define for which `jobType` the factory will return a `Job` object. The method `createJob` has to return an implementation of `com.coremedia.rest.cap.jobs.Job`. Within the implementation of your `Job` class you can perform your execution and return the result within the `call` method.

If you want to pass parameters from the Studio client to your job implementation, you need to define those parameters as local variables and define setters for them. Together with that setter, you need to annotate the variables with `@JsonProperty("variableName")` with a variable name that matches the parameter key, passed to the job from the Studio client. You may also leave the `@JsonProperty` annotation, if your setters are named correctly: `variableName => setVariableName`

If you want to send the progress of your job to the Studio client, you need to call the method `notifyProgress` of the `JobContext` Object with a value between 0 and 1. You get the `JobContext` instance within the `call` method of your `Job` object.

A job can be aborted by the client. You can use the result of the method `isAbortRequested` of the `JobContext` object as a break condition within your execution in order to react to the abortion of your job.

## Defining a RemoteJob in Studio Client

If you want to execute your remote job, you need to create a job in the Studio client that extends the class `com.coremedia.cap.common.RemoteJobBase`. Your extension has to override the method `getJobType` and return the value that has to match the `jobType` within the `accepts` method in your `JobFactory` in the Studio backend.

In addition, you can override the method `getParams`. The object you return in this method will be passed as parameters in your job implementation in the Studio backend. Note that the keys in your parameters object have to match the value that you defined within your backend job via the annotation `@JsonProperty("variableName")`.

## 5.8.3 Executing Jobs

After defining and instantiating your job, you need to execute the job via the globally defined variable `jobService`. Together with the job itself you can pass a success, a failure and an abort function. Additionally, you can pass a `groupId`. If a job with a certain `groupId` is already running and another job with the same `groupId` gets executed by the `jobService`, the first job will be automatically canceled.

### NOTE

You can always rely on the fact that one of the callbacks (success, failure or abort) is triggered after the job execution has finished. After that, no additional callbacks will be triggered.

The same job instance can be executed multiple times as long as it is stateless.



The `jobService` returns a `TrackedJob` object, which can be used to receive the status of a job and its result when the execution was successful. In case the job fails the result contains the error message. An abortion of the job yields no result.

## 5.8.4 Visualizing Jobs

Within Studio you have two options to visualize your jobs:

- Show your jobs within the *BackgroundJobsWindow* in the *TabsPanel*
- Show a progress load mask with the job's progress on a component

### Visualize Jobs Within the BackgroundJobsWindow

If you want your jobs to be displayed in the *BackgroundJobsWindow*, which can be opened via the *TabsPanel*, your job needs to implement the interface `com.coremedia.cms.editor.sdk.jobs.BackgroundJob`.

## Show Progress of a Job on a Component

If you want to show the progress of a job on a component (for example a button) you can use the `com.coremedia.cms.editor.sdk.jobs.TrackedJobLoadMask`. It can be bound to a component to show the progress of a job in that component. The following example shows how to bind the `TrackedJobLoadMask` to an example component:

```
var loadMaskConfig:TrackedJobLoadMask = TrackedJobLoadMask({});  
loadMaskConfig.target = exampleComponent;  
loadMaskConfig.trackedJob = trackedJob;  
var loadMask:TrackedJobLoadMask = new  
TrackedJobLoadMask(loadMaskConfig);
```

*Example 5.20.*

### NOTE

Don't forget to destroy your load mask within the `failure`, `abort` and `success` function of your job execution.



## 5.9 Further Reading

At <http://docs.sencha.com/extjs/6.2.1/> you can find the API documentation of Ext JS 6.2.

<http://www.jangaroo.net/> and <https://github.com/CoreMedia/jangaroo-tools/wiki> describe the Jangaroo language and tool chain.

<http://cksource.com/> provides information about the rich text editor CKEditor.

The documentation of the ActionScript API is linked from the documentation page of *CoreMedia Content Cloud*. The overview page can be found at <https://documentation.coremedia.com/>. Note that classes or interfaces not mentioned in the API documentation pages are not public API. They are subject to change without notice.

The remote API for content is closely related to the *Unified API* provided for Java projects, although there are changes to accommodate for the different semantics of the base languages. Still, the *Unified API Developers Guide* gives a good overview of the involved concepts when dealing with content. Documents, folder, versions, properties, types, and the like are explained in detail as well as the structuring of the API into repositories, identifiable objects and immutable values.

## 6. Using the Development Environment

This section describes how to connect the *Content Server* and the *Preview CAE*. It provides pointers to information on Jangaroo tools supporting the build process and the IntelliJ IDEA IDE. Furthermore, some basic information on debugging Studio customizations is given.

## 6.1 Configuring Connections

*CoreMedia Studio's* Server application needs to be connected with the *Content Management Server* to access the repository and with the preview *CAE* to show the preview of the opened form. If you use *CoreMedia Blueprint*, everything is already configured properly for your local workspace. If you use a distributed environment you have to adapt the following properties:

### Connecting with the Content Server

When you start the *Studio Server* Spring Boot application [apps/studio-server/spring-boot/studio-server-app] with **mvn spring-boot:run** during development, you can configure the connection by supplying the arguments `-Drepository.url=CONTENTSERVER_IOR` at the command line. Alternatively, you can configure the connection in the `application[-local].properties` file in the `src/main/resources` directory. Use the `repository.url` property for the host and port of your *Content Server*, respectively.

Refer to the [Developer Manual] to learn about building deployable artifacts.

### Connecting with the Editorial Comments Database

In the same way you can configure the `repository.url` you can configure the Editorial Comments Database. When starting with **mvn spring-boot:run** you can append the argument `-Deditorial.comments.db.host=DB_HOST` or `-Deditorial.comments.datasource.url=DATASOURCE_URL` if the complete datasource URL has to be rewritten. The same is possible in the `application[-local].properties`.

### Connecting with the Preview CAE

When you start the *Studio Server* application locally during development, you can configure the connection to the preview *CAE* in the `application[-local].properties` file in the `src/main/resources` directory of `studio-server-app`. Simply change the value of the property `studio.previewUrlPrefix` to the URL prefix of your *CAE*.

The property `studio.previewControllerPattern` contains the configurable preview controller pattern. If it is empty or not defined, then *Studio* will use the default preview controller pattern `preview?id={0}`. If you want to use simple numeric IDs instead, then you can configure in the `studio.properties` file as follows:

`studio.previewControllerPattern=preview?id={1}`. The placeholder `0` and `1` are representing the CoreMedia ID and the numeric ID, respectively.

Note that *Elastic Social* users and user comments do not have numeric IDs. Hence, you should configure `preview?id={0}`. However, when using `preview?id={1}`, the placeholder `1` is replaced with the non-numeric ID as well and the preview application has to handle this special case or will fail to deliver.

## 6.2 Build Process

*CoreMedia Studio* provides artifacts for use with Maven. Since *CoreMedia Studio* builds upon Jangaroo, the [Jangaroo compiler documentation](#) explains how to use the Jangaroo tools from the command line and how to use them with Ant or Maven. This covers the conversion from MXML to ActionScript and further down to Ext JS.

A detailed description of the Jangaroo build process with Maven is given in [the Jangaroo tools wiki](#).

In the following section, you will find a description of some of the typical use cases that appear during *CoreMedia Studio* development using the *CoreMedia Project* workspace.

All following commands assume you have opened a command shell at the *CoreMedia Project* root directory.

### Compiling the Studio Project

To create a clean build all *CoreMedia Project* modules, including all Studio modules, run

```
mvn clean install -DskipTests
```

To build *all* Studio modules (server and client), run

```
mvn install -DskipTests -pl :studio-server-app,:studio-app -am
```

### Studio Client: Base Apps and App Overlays

Instead of building all *Studio* modules including the REST service part, it is often sufficient to just build the client modules.

The *Studio* client modules are packaged into *apps*, where so-called *base apps* and *app overlays* are distinguished. A base app is a Sencha ExtJs app and includes the ExtJs framework, *Studio* core modules and generally all modules that participate in theming. Modules of a base app are included in the *Sencha Cmd* build of the Sencha ExtJs app and are thus *statically* linked into the app. An app overlay in contrast references a base app and adds further modules to this base app. These modules are not included in the *Sencha Cmd* build of the Sencha ExtJs app and instead can be loaded at runtime into the app. Consequently, they are *dynamically* linked into the app.

The *CoreMedia Blueprint* features one *Studio* base app, namely the `studio-base-app` module with Maven packaging type `jangaroo-app`. In addition, there is one app overlay, namely the `studio-app` module with Maven packaging type `jangaroo-app-overlay`. It references the `studio-base-app`. If something

is wrong with the overall *Studio* app, it is typically sufficient to just recompile `studio-base-app`.

To build *all* *Studio* client modules, run

```
mvn install -DskipTests -pl :studio-app -am
```

Alternatively, you can build the complete *Studio* client workspace:

```
mvn install -DskipTests -f apps/studio-client
```

To build only the *Studio* client modules that are part of the base-app, run

```
mvn install -DskipTests -pl :studio-base-app -am
```

## Develop Your Own App Overlay

You can easily develop your own *Studio* app overlay. This can then for example be dynamically added to a running *Studio*, either via the proxy approach described later in Section section “Running Studio Client” [86] or via the remote URL approach described in Section Section 3.3, “Remote Dynamic Packages Configuration” [21].

The following figure shows a typical setup of a workspace for developing a custom *Studio* app overlay.

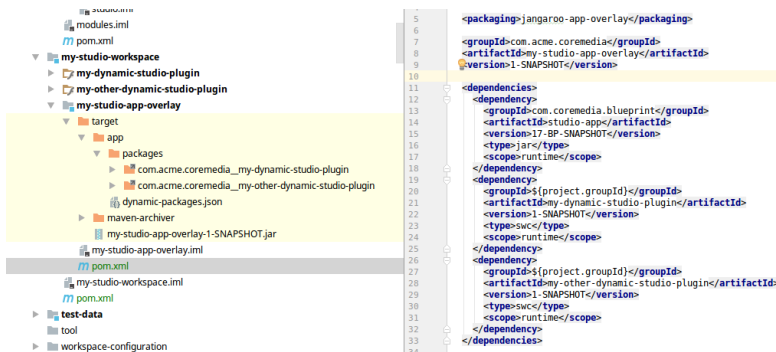


Figure 6.1. Custom App Overlay Workspace

The Maven packaging type for the app overlay module is *jangaroo-app-overlay* and the module must either reference a base app module or another app overlay module which in turn must reference a base app module. In this case, our module references the app-overlay module `studio-app` (which in turn references `studio-base-app`).

This app overlay workspace module contains two sub-modules that are just ordinary *Studio* client modules where each contains a `StudioPlugin` class to add functionality to a *Studio* application.

Looking at the resulting target folder, you see that both plugin modules lie under `packages` and there is a generated file `dynamic-packages.json` which lists the modules of this app overlay.

### Running Studio

CoreMedia Studio consists of Studio Client, a client-side (browser) application, and Studio Server, a REST service, implemented in Java. For client-side-only development, it is recommended to only use workspace `apps/studio-client` and only run Studio Client locally, connecting to a Studio Server on some reference system. For full Studio development, you run Studio Server and Studio Client locally.

#### Running Studio Client

Unlike most CoreMedia application, Studio Client is not a Spring Boot application, so it is started differently, using the Maven goal `jangaroo:run` (for development purposes only). Prerequisite for this is that a complete *Studio* web application is already running *somewhere*. The `jangaroo:run` Maven goal starts an embedded Web server (Jetty), serves some Studio client modules from your developer workspace and proxies all other requests to the remote *Studio* web application.

- Run complete Studio Client app from your machine, proxy all REST requests to Studio Server:

```
mvn jangaroo:run -pl :studio-app -Dinstallation.host=<studio-server-host>
```

Note: Do *not* run `jangaroo:run` directly from `studio-app`'s project directory, because then, it cannot find the current `studio-base-app` resources, but instead will unpack them from the installed artifact in your local Maven repository. If "scanning for projects" takes too long with the command above when running it from the project root directory, you can use the same command in the directory `apps/studio-client/modules/studio`.

- Run app overlay from your machine, proxy everything else to the remote Studio:

This is a special treat for app overlays. Consequently, it works for the *Blueprint*'s `studio-app` but also for every other (lightweight) app overlay that you define yourself for development purposes in your workspace. Here you have the option to just serve the app overlay's own Studio modules from your local machine and proxy everything else (REST calls, other client module code) to the remote *Studio*.

```
mvn jangaroo:run -pl :studio-app -DjooProxyPathSpec=/*  
-DjooProxyTargetUri=<studio-server-URL>
```

In this development mode, resources are read from target directories of the individual Studio Client modules. When MXML and ActionScript files are recompiled from within IntelliJ IDEA, `jangaroo:run` automatically serves the updated compiled JavaScript files. There is no need to stop and restart the process.

### Running Studio Server

In the `apps/studio-server/blueprint/spring-boot/studio-server-app` directory of *CoreMedia Blueprint*, you can start the Studio Server Spring Boot application via Maven:

```
mvn spring-boot:run -Dinstallation.host=<FQDN>
```

### Configuring the Build Process

The Jangaroo compiler can be configured to check whether compiled code uses non-public API. To this end, the parameter *publicApiViolations* of the Jangaroo Maven plugin controls how the compiler handles usages of non-public API classes in your project code. The parameter can take the values `warn` to log a warning whenever such a class is used, `allow` to suppress such warnings, and `error` to stop the build with an error. The default value is `warn`, but you can set it to `error` as follows:

```
<plugin>
  <groupId>net.jangaroo</groupId>
  <artifactId>jangaroo-maven-plugin</artifactId>
  <configuration>
    <publicApiViolations>error</publicApiViolations>
  </configuration>
</plugin>
```

*Example 6.1. Detecting public API violations*

## 6.3 IDE Support

One of the rationales behind Jangaroo is to make the good parts of static typing, such as getting reliable and useful IDE support, available for the dynamic language JavaScript. This is described in more detail in [the Jangaroo tools wiki](#).

Recent versions of the IDE *IntelliJ IDEA Ultimate Edition* have built-in support for ActionScript and JavaScript development. Jangaroo provides an IDEA plugin called *Jangaroo 4* (<https://github.com/CoreMedia/jangaroo-idea/wiki/Developing-Jangaroo-4-Ext-AS-6-Applications-with-IntelliJ-IDEA#building-with-ideas-incremental-build-process>). The older *Jangaroo 0.9* plugin should not be activated jointly with the current *Jangaroo 4* version.

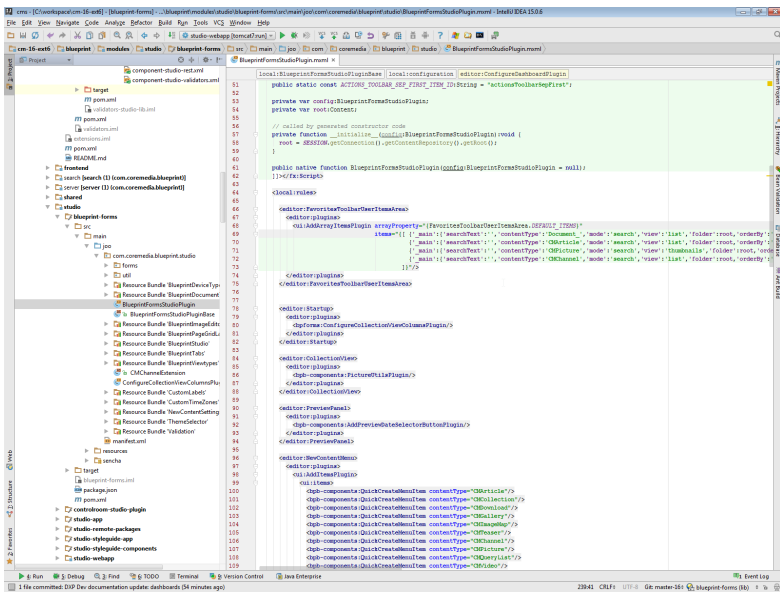


Figure 6.2. Studio project within the Project workspace in IntelliJ Idea

## 6.4 Debugging

*CoreMedia Studio* components and plugins consist of static resources (images, style sheets, JavaScript files) and JavaScript objects. Debugging a custom *CoreMedia Studio* component or plugin involves the following tasks:

- Check whether the static resources have been loaded
- Explore the runtime behavior of the customization, that is, the relevant JavaScript code or DOM nodes

In the following sections, tools and best practices for debugging your *CoreMedia Studio* customizations are described.

### 6.4.1 Browser Developer Tools

All modern browsers provide tools for web application debugging. These are usually simply called "Developer Tools" and can be invoked via a menu entry, a toolbar button, the F12 key or the key combination **Ctrl+Shift+I**.

As of today, using Google Chrome for debugging is recommended, since it currently offers the most mature developer tools and is the fastest, especially while debugging. Internet Explorer 11 is quite good in both disciplines, too, while Firefox trails the field especially in execution performance during debugging.

All modern browser developer tools provide tabs for different tools:

- DOM Explorer / Element / Inspector — Inspect the page's actual DOM elements as a DOM tree, with the option to select an element on the rendered page to reveal it in the tree. Selected DOM tree nodes are highlighted on the rendered page. The DOM can be watched for changes and modified interactively.
- Console — All JavaScript messages and errors are logged to this console, and it provides a read-eval-loop for JavaScript expressions.
- Network — Inspect all HTTP network traffic between the client-side application and the server, static resources as well as Ajax (XHR) requests. Most developer tools offer to disable the cache while they are active, to make sure that you always load the most recent version of code and other resources you just changed.
- Debugger / Sources — Inspect all loaded JavaScript and CSS sources, set breakpoints to debug in step by step mode. Most modern developer tools allow you to change sources interactively with immediate effect.

- Profiles / Profiler / Audits / Memory / Analysis — Diverse tools to measure your web application's client-side and network performance and memory usage. Helpful to find memory leaks (see below) and track performance issues.

All browser developer tools offer a convenient way to navigate to a certain script file or Ext JS class: With the Sources / Debugger tab active, press **Ctrl-P** (note that this invokes the print dialog when the focus is not on the developer tools!) and just start typing the name of the class (file) you want to debug, and the list is filtered incrementally. Some tools even support typing camel case prefixes of the class name, for example to find the class `PreviewPanelToolBarBase` in Google Chrome, press **Ctrl-P** and type "PrevPaToBa" to quickly reduce the number of suggestions.

To navigate to the desired line in the file, you can add a colon (:) and the line number directly after the file search term. To jump to a certain column in the line append another colon (:) followed by the column number. To navigate to (a column in) a different line, press **Ctrl-L** or **Ctrl-G** (Goto Line) and enter the line number (and a colon with column number).

A very efficient way to locate a certain line of a file in Google Chrome's Developer Tools (to set a breakpoint, for instance) when working with IntelliJ IDEA is as follows. In IDEA, jump to the very start of the line (press Pos 1 repeatedly until there). Then, press **Ctrl-Alt-Shift-C** ("Copy Reference"). IDEA's status line shows a message that the file/line reference has been copied to the clipboard. Switch to Chrome Developer Tool's **Sources** tab (**Alt-Tab** suffices when changing back and forth) and press **Ctrl-P**. Now paste the file/line reference and replace the "a" of ".as" by "j" (for ".js"). The fastest way to do so is to use **Ctrl-Left-Arrow** twice, then **Shift-Right**, then type "j". Hitting Return, Chrome accepts the syntax file-path:line and takes you to the exact file and line.

### NOTE

In older versions of *CoreMedia Studio* you have to append the `#joo.debug` parameter to the Studio URL to load single JavaScript files in the debugger and make them available for lookup. This parameter is not used anymore in favor of source maps. See below.



Opening a *CoreMedia Studio* file in the debugger requires the source maps feature to be enabled in the developer tools settings. This is the default in Google Chrome. If not enabled, a file lookup with **Ctrl-P** will fail. To enable source maps in Google Chrome open the Developer Tools settings by pressing the **F1** key or by selecting in the control menu, see [Figure 6.3, "Open Chrome Developer Tools settings" \[91\]](#).

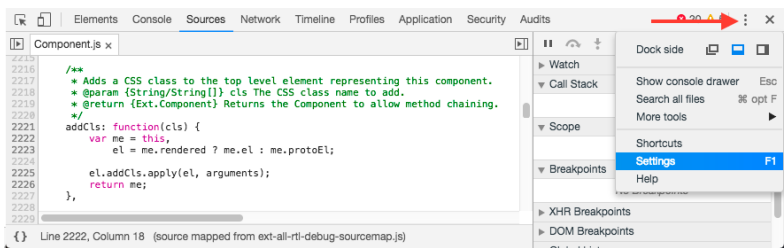


Figure 6.3. Open Chrome Developer Tools settings

Then enable the checkboxes marked red.

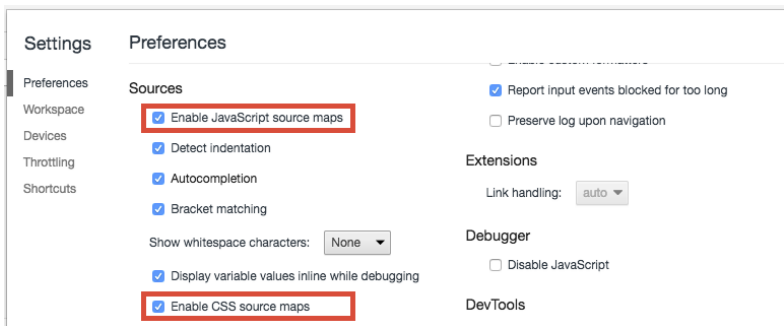


Figure 6.4. Enable Source Maps in Chrome Developer Tools settings

The debugger allows you to set breakpoints, to automatically pause on errors, to step through the script at runtime and to evaluate expressions in the current scope of the script. In this context, the **Console** tab, see [Figure 6.5, “Google Chrome Console” \[92\]](#), is also very helpful, because it offers a JavaScript shell for direct interaction with the current script. The console displays the results of the expressions evaluated in the shell and also messages generated by the current script runtime. In Google Chrome you can also open and close the console in the **Sources** tab by pressing the escape key.

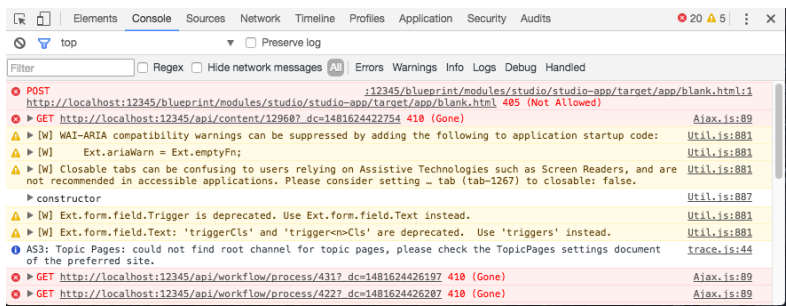


Figure 6.5. Google Chrome Console

Visit the [Google Chrome Developer Tools website](#) for more details.

## 6.4.2 Debugging Tips and Tricks

### Studio Console Logging

By default, all JavaScript console errors that occur in Studio are logged in the backend as well. The errors are logged into the file `studio-console.log`. Additionally, the user can enable the `Log-Button` for debugging purposes. When using the hash parameter `joo.debug` a button with a counter will appear next to the user menu which captures all log messages that are sent to the server as well.



Figure 6.6. The Browser Console Log Button

A click on the button shows the console log messages. Longer messages provide a tooltip so that the full stacktrace of errors can be seen. The amount of stored messages is limited to the last 300 by default.

The logging is configurable via the Studio resource bundle `LogSettings` which may be overwritten. The properties file contains the following configuration options:

- *whitelist*: a comma separated list of messages. If a log message matches a part of one of these values, it is ignored for logging.

- `cache_size`: the number of messages kept in the browser log window (100 by default).

## Dump content to browser console

You can use a shortcut to dump a readable representation of a content item to the browser console. Open the content item in a form and press the shortcut **CTRL+ALT+D**.

```
=====
Name: Responsive Image Settings
Type: CMSSettings
Path: /Settings/Options/Settings/Responsive Image Settings
Id: coremedia:///cap/content/162
=====
LifecycleStatus: in-production
previewUrl: //preview.toko-ci-01-calau-tomcat-3-cms.coremedia.vrn/preview?id=coremedia:///cap/content/162
=====
locale:
master:
masterVersion: null
settings:
<Struct xmlns="http://www.coremedia.com/2008/struct" xmlns:xlink="http://www.w3.org/1999/xlink">
  <StringProperty Name="responsiveImageSettingsDescription">These settings are global fallback settings, if site specific settings are m
  <BooleanProperty Name="enableRetinaImages">false</BooleanProperty>
  <StructProperty Name="responsiveImageSettings">
    <Struct>
      <StructProperty Name="portrait_ratio3x4">
        <Struct>
          <IntegerProperty Name="widthRatio">3</IntegerProperty>
          <IntegerProperty Name="heightRatio">4</IntegerProperty>
          <IntegerProperty Name="minWidth">300</IntegerProperty>
          <IntegerProperty Name="minHeight">400</IntegerProperty>
          <IntegerProperty Name="previewWidth">300</IntegerProperty>
          <StructProperty Name="0">
            <Struct>
              <IntegerProperty Name="width">300</IntegerProperty>
              <IntegerProperty Name="height">400</IntegerProperty>
            </Struct>
          </StructProperty>
          <StructProperty Name="1">
            <Struct>
              <IntegerProperty Name="width">600</IntegerProperty>
              <IntegerProperty Name="height">800</IntegerProperty>
            </Struct>
          </StructProperty>
          <StructProperty Name="2">
            <Struct>
              <IntegerProperty Name="width">1200</IntegerProperty>
              <IntegerProperty Name="height">1600</IntegerProperty>
            </Struct>
          </StructProperty>
        </Struct>
      </Struct>
    </Struct>
  </Struct>
</Struct>
```

Figure 6.7. Example of a content dump

## Inspecting an Ext JS component in the developer tools console

The DOM elements of Ext JS components can be identified in the Studio DOM tree. The value of the `id` attribute of a DOM element resembles the xtype of the corresponding Ext JS component, for example, the issues window has xtype `com.coremedia.cms.editor.sdk.config.issuesWindow`. The ID value is `com-coremedia-cms-editor-sdk-config-issuesWindow-nnnn` where `nnnn` is an arbitrary unique integer value. Be careful, the DOM element often contains subelements with similar id values, for example, there is a subelement with id value `com-coremedia-cms-editor-sdk-config-issuesWindow-nnnn-bodyWrap`. This DOM element does not represent an Ext JS component.

Now select and copy the id value from the DOM element. You get an Ext JS component from the id value by invoking the method `Ext.getCmp(id)` in the console. For example to inspect the issues window component enter:

```
c=Ext.getCmp("com-coremedia-cms-editor-sdk-config-issuesWindow-nnnn");
c.items.items;
```

The next section shows another possibility to inspect Ext JS components.

## Inspecting an Ext JS component in the developer tools Elements tab

To inspect an Ext JS component you can install the *Sencha and ExtJS Debugger* extension for Google Chrome. When installed, an additional tab named *Sencha/ExtJS* is added to the submenu of the *Elements* tab in the developer tools. When you select a DOM element in the Studio DOM tree, the *Sencha/ExtJS* tab shows a list of Ext JS components. The component labeled *\$0* shows the selected component. The other list components are the ancestors of the selected component. When you select a different DOM element in the DOM tree, the components in the *Sencha/ExtJS* tab are updated accordingly.

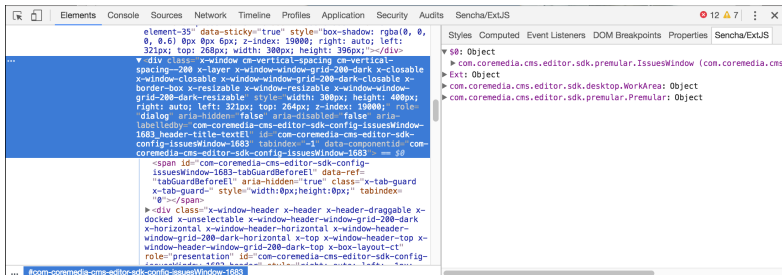


Figure 6.8. Inspect an Ext JS component selected in the DOM

## Navigating the complete Studio Ext JS component tree

To navigate the Studio Ext JS component tree you can install the *Sencha and ExtJS Debugger* extension for Google Chrome. When installed, an additional tab named *Sencha/ExtJS* is added to the developer tools menu. This tab contains a subtab *Components* where you see a list of Ext JS component trees. From the list select the *main* component id which represents the Studio main view component and navigate through its subcomponents.

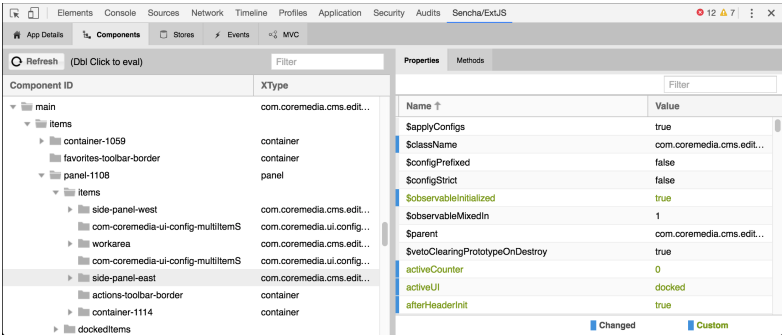


Figure 6.9. Studio main view component tree

## Recording Ext JS component events

To record a list of Ext JS component events you can install the *Sencha and ExtJS Debugger* extension for Google Chrome. When installed, an additional tab named *Sencha/ExtJS* is added to the developer tools menu. This tab contains a subtab *Events* where you can record the component events. To start recording click on the *Record* button. To stop the recording click on the button again. A list of events with event name, event source, xtype and component id is displayed.

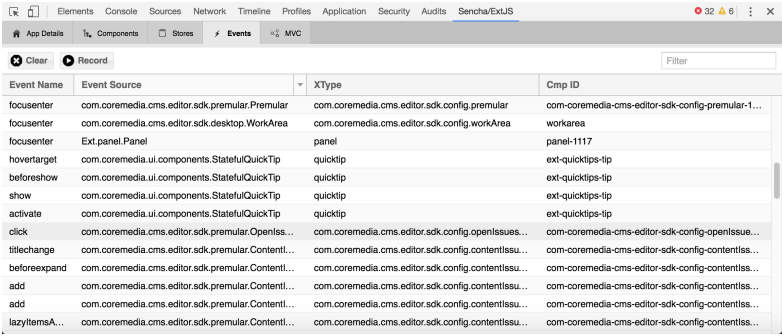


Figure 6.10. Record Ext JS component events

## Trigger the debugger when a component property is modified

Sometimes you want to know why a property of a certain Ext JS component was modified. You can trigger the Chrome debugger to stop at a breakpoint you define for the property change in the console of the developer tools. In the following example the debugger stops when you change the height of the issues window.

```
c=Ext.getCmp("com-coremedia-cms-editor-sdk-config-issuesWindow-nnnn");
c._height = c.height;
Object.defineProperty(c, "height",
    {get: function() {return this._height;},
      set : function(val) {debugger; this._height = val;}});
```

The first line assigns the issues window component to the variable `c` as described in the component inspection section above. The second line defines a new variable `_height` to store the height property value. The last lines define the getter and setter methods of the height property. The **debugger** command in the setter tells the debugger to stop at the same position. Now the user can analyze the call hierarchy, inspect other component values and continue debugging.

## Debug and Understand CKEditor Data Processing

*CKEditor* provides a mechanism to transform *CKEditor*'s HTML into the data format used for storing the text and vice versa. *CoreMedia Studio* uses *CKEditor*'s data processing to transform CoreMedia RichText into *CKEditor*'s HTML and vice versa.

*CKEditor*'s data processing is split into 15 stages. At each stage different artifacts are available for transformation. Data processing in *CoreMedia Studio* involves several stages to process links, transform headings, etc.

If you want to further adapt the data processing or need to configure a *CKEditor* plugin which interacts with data processing, it might be helpful to see the different stages of data processing in the browser's developer tools.

In order to see the different stages of data processing, start *CoreMedia Studio* with the URL hash parameter `ckdebug`. To see every single stage of data processing, use the URL hash parameter `ckdebug=verbose`. Example: `http://localhost:8080/studio/#ckdebug=verbose`

`ckdebug`

```
coreMediaRichTextArea-1434:toDataFormat/1 (Input):
  Object {value: "<p>This is a <strong>ckdebug</strong> example.</p>"}
coreMediaRichTextArea-1434:toDataFormat/15 (Output):
  Object {value: "<div xmlns='http://www.coremedia.com/2003/richtext... is a
<strong>ckdebug</strong> example.</p></div>"}"
```

Example 6.2. *ckdebug*, non-verbose

```
coreMediaRichTextArea-1434:toHtml/1:
  Object {value: "<?xml version='1.0' encoding='utf-8'?><div xmlns=... is a
<strong>ckdebug</strong> example.</p></div>"}
coreMediaRichTextArea-1434:toHtml/2:
  Object {value: "<?xml version='1.0' encoding='utf-8'?><div xmlns=... is a
<strong>ckdebug</strong> example.</p></div>"}
coreMediaRichTextArea-1434:toHtml/3:
  Object {value: "<div xmlns='http://... is a <strong>ckdebug</strong>
example.</p></div>"}"
```

```

coreMediaRichTextArea-1434:toHtml/4:
  Object {value: "<div xmlns='http://... is a <strong>ckdebug</strong>
example.</p></div>"}
coreMediaRichTextArea-1434:toHtml/5:
  Object {value: C..R.h...r.element, asHtml: "<div xmlns='http://... is a
<strong>ckdebug</strong> example.</p></div>"}
coreMediaRichTextArea-1434:toHtml/6:
  Object {value: C..R.h...r.element, asHtml: "<p>This is a <strong>ckdebug</strong>
example.</p>"}
coreMediaRichTextArea-1434:toHtml/7:
  ...
coreMediaRichTextArea-1434:toHtml/14:
  Object {value: C..R.h...r.element, asHtml: "<p>This is a <strong>ckdebug</strong>
example.</p>"}
coreMediaRichTextArea-1434:toHtml/15:
  Object {value: "<p>This is a <strong>ckdebug</strong> example.</p>"}

```

Example 6.3. *ckdebug*, verbose

In the examples [Example 6.2, “ckdebug, non-verbose” [96] and Example 6.3, “ckdebug, verbose” [96]] you see an example output where `toHtml` is the direction when transforming CoreMedia RichText from server into *CKEditor*'s HTML and `toDataFormat` is the direction when storing *CKEditor*'s HTML as CoreMedia RichText on the server.

For additional reference of *CKEditor*'s data processing it is recommended that you read the corresponding documentation of the events in the *CKEditor* API documentation:

- `CKEDITOR.editor#toDataFormat`
- `CKEDITOR.editor#toHtml`

## 6.4.3 Tracing Memory Leaks

Ext JS applications can consume high amounts of memory in the browser. As long as memory is de-allocated when UI elements are disposed, the user has the choice to limit memory usage. But it becomes a problem when there are *memory leaks*. Fortunately, reloading the application's page (F5), with a few exceptions, frees memory again, but still, frequent reloading is undesirable for the user.

Memory leaks occur when an object is supposed to be no longer used, but undesired references to that object remain that keep it “alive”, that is, from being garbage-collected. Such references are called *retainers*. In an Ext JS application, such retainers are typically

- Ext's component manager. It maintains a global list of all active components. See below how to tackle memory leaks caused by the component manager (component leaks).
- Event listeners. When attaching your event listener function to some object, that object retains the event listener function and every object in the scope of that function, typically at least `this`.

- Drop zones. Like for components, Ext keeps a global list of all active drop zones. So when your custom component creates a drop zones, remember to explicitly destroy it together with your component.

## Component Leaks

If a component is destroyed, it is removed from the Ext component manager registry. If the component is a container, all its items are removed as well. But there are cases when components fail to be destroyed:

- If two items of the same container use the same itemId, Ext does not complain, but one of them is kept even if the container is destroyed.
- Components that are created manually via `ComponentMgr.create()` have to be destroyed manually unless they are added to the items of a container.

## Memory Leaks Caused by Non-Detached Listeners

Always remove any listeners that you attach to an `ext.util.Observable`, `com.coremedia.ui.data.Bean`, `com.coremedia.ui.data.ValueExpression`, or any other object that emits events. Even when using the option `{single: true}`, the event might not have been fired at all when your component is destroyed.

A typical error pattern is to attach some method `handleFoo` as event listener, but by mistake hand in another method with a similar name `handleFuu` when intending to remove the listener. No error whatsoever is reported, because trying to remove a function as listener that is not in the current set of listeners is silently ignored by `Observable#removeListener()` and all other event emitters.

A useful utility to automate removing listeners is to use `Observable#mon()` instead of `Observable#on()` (alias: `Observable#addListener()`). `mon` does not attach the listener to the caller, but to the first parameter, but binds it to the lifetime of the caller. For example, when your custom component creates a DOM element `elem` and registers a `click` listener like so: `this.mon(elem, "click", handleClick)`, the listener is automatically detached when your component (the caller, `this`) is destroyed.

**CAUTION**

It never makes sense to call `comp.mon(comp, ...)`, because when a component is destroyed, it removes its own listeners, anyway. Using `comp.mon(comp, "destroy", handleDestroy)` even leads to the handler *never* being called, because a component removes all `mon` listeners already in its `beforedestroy` phase. In contrast, `comp.on("destroy", handleDestroy)` works as expected.



Not only components, but any objects that register event handlers, most prominently actions, have to detach all event handlers again.

As actions do not have a `destroy` event and `onDestroy` method like components, you have to override `addComponent()` and `removeComponent()` to detect when an action starts and ends being used by any component. Introducing a simple counter field starting with zero, you should acquire resources (for example, register event listeners, populate fields) when `addComponent()` is called while the counter is zero before increasing, and release resources (remove event listeners, set fields to `null`) when `removeComponent()` is called while the counter is zero after decreasing.

To minimize the impact in case event listeners are not detached, and to avoid cyclic dependencies, keep the scope of any event handler function or method as small as possible. In the optimal case, the event handler function is a private static method, for example if it just toggles a style class of the DOM element given in the event object:

```
private function attachListeners():void {
    var el:Element = getEl();
    // bad style: using an anonymous function that
    // does not need its outer scope at all:
    el.addListener("mouseover", function(e:IEventObject) {
        e.getTarget().addClass("my-hover");
    });
    // good style: for such cases, use a static method:
    el.addListener("mouseout", removeHoverCls);
}

private static function removeHoverCls(e:IEventObject):void {
    e.getTarget().removeClass("my-hover");
};
```

If your event handler only needs access to `this`, declare it as a method as opposed to an anonymous function:

```
private var hoverCounter:int = 0;

private function attachListeners():void {
    var el:Element = getEl();
    // bad style: using an anonymous function that
    // only needs to access "this":
    el.addListener("mouseover", function(e:IEventObject) {
        ++hoverCounter;
    });
};
```

```
// good style: for such cases, use a (non-static) method:
el.addEventListener("mouseout", countHoverEvent);
}

private function countHoverEvent(e:IEventObject):void {
    ++hoverCounter;
};
```

In ActionScript, like in JavaScript, anonymous or inline functions have lexical scope, that is they can access any variable declared in the surrounding function or method. Since this scope usually contains a reference to the object that emits events [here: `e1`], and that object stores your event handler function in its listener set, you create a cyclic reference between the two. Cyclic references are not bad per se, because garbage collection can handle them if all objects contained in the cycle are not referenced from "outside". But firstly, as long as any of the objects is kept alive, all others are retained, too, and secondly, as discussed below, this makes finding the real culprit for memory leaks harder.

## Memory Leaks Caused by Other References

Any reference to an object can cause it to stay alive. Thus, to find unwanted retainers, it makes sense to null-out all references a component keeps in its `onDestroy()` method, like in this code sketch:

```
public class MyComponent extends Component {
    private var foo:SomethingExpensive;

    public function MyComponent(config:MyComponent = null) {
        super(config);
        foo = new SomethingExpensive();
    }

    protected function onDestroy():void {
        foo = null;
        super.onDestroy();
    }
}
```

You have to be careful that even after your component has been destroyed, certain asynchronous event callbacks may occur. Your event handlers have to be robust against fields already being `null`. Consider this example using a fictitious `timeout` event:

```
public class MyComponent extends Component {
    private var foo:SomethingExpensive;

    public function MyComponent(config:MyComponent = null) {
        super(config);
        foo = new SomethingExpensive();
        addEventListener("timeout", handleTimeout);
    }

    private function handleTimeout():void {
        // Although we remove the listener in onDestroy,
        // an event may already be underway, so foo may
```

```
// already be null in time it arrives:
if (foo) {
    foo.doSomething();
}

protected function onDestroy():void {
    removeListener("timeout", handleTimeout);
    foo = null;
    super.onDestroy();
}
}
```

## Detecting Memory Leaks

To check whether your customized Studio contains any component leaks, proceed as follows.

1. First, you need to prepare your Studio carefully.
  - Close all tabs in your Studio.
  - Reload Studio.
  - Before opening any tabs, get rid of any tab reuse configuration by entering the following in your browser's JavaScript console:

```
com.coremedia.ui.util.reusableComponentsService.reset()
```

2. Open the suspicious UI, for example, a document tab containing your new property field. If you want to check a document tab as a whole, you need to click through all subtabs and expand all collapsible panels as they contain lazy items. Wait until everything is rendered correctly and close the UI again. This is to ensure that helper components (a context menu, for instance) that are shared between instances and created with the first instance do not blur the view on real component leaks.
3. Store a snapshot of the current Ext component manager registry by executing the following command in the JavaScript console:

```
before = Ext.ComponentMgr.getAll()
```

4. Open and close the UI again like before. Take a second snapshot:

```
after = Ext.ComponentMgr.getAll()
```

5. In theory, the second snapshot should be exactly equal to the first. But some components are recreated occasionally, which is not bad if their old version is correctly destroyed. Thus, the first check is to simply compare the component count:

```
after.length - before.length
```

6. If there are more components in the second snapshot (positive difference), next goal is to determine their component type (xtype). This is achieved by the following code:

```
newComponents = after.filter(function(c) {  
    return before.indexOf(c) === -1;  
})
```

7. To get an overview of the new components, count how many components are of which type (xtype), using the following code:

```
byXtype = {};  
newComponents.forEach(function(c) {  
    var xtype = c.xtype;  
    byXtype[xtype] = (byXtype[xtype] || 0) + 1;  
});  
byXtype
```

8. For custom MXML components, the xtypes in the resulting map indicate the config package, from which you can derive the Maven module, and the config class name, which corresponds to the MXML file name (using an upper case first letter).

To check whether your customized Studio contains any other memory leaks, proceed as follows.

1. Open the suspicious UI, for example, a document tab containing your new property field. Wait until everything is rendered correctly and close the UI again. In addition to what has been said regarding component leaks, this is to ensure that all needed data objects (remote beans) have been fetched from the server. In Studio, remote beans are cached, so they are not garbage-collected on purpose.
2. Take a heap snapshot. In Google Chrome, this is achieved as follows: In Developer Tools, select "Profiles". Under "Select profiling type", the option "Take Heap Snapshot" is preselected. The third option, "Record Heap Allocations", claims to be suitable for isolating memory leaks, but CoreMedia founds comparing heap snapshots simpler. Press the button "Take Snapshot". In the left column, Chrome adds an icon for the snapshot and shows a progress indicator while it is recorded. When recording is finished, the heap snapshot is shown as an expandable list of all JavaScript objects is shown, grouped by their (internal) type.
3. Repeat opening and closing the suspicious UI like in step 2.
4. Take a second heap snapshot. To do so, either you have to select "Profiles" on the left and proceed like in step 3, or simply click the "record" button (a gray filled circle).
5. Where the label "Summary" is shown, you can switch to "Comparison". The first snapshot is automatically selected for comparison. Now, you no longer see all objects, but only those that either have been removed ("Deleted") or have been created ("New") between snapshot one and two ("Delta").

Since the application is in the same state after opening and closing the suspicious UI, ideally, the comparison would be empty. In practice, however, this can never be achieved. What you have to look for are "expensive" objects, consuming lots of memory ("Alloc. Size", "Freed Size", "Size Delta"). The focus is "Size Delta", which tells you how much memory has leaked between snapshot one and two.

Since you cannot do much about memory leaks in Ext JS or in Studio Core, concentrate on your own extensions. Fortunately, Chrome's Profiler manages to find the Ext JS class names of objects. Thus, you can filter the comparison by the name of your `ActionScript` class, and it will only show objects of that class whose set of instances has changed.

Each entry in the upper part represents the set of all object. To inspect a concrete instance and its retainers, you have to expand the entry using the triangle / arrow, and select an instance from the expanded list. For the selected instance, all retainers are now shown in the lower part of the heap analyzer.

Each root node in the "Retainers" tree represents the property of the instance directly referencing (retaining) the instance selected in the upper part. By expanding any node, you can drill down into its retainers, until you reach an instance that is globally retained, usually by the global JavaScript object `window`.

By default, the heap analyzer sorts child nodes by "Distance" (first column), so that you inspect the longest path when always expanding the first child node. This most likely, but not necessarily leads you to the "culprit" retainer, that is the instance that should no longer refer to the inspected instance. Many other retainers result from cyclic references, that is, they would have been garbage-collected together with the inspected object, if the "culprit" did not reference the inspected object. This is why it is recommended to reduce the number of references by cleaning up fields and listeners, even if this would not have been necessary without the memory leak (see above).

Hopefully, by inspecting retainers, you'll find a listener that has not been detached or a global reference that should be removed on destroy. If not, you can still clean up your component or action so that it at least leaks less memory.

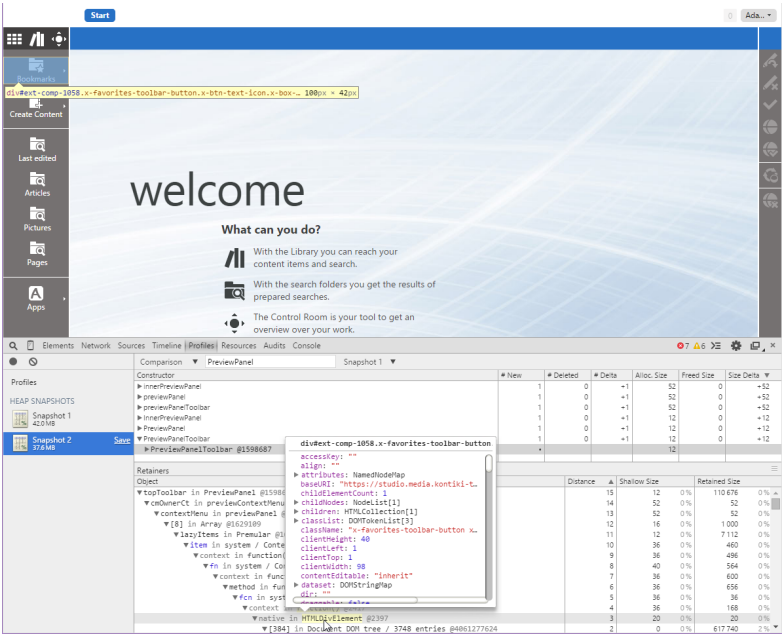


Figure 6.11. Google Chrome's Developer Tools Support Comparing Heap Snapshots

The screenshot shows Google Chrome's developer tools in action. Blueprint Studio has been loaded in debug mode. A document tab has been opened and closed again, "Snapshot 1" has been taken, and after repeating this, "Snapshot 2" has been added. Then, both snapshots have been compared as described above and the developer has filtered for "PreviewPanel". The only retained instance of PreviewPanelToolbar has been selected, so that its retainers are shown in the lower part. In the expanded path, the mouse hovers over the almost-leaf `HTMLDivElement`, which is also automatically highlighted in the Studio UI. This reveals the culprit of the memory leak: The highlighted "Bookmarks" button in the favorites toolbar is the one who keeps an indirect reference to the `PreviewPanel` through its context menu.

## 7. Customizing CoreMedia Studio

This chapter describes different customization tasks for *CoreMedia Studio*.

- **Section 7.1, “Studio Plugins” [107]** describes the structure of *CoreMedia Studio* plugins.
- **Section 7.2, “Localizing Labels” [117]** describes how you can localize labels of *CoreMedia Studio*.
- **Section 7.3, “Document Type Model” [120]** describes how you can adapt *CoreMedia Studio* to your document type model, for example by localizing types and properties, defining document forms, and so on.
- **Section 7.4, “Customizing Property Fields” [134]** describes how you can create custom property fields and how you can customize the existing rich text property field.
- **Section 7.5, “Coupling Studio and Embedded Preview” [156]** describes how you can couple the Preview and Form of a document in the JSP templates of the *CAE* preview.
- **Section 7.7, “Customizing Central Toolbars” [161]** describes how to customize the CoreMedia toolbar with additional search folders or custom actions.
- **Section 7.8, “Managed Actions” [167]** describes what managed actions are and how to use them.
- **Section 7.9, “Adding Shortcuts” [169]** describes how to apply shortcuts for managed actions.
- **Section 7.11, “Customizing the Library Window” [171]** describes how you can customize the Library Window.
- **Section 7.12, “Studio Frontend Development” [178]** describes how to work with the frontend framework to create own studio styles or customize the existing studio appearance.
- **Section 7.13, “Work Area Tabs” [191]** describes how to integrate your own tab to *CoreMedia Studio*. how to determine which tabs are opened at start time and how to add actions to the work area tab context menu.
- **Section 7.14, “Re-Using Studio Tabs For Better Performance” [197]** describes how to configure the reusability of `WorkArea` document form tabs for better performance.
- **Section 7.15, “Dashboard” [201]** describes how to configure the dashboard of *CoreMedia Studio*.
- **Section 7.16, “Configuring MIME Types” [211]** describes how to configure MIME types for additional file types for *CoreMedia Studio*.

- [Section 7.17, “Server-Side Content Processing” \[212\]](#) describes how the processing of content can be influenced by custom strategies and how inconsistencies in the content structure can be detected or avoided.
- [Section 7.18, “Available Locales” \[223\]](#) describes how *CoreMedia Studio* assists the user in choosing a locale and how to configure the available locales.
- [Section 7.19, “Notifications” \[224\]](#) describes how to enrich *CoreMedia Studio* with custom notifications.
- [Section 7.20, “Annotated LinkLists” \[229\]](#) describes how to enrich LinkLists with custom properties.
- [Section 7.21, “Image LinkLists” \[235\]](#) describes how to enrich LinkLists with images.
- [Section 7.22, “Customizing Workflow UI” \[237\]](#) describes how you can customize Workflows by adding custom parameters.
- [Section 7.25, “User Manager” \[278\]](#) describes how you can customize the Studio's user manager.
- [Section 7.27, “Adding Entity Controllers” \[281\]](#) describes how you can add new entity controllers to the Studio REST API.

## 7.1 Studio Plugins

The way to easily customize and extend *CoreMedia Studio* is by using plugins. The `studio` and `extension` modules in the *CoreMedia Blueprint workspace* demonstrate the usage of the plugin mechanism, and define several plugins for Studio.

### CAUTION

Note that a Studio plugin is not to be confused with an *Ext JS* component plugin. The former is an application-level construct; Studio plugins are designed to aggregate various extensions (custom UI elements and their functional code, together with the required UI elements to trigger the respective functionality). The latter means a per-component plugin and is purely an *Ext JS* mechanism. This section deals with Studio plugins; *Ext JS* plugins are described in [Section 5.1.2, “Component Plugins” \[41\]](#). In this manual, the terms *Studio plugin* and *component plugin* are used, respectively, to avoid ambiguity.



Examples for *CoreMedia Studio* extension points that plugins may hook into are:

- Localization of document types and properties
- Custom forms for document types
- Custom collection *thumbnail view*, and custom columns in collection *list view*
- Custom tab types (example in Blueprint: Taxonomy Manager tab)
- Custom library search filters
- Allowed image types and respective blob properties for drag and drop into rich text fields
- Additional extensions to extension menu
- Document types without a valid preview

A plugin for *CoreMedia Studio* usually has the following structure:

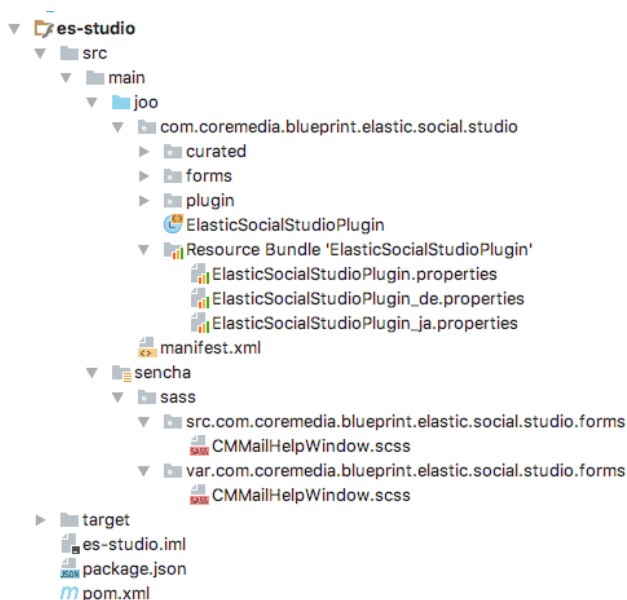


Figure 7.1. Plugin structure

The example above depicts the layout of a typical Studio module in the *CoreMedia Blueprint workspace*. All plugins contain a `pom.xml` file that defines the dependencies of the plugin. The actual source code goes into the subdirectories `joo` and `sencha`. The former contains MXML and ActionScript code, the latter Sass files in the `sass` subfolder and additional static resources such as images or CSS files in the `resources` subfolder not shown in the example. The `package.json` file registers the Studio plugin, see further below.

Structure of example

The module `es-studio`, for example, has a main package `com.coremedia.blueprint.elastic.social.studio` and holds a resource bundle, and the file `ElasticSocialStudioPlugin.mxml` declaring the plugin and its applicable rules and configuration.

It is recommended to put the source of your plugin into a custom package. This package is reflected in the folder structure below `joo`. The package name for the example above is `com.coremedia.blueprint.elastic.social.studio` as it is *CoreMedia Blueprint's* Elastic Social Studio plugin.

Each plugin is described in an MXML file like `ElasticSocialStudioPlugin.mxml`. This file declares the plugin's rule definitions (that is the various *Studio* extension points that this plugin hook into) and configuration options. Typically, that MXML file is sufficient for a plugin declaration.

However, if you want to run arbitrary ActionScript code as part of your plugin's initialization phase, you can also introduce an ActionScript base class. In this case, you need to declare that base class in your main MXML file, make your base class extend `StudioPlugin`, and then override the `init()` method in your base class.

### The Main Class

The main class of a plugin can either be defined as ActionScript code or as MXML. In the example in [Figure 7.1, "Plugin structure" \[108\]](#) the main class is `ElasticSocialStudioPlugin` as MXML. For your own plugins, it is recommended to use a name schema like `<your plugin name>StudioPlugin`.

The main class for a plugin must implement the interface `com.coremedia.cms.editor.sdk.EditorPlugin`. The interface defines only one `init()` method that receives a context object implementing `IEditorContext` as its only parameter, which is supposed to be used to configure *CoreMedia Studio*.

In ActionScript, you can simply implement the interface in your source code. In MXML you can also implement interfaces with the attribute `implements`. Studio provides a base MXML element to inherit from, namely `<editor:StudioPlugin>` which not only implements the `IEditorContext` interface, it also delegates the `init()` call to all Studio plugins specified in its `configurations` `config` option.

The `IEditorContext` instance handed in to the `init()` method can be used for the following purposes:

- Configure which document types can be instantiated by the *CoreMedia Studio* user. This basically restricts the list of content types offered after clicking on the Create Document Icon in the Collection View (see [Section 7.3.6, "Excluding Document Types from the Library" \[131\]](#) for details). Note that only those documents are offered in the create content menu that the current user has the appropriate rights for in the selected folder – excluded document types will be placed on top of that rule (that is, you can exclude document type X from the menu even when the user has technically the rights to create documents of type X).
- Configure image properties for display in the thumbnail view and for drag and drop
- Register hooks that fill certain properties after initial content creation (see [Section 7.3.7, "Client-side initialization of new Documents" \[132\]](#) for details)
- Add properties to the localization property bundles, or override existing properties (see [Section 7.2, "Localizing Labels" \[117\]](#) for details)
- Get access to the central bean factory and the application context bean
- Get access to the REST session and indirectly to the associated repositories
- Register content types for which *Studio* should not attempt to render an embedded preview
- Register a transformer function to post-process the preview URL generated for an existing content item for use in the embedded preview

- Get access to persistent per-user application settings, such as the tabs opened by the user or custom search folders
- Register symbol mappings for pasting external text from the system clipboard into a RichText property field, which can be useful when you have to paste documents from Microsoft Word with special non-standard characters

Note that a Studio plugin's `init()` method is allowed to perform asynchronous calls, which is essential if it needs server-side information (access user, groups, Content, and so on) during initialization. *CoreMedia Studio* waits for the plugin to handle all callbacks, only then the next plugin (if any) is initialized and eventually, *CoreMedia Studio* is started. However, you cannot use `window.setTimeout()` or `window.setInterval()` in Studio plugin initialization code!

## Plugin Rules

The other essential part of a *CoreMedia Studio* plugin is the plugin rules it declares in its `<ui:rules>` element. Plugin rules are applied to components whenever they are created, which allows you to modify behavior of standard *CoreMedia Studio* components with component plugins. The `ElasticSocialStudioPlugin` plugin, for example, declares rules that add document forms for elastic social.

The studio plugin file consists of one "rules" element that contains component elements. The components can be either identified by their global id or by namespace and xtype. For the latter case, you need to declare the required namespace(s) in the root tag of the plugin file. You can read a Studio plugin rule like this: "Whenever a component of the given xtype is built, add the following component plugin(s)."

*The rules element*

You can use predefined Ext JS component plugins to modify framework components. The `ElasticSocialStudioPlugin` plugin, for example, uses the `AddItemsPlugin` to add document forms to the `CommentExtensionTabPanel`.

In the `ElasticSocialStudioPlugin`, custom forms for the elastic social document types are added by using the `AddTabbedDocumentFormsPlugin` (which is a component plugin).



### CAUTION

While in simple cases, the items to add can be specified directly inline in the Studio plugin MXML file, this is generally not recommended.

The reason is that the Studio plugin class is instantiated as a singleton, and all MXML elements that represent objects that are not components or plugins, most prominently Actions, are instantiated immediately, too. This means that Actions are instantiated (too) early, and that a plugin rule may be applied several times with the same Action instance, leading to unexpected results.

The best practice is to move the whole component plugin to a separate MXML file and reference this new plugin subclass from the Studio plugin rule. Since the new plugin is referenced by its ptype, a new plugin instance and thus a new Action instance is created for each application of the plugin rule as expected.

The Ext JS plugins of any component are executed in a defined order:

*Execution order*

1. Plugins provided directly in the component definition are initialized
2. Plugins defined in Studio plugin rules, starting with the plugins for the most generic applicable xtype, then those with successively more specific xtypes.
3. Plugins configured for the component's ID

If that specification does not unambiguously decide the order of two plugins, plugins registered earlier are executed earlier. To make sure that a certain module's Studio plugins are registered after another module's Studio plugin, the former module must declare a Maven dependency on the latter module. This way, the Studio plugins run and register in a defined order.

For your own Studio plugin, you might want to use the file from the *CoreMedia Project* workspace as a starting point. The name of the Studio plugin file should reflect the functionality of the plugin, for example `<My-plugin-Name>StudioPlugin.xml` for better readability.

The following example shows how a button can be added to the actions toolbar on the right side of the work area:

```
<editor:StudioPlugin xmlns...>
  <editor:rules>
    ...
    <editor:ActionsToolbar>
      <editor:plugins>
        <my:AddActionsToolbarItemsPlugin/>
      </editor:plugins>
    </editor:ActionsToolbar>
    ...
  </editor:rules>
</editor:StudioPlugin>
```

```
</editor:rules>
</editor:StudioPlugin>
```

#### Example 7.1. Adding a plugin rule to customize the actions toolbar

Because it is embedded in the element `<editor:ActionsToolbar>` in the above declaration, your custom plugin `<my:AddActionsToolbarItemsPlugin>` will be added to all instances of the `ActionsToolbar` class.

Your custom plugin is defined in a separate MXML file `AddActionsToolbarItemsPlugin.mxml` that configures an `<addItemPlugin>` to add a separator and a button with a custom action to the `ActionsToolbar` at index 5:

```
<ui:AddItemsPlugin index="5">
  <ui:items>
    < TbSeparator />
    < Button>
      < baseAction>
        < my:MyAction ... />
      < /baseAction>
    < /Button>
  < /ui:items>
< /ui:AddItemsPlugin>
```

#### Example 7.2. Adding a separator and a button with a custom action to a toolbar

While you can insert a component at a fixed position as shown above, it might also make sense to add the component after or before another component with a certain (global) ID, `itemId`, or `xtype`. To that end, the `AddItemsPlugin` allows you to specify pattern objects so that new items are added before or after the represented objects. If the component you want to use as an "anchor component" is not a direct child of the component you plug into, you can set the *recursive* attribute in your rules declaration to `true`.

*Relative position of new component*

When the component you want to modify is located inside a container that is also a public API extension point, you might have to access that container's API to provide context for your customizations. A typical use case for this is that you want to add a button to a toolbar that is nested below a container, but you need to apply your plugin rule to the container (and not the toolbar), because you need to access some API of that Container to configure the items to add (for example, access to the current selection managed by that container), or because the toolbar is reused by other containers, and you want your button to only appear in one specific context. Some *Studio* components define public API interfaces for accessing the runtime component instance, for example `<editor:CollectionView>` creates a component that is documented to implement the public API interface `ICollectionView` [package `com.coremedia.cms.editor.sdk.collectionview`].

*Nested extension points*

To express such nested extension point plugin rules, there is the plugin `<ui:NestedRulesPlugin>`. Its usage is similar to *CoreMedia Studio* plugin rules, namely it must contain an element `<ui:rules>` that again contains nested plugin rules. A

nested plugin rule consists of the element of the subcomponent to locate with an optional `itemId`, which in turn contains a `<plugins>` element with the plugins to add to that component. Typical plugins to use here are `AddItemsPlugin`, `RemoveItemsPlugin`, and `ReplaceItemsPlugin`, all located in namespace `exml:com.coremedia.ui.config`.

For example, assume that to every `LinkList` property field, you want to add a custom action that needs access to the current selection of content items in the `LinkList` given as a config option `contentValueExpression` of type `ValueExpression`. Like in the example above, you have to add a custom plugin to a *CoreMedia Studio* extension point in your *CoreMedia Studio* plugin MXML file:

```
<editor:StudioPlugin>
  <editor:rules>
    ...
    <editor:LinkListPropertyField>
      <editor:plugins>
        <my:CustomizeLinkListPropertyFieldPlugin/>
      </editor:plugins>
    </editor:LinkListPropertyField>
    ...
  </editor:rules>
</editor:StudioPlugin>
```

*Example 7.3. Adding a plugin rule to customize all LinkList property field toolbars*

Now, in your plugin `CustomizeLinkListPropertyFieldPlugin.mxml`, instead of using `<ui:AddItemsPlugin>` directly, you apply `<ui:NestedRulesPlugin>` to locate the toolbar you want to customize. Still, the component you plug into is a `LinkList` property field, and when your custom plugin is instantiated, that component is instantiated, too, and handed in as the config option `component`. It is good practice to assign the `LinkList` property field component as well as its initial configuration (when needed) to typed local MXML variables to avoid repeating longish expressions and type casts in inline code.

```
<ui:NestedRulesPlugin xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns="exml:ext.config"
  xmlns:ui="exml:com.coremedia.ui.config"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
  xmlns:my="exml:...">

  <fx:Script><![CDATA[
    import com.coremedia.cms.editor.sdk.premular.fields.LinkListPropertyField;
    import com.coremedia.cms.editor.sdk.premular.fields.LinkListPropertyFieldToolbar;

    private var linkListPropertyField:LinkListPropertyField;
    private var linkListPropertyFieldConfig:LinkListPropertyField;
    private var config:CustomizeLinkListPropertyFieldPlugin;

    // called by generated constructor code
    private function __initialize__(config:CustomizeLinkListPropertyFieldPlugin):void {
      linkListPropertyField = config.cmp as LinkListPropertyField;
      linkListPropertyFieldConfig = linkListPropertyField.initialConfig as LinkListPropertyField;
    }

    public native function
```

```

CustomizeLinkListPropertyFieldPlugin(config:CustomizeLinkListPropertyFieldPlugin = null);
]]></fx:Script>

<ui:rules>
  <editor:LinkListPropertyFieldToolbar>
    <editor:plugins>
      <ui:AddItemsPlugin>
        <ui:items>
          < TbSeparator />
          < ui:IconButton>
            < ui:baseAction>
              < my:MyAction
                contentValueExpression=
                  "{linkListPropertyField
                    .getSelectedValuesExpression()}"
                forceReadOnlyValueExpression=
                  "{linkListPropertyFieldConfig
                    .forceReadOnlyValueExpression}" />
            < /ui:baseAction>
          < /ui:IconButton>
        < /ui:items>
      < ui:before>
        < Component
          itemId="{LinkListPropertyFieldToolbar
            .LINK_LIST_SEP_FIRST_ITEM_ID}" />
      < /ui:before>
    < /ui:AddItemsPlugin>
  < /editor:plugins>
< /editor:LinkListPropertyFieldToolbar>
< /ui:rules>
< /ui:NestedRulesPlugin>

```

*Example 7.4. Using <ui:NestedRulesPlugin> to customize a subcomponent using its container's API*

Note how the above code makes use of the MXML element `LinkListPropertyFieldToolbar` to locate the toolbar inside the `LinkListPropertyField`, as well as to use an `..._ITEM_ID` constant from that config class to specify the new items' location.

As another example, assume you want to create your own component inheriting from `<editor:LinkListPropertyField>`. You want to reuse the default toolbar that the standard link list component defines, but you want to add one additional button to that toolbar. In a very similar fashion to the example above concerning *CoreMedia Studio* plugins, you can then write your custom component's MXML file like this:

*Customizing nested components*

```

<editor:LinkListPropertyField xmlns:ui="exml:com.coremedia.ui.config"
                             xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
                             xmlns:exml="http://www.jangaroo.net/exml/0.8"
                             xmlns:fx="http://ns.adobe.com/mxml/2009">

  <fx:Script><![CDATA[
    [Bindable]
    public var additionalToolbarItems:Array;

    private var config:UsingNestedRulesPlugin;

    public native function UsingNestedRulesPlugin(config:UsingNestedRulesPlugin = null);

  ]]></fx:Script>

  <editor:plugins exml:mode="append">

```

```

<ui:NestedRulesPlugin>
  <ui:rules>
    <editor:LinkListPropertyFieldToolbar>
      <editor:plugins>
        <ui:AddItemsPlugin
          items="{config.additionalToolbarItems}"/>
        </editor:plugins>
      </editor:LinkListPropertyFieldToolbar>
    </ui:rules>
  </ui:NestedRulesPlugin>
</editor:plugins>
</editor:LinkListPropertyField>

```

*Example 7.5. Using <ui:NestedRulesPlugin> to customize a subcomponent*

Note that when you inherit from a component and use the `<plugins>` element to declare the plugins you want to apply to this component, you overwrite the `plugins` definition of the component you inherit from. That means that all the plugins that the super component defines would not be used in your custom component. To avoid that, you have to set the `mode` attribute of the `plugins` element to either `append` or `prepend`, which will then add your custom plugin definitions to the end of the super component's declarations, or insert them at the beginning, respectively.

You might also want to remove certain components from their containers. In that case, you can add the `RemoveItemsPlugin` to the container component and remove items, again identifying them by pattern objects that can specify id, item id, or xtype.

*Removing components*

In order to replace an existing component, you can use the `ReplaceItemsPlugin`. For this plugin, you specify one or more replacement components in the `items` property. Each item must specify an id or an item id and replaces the existing component with exactly that id or item id.

Finally, a custom *CoreMedia Studio* plugin needs to be registered with the *Studio* application. This is done in the `package.json` file in the module root folder. The purpose of this file is to add the fully qualified main plugin class to the list of Studio plugins. For your own plugin, you need to change the fourth and fifth lines of the following example accordingly:

*Register the plugin*

```

{
  "studioPlugins": [
    {
      "mainClass": "com.coremedia.blueprint.studio.BlueprintFormsStudioPlugin",
      "name": "Blueprint Forms"
    }
  ]
}

```

*Example 7.6. Registering a plugin*

If your plugin should only be active for a certain group of users, you can add a `requiredGroup` property to the plugin descriptor. The plugin will only be loaded if the user is a member of the given group.

*Group-specific plugin*

The object created in the `package.json` file may use the attributes defined by the class `EditorPluginDescriptor`, especially `name` and `mainClass` as shown above. In addition, the attributes `requiredGroup` and `requiredLicenseFeature` may be used.

You can also implement group specific and own conditions using the `OnlyIf` plugin. Find further information in the ASDoc of [com/coremedia/cms/editor/sdk/plugins/OnlyIf](https://coremedia.com/coremedia/cms/editor/sdk/plugins/OnlyIf).

*OnlyIf plugin*

To recapitulate, this is a brief overview of the configuration chain:

1. Maven dependencies introduce Studio plugin modules to *CoreMedia Studio*.
2. Studio plugin modules register Studio plugins in the `package.json` file.
3. Studio plugin rules definitions denote components by ID or xtype and add Ext JS plugins to those components.
4. The Ext JS plugins shown here change the list of items of the components. Any other Ext JS plugins can be used in the same way.

## Load external resources

If you want to load external style sheets or JavaScript files into *Studio*, you have to place them below the folder `src/main/sencha/resources` in your module and add the file paths to the `jangaroo-maven-plugin` in your module POM file with the configuration options `additionalCssNonBundle` and `additionalJsNonBundle` as follows:

```
<plugin>
  <groupId>net.jangaroo</groupId>
  <artifactId>jangaroo-maven-plugin</artifactId>
  <version>${jangaroo.version}</version>
  <extensions>true</extensions>
  <configuration>
    <additionalCssNonBundle>
      <value>resources/path/to/myStylesheet1.css</value>
      <value>resources/path/to/myStylesheet2.css</value>
    </additionalCssNonBundle>
    <additionalJsNonBundle>
      <value>resources/path/to/myJavascript1.js</value>
      <value>resources/path/to/myJavascript2.js</value>
    </additionalJsNonBundle>
    ...
  </configuration>
</plugin>
```

*Example 7.7. Loading external resources*

## 7.2 Localizing Labels

Many labels besides document types and property names can also be localized. Typical cases are labels or button texts, error messages or window titles. The localized texts are stored in property files. To use these property values, classes are generated by the MXML compiler following the singleton pattern. Property classes can be adapted as described in [Section 5.6, "Localization" \[72\]](#), typically overriding the existing value with values from a new customizing property class.

### Predefined property classes of CoreMedia Studio

The following classes are predefined property classes defining labels and messages used throughout *CoreMedia Studio*.

- `Actions_properties`
- `DeviceTypes_properties`
- `Editor_properties`
- `EditorErrors_properties`
- `Publisher_properties`
- `Validators_properties`

See the [ActionScript documentation](#) for a list of defined properties.

### Predefined property files of Blueprint Studio

The *blueprint-forms Studio* plugin contains several property files with localization entries in the `studio/blueprint-forms/src/main/joo/com/coremedia/blueprint/studio` directory. These files are used for to localize several features of *Studio*, for example tab titles, document type names or validator messages.

You can simply change the value of any of the properties as needed. While you can also add new properties to these files when building extensions of *CoreMedia Studio*, it is preferable to put new localization keys into new property files.

### Adding a new resource bundle

If you want to add a new property file which contains your own localization keys, proceed as follows:

1. Create a directory corresponding to the desired package of your resource bundle, for example `<ModuleName>/src/main/joo/<PackagePath>`.

2. Create new properties files following the naming schema: `<PropertyFileName>.properties` and `<PropertyFileName>_de.properties`.
3. Add one or more keys and values in the form `<KeyName>=<PropertyValue>`
4. Optionally, add the same key to each locale-specific properties file, using an appropriate translation. By default, there is only one translation (German), but you can add your own.
5. In a MXML file describing your custom component, import the resource bundle in the metadata section:

```
<fx:Metadata>
  [ResourceBundle ('my.package.BundleName')]
  ..
</fx:Metadata>
```

*Example 7.8. Add Resource Bundle*

6. Address the resource bundle and key in the text attribute of the component where you want to use the label: `ResourceManager.getInstance().getString('my.package.BundleName', <KEY_NAME>)`. You will get code completion in a properly configured IDE for the keys of your resource bundle.
7. Instead of using the `ResourceManager.getInstance()` singleton, you can reference the `resourceManager` object that is available for every component instance.

### Example: Adding a Search Button

In order to introduce a new localized button to the favorites toolbar you could add the following component to the file `BlueprintFormsStudioPlugin.mxml` for the component `FavoritesToolbar`.

```
<editor:FavoritesToolbar>
  <editor:plugins>
    <ui:AddItemsPlugin>
      <ui:items>
        <Button itemId="exampleButton">
          <baseAction>
            <editor:ShowCollectionViewAction published="false"
                                              editedByMe="true"
                                              contentType="CMArticle"
                                              text="{ResourceManager.getInstance().getString(
                                                'com...BlueprintStudio_properties',
                                                'doc_example_txt')}" />
          </baseAction>
        </Button>
      </ui:items>
      <ui:after>
        <Button itemId="{FavoritesToolbar.NEW_MENU_BUTTON_ITEM_ID}" />
      </ui:after>
    </ui:AddItemsPlugin>
```

```
</editor:plugins>
</editor:FavoritesToolbar>
```

### Example 7.9. Adding a search button

The attribute `text` of the `editor:ShowCollectionView` Element defines the text to be displayed in the *Studio* web application.

In order to have the label you want, you need to add it to the properties file. The `BlueprintStudio.properties` file starts like this after adding a string for the label:

```
doc_example_txt=My Example Button

SpacerTitle_navigation=Navigation
SpacerTitle_versions=Versions
SpacerTitle_layout=Layout
...
```

### Example 7.10. Example property file

## Override Standard Studio Labels

It is also possible to override the standard *Studio* labels, like so:

1. Create a property file with all labels you want to override, for example `CustomLabels.properties` and `CustomLabels_de.properties`.
2. Search for the key of the property that should be changed. All the keys are documented in the `ActionScript` API, such as `Action_withdraw_tooltip` in the resource bundle class `Actions_properties`.
3. In your `CustomLabels` bundle, set the new value for the key.
4. In the `configuration` section of your *Studio* plugin, override the `Actions_properties` bundle with the following code:

```
//override the standard studio labels with custom properties
<editor:CopyResourceBundleProperties
destination="{ResourceManager.getInstance().getResourceBundle(null,
'com.coremedia.cms.editor.sdk.actions.Actions')}">

source="{ResourceManager.getInstance().getResourceBundle(null,
'com.coremedia.blueprint.studio.CustomLabels')}">/>
```

### Example 7.11. Overriding properties

This can be done with every property of *Studio*. An example can also be found in the `BlueprintFormsStudioPlugin`.

## 7.3 Document Type Model

Each CoreMedia CMS content application is based on an object-oriented document type model. Documents of different types often require different treatment. By tailoring CoreMedia Studio to the document type model, the support for dealing with documents is greatly improved.

- [Section 7.3.1, “Localizing Types and Fields” \[120\]](#) describes how to localize the names of document types and document properties.
- [Section 7.3.2, “Customizing Document Forms” \[121\]](#) describes how you can add or remove property fields to or from a document form.
- [Section 7.3.3, “Image Cropping and Image Transformation” \[127\]](#) describes how to enable the image cropping feature.
- [Section 7.3.5, “Disabling Preview for Specific Document Types” \[131\]](#) describes how you can disable the preview for a specific document type.
- [Section 7.3.6, “Excluding Document Types from the Library” \[131\]](#) describes how you can exclude document types from the dropdown lists for document creation and document type search filtering.
- [Section 7.3.7, “Client-side initialization of new Documents” \[132\]](#) describes how you can initialize newly created documents.

### 7.3.1 Localizing Types and Fields

You can localize the names of document types and document properties by means of property files as described in [Section 5.6, “Localization” \[72\]](#). To this end, you provide property files and use them to override the properties defined in `com.coremedia.cms.editor.ContentTypes_properties`. Typically, this is done while initializing a Studio plugin.

```
<local:configuration>
...
<editor:CopyResourceBundleProperties
  destination="{ResourceManager.getInstance().
    getResourceBundle(null,
      'com.coremedia.cms.editor.ContentTypes')}"
  source="{ResourceManager.getInstance().
    getResourceBundle(null,
      'com.coremedia.blueprint.studio.MyDocumentTypes')}" />
...
</local:configuration>
```

*Example 7.12. Localizing document types*

There are several kinds of property keys to overwrite when localizing document types:

- `<ContentTypeName>_text`: the name of the content type `<ContentTypeName>` in the given language.
- `<ContentTypeName>_toolTip`: the tooltip shown for the content type `<ContentTypeName>`.
- `<ContentTypeName>_icon`: the CSS class to attach to the HTML `<div>` elements that show the type icons for the content type `<ContentTypeName>`.
- `<ContentTypeName>_<PropertyName>_text`: the name of the property `<PropertyName>` of a document of type `<ContentTypeName>` or a subtype thereof.
- `<ContentTypeName>_<PropertyName>_toolTip`: the tooltip shown for the property `<PropertyName>` of a document of type `<ContentTypeName>` or a subtype thereof.
- `<ContentTypeName>_<PropertyName>_emptyText`: the text to shown in the field when the property `<PropertyName>` of a document of type `<ContentTypeName>` is empty. This message typically prompts the user to enter a value.

When multiple localizations are defined for a single property, but different content types, the most specific type is used.

## Content Types in Blueprint Studio

The *CoreMedia Studio Blueprint* plugin contains two property files `BlueprintDocumentTypes.properties` and `BlueprintDocumentTypes_de.properties` for localizing document type names and property names in the `studio/blueprint-forms/src/main/joo/com/coremedia/blueprint/studio` directory.

You can simply change the value of any of the properties as needed.

## 7.3.2 Customizing Document Forms

The following section describes how to customize the document forms, which constitute the main working component that your users will use. *Studio* allows you to organize a - potentially quite big - set of property fields into horizontal tabs.

To register your custom document form, you need to register your MXML component to the `TabbedDocumentFormDispatcher` inside the initialization of a *Studio* plugin, like so:

*Multi-tab document forms*

```
<editor:TabbedDocumentFormDispatcher>
  <editor:plugins>
    <editor:AddTabbedDocumentFormsPlugin>
      <editor:documentTabPanels>
        <bpforms:CMArticleForm itemId="CMArticle"/>
        ....
      </editor:documentTabPanels>
    </editor:AddTabbedDocumentFormsPlugin>
  </editor:plugins>
</editor:TabbedDocumentFormDispatcher>
```

```

    </editor:documentTabPanels>
  </editor:AddTabbedDocumentFormsPlugin>
</editor:plugins>
</editor:TabbedDocumentFormDispatcher>

```

The above code plugs into the `TabbedDocumentFormDispatcher`, and registers custom document forms with the plugin namespace `bpforms`. Note that the `itemId` still corresponds to the name of the document type you want to apply your form for.

The document forms registered with the dispatcher are automatically used for both the regular document form and for the left-side form of the version comparison view and the master side-by-side view. When used on the left side, the `forceReadOnly` `ValueExpression` passed to the form is set to `true`, allowing your form to switch into a read-only mode.

To customize a form, you need to adapt the respective form definition file (an MXML component) in `studio/blueprint-forms/src/main/joo/com/coremedia/blueprint/studio/forms/`. Containers used in the forms are defined in separate MXML files in the `/containers` sub directory. The following code shows a simple example for a standard `CMArticle` form definition:

```

<?xml version="1.0" encoding="UTF-8"?>
<editor:DocumentTabPanel
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns="exml:ext.config"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
  xmlns:bpforms="exml:com.coremedia.blueprint.studio.config">
  <fx:Metadata>
    [ResourceBundle('com.coremedia.blueprint.studio.BlueprintTabs')]
  </fx:Metadata>
  <fx:Script><![CDATA[
    public static const xtype:String =
    "com.coremedia.blueprint.studio.config.cmArticleForm";

    private var config:CMArticleForm;

    public native function CMArticleForm(config:CMArticleForm = null);
  ]]></fx:Script>

  <editor:items>
    <editor:DocumentForm
      title="{resourceManager.getString(
        'com.coremedia.blueprint.studio.BlueprintTabs',
        'Tab_content_title')}">
      <editor:items>
        <editor:PropertyFieldGroup title="My Field Group"
          itemId="myFieldGroup">
          <editor:items>
            <editor:StringPropertyField propertyName="title"/>
            <editor:RichTextPropertyField propertyName="detailText"
              initialHeight="200"/>
          </editor:items>
        </editor:PropertyFieldGroup>
      </editor:items>
    </editor:DocumentForm>
    <bpforms:CMArticleMetaDataTab bindTo="{config.bindTo}"/>
    <bpforms:MultiLanguageDocumentForm bindTo="{config.bindTo}"/>
    <bpforms:CMArticleSystemForm bindTo="{config.bindTo}"/>
  </editor:items>

```

```
</editor:DocumentTabPanel>
```

Example 7.13. Article form

## Collapsible Property Field Groups

To add several property fields to a group with an additional title, the component `<editor:PropertyFieldGroup>` can be used. All documents forms of *CoreMedia Blueprint* do use it to provide a better overview about related fields.

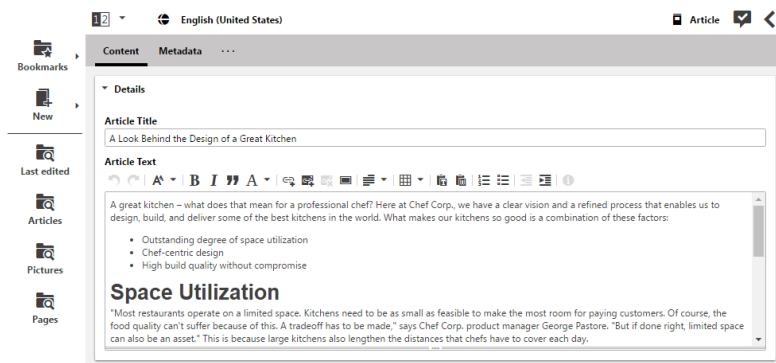


Figure 7.2. Document form with a collapsible property field group

Additionally, the collapsible property field group persists the collapsed status. For example, when the group is collapsed for the teaser title and teaser text of an article, the group is collapsed for all newly opened article documents too (except it contains an invalid field). This status information is stored in the user preferences of the user, so if the user logs into *Studio* on another computer, the same state will be restored.

```
<editor:PropertyFieldGroup
  title="{CustomLabels.properties.INSTANCE.PropertyGroup_Details_label}"
  itemId="detailsDocumentForm">
  <editor:items>
    <editor:StringPropertyField propertyName="title"/>
    <editor:RichTextPropertyField propertyName="detailText"
      initialHeight="200"/>
  </editor:items>
</editor:PropertyFieldGroup>
```

Example 7.14. Collapsible Property Field Group

Each declaration of an `<editor:PropertyFieldGroup>` element should contain the attributes `title` and `itemId`. The `title` attribute applies a title to the panel (and also provides a meaning to the group). It is also used as click area for col-

lapsing the panel. The `itemId` should be applied to persist the state of the group. If no `itemId` is provided, the collapsible state is not stored in the user preferences and therefore not applied when new documents of the same type are opened.

## Property Fields

*CoreMedia Studio* offers at least one predefined property field for each property type available for CoreMedia documents. See [Table 7.1, “Property Fields” \[124\]](#) for a list of all provided field types.

Each property field of this tab has at least an attribute `propertyName` which corresponds to the property name of the document type. The property name must be specified for each field. The document form also provides three additional properties to all fields without specifying them explicitly: `bindTo`, `hideIssues`, and `forceReadOnlyValueExpression`. The standard property fields recognize these options and custom property fields are encouraged to so, too. See [Section 7.4, “Customizing Property Fields” \[134\]](#) for details about developing new property fields.

- `bindTo`: A value expression that evaluates to the content object to show in the form. The content may change when the form content changes.
- `hideIssues`: This attribute is used to disable the highlighting of property fields with issues originating from validators. Validators will be described in [Section 7.17.1, “Validators” \[212\]](#). If set on the document form, it applies to all property fields.
- `forceReadOnlyValueExpression`: A value expression that evaluates to true when the document form and all of its property fields should be shown in read-only mode, for example when showing the document form on the left side in master comparison mode.

Other attributes might vary depending on the property type. The `BlobPropertyField` editor, for example, has a property `contentType` that defines the MIME type. If you want to hide a property, you can simply remove the related `<editor:PropertyType>PropertyField>` element. The order of the editor elements defines the order in the form.

Property Field	Used for	Description
StringPropertyField	String property	Shows string data.
IntegerPropertyField	Integer property	Shows integer number.
SpinnerPropertyField	Integer property	Shows integer number, with arrow buttons to increase/decrease the current value, and mouse wheel.

Property Field	Used for	Description
BooleanPropertyField	Integer property with 0/1 Boolean values	Shows a checkbox indicating checked=1, unchecked=0.
DateTimePropertyField	Date property	Shows date, time and time zone and provides appropriate picker elements.
LinkListPropertyField	Link List property	Allows drag and drop.
ContentListChooserPropertyField	Link List property	Shows a list of linkable contents and the current selection.
RichTextPropertyField	CoreMedia RichText (XML) property	Shows the text in a WYSIWYG style and provides a fully featured toolbar.
XmlPropertyField	Generic XML property	Shows the raw XML text.
BlobPropertyField	Blob property for all MIME types	Shows the image and provides an upload dialog.
TextAreaPropertyField	CoreMedia RichText (XML) property	Shows the text as plain text in a text area.
TextAreaStringPropertyField	String property	Shows the text in a text area.
TextBlobPropertyField	Blob property of MIME type text/plain	Shows the blob as plain text in a text area.
StructPropertyField	CoreMedia Struct property	Shows a generic editor for structs.

Table 7.1. Property Fields

## Customizing Columns in Link List Properties

By default, the `LinkListPropertyField` shows a document type icon, the name and the lifecycle status for each linked document. Additionally, the Boolean property `showThumbnails` can be set to `true` to enable a thumbnail preview for the referenced document. Also, you can configure an array of columns to be shown using the `columns` property of the field component. Each array element must be an Ext JS grid column object. The available fields of the store backing the grid panel are `name`, `status`, `type`, and `typeCls`. These fields represent the name, the lifecycle status, the document type name and a style class for a document type icon, respectively.

*Showing more columns*

If you need additional fields for your custom columns, you can add them using the `fields` property. Each field should be a `com.coremedia.ui.store.DataField`. The following example shows how a new column uses a custom field to display the `locale` property of linked documents.

```
<editor:LinkListPropertyField propertyName="variants">
  <editor:fields>
    <ui:DataField name="locale"
      mapping="properties.locale"
      ifUnreadable=""/>
  </editor:fields>
  <editor:columns>
    <editor:TypeIconColumn/>
    <editor:NameColumn/>
    <editor:StatusColumn/>
    <GridColumn id="locale"
      width="30"
      dataIndex="locale"/>
  </editor:columns>
</editor:LinkListPropertyField>
```

Whereas the configured fields are added to the default fields, the configured columns completely replace the default columns. That is, if you want to keep the predefined fields, you have to repeat their definitions as shown in the example.

## Customizing Suggestions and Search Strategy in Link List Properties

The `LinkListPropertyField`'s drop area displays suggestions and search results for new list entries. Suggestions and search results can be adjusted in the `LinkListPropertyField` by configuring a custom `linkSuggester`, a corresponding `linkSuggesterTemplate` and `linkSuggesterTemplateExtraFields`. The following code example shows how to customize the field:

```
<editor:LinkListPropertyField
  linkType="{ 'CMTeasable' }"
  linkListSuggesterTemplate="{CustomUtil.getMyTpl()}">
  <editor:linkSuggester>
    <custom:MyCustomLinkSuggester/>
  </editor:linkSuggester>
  <editor:linkSuggesterTemplateExtraFields>
    <ui:DataField name="customField"
```

```
        mapping=""
        convert="{CustomUtil.getCustomField}"
        encode="false"/>
    ...
</editor:linkSuggesterTemplateExtraFields>
</editor:LinkListPropertyField>
```

### 7.3.3 Image Cropping and Image Transformation

The Image Editor provides various image transformations which are stored in a separate struct property of the document. It also holds the original image data which is never modified - the transformations are applied only when previewing or delivering the image.

The Image Editor uses the same Image Transformation Framework to display the image within the image form as the CAE uses for delivering images to web sites, for example, within the preview panel. See the Content Application Developer Manual for further details on image transformations.

The `ImageEditorPropertyField` is defined in the `CMPictureForm.mxml` of the *Blueprint* and can be defined by using the config properties listed below. Properties marked with \* are mandatory.

Config Property	Type	Description
bindTo*	ValueExpression	A property path expression leading to the content Bean whose properties are edited.
propertyName*	String	The name of the BLOB property containing image data.
imageSettingsPropertyNames*	String	The name of the Struct property containing image transformation data.
hideIssues	Boolean	If true, no validation issues on this property field are shown. Defaults to false.
forceReadOnlyValueExpression	String	An optional ValueExpression which makes the component read-only if it is evaluated to true.

Table 7.2. ImageEditorPropertyField Configuration Settings

The `ImageEditorPropertyField` can be configured as follows:

```
<ie:ImageEditorPropertyField bindTo="{config.bindTo}"
    propertyName="data"
    imageSettingsPropertyName="localSettings"/>
```

*Example 7.15. Configuring the Image Editor*

A crop is a subset of the image with a fixed aspect ratio and minimum size. Crops in the Image Editor are represented by variants. There are two different ways to configure variants: via Spring or as site specific variants directly in the content.

## Spring Configuration for Variants

To configure global variants for all `CMPicture` documents, the `mediatransform.xml` has to be adjusted. Each variant is defined by one `Transformation` which holds all the information for that variant.

```
<bean class="com.coremedia.cap.transform.Transformation">
  <property name="name" value="large4x3"/>
  <property name="widthRatio" value="4"/>
  <property name="heightRatio" value="3"/>
  <property name="minWidth" value="640"/>
  <property name="minHeight" value="480"/>
  <property name="previewWidth" value="400" />
</bean>
```

*Example 7.16. Configuring an image variant*

The configuration of variants via Spring is the default used by the `TransformImageService`.

## Site Specific Image Variants

If not all sites should have the same fixed set of image variants, site specific image variants can be configured via content instead. Thereto a `CMSSettings` document named `responsiveImageSettings` with the struct property `linkedSettings` has to be defined for every site (see also section "Content Configuration" below).

The feature for site specific variants is enabled by default. To disable it, the property `dynamicVariants` has to be set to `false` in the `filetransform-image-service.properties`.

If loading the image variants fails for some reason, for example, the image is not located within a site, the default variants configured in the `mediatransform.xml` will be applied instead. It is therefore recommended applying all site specific variant configurations to the `mediatransform.xml` as well.

### Rendering Site Specific Image Variants

When rendering images, the `TransformImageService` is used to access the variants of an image. An example for this can be found in the `CMPicture.asPreview.ftl`. In this template the `previewWidth` and `previewHeight` attributes of the `Transformation` class are used to calculate the image size in the preview. If these attributes are not set, `minWidth` and `minHeight` are used instead.

#### CAE Configuration

For the CAE, the class `TransformImageService` is responsible for loading site specific cropping information. The feature can be enabled by changing/adding the attribute `dynamicVariants` to true in the file `mediatransform.xml`. This file is part of the *Blueprint* so it can be customized if necessary.

The `TransformImageService` will automatically look up the linked settings of the root channel and search for the "Responsive Image Settings" struct which contains the variant information.

#### Content Configuration

The "Responsive Image Settings" document not only contains image variants, but also various resolutions which may be used on different devices. The breakpoint values defined in the CSS for the corresponding theme are used to determine which resolution should be used. With the introduction of site specific image crops, additional struct properties can be configured for variants.

Variant Properties, the following are mandatory:

- `widthRatio`: minimum integer which defines the width of the aspect ratio
- `heightRatio`: minimum integer which defines the height of the aspect ratio
- `minWidth`: this value is the minimum variant width the studio demands while uploading an image (integer property)
- `minHeight`: this value is the minimum variant height the studio demands while uploading an image (integer property)

Predefined image sizes (resolutions), at least one pair should be defined per variant and must match the aspect ratio:

- `width`: defines the width of the image (integer property)
- `height`: defines the height of the image (integer property)

So `minWidth` and `minHeight` should at least be as high as the largest predefined image size.

Properties for variant and predefined image sizes (properties listed within the predefined image size properties will always override the more general variant properties):

- `gamma`: the default gamma value of the picture (string property with numeric value from 0 to 1)
- `jpegQuality`: the default JPEG quality of the picture (string value with numeric value from 0 to 1)
- `sharpen`: Boolean value to enabled/disable sharpening of the picture
- `removeMetadata`: Boolean value to enabled/disable metadata removal of the transformed image

### 7.3.4 Enabling Image Map Editing

The image map editor comes as a panel component embedding an image view. The editor allows users to create hot zones (image map areas) and to attach documents to hot zones via drag and drop. The image map editor uses a configurable struct property name to store the image map configurations to a struct property of an image map document. It also offers a configuration option for the image to display. This allows you to store image map configurations in documents that do not have an image blob property themselves.

To enable image map editing in your project, include an image map editor component in your document's MXML form (*Blueprint* shows this in its `CMImageMapForm.mxml` definition).

```
<im:ImageMapEditor
  imageBlobValueExpression="{config.bindTo.
    extendBy('properties.pictures.0.properties.data')}"
  structPropertyName="localSettings"/>
```

*Example 7.17. Configuring an Image Map Editor*

In the example above, the source document has a link list property name `pictures` of cardinality 1. So the image editor component is bound to the image stored at the `data` property of the linked image document. The map configuration is stored at the source document's `localSettings` property.

### Enabling validation

Configure the `ImageMapAreasValidator` in the Spring application context to enable validation of the image map document. The validator generates an error issue if there is no image blob or if at least one of the defined image map areas does not have a valid link target. See also [Section 7.17.1, “Validators” \[212\]](#) for validation in general.

```
<bean id="cmImageMapAreasValidator"
class="com.coremedia.rest.cap.validators.ImageMapAreasValidator">
  <property name="connection" ref="connection"/>
  <property name="contentType" value="CMImageMap"/>
  <property name="validatingSubtypes" value="true"/>
  <property name="imagePropertyPath" value="pictures.data"/>
  <property name="structProperty" value="localSettings"/>
</bean>
```

*Example 7.18. Configuring a validator for image maps*

In the example above, the validator is configured for the document type `CMImageMap` and its subtypes. The image is stored in the blob property `data` of the first document of link list property `pictures` of the image map document. The image map configuration is stored in the struct property `localSettings`.

## 7.3.5 Disabling Preview for Specific Document Types

For some document types a suitable preview representation is not easily generated. This applies to some built-in document types like `Dictionary` and `EditorPreferences`, but also to very technical document types storing CSS or script code.

The method `getDocumentTypesWithoutPreview()` from the editor context object grants access to an array of document type names for which no preview should be shown. Like in the case of document types excluded from creation as shown in the previous section, you can simply push additional document types into the mutable array returned from the method.

You can also use the `ConfigureDocumentTypes` plugin to specify document types without preview, like in the following excerpt from `BlueprintFormsStudioPlugin.mxml`.

```
<editor:ConfigureDocumentTypes
  names="CMAction,CMCSS,..."
  preview="false"/>
```

*Example 7.19. Defining document types without preview*

## 7.3.6 Excluding Document Types from the Library

The CoreMedia document type model is a very powerful concept to tailor *CoreMedia CMS* to your needs. However, in any typical project, there are at least a couple of document

types mainly designed to manage technical metadata, such as site settings. In many cases you want to hide these document types from casual users of *CoreMedia Studio*, thereby keeping the interface simple and avoiding clutter. To do so, you can remove choices from the dropdown document type selector in the Library's create content menu, and from the dropdown used to restrict search results to certain document types.

You can add the content types that should not be shown to the list of excluded content types using the `IEditorContext`. The methods `getExcludedDocumentTypes()` and `getContentTypesExcludedFromSearch()` return an array holding the names of all content types excluded from the create document dropdown and search filter dropdown, respectively. Using the array's `push` method, you can add additional content types you wish to hide: `editorContext.getExcludedDocumentTypes().push('<DocType1>', ...)`

```
editorContext.getExcludedDocumentTypes().push('Dictionary',
'Preferences', 'Query',
'CMDynamicList', 'CMVisual',
'EditorPreferences');
```

*Example 7.20. Defining excluded document types*

This call gets the array of excluded document types and adds Strings containing the names of the document types to exclude.

If you are using MXML for your plugin, you can also write the above exclusion instructions declaratively in your main Plugin MXML file:

```
<editor:configuration>
  <editor:ConfigureDocumentTypes
names="Dictionary,Preferences,Query,CMDynamicList,CMVisual,EditorPreferences"
      exclude="true" excludeFromSearch="true"/>
</editor:configuration>
```

*Example 7.21. Defining excluded document types in MXML*

## 7.3.7 Client-side initialization of new Documents

With a content initializer you can initialize the properties of a newly created document. A content initializer will be called while a new content object is being created by the `NewContentAction`. Only one initializer can be defined for each document type. You must register custom initializers with the `IEditorContext` class. Simply call the `registerContentInitializer(contentTypeName, initializer)` method.

The following code defines a simple initializer that sets the content's language property to German by default:

```
editorContext.registerContentInitializer("CMTeaser", initLanguage);  
...  
private function initLanguage(content:Content):void {  
    var properties:ContentProperties = content.getProperties();  
    properties.set('lang', 'de');  
}
```

### *Example 7.22. Defining a content initializer*

Client-side initialization might be sufficient for simple initialization scenarios. If you have complex requirements, consider using server-side initialization: Refer to [Section 7.17.2, "Intercepting Write Requests" \[217\]](#) for details.

## 7.4 Customizing Property Fields

While *CoreMedia Studio* provides predefined property fields for strings, dates, link lists (including those handling images), and many others, you might want to use an own widget to display and edit a property according to your specific requirements.

Ext JS offers many components that can be used for this purpose. Often, some configuration will get you a long way to an appropriate widget. The main task that is always necessary is the binding of the new component to your data ("the model"). *Studio's* client-side models are explained in more detail in [Section 5.3, "Client-side Model" \[48\]](#) and [Section 5.4, "Remote CoreMedia Objects" \[64\]](#). While you could theoretically implement property fields in any way, adhering to certain conventions as described in the following section helps to make the property fields reusable.

Also, there are a number of standard plugins that simplify the task of writing a property field. These are introduced by way of an example in [Section 7.4.2, "Standard Component StringPropertyField" \[135\]](#). Here you will find a simple recipe for creating property fields that use a predefined plugin to handle the data binding.

The rich text property field allows several customizations as shown in [Section 7.4.5, "Customizing RichText Property Fields" \[142\]](#).

### 7.4.1 Conventions for Property Fields

Property fields are intended for use in document forms as described in [Section 7.3.2, "Customizing Document Forms" \[121\]](#). To ensure the most convenient usage, custom property fields should adhere to the standard name for config options.

The option `propertyName` should define the name of the property to show and edit in the property field. While you can use a different name for this option, your document form definition becomes more readable when you use the `propertyName` option uniformly.

Further conventions arise, because a document form forwards a number of configuration options to all included components, that is, to all included property fields. By using the standard option names, you avoid repetitions and accidental omissions.

The option `bindTo` is a value expression that evaluates to the object that defines the property. If possible, the field should not assume that this object implements the `Content` interface, but rather that it is a bean with a property `properties` that stores another bean that contains the property given as `propertyName`. That will eventually make it possible to reuse the field for workflow forms.

For the same reason, a property field should not access built-in properties like `creationDate` and others. It should also refrain from performing other operations like `checkIn` on the returned bean. This is no significant limitation, because property fields are typically reading and writing schema-defined properties, only. When property fields are used in the left half of the version comparison view, they are bound to an object that does implement the `Content` interface, but that is actually wrapping a version. In this case, the built-in properties of `Content` are present, but might not always return the value you expect. It always claims to be checked in and it returns the properties of the historic version, even though it reports the id of the versioned content. When accessing only the schema-defined properties, property field will behave as expected.

If the value expression provided through the option `forceReadOnlyValueExpression` evaluates to true, the property field should switch to a read-only mode. In this mode it should be possible to view property values and preferably to copy them, but it should be impossible to make updates. The value expression is set to true when a document form is used on the left side of a master side-by-side view or a version comparison view. The property field itself must take other reasons into account that might make the field read-only. To this end, the utility methods `isReadOnly` and `createReadOnlyValueExpression` in the class `PropertyEditorUtil` support you in making a property field read-only.

The class `PropertyEditorUtil` also contains methods for localizing property names, types, and so on.

## 7.4.2 Standard Component StringPropertyField

The task attempted in this section is to replicate the behavior of the standard `StringPropertyField`.

Create the new property field as an MXML component, since it is a visual component and needs no application logic. You inherit directly from the Ext JS component `TextField` that is used for displaying the property. Before you can start, you must set the stage for the MXML file.

```
<?xml version="1.0" encoding="UTF-8"?>
<FieldContainer xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns="exml:ext.config"
  xmlns:editor=
    "exml:com.coremedia.cms.editor.sdk.config"
  xmlns:ui="exml:com.coremedia.ui.config">
```

*Example 7.23. Custom property field*

You need the `fx` namespace for the basic structure of the MXML file, the default name space for predefined Ext JS components, the `editor` namespace for CMS-specific components and plugins (the "Editor SDK"), and the `ui` namespace for generic plugins at the model layer (the "UI Toolkit").

The MXML root element specifies which class to extend. In this case, the Ext JS standard component `FieldContainer` is extended.

An optional description of the entire class can be placed right after the `?xml` declaration as an XML comment using three (!) dashes at the beginning.

```
<!-- This class... -->
```

You are now ready to configure a property of your base class, for example the label alignment.

```
<?xml version="1.0" encoding="UTF-8"?>
<FieldContainer xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns="exml:ext.config"
  xmlns:editor=
    "exml:com.coremedia.cms.editor.sdk.config"
  xmlns:ui="exml:com.coremedia.ui.config"
  labelAlign="top">
```

The additional Config options supported by the class are now declared, using ActionScript field declarations, annotated with `[Bindable]` to mark them as Config options. As any class-level ActionScript code in MXML, these declarations are wrapped inside a `<fx:Script>` element. Alternatively, in MXML, fields can be declared inside an `<fx:Declarations>` element, but only if they are of a type that can be used from MXML, that is, interfaces cannot be used here. Fields declared in this manner are always `[Bindable]`.

You can think of the set of these fields as the configuration API description of your component. Any component inherits the Config options from its superclass(es).

To access the initial Config object handed in to the class constructor, you have to declare `private var config:<type-of-this-component>;`. This is because in Flex, MXML class constructors do not have any parameters, but in Ext, they receive the Config object. The declaration of `config` lets IDEs resolve that identifier with the appropriate type. For the same reason, you have to declare a constructor with the config parameter. Because the constructor body is generated by code derived from your MXML code, the constructor declaration is `native`.

```
<fx:Script><![CDATA[
  import com.coremedia.ui.data.ValueExpression;

  /**
   * A value expression evaluating to the Bean whose property (path) is
   * edited.
   */
  [Bindable]
  public var bindTo:ValueExpression;

  // provide IDE with access to the initial config handed in:
```

```

private var config:StringPropertyField;

// declare native constructor with config parameter:
public native function StringPropertyField(config:StringPropertyField =
null);
]]></fx:Script>

<fx:Declarations>
<!--
The property to bind.
-->
<fx:String id="propertyName"/>
</fx:Declarations>

```

The two properties `propertyName` and `bindTo` are mandatory for all property fields. The former declares the name of the property to be edited, which is used both for accessing the model and for localizing the property field. The latter declares a value expression evaluating to the `Content` object.

```

<fx:Declarations>
...

<!--
Set the <code>readOnly</code> config option of the contained field.
-->
<fx:Boolean id="readOnly"/>

<!-- Don't show any validation issues on this property field. -->
<fx:Boolean id="hideIssues"/>

</fx:Declarations>

```

Another Config option is to hard wire the property field to be read-only. As a fourth configuration option, you can disable the visual indication of content errors or warnings via configuration. These options will later on be passed to the appropriate plugins.

Several plugins are available to customize the behavior of the property field container and of the actual property editor. Let's start with a plugin that is attached directly to the `FieldContainer`.

The property label is used when displaying the component in a form. Using the following plugin, you can make sure that the label is localized according to the standard localization pattern.

```

<plugins>
<editor:SetPropertyLabelPlugin bindTo="{config.bindTo}"
                             propertyName="{config.propertyName}"/>
</plugins>

```

Now, as the only item of the container, the actual property editor is added, which needs some configuration and a bunch of plugins of its own. `tabIndex` is set to 1 to force the text field into the standard focus tab order. The `readOnly` flag is simply handed through.

```

<items>
<TextField tabIndex="1"

```

```
readOnly="{config.readOnly}">
</plugins>
```

To register the property field properly with *Studio* for the purposes of preview-base editing and navigating directly to property field, you need to declare the following plugin:

```
<editor:PropertyFieldPlugin propertyName="{config.propertyName}"/>
```

Using this plugin lets *Studio* know that your component is authoring a content property. Among other things, this will set up your component to cooperate properly with the content errors and warnings navigation window, and with content shortcuts from the embedded preview.

In order to support content validation, a field should also be highlighted in red (when content errors are present), or orange (when content warnings are present). See [Section 7.17.1, “Validators” \[212\]](#) for information on how to set up server-side content validators. On the client side, the `ShowIssuesPlugin` as shown below handles all the work. It reads the issues generated on the server and attaches one of the style classes `issue-error` and `issue-warn` if an issue is present. Pass all relevant configuration options from the property field to the plugin, especially the options `bindTo` and `propertyName`.

Additionally, this plugin highlights the property field in differencing mode when the property value has changed. To this end, it attaches a style class `issue-change` to its component if the property is reported as changed by the server.

For struct properties, a dot-separated property path can be used as the property name to visualize issues and differences of a property nested in a struct value.

Because the string property field shown here is based on a plain `TextField`, all formatting rules are already provided in the standard style sheets. For custom components, it might be necessary to add CSS rules for the style classes `issue-error`, `issue-warn`, and `issue-change` in order to visualize issues and changes correctly.

The `PropertyFieldPlugin` and the `showIssuesPlugin` are often, but not always attached to the same component. In some cases it may appropriate to designate an outer component as the component to scroll into view when navigating to a property, but to select an inner component to be tagged with issue style classes.

```
<editor:ShowIssuesPlugin bindTo="{config.bindTo}"
    ifUndefined=""
    propertyName="{config.propertyName}"
    hideIssues="{config.hideIssues}"/>
```

When the string field is empty, you want to display a message instructing the user to enter a text. This, too, can be localized uniformly, and the `setPropertyLabelPlugin` sets your property field up to play along nicely.

*Show default text*

```
<editor:SetPropertyEmptyTextPlugin bindTo="{config.bindTo}"
                                   propertyName="{config.propertyName}"/>
```

Also, the component should be made read only (meaning that the user cannot enter any text but still can mark and copy the content) when the edited content is checked out by another user or is forced to be read only by the document panel:

*Read-only*

```
<editor:BindReadOnlyPlugin
  forceReadOnlyValueExpression="{config.forceReadOnlyValueExpression}"
  bindTo="{config.bindTo}"/>
```

Lastly, the edited value must be passed to the server, and the component should display the server-side value. This ["data binding"] is typically done using the versatile `bindPropertyPlugin`, like shown below. Note that the immediate changes plugin just triggers the change event often enough, whereas the `bindPropertyPlugin` handles the wiring to the server side, and in turn triggers when a change event is fired.

*Data binding*

```
<ui:BindPropertyPlugin bindTo="{config.bindTo.extendBy('properties',
config.propertyName)}"
  ifUndefined="{config.ifUndefined}"
  bidirectional="{!config.readOnly}"/>
```

Finally, end the component definition.

```
</plugins></TextField></items></FieldContainer>
```

While the list of plugins may appear quite long at first, it is very helpful to be able to separate the different aspects of a property field in different plugins. If you want to provide a custom algorithm of reacting to an empty value, for example, you can easily do so by just omitting the respective plugin declaration, and providing custom handling code - either in the base class or possibly extracted into your own reusable plugin.

## 7.4.3 Compound Field

The following code example shows a more complex scenario, where a field for a URL is created that lets the user open a browser window or tab for the linked page with a single click.

The EXML declaration:

```
<?xml version="1.0" encoding="UTF-8"?>
<local:UrlPropertyFieldBase xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns="exml:ext.config"
  xmlns:local="com.coremedia.blueprint.studio.forms.fields.*"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
  xmlns:ui="exml:com.coremedia.ui.config">

  <fx:Script><![CDATA[
    import com.coremedia.ui.data.ValueExpression;

    /**
     * An optional ValueExpression which makes the component read-only if it is evaluated to true.
```

```

*/
[Bindable]
public var forceReadOnlyValueExpression:ValueExpression;

private var config:StringPropertyField;

public native function UrlPropertyField(config:StringPropertyField = null);
]]></fx:Script>

<fx:Declarations>
<!--
  Set the <code>readOnly</code> config option of the contained field.
-->
<fx:Boolean id="readOnly"/>

<!-- Don't show any validation issues on this property field. -->
<fx:Boolean id="hideIssues"/>
</fx:Declarations>

<local:items>
<!-- The URL is edited in a text field. -->
<TextField itemId="urlTextField"
  name="{properties.' + config.propertyName}"
  <plugins>
    <!-- register the new property editor -->
    <editor:PropertyFieldPlugin propertyName="{config.propertyName}"/>
    <!-- Generate an appropriate label. -->
    <editor:SetPropertyLabelPlugin bindTo="{config.bindTo}"
      propertyName="{config.propertyName}"/>
    <!-- When the field is empty, an informational message should appear. -->
    <editor:SetPropertyEmptyTextPlugin bindTo="{config.bindTo}"
      propertyName="{config.propertyName}"/>
    <!-- Disable the field as appropriate for a content form. -->
    <editor:BindDisablePlugin bindTo="{config.bindTo}"/>

    <!-- Bind the content of the field to the given content property. -->
    <ui:BindPropertyPlugin bindTo="{config.bindTo.extendBy('properties', config.propertyName)}"
      ifUndefined=""
      bidirectional="true"/>
  </plugins>
</TextField>
<!-- Add a link to the URL displayed in the field. The actual handling is done by the super
class. -->
<Button itemId="urlOpenButton"
  text="{resourceManager.getString('com.coremedia.blueprint.studio.forms.fields.PropertyFieldExample',
    'UrlPropertyField_open_text')}"
    handler="{openFrame}"/>
</local:items>
</local:UrlPropertyFieldBase>

```

The base class:

```

package com.coremedia.blueprint.studio.forms.fields {

import com.coremedia.ui.data.ValueExpression;

import ext.container.Container;

public class UrlPropertyFieldBase extends Container {
  public function UrlPropertyFieldBase(config:UrlPropertyField = null) {
    super(config);
  }

  /**
   * A property path expression leading to the Bean whose property is edited.
   */
  [Bindable]

```

```

public var bindTo:ValueExpression;

/**
 * The property of the Bean to bind in this field.
 */
[Bindable]
public var propertyName:String;

/**
 * Try to open a new window with the string currently stored in the property used as the URL.
 */
public function openFrame():void {
    var url:String = bindTo.extendBy('properties', propertyName).getValue() as String;
    if (url) {
        window.open(url, 'externalLinkTarget');
    }
}
}

```

The above is an example of a compound field, where you need to wrap multiple Ext JS components in a container. This is possible, but you must take care to declare and pass around all configuration properties that need to be set on subcomponents.

There is also some application logic, which is what the base class is for. While you could technically embed any code into the MXML file itself, it is good practice to separate out application code in an ActionScript base class. Note how the MXML component references the method `openFrame` from the base class using curly brackets:

```

<Button itemId="urlOpenButton"
        text="..."
        handler="{openFrame}"/>

```

*Example 7.24. Using a base class method*

## 7.4.4 Complex Setups

Keep in mind that somewhat counter-intuitively, the base class constructor has not run while the component tree is built in the constructor of the MXML class. In particular, this means that methods calls in the MXML file (not mere usages of methods as event handlers) will find the fields of the base class uninitialized. For example, calling `<TextField name="{computeName()}" .../>` would enter the method `computeName` before the base class constructor has run, so that some initialization would have to be done early on demand. On the other hand, in `<Button handler="{handleButton}"/>` the method `handleButton` is only invoked after the component is initialized. If a method that is called early needs access to the configuration, you must pass the `config` object as a parameter: `<TextField name="{computeName(config)}" .../>`.

## 7.4.5 Customizing RichText Property Fields

A richtext property field consists of the richtext toolbar and a WYSIWYG editing area, the `richTextArea`, which is a wrapper for an instance of the CKEditor. The CKEditor provides richtext editing features via plugins. It is important to note that Ext JS and CKEditor are independent and offer their own JavaScript API.

The richtext toolbar is a standard ExtJS toolbar and contains buttons and menu items that perform richtext-related actions. There are a predefined set of buttons which are activated on this toolbar, which may be configured. This is described in [Section “Customizing Richtext Toolbar” \[147\]](#). It is possible to add or remove buttons or menus from the toolbar. This may be done for predefined and custom actions.

The richtext property field comes with a set of predefined actions which can be activated, deactivated or configured. At the end of this section is a list of configuration options for these actions.

Most of these actions are wired closely to the CKEditor in the sense that the actions invoke CKEditor commands, which in turn are defined by CKEditor plugins. Some of these plugins like `pasteFromWord` use CKEditor dialogs (with custom CoreMedia styles to better integrate into the *Studio* UI).

Other actions are plain ExtJS actions (maybe using an ExtJS dialog) that interact with the CKEditor directly via its API.

It is also possible to define custom actions by writing plugins for the richtext property field or by using CKEditor plugins directly. This is described in [Section “Customizing CKEditor” \[151\]](#).

As with the predefined actions, you may write custom actions which invoke CKEditor commands or write custom ExtJS actions which use the CKEditor API. This is described in [Section “Interacting with the CKEditor via API” \[154\]](#)

You can remove entire CKEditor plugins if required. When you do so, you should also remove the corresponding buttons or menu items that are wired to commands defined in that plugin.

The following is a list of configuration options for predefined richtext actions:

- [Section “Inline Images in RichText” \[143\]](#): Configure the creation and display of inline images, which are stored in image documents.
- [Section “Adding table cell merge and split commands” \[143\]](#): Add merge and split table cell functionality (per default deactivated).
- [Section “Adding Custom RichText Style Classes” \[144\]](#): Add custom richtext styles.
- [Section “Customizing the Symbol Mapping” \[146\]](#): Configure the symbol mapping.

## Inline Images in RichText

By dragging image documents from the library into a richtext field you can create inline images. The document types that are supported for this operation and the image blob properties that are accessed to display the images can be configured using the `registerRichTextEmbeddableType` method of the global `editorContext` object. You can also use the `configureDocumentTypes` plugin as shown in the `BlueprintFormsStudioPlugin` of *CoreMedia Blueprint*:

```
<editor:ConfigureDocumentTypes
  names="CMPicture,CMImage"
  richTextImageBlobProperty="data"/>
<editor:ConfigureDefaultRichTextImageDocumentType
  defaultRichTextImageType="CMPicture"/>
```

*Example 7.25. Inline images in richtext*

The previous example also shows how the `configureDefaultRichTextImageDocumentType` plugin can be used to configure the document type that limits the search when the library is opened using the embedded image button of the richtext toolbar.

## Adding table cell merge and split commands

There are predefined commands for merging and splitting of table cells that can easily be made available in the richtext toolbar. To do so, use the `AddItemsPlugin` as in the following example and keep in mind the [restrictions in this warning \[11\]](#).

```
<editor:RichTextPropertyField>
  <editor:plugins>
    <ui:AddItemsPlugin recursive="true">
      <ui:items>
        <!--the mandatory ckEditorValueExpression is set by default in RichTextPropertyField-->
        <MenuSeparator/>
        <ui:RichTextMenuItem itemId="{RichTextPropertyField.CELL_MERGE_ITEM_ID}"
          commandName="{RichTextAction.COMMAND_CELL_MERGE}"/>

        <ui:RichTextMenuItem itemId="{RichTextPropertyField.CELL_MERGE_RIGHT_ITEM_ID}"
          commandName="{RichTextAction.COMMAND_CELL_MERGE_RIGHT}"/>

        <ui:RichTextMenuItem itemId="{RichTextPropertyField.CELL_MERGE_DOWN_ITEM_ID}"
          commandName="{RichTextAction.COMMAND_CELL_MERGE_DOWN}"/>

        <ui:RichTextMenuItem itemId="{RichTextPropertyField.CELL_VERTICAL_SPLIT_ITEM_ID}"
          commandName="{RichTextAction.COMMAND_CELL_VERTICAL_SPLIT}"/>

        <ui:RichTextMenuItem itemId="{RichTextPropertyField.CELL_HORIZONTAL_SPLIT_ITEM_ID}"
          commandName="{RichTextAction.COMMAND_CELL_HORIZONTAL_SPLIT}"/>
      </ui:items>
    <ui:after>
      <Component itemId="{RichTextPropertyField.TABLE_REMOVE_ITEM_ID}"/>
    </ui:after>
  </editor:plugins>
</editor:RichTextPropertyField>
```

```

    </ui:AddItemsPlugin>
  </editor:plugins>
</editor:RichTextPropertyField>

```

*Example 7.26. Adding table cell merge and split commands*

Please note that the `RichTextMenuItem` has a mandatory `ckeditorValueExpression` config. This config can only be omitted here, because the `RichTextPropertyField`'s menu automatically adds it to all its menu items.

## Adding Custom RichText Style Classes

You can add custom richtext style classes to the CKEditor. Style classes can be applied to block elements (for example, `p`) or inline elements (for example, `span`). Moreover, you can define groups of style classes allowing only one style class of that group to be set at a time. To define own style class groups, you have to add them via the `customizeCKEditorPlugin`, using its `classGroups` attribute of the `config` object as shown in the following code listing.

### WARNING

The group name must not contain hyphens.



Note, that when you apply any configuration as described in the listing, this will overwrite the default configuration in the product, rather than appending to it. Thus, you will typically want to re-add the defaults in your custom configuration - this is shown in the listing below, too.

```

<?xml version="1.0" encoding="UTF-8"?>
<local:BlueprintFormsStudioPluginBase
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:local="com.coremedia.blueprint.studio.*"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns="exml:ext.config"
  xmlns:ui="exml:com.coremedia.ui.config">
  <local:rules>
    <ui:RichTextArea>
      <ui:plugins>
        <ui:CustomizeCKEditorPlugin>
          <ui:ckConfig>
            <fx:Object classGroups="{ {
              'box' : { /* name of the style class group */
                blockElements:'p', /* block element(s) to which this */
                styleClasses: { /* group should be applied */
                  'box--test-1',
                  'box--test-2'
                }
              },
            } /* re-add default style class group definitions */
            'p' : {
              blockElements:'p',
              styleClasses: [

```

```

        'p--heading-1',
        'p--heading-2',
        'p--heading-3'
    ],
    'align' : {
        blockElements: 'p',
        styleClasses: [
            'align--left',
            'align--right',
            'align--center',
            'align--justify'
        ]
    }
}"/>
</ui:ckConfig>
</ui:CustomizeCKEditorPlugin>
</ui:plugins>
</ui:RichTextArea>
</local:BlueprintFormsStudioPluginBase>

```

The `blockElements` attribute is used to define which block elements the style should be applied to. Given the current cursor position when the respective command is invoked, the system will walk the DOM hierarchy upwards until it finds a block element whose name matches the one given in the `blockElements` attribute. The attribute may also contain multiple element names, if the style class can be applied to different elements. The names are separated by the pipe symbol "|" and the style will be applied to the first element found that matches any of the element names given. For example, `blockElements: 'p|td'`. If you omit the attribute, the style group definition is treated as an inline style.

The `styleClasses` attribute is used to set an array of style class names. The naming format is up to you, but the "--" syntax given in the example is the best practice.

To visualize a custom style in CKEditor, you need to add the respective CSS rules. As the CKEditor in *Studio* is using a `div` container instead of an `iframe` you cannot use the `contentCss` configuration of the CKEditor, but have to load the CSS rules directly into *Studio* (see [section "Load external resources" \[116\]](#)). Use `coremedia-rich-text-1.0.css` as a reference on how to write the CSS rules so that they only apply to the CKEditor.

The command names necessary to apply the style classes to selected text will be `style_<classGroupName>_<styleClassName>`. The command name to remove the style class will be `style_<classGroupName>_remove`. Those commands can be added to the `richTextPropertyField` via the `addItemSPlugin` as shown in the next code listing.

```

<editor:RichTextPropertyField bindTo="{config.bindTo}"
                             propertyName="detailText"
                             initialHeight="200">
    <editor:plugins>
        <ui:AddItemsPlugin recursive="true">
            <ui:items>
                < TbSeparator itemId="{...}" />
                < Button text="test" />
            < menu>

```

*How to determine to which block element the style will be applied*

*Adding CSS rules*

```

        <Menu>
        <items>
        <acme:BoxButton text="test 1"
richtextcommand="style_box_box--test-1"/>
        <acme:BoxButton text="test 2"
richtextcommand="style_box_box--test-2"/>
        <MenuSeparator/>
        <acme:BoxButton text="remove box style"
richtextcommand="style_box__remove"/>
        </items>
        </Menu>
    </menu>
</Button>
</ui:items>
<ui:after>
    <Component itemId="{...}"/>
</ui:after>
</ui:AddItemsPlugin>
</editor:plugins>
</editor:RichTextPropertyField>

```

In this example, the `BoxButton` is used as a wrapper around the richtext action using the mentioned commands. It is defined in a `BoxButton.mxml` file.

```

<?xml version="1.0" encoding="UTF-8"?>
<local:RichTextMenuCheckItem xmlns:fx="http://ns.adobe.com/mxml/2009"
    xmlns:exml="http://www.jangaroo.net/exml/0.8"
    xmlns="exml:ext.config"
    xmlns:local="com.coremedia.ui.ckeditor.*"
    group="box">

    <fx:Declarations>
        <fx:String id="richtextcommand"/>
    </fx:Declarations>
    <fx:Script><![CDATA[

        public static const xtype:String = "com.coremedia.ui.config.boxButton";

        private var config:BoxButton;

        public native function BoxButton(config:BoxButton = null);
    ]]></fx:Script>

    <local:baseAction>
        <local:RichTextAction commandName="{config.richtextcommand}"
            ckEditorValueExpression=
                "{config.ckEditorValueExpression}"/>
    </local:baseAction>
</local:RichTextMenuCheckItem>

```

## Customizing the Symbol Mapping

When pasting rich text from Microsoft Word into *CoreMedia Studio*, some characters of the pasted text might originate from the Word symbol font. *CoreMedia Studio* maps such characters to their named entities or Unicode equivalents using a mapping table.

*Mapping Word symbol font items*

The replacement is done by a *CKEditor* plugin named `cmsymbolfontmapper`. So you may completely disable the behavior by removing this plugin. The plugin depends on *CKEditor* plugin *Paste from Word* and registers a listener to the event `afterPasteFromWord` with priority 10.

You can modify the behavior by either adding a listener to the event or by configuring the replacement map. You have the option either to add or replace existing mappings or to provide your very own mapping.

```
<ui:RichTextArea>
  <ui:plugins exml:mode="append">
    <ui:CustomizeCKEditorPlugin>
      <ui:ckConfig>
        <fx:Object symbolCharacterReplacementMap="{ {
          mode: 'add',
          37: '&permil;',
          64: '&#x1F4E7;',
          65: '<b>A</b>'
        } }"
        />
      </ui:ckConfig>
    </ui:CustomizeCKEditorPlugin>
  </ui:plugins>
</ui:RichTextArea>
```

Example 7.27. Configuring the rich text symbol mapping

The example [Example 7.27, “Configuring the rich text symbol mapping” \[147\]](#) demonstrates how to add and override additional mappings for the symbol font. The map consists of key-value pairs where the keys are the character codes to replace and the values are their HTML replacement, which is most likely an entity but you may also specify any HTML code. In the example the character 'A' [65] is replaced by itself and wrapped by a bold tag.

It is important to note that the resulting HTML code must be properly encoded. If you are configuring the replacement map within MXML, you also need to ensure that you do proper XML encoding. That is why the configuration example contains the ampersand encoded as XML entity `&amp;`.

Furthermore, the example shows that the character '@' [64] is replaced by a Unicode entity which represents an email symbol and the character '%' [37] which is replaced by a named entity for the per mile sign.

The `mode` is either `add` or `replace`, where `add` is the default and fallback for unknown modes. `add` will add or override symbol mappings while `replace` will create a very own mapping.

## Customizing Richtext Toolbar

The buttons and menu items of the toolbar can be customized by applying the `addItemPlugin` and `removeItemPlugin` to `richTextPropertyField`. The item ids of the buttons and menu items provided are listed as constants in the ASDoc of `richTextPropertyField`.

It is also possible to add a toolbar button for a custom plugin or a CKEditor plugin.

When adding a new button to the toolbar and you want it to perform a CKEditor command, you can use the `RichTextAction` with the configured command name. Currently used commands are listed as constants in the ASDoc. When the new button should display a state (like for example the "bold" button renders as pressed when a bold text is selected), make sure to set the config option `enableToggle` on the button to `true`, or use the convenience class `RichTextActionToggleButton` which does just that.

*Add action to new button*

Note that all `RichTextActions` have a mandatory config option `ckeditorValueExpression`. When using the `RichTextMenuCheckItem` or `RichTextMenuItem`, or if you define a button or menu item for the `RichTextPropertyField` toolbar or context menu yourself and they contain a `RichTextAction` you must set the `ckeditorValueExpression` config option.

When adding or extending a menu in the toolbar and the menu items should perform `richTextActions` for context-sensitive CKEditor commands, you should use the `richTextMenuCheckItem` for a correct representation of the enabled and active states of the command. See the ASDoc for more information.

Add the functionality into a Studio plugin that can be used in the `richTextPropertyField` configuration (see [Section 7.1, "Studio Plugins" \[107\]](#) and especially the warning box why a separate file is necessary). The following code, included in a file `CustomizeRichTextPlugin.xml`, moves the italic button between the internal link and external link button and removes the heading 3 paragraph format menu from the rich text toolbar.

```
<ui:NestedRulesPlugin
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns="exml:ext.config"
  xmlns:ui="exml:com.coremedia.ui.config">
  <fx:Script><![CDATA[
    import com.coremedia.cms.editor.sdk.premular.fields.RichTextPropertyField;
    import com.coremedia.ui.ckeditor.RichTextAction;

    private var config:CustomizeRichTextPlugin;
    public native function
    CustomizeRichTextPlugin(config:CustomizeRichTextPlugin = null);
  ]]></fx:Script>

  <ui:rules>
    <Toolbar>
      <plugins exml:mode="append">
        <ui:RemoveItemsPlugin>
          <ui:items>
            <Component itemId="{RichTextPropertyField.ITALIC_BUTTON_ITEM_ID}"/>
          </ui:items>
        </ui:RemoveItemsPlugin>
        <ui:AddItemsPlugin>
          <ui:items>
            <ui:RichTextActionToggleButton
              itemId="{RichTextPropertyField.ITALIC_BUTTON_ITEM_ID}"
              commandName="{RichTextAction.COMMAND_ITALIC}"/>
          </ui:items>
        </ui:AddItemsPlugin>
      </plugins>
    </Toolbar>
  </ui:rules>
</ui:NestedRulesPlugin>
```

```

        <ui:after>
        <Component
itemId="{RichTextPropertyField.INTERNAL_LINK_BUTTON_ITEM_ID}"/>
        </ui:after>
        </ui:AddItemsPlugin>
    </plugins>
</Toolbar>

    <Menu>
        <plugins exml:mode="append">
            <ui:RemoveItemsPlugin>
                <ui:items>
                    <Component
itemId="{RichTextPropertyField.PARAGRAPH_HEADING3_ITEM_ID}"/>
                </ui:items>
            </ui:RemoveItemsPlugin>
        </plugins>
    </Menu>
</ui:rules>
</ui:NestedRulesPlugin>

```

Example 7.28. Customizing the rich text editor toolbar

Please note that the `RichTextActionToggleButton` has a mandatory `ckeditorValueExpression` config. This config can only be omitted here, because the `RichTextPropertyField`'s toolbar automatically adds it to all its items.

The `baseAction`, as in the above example, can also reference a custom action defined in a custom or CKEditor plugin. In this case, the `commandName` of the `richTextAction` is the name given in the plugin definition.

You can either apply the plugin to all rich text fields or only to a specific content type. When you add it to your `*StudioPlugin.mxml` file (the `<bp:customizeRichTextPlugin/>` line), then the plugin is applied to all rich text fields:

```

<editor:StudioPlugin>
    <editor:rules>
        ...
        <editor:RichTextPropertyField>
            <editor:plugins mode="append">
                <bp:CustomizeRichTextPlugin/>
            </editor:plugins>
        </editor:RichTextPropertyField>
    </editor:rules>
</editor:StudioPlugin>

```

When the plugin should only be applied to a specific rich text field, you have to add it to a specific `*DocumentForm.mxml` file:

```

<editor:DocumentTabPanel>
    <editor:items>
        <editor:RichTextPropertyField propertyName="detailText">
            <editor:plugins mode="append">
                <bp:CustomizeRichTextPlugin/>
            </editor:plugins>
        </editor:RichTextPropertyField>
    </editor:items>
</editor:DocumentTabPanel>

```

```
</editor:items>
</editor:DocumentTabPanel>
```

Here, it is important, that you use the `mode="append"` attribute. Otherwise, you would remove all plugins that are already defined for this field.

You may also add a custom icon to the toolbar or use one bundled with an existing CKEditor plugin. To do this, apply the `addItemPlugin` as above to the `richTextPropertyField`. The `iconButton` can take the arguments `iconCls`, `text` and `tooltip` in order to apply and localize the custom icon. The `iconCls` property defines the CSS class of the icon. The icon image location and style may then be added to the CSS using the CSS class name defined by the `iconCls`.

*Add custom icon*

```
<ui:IconButton iconCls="{MyPluginLabels_properties.INSTANCE.MyPlugin_icon}"
  tooltip="{MyPluginLabels_properties.INSTANCE.MyPlugin_tooltip}"
  text="{MyPluginLabels_properties.INSTANCE.MyPlugin_text}">
```

*Example 7.29. Adding a custom icon to the rich text editor toolbar*

As in the example above, these three properties may be defined in a separate properties bundle which can be localized.

You can customize the toolbar of the `TeaserOverlayPropertyField`. E.g. to add an `InternalLinkButton`, you can create a `NestedRulesPlugin` as follows.

*Customize toolbar in TeaserOverlayPropertyField*

```
<ui:NestedRulesPlugin ...>
  <fx:Script><![CDATA[
    ...
    private var teaserOverlayPropertyField:TeaserOverlayPropertyField;

    private function
    __initialize__(config:CustomizeTeaserOverlayFieldPlugin):void {
      teaserOverlayPropertyField = config.cmp as TeaserOverlayPropertyField;
    }
  ]]></fx:Script>

  <ui:rules>
    <ui:FloatingToolbar>
      <ui:plugins exml:mode="append">
        <ui:AddItemsPlugin>
          <ui:items>
            <editor:InternalLinkButton
              itemId="..."
              bindTo="{teaserOverlayPropertyField.bindTo}">

forceReadOnlyValueExpression="{teaserOverlayPropertyField.forceReadOnlyValueExpression}">

            <editor:plugins>
              <editor:BindDisablePlugin
                bindTo="{teaserOverlayPropertyField.bindTo}">

forceReadOnlyValueExpression="{teaserOverlayPropertyField.getRichTextButtonsDisabledVE()}">

            </editor:plugins>
          </editor:InternalLinkButton>
```

```

        ... for ExternalLinkButton and remove link button see below
    </ui:items>
</ui:AddItemsPlugin>
</ui:plugins>
</ui:FloatingToolbar>
</ui:rules>
</ui:NestedRulesPlugin>

```

Example 7.30. Adding InternalLinkButton to the toolbar in TeaserOverlayPropertyField

To add an `ExternalLinkButton` and a button to remove links insert the following code in the plugin. Remember: All of these buttons have a mandatory `ckEditorValueExpression` config, that will be set automatically by the floating toolbar.

```

<editor:ExternalLinkButton
    itemId="..."
    bindTo="{teaserOverlayPropertyField.bindTo}"
    forceReadOnlyValueExpression="{teaserOverlayPropertyField.forceReadOnlyValueExpression}"
    ckEditorValueExpression="{teaserOverlayPropertyField.getCKEditorValueExpression()}">
    <editor:plugins>
        <editor:BindDisablePlugin
            bindTo="{teaserOverlayPropertyField.bindTo}"
            forceReadOnlyValueExpression="{teaserOverlayPropertyField.getRichTextButtonsDisabledVE()}" />
    </editor:plugins>
</editor:ExternalLinkButton>

<ui:RichTextActionToggleButton
    itemId="..."
    commandName="{RichTextAction.COMMAND_UNLINK}">
    <ui:plugins>
        <editor:BindDisablePlugin
            bindTo="{teaserOverlayPropertyField.bindTo}"
            forceReadOnlyValueExpression="{teaserOverlayPropertyField.getRichTextButtonsDisabledVE()}" />
    </ui:plugins>
</ui:RichTextActionToggleButton>

```

Example 7.31. Adding two more buttons to the toolbar

## Customizing CKEditor

The CKEditor provides richtext editing capabilities in a browser independent way. It has a plugin-driven architecture. Plugins are JavaScript files that are loaded at the end of the CKEditor loading process, before the initialization and activation of CKEditor instances. Plugins are named and defined in a file named `plugin.js` which resides under a path matching the plugin's name. Plugins may add UI features, change the behavior of existing UI components or add data manipulation features. The CKEditor provides automatic runtime plugin dependency management.

*CKEditor plugins*

The custom plugin `my-plugin` can be added to a *CoreMedia Studio* project by editing the following file

```
my-module/src/main/sencha/resources/ckeditor/plugins/my-plugin/plugin.js
```

If not already done in the parent project, the path of the `plugin.js` has to be configured as an additional global resource in the project `pom.xml`:

```
<plugins>
  <plugin>
    <groupId>net.jangaroo</groupId>
    <artifactId>jangaroo-maven-plugin</artifactId>
    ...
    <configuration>
      ...
      <globalResourcesMap>
        <ckeditor.plugin.my-plugin>
          ckeditor/plugins/my-plugin/plugin.js
        </ckeditor.plugin.my-plugin>
        ...
      </globalResourcesMap>
    </configuration>
  </plugin>
</plugins>
```

*Example 7.32. Adding resource path to `pom.xml`*

The content of the `plugin.js` may be similar to

```
CKEDITOR.plugins.add('my-plugin',
{
  beforeInit(editor) {
    ...
  },
  init : function(editor) {
    ...
  },
  lang : [...],
  requires: [...]
});
```

*Example 7.33. Customizing the CKEditor*

The argument passed to the `add` method is a so-called **plugin definition** whose `beforeInit` and `init` functions are called upon creation of every CKEditor instance in that package. The definition may also provide the `lang` and `requires` attributes which respectively define valid languages for the plugin and a list of required plugins.

The official CKEditor API documentation is available at <http://docs.ckeditor.com/#!/api>.

The custom plugin can now be registered by the CKEditor. This is done by using the `addCKEditorPluginsPlugin` with your `RichTextArea`:

```
<ui:RichTextArea>
  <ui:plugins>
    <ui:AddCKEditorPluginsPlugin plugins="my-plugin"/>
  </ui:plugins>
</ui:RichTextArea>
```

```
</ui:plugins>
</ui:RichTextArea>
```

You can remove predefined plugins so that they are not loaded by CKEditor. This is done by using the `RemoveCKEditorPluginsPlugin` in your `RichTextArea`. To remove the CKEditor plugin `about`, for example, add the following to your declaration:

```
<ui:RichTextArea>
  <ui:plugins>
    <ui:RemoveCKEditorPluginsPlugin plugins="about"/>
  </ui:plugins>
</ui:RichTextArea>
```

The list of additional CKEditor plugins loaded by *CoreMedia Studio* by default is documented in the ASDoc of `RichTextArea` as the constant `defaultCKEditorExtraPlugins`. The list of standard CKEditor plugins, that are excluded by default are listed in the ASDoc of `RichTextArea` as the constant `defaultCKEditorRemovePlugins`.

To change other configuration options of CKEditor, you can use the `CustomizeCKEditorPlugin` with your `RichTextArea`. A list of CKEditor configuration options can be found here: [CKEditor.config](#). For example, to instruct the CKEditor to add 2 spaces to the text when hitting the TAB key, use the following code:

```
<ui:RichTextArea>
  <ui:plugins>
    <ui:CustomizeCKEditorPlugin>
      <ui:config>
        <fx:Object tabSpaces="2"/>
      </ui:config>
    </ui:CustomizeCKEditorPlugin>
  </ui:plugins>
</ui:RichTextArea>
```

*Example 7.34. Customizing the CKEditor configuration*

Items or Buttons which execute custom CKEditor commands have to be added to the richtext toolbar using the `AddItemsPlugin` as described in [Section “Customizing Richtext Toolbar” \[147\]](#). This cannot be done in the CKEditor directly.

## Styling of CKEditor Dialogs

As some original CKEditor dialogs are used, the styling of these dialogs had to be adjusted, so that they fit better into *Studio*. If you want to change the styling of CKEditor dialogs there are two possible ways to do so:

1. Using the CKEditor configuration option `skin` (see [Example 7.34, “Customizing the CKEditor configuration” \[153\]](#)) and provide your own CKEditor skin that overrides the `dialog.css` (see [http://docs.ckeditor.com/#!/guide/skin\\_sdk\\_intro](http://docs.ckeditor.com/#!/guide/skin_sdk_intro)).

The files of the custom skin `my-skin` can be added to a *CoreMedia Studio* project by adding them to following folder:

```
my-module/src/main/sencha/resources/ckeditor/skins/my-skin/
```

The path that is pointing to this skin has to be configured as an additional global resource in the project `pom.xml`:

```
<plugins>
  <plugin>
    <groupId>net.jangaroo</groupId>
    <artifactId>jangaroo-maven-plugin</artifactId>
    ...
    <configuration>
      ...
      <globalResourcesMap>
        <ckeditor.skin.my-skin>
          ckeditor/skins/my-skin/
        </ckeditor.skin.my-skin>
        ...
      </globalResourcesMap>
      ...
    </plugin>
  </plugins>
```

*Example 7.35. Adding resource path of skin to `pom.xml`*

2. Load a custom SCSS file overriding the rules from the `dialog.css` of the default CKEditor skin. The advantage of this approach is that you can make use of all CoreMedia SCSS variables and you do not have to copy the complete CKEditor default skin into your workspace.

For both options to work you must disable the custom CoreMedia rules for CKEditor dialogs. This can be done by setting the SCSS variable `$cm-include-richtext-area-dialog` to false.

## Interacting with the CKEditor via API

If you want to interact with the CKEditor without writing a CKEditor plugin, you can add a standard ExtJS action to the toolbar of the `RichTextPropertyField`. To gain access to the CKEditor you have to create a `baseClass` for your action and add the following config parameter

```
[Bindable]
public var ckEditorValueExpression:ValueExpression;
```

The injected `editor` object is of type `CKEDITOR.editor` [see <http://docs.ckeditor.com/#!/api/CKEDITOR.editor>] and can be used according to your needs.

However, there are two things to consider when writing your own custom actions:

*Interacting with the  
CKEditor via API*

- *Undo / Redo:* In order to be able to undo / redo the changes your action has made, you have to send one `saveSnapshot` event before and one after making the changes, like so:

```
editor.fire('saveSnapshot');  
// perform changes ...  
editor.fire('saveSnapshot');
```

- *Saving Changes:* In order to update the bound content with the changes your action has made, it may be necessary to send an additional `save` event. This event is recognized by the property field which will then trigger the update. The CKEditor already tracks changes and the property field will react to it, but in some cases this is not possible. You should check if the content gets checked-out when your action is performed, and if not add the following code:

```
// perform changes ...  
editor.fire('save');
```

## 7.5 Coupling Studio and Embedded Preview

In Section 4.3.5, “Adding Document Metadata” in *Content Application Developer Manual* it is described in detail how to use the *Content Application Engine* to include metadata in Web documents.

This section explains how to access metadata of documents that are shown in the Studio’s embedded preview.

### 7.5.1 Built-in Processing of Content and Property Metadata

*CoreMedia Studio* automatically accesses and interprets content and property metadata in order to connect preview and document form. When the user edits a content property that is mapped to a preview DOM element via metadata, all changes are reflected in the embedded preview, either instantly (for simple content properties like strings) or through automatically reloading the preview.

Moving the mouse cursor over the preview will highlight elements with attached content and/or property metadata. Right-clicking one of these elements in the preview focuses the corresponding form field, if possible. If the clicked element belongs to a content object different from the content object currently displayed in the document form, a context menu is opened that shows a breadcrumb to navigate through the metadata hierarchy down to the clicked content object, and it offers the options to open the content in a new tab or in the library.

### 7.5.2 Using the Preview Metadata Service

As described in Section 4.3.5, “Adding Document Metadata” in *Content Application Developer Manual*, it is possible to include arbitrary metadata in Web documents by means of the FreeMarker macro `<@preview.metadata>` or the custom JSP tags `<cm:metadata>`, `<cm:property>` and `<cm:object>`. In the rendered Web document, the different metadata chunks are included as JSON-serialized values of the custom HTML attribute `data-cm-metadata` of different DOM nodes. While metadata can be added using FreeMarker or JSP, this section uses the JSP tags in its examples.

## The Metadata Service Interface

In [Chapter 3, Deployment \[18\]](#) it is described that the preview *CAE* web application and *Studio* communicate via an internal messaging system. This messaging system is also used to transfer metadata from the preview side to the *Studio* side. To hide this low-level layer from the *Studio* developer, CoreMedia offers a *metadata service* for each instance of a preview panel that runs in *CoreMedia Studio*. Given a preview panel, its metadata service can be obtained as follows (please see the API documentation of `PreviewPanel` for further information on how to obtain a preview panel component).

```
var previewPanel:PreviewPanel = ... ;
var metadataService:IMetadataService =
    previewPanel.getMetadataService();
```

The metadata service interface currently offers just one method, namely:

```
IMetadataService.getMetadataTree(filterProperties:Array = null)
```

Via this method, the metadata of the associated preview panel's document can be retrieved. Metadata embedded in the preview document is represented in terms of a tree. This *metadata tree* originates from the DOM tree of the preview document: Hierarchical relationships between the metadata tree nodes correspond to hierarchical relationships between the DOM tree nodes that the respective metadata chunks are attached to. Consequently, the metadata tree is basically a projection of the DOM tree to its metadata information.

It is possible to further filter the metadata tree by means of the method's optional parameter, namely an array of properties. If such properties are supplied, the metadata tree contains only nodes that have at least one of these properties. In addition, other properties than the given properties are filtered out. Such a filtered metadata tree is a projection of the metadata tree that contains all metadata. The above statement about the correspondence of hierarchical relationships in the metadata tree and the DOM tree still holds.

## Working with the Metadata Tree

When working with the metadata tree, you have two data structures to your convenience:

- `com.coremedia.cms.editor.sdk.preview.metadata.MetadataTree`: This data structure represents the whole tree and, for example, offers methods for accessing specific nodes (by their ID) or getting a list of all tree nodes (in breadth-first order).
- `com.coremedia.cms.editor.sdk.preview.metadata.MetadataTreeNode`: This data structure represents a

*Communication  
between Studio and  
CAE web application*

single metadata tree node. It offers a range of methods like retrieving the parent or the children of a node, finding specific parent nodes upwards in the hierarchy or specific child nodes downwards in the hierarchy or accessing properties of a metadata tree node.

In the following you will find two examples of how to use the metadata tree. Suppose that the JSP templates on the CAE side have been prepared to include metadata about content. At different points throughout the JSP templates the code might look as follows:

```
...
<cm:metadata var="contentMetadata">
  <cm:property name="contentInfo">
    <cm:property name="title"
      value="${self.content.title}"/>
    <cm:property name="keywords"
      value="${self.content.keywords}"/>
  </cm:property>
</cm:metadata>

<div ${contentMetadata}>
  ...
</div>
...
```

In a preview document there might be multiple of such content-related metadata chunks attached to different DOM nodes. Suppose you want to gather the titles of all the contents that are included in such metadata chunks. One way to gather these titles in an array is the following:

```
var metadataService:IMetadataService = ... ;
var metadataTree:MetadataTree = metadataService.getMetadataTree();
var result:Array = [];
if (metadataTree.getRoot()) {
  var nodesToProcess:Array = [metadataTree.getRoot()];
}
var arrayIndex:int = 0;
while (arrayIndex < nodesToProcess.length) {
  var currentNode:MetadataTreeNode = nodesToProcess[arrayIndex];
  if (currentNode.getProperty("contentInfo") {
    var title:String =
      currentNode.getProperty("contentInfo").title;
    result.push(title);
  }
  if (currentNode.getChildren()) {
    nodesToProcess =
      nodesToProcess.concat(currentNode.getChildren());
  }
  arrayIndex++;
}
```

In this example, the whole metadata tree is traversed in a breadth-first manner. For each node it has to be checked whether it has the `contentInfo` property as there might be metadata nodes with completely other information.

The code can be simplified considerably if a filtered metadata tree is retrieved:

```
var metadataService:IMetadataService = ... ;
var metadataTree:MetadataTree =
  metadataService.getMetadataTree(["contentInfo"]);
var result:Array = [];
var metadataNodesList:Array = metadataTree.getAsList();
```

```
metadataNodesList.forEach(function (node:MetadataTreeNode) {
    result.push(node.getProperty("contentInfo").title);
})
```

In this case, the metadata tree is filtered on retrieval, namely for metadata nodes that contain the `contentInfo` property. Now it is sufficient to get all metadata tree nodes as an array, walk through it and gather the content titles.

## Listening to Metadata Availability/Changes

A metadata service is always associated with a specific preview panel. When a document is opened in a preview panel, it takes some time until its metadata is loaded. This happens asynchronously via the above mentioned message service. Consequently, it is necessary to have a mechanism to listen to the availability of a document's metadata. In addition, changes to the metadata may occur when the displayed document of the preview panel changes. Thus, it is also necessary to listen to metadata changes.

To this end, the method `IMetadataService.getMetadataTree()` is dependency-tracked. This means that it is possible to listen to changes to the returned metadata tree by using a function value expression [see `com.coremedia.ui.data.dependencies.DependencyTracker` and `com.coremedia.ui.data.ValueExpressionFactory.createFromFunction()`]. The following example is provided to illustrate this process:

```
var previewPnl:PreviewPanel = ... ;
ValueExpressionFactory.createFromFunction(
    function():MetadataTreeNode {
        var metadataTree:MetadataTree =
            previewPnl.getMetadataService().getMetadataTree();
        return metadataTree.getRoot() ? metadataTree : undefined;
    }
).loadValue(
    function(metadataTree:MetadataTree):void {
        // metadata tree loaded!
        metadataTree.getAsList()...;
    }
);
```

In this example `MetadataTree.getRoot()` is used as an indicator of whether the metadata has already been loaded [if not, the method returns `null`]. A function value expression is created around a function that simply determines the existence of a metadata root node, returning `undefined` as long as it does not exist. Afterwards the value expression is loaded, which automatically retries to invoke the function until it returns a non `undefined` value. As soon as it does, the metadata has been loaded and the callback function can now process the metadata tree.

## 7.6 Storing Preferences

A custom component may have to store user preferences persistently. To this end, the editor context object implements the method `getPreferences` of the interface `IEditorContext`. The method returns a `Struct` object that is stored in the `EditorPreferences` document of the current user. You can modify this struct using the standard struct API as described in [Section 5.4.4, "Structs" \[67\]](#).

The class `PreferencesUtil` provides two utility methods for reading and writing complex objects in the preferences struct: `getPreferencesJSONProperty` and `updatePreferencesJSONProperty`. These methods support strings, numbers, Boolean, contents, and complex objects and arrays containing such values. The Studio API uses these methods internally for persisting saved searches (including custom filters), open tabs, dashboard widget states, and bookmarks.

## 7.7 Customizing Central Toolbars

Toolbars contain buttons for making functionality quickly accessible. There are two central toolbars that you might want to customize:

- The Favorites toolbar on the left, which contains shortcuts to often-used functions
- The Actions toolbar on the right, which contains buttons for completing the work on the current content

The following section describes how you can use the `AddItemsPlugin` to add your custom button to an existing toolbar.

It is good practice to wrap the custom UI component's actual functionality (that is, what your button will do when clicked) in `Action` objects, so that these actions can be re-used for other buttons. The background of actions is described in [Section 5.1.3, "Actions" \[42\]](#).

### 7.7.1 Adding buttons to the Favorites Toolbar

The Favorites Toolbar on the left side is vertically divided into three subcontainers:

- The top section, which in Studio's default configuration has buttons to open Bookmarks, and to create content
- The middle section (`FavoritesToolbarUserItemsArea`), which contains user-managed search folders. Users can add, delete, and modify their own, often used search folders in this section. Therefore, your ability to preconfigure this section is inherently different from the top and bottom section of the Favorites Toolbar. For details, see [Section 7.7.2, "Providing default Search Folders" \[162\]](#) below
- The bottom section, which in Studio's default configuration has an `Apps` button for developer-defined extensions. You can extend the `Apps` buttons menu or add top-level buttons above or below.

If you want to add fixed buttons to the Favorites Toolbar (that is, buttons that can not be modified or removed by the user), you need to add them to either the top or the bottom section of the Favorites Toolbar.

The main `BlueprintFormsStudioPlugin.xml` file shows how you can easily use the `AddItemsPlugin` to add your own buttons to the top and bottom sections of the toolbar, respectively:

```
<editor:FavoritesToolbar>
  <editor:plugins>
```

```

<ui:AddItemsPlugin>
  <ui:items>
    ...add your component/button here...
  </ui:items>
  <ui:after>
    <Component itemId="{favoritesToolbar.NEW_MENU_BUTTON_ITEM_ID}"/>
  </ui:after>
</ui:AddItemsPlugin>
</editor:plugins>
</editor:FavoritesToolbar>

```

Ensuring a proper order of the items of the favorites toolbar helps significantly in making the application usable. Note how an `after` constraint is used to put the new button to a specific place. It uses the framework-predefined `itemId` of the Library button to describe the desired location of the added button, and references the new button via an element with Blueprint namespace - the button itself is declared in a separate MXML file in the Studio plugin.

To add a simple button with an action, enter the following code inside the `<items>` element [see [Section 7.2, “Localizing Labels” \[117\]](#) to learn how to localize the label of the button]:

```

<Button itemId="exampleButton">
  <baseAction>
    <editor:ShowCollectionViewAction text="toBePublished"
      published="false" editedByMe="true" contentType="CMArticle"/>
  </baseAction>
</Button>

```

*Example 7.36. Adding a search for documents to be published*

This code snippet will create a search folder button with label text "toBePublished" that uses a `ShowCollectionViewAction` to open the Library window in a mode that searches for a restricted set of content items [please see the API documentation for `ShowCollectionViewAction` for more details].

## 7.7.2 Providing default Search Folders

The middle section of the *CoreMedia Studio*'s favorites toolbar is made up of the component `FavoritesToolbarUserItemsArea` which contains user-defined search folders. When you click a search folder, the collection view opens up in search mode showing the results of a predefined query. The user can create custom search folders via the `Save Search` button of the Studio library toolbar in search mode. Users can also modify existing search folders, change their order, rename them, or delete them altogether.

As a developer, you can provide a default set of search folders to your first-time users, so that the middle section won't appear empty on a user's first login to Studio.

**WARNING**

Note that the configuration option shown below explains solely the default set of search folders that users will see on their first login. When Studio detects that there are no custom search folders defined yet for the user logging in, this default set will be copied to this user's settings - from then on, management of the search folder section is completely up to the user, and your configuration will be ignored. If you want to permanently add buttons (including buttons representing search folders) to the Favorites Toolbar, please refer to [Section 7.7.1, "Adding buttons to the Favorites Toolbar" \[161\]](#) above.



You can add default search folders by using the `AddArrayItemsPlugin` on the `FavoritesToolbarUserItemsArea`. Each array item has to include the relevant search parameters that you want to pass to the library on opening. These parameters are modularized in terms of the different parts of the collection view in search mode. Thus, each array item is a nested JavaScript object literal that itself contains possibly multiple objects for the various parameter parts. These embedded objects can be accessed via unique keys (see below). In addition, each array item is given a unique name that will also be used as the display text for the resulting search folder in the favorites toolbar.

By default, the different search parameters of the collection view are divided into the following parts:

- The *main part* (key `_main`), featuring the search parameters `searchText`, `contentType`, `mode`, `view`, `folder`, `orderBy`, and `limit`.

Note that for the `folder` property, it is possible to use both of the following notations:

1. `folder: {$Ref: "content/9"} [Rest URI path]`
  2. `folder: {path: "/Sites/Media"} [content repository path]`
- The *status filter* (key `status`), featuring the search parameters `inProduction`, `editedByMe`, `editedByOthers`, `notEdited`, `approved`, `published` and `deleted`.
  - The *last edited filter* (key `lastEdited`), featuring the search parameter `lastEditedBy`.

Further possible parameters may arise due to plugged in additional filters (c.f. [Section 7.11.5, "Adding Search Filters" \[174\]](#)) where each of them makes up its own part of search parameters. In the source code example below, a default search folder is plugged in that shows all documents under the content repository path folder `/Sites/Media` that were last edited by the user. You can see that the array item is composed of two of the three parts listed above and has been given a name.

```

<editor:StudioPlugin ...>
  <fx:Metadata>
    ...
  </fx:Metadata>
  <fx:Script><![CDATA[
    ...
  ]]></fx:Script>
  <local:rules>
    <editor:FavoritesToolbarUserItemsArea>
      <editor:plugins>
        <ui:AddArrayItemsPlugin arrayProperty=
          "{favoritesToolbarUserItemsArea.DEFAULT_ITEMS}"
          items='[{
            {_main:{contentType: "Document ",
              folder: {path: "/Sites/Media"},
              mode: "search",
              view: "list",
              limit: 50},
              lastEdited: {lastEditedBy: "me"},
              name: "Last edited"}
            }]'>
        </editor:plugins>
      </editor:FavoritesToolbarUserItemsArea>
    </local:rules>
  </editor:studioPlugin>

```

Example 7.37. Adding a custom search folder

If in doubt about the actual format for a default search folder entry, you can always customize a search manually in *CoreMedia Studio*, save it and have a look at the user's preferences where they get saved.

## 7.7.3 Adding a Button with a Custom Action

The previous sections described how the predefined actions are wrapped in buttons and added to a toolbar. However, sometimes it is necessary to develop a custom action, for example to open a special window or to start a wizard. In [Section 5.1.3, “Actions” \[42\]](#) you will find a more detailed explanation of actions, but the recipe shown here should be enough in many cases.

All actions inherit from `ext.Action`. For example, an action `mypackage.MyCustomAction` might look like this:

```

<?xml version="1.0" encoding="UTF-8"?>
<local:MyCustomActionBase
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:local="mypackage.*"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns="exml:ext.config">
  <fx:Script><![CDATA[
    private var config:MyCustomAction;

    public native function MyCustomAction(config:MyCustomAction = null);
  ]]></fx:Script>
  <fx:Declarations>
  </fx:Declarations>

```

```
</local:MyCustomActionBase>
```

#### Example 7.38. Creating a custom action

It uses the complementing `MyCustomActionBase` class:

```
package mypackage {
import ext.Action;

public class MyCustomActionBase extends Action {
    public function MyAction(config:Action = null) {
        super(config);
    }
}
}
```

#### Example 7.39. Creating a custom action base class

You can access this class from ActionScript and (more commonly) from MXML. The name of the class determines the element name and its package is used as the namespace URI suffix:

```
...
<Button>
  <baseAction>
    <mp:MyCustomAction text="do something"/>
  </baseAction>
</Button>
...
```

#### Example 7.40. Using a custom action

For example, such a button with a base action might be added to the Favorites toolbar or the Actions toolbar as shown in the previous sections. The previous fragment assumes that you have defined the `mp` namespace so that it references the module containing `mypackage` (`xmlns:mypackage=config`).

Note that you can use all parameters inherited from `ext.Action`, like `text` in the example above.

## 7.7.4 Adding a Button to the Apps Menu

The Apps button as shown in the figure below is used to group custom actions in one place. It is located at the bottom of the Favorites toolbar of *Studio*.

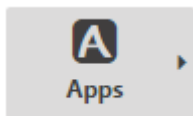


Figure 7.3. Apps Button

You can add your custom button to the Apps Menu by using the `AddItemsPlugin` as shown below:

```
<editor:ExtensionsMenuToolbar>
  <editor:plugins>
    <ui:AddItemsPlugin>
      <ui:items>
        ...
      </ui:items>
    </ui:AddItemsPlugin>
  </editor:plugins>
</editor:ExtensionsMenuToolbar>
```

## 7.7.5 Adding Disapprove Buttons

You can revoke the status of the approved document using the disapprove action. The disapprove action can be enabled in *CoreMedia Studio* so that the disapprove action is part of the actions toolbar, the collection repository context menu and the collection search context menu.

You enable the disapprove action by using the plugin `EnableDisapprovePlugin`. For example by inserting the following code snippet inside `editor:configuration` in your Studio plugin MXML.

```
<editor:configuration>
  <editor:EnableDisapprovePlugin/>
</editor:configuration>
```

*Example 7.41. Adding disapprove action using `enableDisapprovePlugin`*

## 7.8 Managed Actions

Managed actions are used to reuse the same action instance for different components, for example a button and a menu item, and even for a keyboard shortcut. This not only saves action instances, but can be crucial for keeping action state consistent.

Unlike previous examples, a managed action is not added to a button or menu item directly. Instead, a managed action is registered by giving it an `actionId` and adding it to the `actionList` property of a container. To add a managed action to an existing container, use a Studio plugin rule and the `AddArrayItemsPlugin` with `arrayProperty="actionList"`. Afterwards buttons that are located somewhere below this container may access the action using an `ActionRef` or execute them via a keyboard shortcut. The following example explains the implementation in detail.

```
<editor:StudioPlugin
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns="exml:ext.config"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
  xmlns:ui="exml:com.coremedia.ui.config">
  <fx:Script><![CDATA[
    public static const MY_GLOBAL_ACTION_ID:String = "myGlobalAction";
    //...
  ]]></fx:Script>
  <editor:rules>
    <editor:EditorMainView>
      <editor:plugins>
        <ui:AddArrayItemsPlugin arrayProperty="actionList">
          <ui:items>
            <local:MyGlobalAction actionId="{MY_GLOBAL_ACTION_ID}"/>
          </ui:items>
        </ui:AddArrayItemsPlugin>
      </editor:plugins>
    </editor:EditorMainView>
    ...
  </editor:rules>
</editor:StudioPlugin>
```

The example shows how `MyGlobalAction` is added to the action list of `EditorMainView` (which is the root component of *Studio*), using a locally defined constant as its `actionId`. The action is now available for all child components of *Studio*, except dialogs which render their own component hierarchy. Every button that wants to execute this action can now use an `ActionRef` with the same `actionId`:

```
<editor:StudioPlugin
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns="exml:ext.config"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
  xmlns:ui="exml:com.coremedia.ui.config">
  <fx:Script><![CDATA[
    public static const MY_GLOBAL_ACTION_ID:String = "myGlobalAction";
    public static const MY_BUTTON_ITEM_ID:String = "myButton";
    //...
  ]]></fx:Script>
  <editor:rules>
    <editor:EditorMainView>
      <editor:plugins>
```

```

...
<ui:NestedRulesPlugin>
  <ui:rules>
    <editor:ActionsToolbar>
      <editor:plugins>
        <ui:AddItemsPlugin>
          <ui:items>
            <ui:IconButton itemId="{MY_BUTTON_ITEM_ID}">
              <ui:baseAction>
                <ActionRef actionId="{MY_GLOBAL_ACTION_ID}"/>
              </ui:baseAction>
            </ui:IconButton>
          </ui:items>
        </ui:AddItemsPlugin>
      </editor:plugins>
    </editor:ActionsToolbar>
  </ui:rules>
</ui:NestedRulesPlugin>
</editor:plugins>
</editor:EditorMainView>
...
</editor:rules>
</editor:StudioPlugin>

```

Continuing for the previous code, the example above shows how `MyGlobalAction` is plugged into the `ActionsToolbar` of *Studio*. When the button is rendered, the `ActionRef` will look up the action with the corresponding `actionId` in the component hierarchy and replace itself with the actual action. To ensure that your new action is registered before this look up happens, you have to use `NestedRulesPlugin` as shown in the example code.

For any action with an `actionId`, a keyboard shortcut can be defined, which is described in the next section.

## 7.9 Adding Shortcuts

Once an action is registered in the `actionList` of a container, a shortcut can easily be applied to it via the `AddKeyboardShortcut`. Continuing from the example code of the previous section, this looks like follows.

```
<editor:StudioPlugin ...>
...
<editor:configuration>
  <editor:AddKeyboardShortcut
    shortcut="(resourceManager.getString(
      'com.coremedia.cms.editor.sdk.shortcuts.Shortcut',
      'Shortcut_my_action_key'))"
    description="(resourceManager.getString(
      'com.coremedia.cms.editor.sdk.shortcuts.Shortcut',
      'Shortcut_my_action_description'))"
    actionId="{MY_GLOBAL_ACTION_ID}"
    defaultEventAction="stopEvent"/>
  ...
</editor:configuration>
</editor:StudioPlugin>
```

The example shows how a shortcut is registered for `MyGlobalAction` that is already registered.

Shortcuts are defined inside the properties file `Shortcut.properties`. For customizing existing shortcuts, a properties file has to be created that overrides the `Shortcut.properties` file via the following code snippet that can be added to the `fx:Script` section of your *Studio* plugin:

```
<fx:Script><![CDATA[
...
ResourceBundle.overrideProperties(
  ResourceManager.getInstance().getResourceBundle(null,
    "com.coremedia.cms.editor.sdk.shortcuts.Shortcut"),
  ResourceManager.getInstance().getResourceBundle(null,
    "com.coremedia.blueprint.studio.MyCustomShortcuts")
);
...
]]></fx:Script>
```

To ensure that the documentation for newly created shortcuts is generated automatically and shown in the Studio preferences dialog, the key values inside the properties file must match the following format:

```
Shortcut_<SHORTCUT_NAME>_key=<KEY_DEFINITION>
Shortcut_<SHORTCUT_NAME>_description=<SHORTCUT_DESCRIPTION>
```

## 7.10 Inheritance of Property Values

The *CAE* sometimes renders fallbacks if a content property is not set, for example, by using a value of another property instead. To visualize this in *Studio*, you may use content of a property editor from another property editor as the default empty text.

This is currently possible for a few property fields. One is the `StringPropertyField` and the other one is the `TextAreaPropertyField`. While the `StringPropertyField` may inherit its content from another `StringPropertyField`, the `TextAreaPropertyField` may inherit its content from a `StringPropertyField` or a `RichTextPropertyField`.

In order to use this visualization, you may use the `StringPropertyFieldDelegationPlugin` or the `TextAreaPropertyFieldDelegationPlugin` attached to the property field that should inherit the value.

```
<editor:PropertyFieldGroup>
  ...
  <!-- inherit its content from the title property-->
  <editor:StringPropertyField propertyName="teaserTitle">
    <editor:plugins exml:mode="append">
      <editor:StringPropertyFieldDelegatePlugin delegatePropertyName="title"/>
    </editor:plugins>
  </editor:StringPropertyField>
  <!-- inherit its content from the detailText property-->
  <editor:TextAreaPropertyField propertyName="teaserText"
    itemId="teaserText"
    changeBuffer="1000">
    <editor:plugins exml:mode="append">
      <editor:TextAreaPropertyFieldDelegatePlugin
delegatePropertyName="detailText"/>
    </editor:plugins>
  </editor:TextAreaPropertyField>
  ...
</editor:PropertyFieldGroup>
```

Example 7.42. Configuring Property Inheritance

## 7.11 Customizing the Library Window

You can configure the library window in the following ways:

- by defining the columns that are displayed in the list view in the repository mode;
- by defining additional fields for the columns that should be displayed in the list views;
- by defining the columns that are displayed in the list view in the search mode and configuring the columns so that the results in the search mode can be sorted;
- by defining the blob properties that are displayed in the thumbnail view for different document types;
- by adding custom filters for the search mode of the library window.
- by making columns sortable and provide a detailed configuration how to sort.

If you are interested in opening the library from a toolbar button, see [Section 7.7, “Customizing Central Toolbars” \[161\]](#).

### 7.11.1 Defining List View Columns in Repository Mode

The list view of the library window is implemented using an Ext JS grid panel. A grid panel aggregates columns that refer to fields of an underlying store. For adding a new column, you usually have to add both a column definition and a field definition.

To define columns specify a `ConfigureListViewPlugin` and use it in a `StudioPlugin`. In the *CoreMedia Blueprint* the class `ConfigureCollectionViewColumnsPlugin` specifies a `ConfigureListViewPlugin` with column definitions you have to edit if additional columns are needed. `ConfigureCollectionViewColumnsPlugin` is then used in `BlueprintFormsStudioPlugin`. If you do not use the *CoreMedia Blueprint* take the class `ConfigureCollectionViewColumnsPlugin` as an example.

The property `repositoryListViewColumns` in `ConfigureListViewPlugin` lists all columns that should be displayed (not just the ones you want to add to the default) in the repository mode. Some columns in this example use predefined components from the Editor SDK, whereas some special columns use just a configured Ext JS standard grid column.

The `ListViewTypeColumn`, `ListViewNameColumn`, `ListViewStatusColumn`, `ListViewCreationDateColumn`, and `FreshnessColumn` columns represent the standard columns that would be present without additional configuration (id and width of the column has to be defined if necessary), displaying a document's type, name, lifecycle status, date of creation, and

modification date, respectively. These columns can be made sortable by setting the attribute `sortable` to `true`. To enable sorting for other columns have a look at [Section 7.11.6, “Make Columns Sortable in Search and Repository View” \[176\]](#).

## 7.11.2 Defining Additional Data Fields for List Views

If you need additional fields in the underlying store, you can add fields using the `listViewDataFields` property of the `ConfigureListViewPlugin`. The standard columns do not need an explicit field configuration. But if, for example, you want to display the name of the user who created a content, the implementation would look like this:

```
<editor:ConfigureListViewPlugin>
  <editor:listViewDataFields>
    ...
    <ui:DataField name="creator"
      mapping="creator.name"/>
  </editor:listViewDataFields>

  <editor:repositoryListViewColumns>
    ...
    <GridColumn header="Creator"
      dataIndex="creator"
      width="75"/>
  </editor:repositoryListViewColumns>
</editor:ConfigureListViewPlugin>
```

*Example 7.43. Defining list view fields*

In this case, an ExtJS `gridcolumn` is used for display, setting the column's attributes as needed. The definition of the field is slightly complex, because the property `name` of the property `creator` of each content in the search result should be accessed. To this end, a non-trivial `mapping` property will be added, but the `name` attribute of the data field and the `dataIndex` attribute of the column will be kept simple and in sync. If the mapping property were identical to the name property of the field, it could have been omitted.

## 7.11.3 Defining List View Columns in Search Mode

The columns in the search mode are similarly configured but instead the property `searchListViewColumns` is used to list all columns of the search list. *CoreMedia Blueprint* defines custom columns of the search mode again in the file `ConfigureCollectionViewColumnsPlugin.mxml`:

**WARNING**

If you define columns by your own, make sure that the `FreshnessColumn` is configured because this column will be used as the default sort column. Otherwise, the Studio user will get this error message on the console:

```
Invalid Saved Search Folder: Can not sort by sortfield  
freshness. It will be sorted by 'Last Modified' instead.
```



The freshness column is sortable but hidden. It means that the column will not be shown in the search list by default although freshness is used as the default sort criterion. Hidden columns can be unhidden by the user via the grid header menu.

The `ListViewNameColumn`, `ListViewCreationDateColumn` and `FreshnessColumn` columns are standard columns that can be configured to be sortable without additional configuration. To enable sorting for other columns have a look at [Section 7.11.6, “Make Columns Sortable in Search and Repository View” \[176\]](#).

## 7.11.4 Configuring the Thumbnail View

The thumbnail view of the library window can show a preview image of documents with a blob property holding the image data. If you want to do so, you need to register your document type and configure the name of the blob property you want the thumbnail preview to be generated from. From `ActionScript`, use the `registerImageDocumentType` method of the `IEditorContext`. You can also use the standard plugin `ConfigureDocumentTypes`, setting the `imageProperty` for a given set of document types.

This is how the mapping is registered in the editor plugin of *CoreMedia Blueprint*:

```
<editor:ConfigureDocumentTypes names="CMPicture,CMImage"  
    imageProperty="data"/>
```

*Example 7.44. Configuring the thumbnail view*

The configured property applies to exactly the given document types, only. It is not inherited by subtypes.

## 7.11.5 Adding Search Filters

The search mode of the library offers a filter panel at the left side of the window in which you can for example select the editing state of documents to be included in the search result. Depending on your editorial needs, you can add custom search filters that further restrict the search result. For example, you might want to search only for recently edited documents or for documents in a particular language. A custom search filter is added to the library in three steps:

- Create a custom search filter component.
- Add the custom search filter component to the list of existing search filters. Additionally add filter state objects.
- Enable the new custom search filter in the `editorContext`.

### Create a Custom Search Filter

For defining a custom filter, you can inherit from the class `FilterPanel`. This class implements the interface `SearchFilter` and provides the framework for implementing a custom filter easily. The state of a search filter is stored in a model bean provided by the method `getStateBean()` and is persisted in the preferences struct. See section [Section 7.6, "Storing Preferences" \[160\]](#) for details

*Inheriting from Filter-Panel*

In your `SearchFilter` class, you need to override two methods. The method `buildQuery()` can use the current state stored in the model bean to assemble a Solr query string. Query strings from individual filters will be combined using the `AND` operator. By returning an empty string or `null`, you can indicate that the filter should not currently impose any restrictions on the search result. The following example shows how a property `foo` is retrieved and how a query is built from it.

```
public class FooFilterPanelBase extends FilterPanel {
    override public function buildQuery():String {
        var foo:Number = getStateBean().get('foo');
        if (foo == 0) {
            return null;
        } else {
            return "foo:" + foo + " OR foo:-1";
        }
    }
    ...
}
```

The method `getDefaultState()` returns an object mapping all properties of the state bean to their defaults. It is used for initialization, for determining whether the current state of your UI represents the filter's default state, and for manually resetting the filter. In the above example, the respective filter's default state is represented by the special value "0", and consequently, you must use "0" as the filter's default value:

```
...
override public function getDefaultState():Object {
    return { foo:0 };
}
}
```

Because the `itemId` of the filter component is used when identifying the filter later on, it often makes sense to specify the `itemId` directly in the `SearchFilter` subclass.

To synchronize your UI component(s) with the model state stored in the bean returned by `getStateBean()`, you might want to use the various existing bind plugins.

*Synchronizing UI with model state*

## Add Custom Search Filter to Search Filter List

Use the `AddItemsPlugin` to add your custom filter to the Studio Library filter section. The component to configure is the `SearchFilters` class.

*Adding FooFilterPanel to the filter list*

```
<editor:StudioPlugin>
  <editor:rules>
    <editor:SearchFilters>
      <editor:plugins>
        <ui:AddItemsPlugin>
          <ui:items>
            <foo:FooFilterPanel itemId="fooFilter"/>
          </ui:items>
          <ui:after>
            <Component itemId="{SearchFilters.LAST_EDITED_FILTER_ITEM_ID}"/>
          </ui:after>
        </ui:AddItemsPlugin>
      </editor:plugins>
    </editor:SearchFilters>
  </editor:rules>
</editor:StudioPlugin>
```

You can also open the library in a certain filter state, for example from a button in the favorites toolbar. To that end, the `ShowCollectionViewAction` provides a property `filters` that can take `SearchFilterState` objects. So that the action can configure the correct filter, the `filterId` attribute must be given, matching the `itemId` of the configured filter panel. The names and values of the attributes are exactly the property names and values of the state bean used by the filter set.

*Opening the Library in certain filter state*

## Enable Custom Search Filter

Finally, you need to enable the new custom filter by invoking `editorContext.getEnabledSearchFilterIds().push('...')`, for example, in the `init` method of a corresponding Studio plugin.

```
public class FooStudioPluginBase extends StudioPlugin {
    override
    public function init(editorContext:IEditorContext):void {
        super.init(editorContext);

        <!-- 'fooFilter' is the itemId of the added filter panel -->
        editorContext.getEnabledSearchFilterIds().push('fooFilter');
    }
}
```

## 7.11.6 Make Columns Sortable in Search and Repository View

Sorting can be enabled for custom columns by setting two mandatory attributes in the `GridColumn` definition. The attribute `sortable` has to be set to `true` to enable sorting. The attribute `sortField` has to specify the Solr index column that should be used for sorting.

```
<GridColumn header="Creator"
             dataIndex="creator"
             sortable="true"
             u:sortField="creator"/>
```

*Example 7.45. Two additional attributes for sorting.*

The optional attribute `sortDirection` enables you to restrict the sort direction to only one direction. This is useful if sorting does only make sense in one direction. For example a user is usually not interested in the less relevant search result. So you want to disable sorting for relevance ascending. Possible attribute values are "asc" or "desc" where the value is the enabled sort direction.

```
<GridColumn header="Creator"
             dataIndex="creator"
             sortable="true"
             u:sortField="creator"
             u:sortDirection="desc"/>
```

*Example 7.46. Optional `sortDirection` Attribute to enable only one sort direction.*

You can make even hidden grid columns sortable. Hidden columns are not shown in the grid but users can select them from the sort drop down field. This is useful if columns do not have meaningful values (again relevance for example) or if you just do not want to blow up the grid too much. Hidden columns that do not have their `hideable` config option set to `false` can also be unhidden by the user using the grid header menu.

At last you can define one default sort column for each list in the collection view. The default sort column will be used when the user has not specified a sort criteria. To configure add the attribute `defaultSortColumn` with value `true`. For more fine grained configuration the attribute `defaultSortDirection` can be set to `asc` or `desc` to sort ascending or descending by default.

```
<GridColumn header="Creator"
  dataIndex="creator"
  sortable="true"
  u:sortField="creator"
  u:defaultSortColumn="true"
  u:defaultSortDirection="desc"/>
```

*Example 7.47. `defaultSortColumn` Attribute to configure one column as the default for sorting.*

## 7.12 Studio Frontend Development

Frontend Development in *CoreMedia Studio* is based on the ExtJS Frontend API and makes applying styles in *CoreMedia Studio* easy. By using reusable and modular skins, passed to the `ui configuration`, the appearance of components can be changed. This way, styles can be created without knowledge of the DOM structure.

This chapter describes how *CoreMedia Studio* uses the ExtJS Framework and how the basic concepts are extended to the needs of a complex software.

- [Section 7.12.1, “Blueprint Studio Theme” \[178\]](#) describes where you can put styles, resources and component skins to extend the *Studio Theme*.
- [Section 7.12.2, “Studio Styling with Skins” \[181\]](#) describes how *CoreMedia Studio* uses and extends the ExtJS theming concept, how existing skins can be switched off, changed or how new skins can be created.
- [Section 7.12.3, “Styling of Custom Studio Components” \[184\]](#) describes how to apply custom styles to components, where using Skins would not make sense.
- [Section 7.12.4, “Icons / CoreMedia IconFont” \[185\]](#) describes how to use icon fonts in *CoreMedia Studio*, how to apply icons to components and what needs to be done to display different other icons or images in *CoreMedia Studio*.
- [Section 7.12.5, “Usage of BEM and Spacing Plugins” \[187\]](#) describes how *CoreMedia Studio* uses BEM and which Plugins and Mixins exist to make the usage of BEM easier.
- [Section 7.12.6, “Component States” \[190\]](#) gives an overview about how to add additional states to components in *CoreMedia Studio*.

### 7.12.1 Blueprint Studio Theme

In order to use the ExtJS Frontend Framework properly, you will need to use the folder structure, as described by Sencha in the [Theming Section of their API documentation](#). *CoreMedia* provides a blank `blueprint-studio-theme` module, which extends the *Studio Theme* and should be used to define own skins and customize existing ones. Skins are written in a particular [SASS](#) dialect, compiled by Sencha CMD, which offers most SCSS functionalities enriched by certain Sencha functions.



Figure 7.4. Theming Inheritance in ExtJS and CoreMedia

The *Studio Theme* is responsible for the default appearance of *CoreMedia Studio*. It extends the Triton Theme, provided by the ExtJS Framework and offers certain variables and SCSS mixins. You can easily disable style rules, defined in the *Studio Theme* by setting the include variables for skins or custom components to false.

#### NOTE

The *Studio Theme* introduces many variables that are also used outside the theme in SCSS files for custom styling of particular components. CoreMedia recommends not changing the theming inheritance and extend from another theme than the *Studio Theme*, because those variables would not be initialized anymore. Also, all skins, introduced by the *Studio Theme*, would not be available, since the corresponding style rules would not be created anymore. The better way would be to still inherit from the *Studio Theme*, but disable undesired styles by setting the include variables to false.



In every ExtJS Workspace, there are different folders for SCSS files:

- `sass/etc` - contains utility functions or mixins
- `sass/src` - contains rules and UI mixin calls
- `sass/var` - contains global and private variables

The *Studio Theme* slightly differs from this structure by introducing a forth folder:

- `sass/mixins` - additional CoreMedia SCSS mixins

These additional mixins enhance the ExtJS Framework and broaden the possibilities to style certain components. They are introduced in the *Studio Theme* and work as extensions of the Sencha SCSS mixins, as explained in [Section 7.12.2, "Studio Styling with Skins" \[181\]](#). You can - and should - use them when creating new skins in the `blueprint-studio-theme`. The include order of SCSS files from different folders is described in [Organization of Generated Styles](#) in the Sencha ExtJS API documentation.

The directory, in which Sencha CMD searches for SCSS files in the CoreMedia Workspace slightly differs from the path described in the Sencha API documentation. SCSS files belong into the `sencha/sass/src/Ext/component/` directory of the `blueprint-studio-theme` to make sure they will be found by Sencha CMD. By adjusting the folder structure, the ExtJS Microloader also finds custom components in `com.coremedia` packages.

After adding or changing files in the `blueprint-studio-theme`, you will need to build your app and run Sencha CMD. You can simply do that by running Maven. You don't need to worry about Sencha CMD, since it will automatically be triggered by Maven:

```
mvn clean install -pl :studio-base-app,:blueprint-studio-theme
```

Instead of running Maven, you can also rebuild the changed files in your project (Make Project in IDEA). Afterwards, Sencha CMD has to be triggered to build the studio-app again. Make sure to run this command in the `target/app/` folder of the `studio-base-app` module:

```
sencha app build --development
```

You can specify a certain language, such as English, by adding `--locale=en` to build your app even faster. See the [localization section of the ExtJS Guide](#) for further information about localization in *ExtJS*.

It is also possible to let Sencha CMD watch the studio-base-app for changes:

```
sencha app watch
```

## 7.12.2 Studio Styling with Skins

Since *CoreMedia Studio* is based on the Sencha ExtJS framework, it uses and extends the provided skin concept. Styling rules are encapsulated in SCSS mixins and can be applied by using the `ui configuration`. There are SCSS mixins for almost every component and *CoreMedia Studio* also provides a huge set of skins, which create the visual appearance of said components.

If a component does not support the usage of skins, or the skin concept does not satisfy the requirements for certain situations you can learn about custom styles as described in [Section 7.12.3, “Styling of Custom Studio Components” \[184\]](#).

Please bear in mind that it is not always necessary to write a new skin if you want to change the appearance of a certain component. To change styles, you have multiple options:

- Change global styles by setting theme variables
- Change a skin by setting global CoreMedia variables
- Write a new skin and change the `ui configuration` of the component

Please make sure to read the [Theming Section of the ExtJS API documentation](#) to understand the core concepts of the Theming System.

### Change global styles by setting theme variables

To change the appearance of components ExtJS provides theme variables. If you want to change the style rules of a component, it can often be sufficient to simply override these variables in the `blueprint-studio-theme`. Please keep in mind, that you will affect every skin of a component type by changing theme variables. Mixins use theme variables as default if a parameter is not set explicitly.

The following example shows how to set theme variables for panels. Please take a look at the [Sencha ExtJS API documentation](#) to get a list of available theme variables.

```
...
$panel-header-color: dynamic($cm-font-color);
$panel-header-padding: dynamic($cm-grid-100);
$panel-body-background-color: dynamic(transparent);
$panel-body-border-width: dynamic(0);
...
```

*Example 7.48. Overriding theme variables*

By assigning a SCSS variable with `dynamic(...)` you make sure that the new value is applied even in earlier usages of this variable. Please read the [Sencha ExtJS CSS Variables Section](#) to learn about dynamic variables. Since the `blueprint-studio-theme` is the last theme to be loaded, the value will not be overridden by another theme if you put the assignment in the theme's `sass/var/Ext/` folder.

### Change a skin by setting global CoreMedia variables

*CoreMedia Studio* also provides own theme variables, which are used as default parameters in `cm-[component]-ui` mixins or provide a possibility to change styles of custom components. These CoreMedia variables begin with a `$cm-` prefix:

```
...
$cm-panel-show-validation: dynamic(true);
$cm-panel-box-shadow: dynamic($cm-elevation-box-shadow-100);
$cm-panel-ghost-background-color: dynamic($cm-grey-1);
$cm-panel-use-sub-collapsible-separator: dynamic(false);
...
```

*Example 7.49. Overriding global CoreMedia variables*

#### CAUTION

To prevent unpredictable component styling, it is not allowed to use the prefix `$_cm-` in your own variables, since it is reserved for private variables in the *Studio Theme*. Overriding these variables can lead to unwanted behavior and incorrect style rules for skins.



### Write a new skin and change the `ui` configuration of the component

The *Studio Theme* creates styles by including SCSS mixins:

```
@if $cm-include-panel-accordion-ui {
  $_ui: "accordion";

  @include extjs-panel-ui(
    $ui: $_ui,
    $ui-header-color: $cm-font-color,
    ...
  );

  @include cm-panel-ui(
    $ui: $_ui,
    $background-color: $cm-white,
    ...
  );
}
```

*Example 7.50. Simple Skin Example*

As shown in [Example 7.50, "Simple Skin Example" \[182\]](#), the *Studio Theme* always includes two SCSS mixins per skin. In addition to the ExtJS mixin, *Studio Theme* provides own mixins, which extend the ExtJS Framework. These mixins provide helpful functionality and enhancements, which are applied, even if only the `ui` parameter is passed to the mixin's parameter list (such as default styles for validation). Therefore, it is necessary to always include both mixins.

Please take a look at [the ExtJS - Classic Toolkit API](#) to get a list of theme mixins and possible parameters.

Please note that the *Studio Theme* wraps mixin includes in `if`-statements. You can easily switch off mixin includes by setting the corresponding `$cm-include-[XTYPE]-[SKIN-NAME]-ui` variables to false. Please keep in mind that switching a skin off, will remove all styles for components using the skin. The components will therefore be not styled. If the skin is still set in the `ui configuration`, not even the default styles will be applied.

```
// Switching off skin "accordion"
$cm-include-panel-accordion-ui: dynamic(false);
```

### Example 7.51. Switching off skins

A skin should be switched off if you want to write an own skin or the skin is simply not used anymore. After switching it off, you can include the SCSS mixins in the `blue-print-studio-theme` with the same `ui` parameter to create the style rules for your own skin.

*CoreMedia Studio* uses ActionScript classes to group skins for components. These classes contain constants for each skin, which provide a stable interface to use skins as `ui-configuration` in components. It is recommended using this concept when applying skins to components. Otherwise, it can get very difficult to tell which skins are currently used in *CoreMedia Studio*.

```
public static const DEFAULT:PanelSkin = new PanelSkin("default");
public static const DOCKED:PanelSkin = new PanelSkin("docked");
public static const ACCORDION:PanelSkin = new PanelSkin("accordion");
public static const CARD:PanelSkin = new PanelSkin("card");
...
```

### Example 7.52. ActionScript Skin Constants

To apply a skin to a component, you just have to pass it to the `ui configuration`. If no `ui configuration` is applied, the used skin will be "default". The following example shows how to apply the toolbar skin to a button:

```
<Button itemId="myToolbarButton"
        ui="{ButtonSkin.TOOLBAR.getSkin() }"/>
```

*Example 7.53. Applying a Skin to a Component*

Skins of the same component category are exchangeable without any other adjustments. If no skin is applied, the default skin will be used instead.

## 7.12.3 Styling of Custom Studio Components

It is important to understand, that your skins are a reusable set of styles and should be applied to components whenever possible. This not only keeps maintenance easy, but also keeps your layout simple and clear. Nevertheless, there can be different reasons why you would want to write custom styles in addition to existing skins:

- The component does not support skins
- You are using a custom template inside a component

CoreMedia recommends placing your files in the same module in which the component is located. To do this, create a `sencha/sass/` folder in the module's `src/main/` folder, like shown in [Figure 7.1, "Plugin structure" \[108\]](#). As long as the folder structure in the your directories for MXML/ActionScript files and SCSS files match, the Sencha Microloader will find the SCSS files corresponding to the MXML components.

### NOTE

You can write styles in any SCSS file that will be found by the Sencha Microloader. However, it is possible that styles and variables can be overridden in other SCSS files, due to the order these files get loaded. As a rule of thumb you can assume, that all SCSS files in `var` folders will be loaded prior files in `src` folders. Take a look at the [Sencha Documentation](#) to learn more about Organization of Generated Styles.



Own custom styles should be an exception and only be used if writing a new skin is not an option. While skin mixins provide a robust way to apply styles you can never be sure if your own CSS selectors will work after updating the framework or changing the layout of the parent container. You should especially avoid applying styles to the following CSS classes:

- `x-box-target`
- `x-box-item`
- `x-form-item`
- `x-autocontainer-innerCt`
- `x-autocontainer-outerCt`

- icon classes, such as `cm-core-icons`
- all classes containing a scale or ui (such as `x-btn-default-small`)

The recommended way to apply styles to custom components and keep your CSS robust is to add own classes by using the `cls` configuration or the BEM Plugin [see [Section 7.12.5, "Usage of BEM and Spacing Plugins" \[187\]](#)].

*CoreMedia Studio* defines own styles for custom components. If not needed, you can always disable these styles by setting the corresponding include variable to false.

### NOTE

Please note that SCSS files for custom components will be included after SCSS files in themes. This makes it impossible to override a custom component variable in the `blueprint-studio-theme`. If you want to disable custom style rules, you will have to override the variable after the custom styles get included.



## 7.12.4 Icons / CoreMedia IconFont

CoreMedia provides a complete set of Studio Icons in the included Studio icon font. Since the ExtJS Framework supports the use of icon fonts, it is recommended to use this mechanism. If the provided set of icons meets your requirements, you can make use of the icons by accessing them through the `CoreIcons.properties` file, which is generated by the `core-icons` module. This file offers a mapping of keys to CSS classes.

You can add CSS classes to components by passing entries of the `CoreIcons.properties` file to the `iconCls` of your component as shown below:

```
<ui:IconDisplayField
  itemId="helpIcon"
  iconCls="{resourceManager.getString('com.coremedia.icons.CoreIcons', 'help')}">
```

### Example 7.54. Usage of `CoreIcons.properties`

CoreMedia recommends not using the generated CSS classes as a string in `cls` configurations, since the name of these classes can always change after upgrading to later versions of *CoreMedia Studio*. Use `CoreIcons.properties` as a robust interface instead.

The `core-icons` module also defines SCSS variables that can be used to assign icons directly in your SCSS code. The following example sets the add icon for the `StatusProxy`:

```
$statusproxy-add-glyph: dynamic($cm-core-icons-100-var-plus 16px
$cm-core-icons-100-font-name);
```

Example 7.55. Usage of CoreMedia Icons in SCSS

The `$statusproxy-add-glyph` - like any other ExtJS glyph variable - expects you to pass the content, size and font-family as a list of values. The variable in the example above are generated by the `CoreIcons` module. You can access the content of an icon by using its SCSS variable: `$cm-core-icons- [ SCALE ] -var- [ ICON-NAME ]`

There are 3 different scales in the CoreMedia icon font. These scales differ in details, shown in the icon. An icon with small scale is usually displayed in a size of 16px. Therefore, a lot of details have to be cut out, due to the lack of space to display them. The icon would otherwise be displayed blurry. Of course, you can anyhow always determine the size of an icon for each usage. The following scales are available:

Scale	Size	Identifier	Example
Small	16px	100	<code>\$cm-core-icons-100-var-help</code>
Medium	24px	200	<code>\$cm-core-icons-200-var-help</code>
Large	32px	300	<code>\$cm-core-icons-300-var-help</code>

Table 7.3. Different Icon Scales

NOTE

You don't need to worry about scales if you pass an icon as `iconCls` to a component with a `scale` configuration. The component will automatically choose the right scale for the icon, based on its own `scale` configuration.



The *CoreMedia* Icons are an essential part of *CoreMedia Studio* and it is therefore not recommended removing the *CoreMedia IconFont* from the workspace. Nevertheless, Sencha offers ways to include additional icon fonts as described in the [Sencha Font Packages documentation](#). Available font packages are ExtJs, FontAwesome and Pictos.

Using icon fonts is the recommended way to display icons in *CoreMedia Studio*. However, it is still possible to display icons or images without using a particular font. [Section 7.1](#),

**“Studio Plugins” [107]** describes how to load external resources. You can then address these resources in your SCSS code as follows:

```
.my-icon {
  background-image: url(get-resource-path("images/example.svg"));
}
```

*Example 7.56. Get Resources in SCSS Code*

Then pass the CSS class to the `ui configuration` of your component:

```
<Button iconCls="myButton"/>
```

*Example 7.57. Use Image as IconClass*

Whenever you feel to use an image as an icon, try to use SVG files. They have the same advantages as icon fonts:

- The icon will always appear sharp, no matter in which size you display it
- You can easily change the color of the icon

## 7.12.5 Usage of BEM and Spacing Plugins

Block Element Modifier (BEM) is a methodology that helps to write neat, reusable CSS classes. Components usually consist of a block and multiple elements inside this block. To apply styles to a component you simply add a CSS class to the block. BEM also requires you to add classes to the elements to make sure styles apply even if the DOM changes. Modifiers can be used to describe a special mutation of a block. Learn more about BEM at <https://en.bem.info>. A typical BEM pattern looks like this:

```
<div class="bem-block">
  <div class="bem-block__item">...</div>
  <div class="bem-block__item">...</div>
  <div class="bem-block__item">...</div>
</div>

<div class="bem-block bem-block--error">
  <div class="bem-block__item">...</div>
  <div class="bem-block__item">...</div>
</div>
```

*Example 7.58. BEM Example HTML Code*

The corresponding SCSS file would look like this:

```
.bem-block {
  color: white;
```

```

&__item {
  margin-bottom: 10px;
}

&--error {
  color: red;
}

```

*Example 7.59. BEM Example SCSS Code*

The easiest way to apply all those CSS classes correctly is to use the `BEMPlugin`. To learn how to use Plugins, see [Section 7.1, "Studio Plugins" \[107\]](#). You will have to apply the plugin to the container and all items will automatically be provided with the correct CSS classes. The Plugin even takes care of items that are added later on.

```

<Container>
  <items>
  ...
</items>
  <plugins>
    <ui:BEMPlugin block="bem-block"
                  defaultElement="item"
                  modifier="error"/>
  </plugins>
</Container>

```

*Example 7.60. Usage of the BEM Plugin*

BEM classes can be applied by using the untyped configuration `bemElement`:

```

<Container>
  <plugins>
    <ui:BEMPlugin block="bem-block"/>
  </plugins>
  <items>
    <Button u:bemElement="my-button"/>
  </items>
</Container>

```

*Example 7.61. BEM Plugin with Untyped Element*

The previous example adds the `.bem-block__my-button` CSS class to the button component. You can also add CSS classes to certain elements by using the `BEMMixin`. The mixin has to be used on components inside a container that uses the `BEMPlugin`. Since the Jangaroo compiler supports mixins, you can also write:

```

<Container>
  <items>
    <Button>
      <mixins>
        <ui:BEMMixin bemElement="my-button"/>
      </mixins>
    </Button>
  </items>
</plugins>

```

```
<ui:BEMPlugin block="bem-block"/>
</plugins>
</Container>
```

Example 7.62. Usage of the BEM Mixin

If you want to add space between items of a container you can use the `HorizontalSpacingPlugin` or `VerticalSpacingPlugin`, which internally make use of the `BEMPlugin` and its default `Element` parameter.

```
<Container>
  <items>
    ...
  </items>
  <plugins>
    <ui:VerticalSpacingPlugin
      modifier="{SpacingBEMEntities.VERTICAL_SPACING_MODIFIER_200}"/>
  </plugins>
</Container>
```

Example 7.63. VerticalSpacing Plugin Example

The default spacing between items in a container that uses the Vertical- or HorizontalSpacingPlugin is 6 pixels. By using a modifier, this spacing can be adjusted. You can also enhance the plugin by passing other strings as the modifier parameter, but you will obviously have to write own styles for the resulting CSS classes.

Modifier Value	Applied CSS Class	Default Spacing
-	cm-vertical-spacing	6px
SpacingBEMEntities.VERTICAL_SPACING_MODIFIER_200	cm-vertical-spacing--200	12px
SpacingBEMEntities.VERTICAL_SPACING_MODIFIER_300	cm-vertical-spacing--300	18px
SpacingBEMEntities.VERTICAL_SPACING_MODIFIER_25	cm-vertical-spacing--25	2px

Table 7.4. List of SpacingPlugin Modifiers

## 7.12.6 Component States

*CoreMedia Studio* uses state mixins to support different component states, such as validation, readonly, highlighting, overflow behavior or text alignment. To apply a state to a component, simply implement the corresponding interface.

The following list contains state mixin interfaces, provided by *CoreMedia Studio*:

- `IValidationStateMixin`
- `IReadOnlyStateMixin`
- `IHighlightableMixin`
- `IOverflowBehaviourMixin`
- `ITextAlignMixin`

State mixins provide functions to dynamically add or change CSS classes to a component. This is more robust than simply adding a CSS class by passing it to the `cls` configuration. The following example shows how an error state can be added to a button:

```
private function updateButtonState():void {
    if(errors) {
        newButton.validationState = ValidationState.ERROR;
    } else {
        newButton.validationState = null;
    }
}
```

### *Example 7.64. Set Validation State*

The *Studio Theme* provides SCSS mixins that apply styles to CSS classes added by state mixins. Therefore, it is important to always include the *Studio Theme* SCSS mixin besides the ExtJS SCSS mixin. You can change styles by passing certain parameters or by setting global variables.

## 7.13 Work Area Tabs

*CoreMedia Studio* organizes working items in a so called work area. The work area is a tab panel with the tabs containing currently opened working items. *CoreMedia Studio* restores open tabs (and their content) after successful relogin or reload of the website. The tabs usually contain CoreMedia-specific content but you can integrate your own customized tab into the work area. This section shows how it can be done using an example code. The example introduces a browse tab which consists of a URL trigger field and an iFrame in which the content of the URL is displayed.

### 7.13.1 Configuring a Work Area Tab

First you have to configure the tab which should be displayed in the work area. This must be an `ext.Panel` or any extended one. CoreMedia recommends that you configure your tab as a separate component in MXML. The rationale for this will be described below. In the example there are two such components: `BrowseTab.mxml` and `CoreMediaTab.mxml` (where the latter one uses the first one). Both have a configuration parameter `url` which is the key to persisting tab state across sessions and website reloads as explained below in [Section 7.13.4, "Storing the State of a Work Area Tab" \[193\]](#).

### 7.13.2 Configure an Action to Open a Work Area Tab

In most cases you will use an action to open your own tab. In the example, a button is plugged into the Favorites toolbar. Clicking the button triggers an `OpenTabAction` to open the browse tab.

```
...
<editor:FavoritesToolbar>
  <editor:plugins>
    <ui:AddItemsPlugin>
      <ui:items>
        ...
        <!-- Add a button that opens a browse tab -->
        <Button itemId="browseTab">
          <baseAction>
            <editor:OpenTabAction text="...">
              <editor:tab>
                <example:BrowseTab/>
              </editor:tab>
            </editor:OpenTabAction>
          </baseAction>
        </Button>
      </ui:items>
```

```

...
</ui:AddItemsPlugin>
</editor:plugins>
</editor:FavoritesToolbar>
...

```

Example 7.65. Adding a button to open a tab

The `BrowseTab` from above is configured as the `tab` configuration parameter of `OpenTabAction`. A new browse tab is then opened every time when clicking the button. In addition, all open browse tabs will be reopened in the work area after the reload of *CoreMedia Studio*. For that *CoreMedia Studio* stores the xtypes of the open tabs as user preference when opening, closing or selecting tabs. When loading the work area instances of the xtypes are generated and added to the work area. This is basically why you should configure each tab in a separate MXML. Nevertheless, you will see below in [Section 7.13.4, “Storing the State of a Work Area Tab” \[193\]](#) how you can save other state of the tab than the xtype in the user preference.

## 7.13.3 Configure a Singleton Work Area Tab

The previously shown `OpenTabAction` has an additional Boolean configuration parameter `singleton`. In the example a button that opens a `CoreMediaTab` is added, which is a browse tab with the fix URL of the CoreMedia homepage:

```

...
<editor:FavoritesToolbar>
  <editor:plugins>
    <ui:AddItemsPlugin>
      <ui:items>
        <!-- Add a button that opens the CoreMedia homepage browse tab as
singleton -->
        <Button itemId="coremediaTab">
          <baseAction>
            <editor:OpenTabAction singleton="true" text="...">
              <editor:tab>
                <example:CoreMediaTab/>
              </editor:tab>
            </editor:OpenTabAction>
          </baseAction>
        </Button>
      </ui:items>
    </ui:AddItemsPlugin>
  </editor:plugins>
</editor:FavoritesToolbar>
...

```

Example 7.66. Adding a button to open a browser tab

In the work area there will be no more than one opened `coreMediaTab`: When clicking the button the already opened `coreMediaTab` will be active instead of opening a new one.

## 7.13.4 Storing the State of a Work Area Tab

You probably want to persist the state of your tabs across sessions and website reloads. As described above, the `xtype` of all open tabs is stored automatically which allows you to create the correct tab instances when reloading. However, this does not help to persist the content of the tabs. You have to take care of persisting tab state yourself. For example, when the user sets the URL of the browse tab in the example the URL will be re-stored after reload. Such internal state of the tab can be stored implementing the interface `StateHolder` as `BrowseTabBase` of the example does:

```
...
public class BrowseTabBase extends Panel implements StateHolder {
...
    public function getStateValueExpression():ValueExpression {
        if (!stateValueExpression) {
            stateValueExpression =
                ValueExpressionFactory.createFromValue({url: url});
        }
        return stateValueExpression;
    }
...
}
}
```

*Example 7.67. Base class for browser tab*

To store the states of the open tabs *CoreMedia Studio* uses `getStateValueExpression` of each tab which implements the interface. See section [Section 7.6, “Storing Preferences” \[160\]](#) for details of how the state is persisted and for the limits on the allowed state structures. You must make sure that proper state is delivered via the state value expression. In `BrowseTabBase` this is achieved in the following way:

```
...
internal function reloadHandler():void {
    var url:String = getTrigger().getValue();
    getBrowseFrame().setUrl(url);
    if (url) {
        setTitle(url);
    }
    //store the url as state in the user preference
    getStateValueExpression().setValue({url: url});
}
}
```

The `reloadHandler` is invoked when the user clicks on the trigger button. The value of the trigger becomes the URL of the `iFrame` of the tab. Finally, the state value is set to `{url: url}`: As described above, `url` is a configuration parameter of `BrowseTab` and consequently, `{url:url}` is a configuration object with the parameter `url` with the trigger value. This configuration object will be copied to the configuration object of `BrowseTab` when restoring it. So `BrowseTab`'s configuration parameter `url` is then set to the stored value.

## 7.13.5 Customizing the Start-up Behavior

After successful login, *Studio* restores the tabs of the last session. This default behavior can be disabled by calling the `setDefaultTabStateManagerEnabled(enable)` method of `IEditorContext` class.

When you set this value to `false`, *Studio* will start with a blank working area (that is, no documents or other tabs are open). This might be handy if you want to customize the startup behavior. When, for example, you want to open all documents that a given search query finds on startup, you can do that with code like the following:

```
package com.coremedia.blueprint.studio {

import com.coremedia.cap.common.SESSION;
import com.coremedia.cap.content.search.SearchParameters;
import com.coremedia.cap.user.User;
import com.coremedia.cms.editor.EditorErrors_properties;
import com.coremedia.cms.editor.sdk.editorContext;
import com.coremedia.cms.editor.sdk.util.MessageBoxUtil;
import com.coremedia.ui.data.Bean;
import com.coremedia.ui.data.PropertyChangeEvent;

import ext.Component;
import ext.Plugin;
import ext.StringUtil;
import ext.container.Container;

public class OpenCheckedOutDocumentsPlugin implements Plugin {

    private const MAX_OPEN_TABS:int = 10;

    public function OpenCheckedOutDocumentsPlugin(config:OpenCheckedOutDocumentsPlugin = null) {
    }

    public function init(component:Component):void {
        //get the top level container
        var mainView:Container = component.findParentBy(function (container:Container) {
            return !container.ownerCt;
        });

        mainView.addListener('afterrender', openDocuments, null, {
            single: true
        });
    }

    private function openDocuments():void {
        // Perform query to determine documents checked out by me.
        var searchParameters:SearchParameters = createSearchParameters();
        var searchResult:Bean =
SESSION.getConnection().getContentRepository().getSearchService().search(searchParameters);
        // When the query result is loaded ...
        searchResult.addPropertyChangeListener(SearchParameters.HITS, function
openInTabs(event:PropertyChangeEvent):void {
            // ... open all documents in tabs.
            var searchResult:Array = event.newValue;
            if (searchResult && searchResult.length > 0) {
                editorContext.getContentTabManager().openDocuments(searchResult.slice(0, MAX_OPEN_TABS));
                if (searchResult.length > MAX_OPEN_TABS) {
                    MessageBoxUtil.showInfo(EditorErrors_properties.INSTANCE.editorStart_tooManyDocuments_title,
                        EditorErrors_properties.INSTANCE.editorStart_tooManyDocuments_message);
                }
            }
        })
    }
}
```

```

    });
    searchResult.get(SearchParameters.HITS);
}

private function createSearchParameters():SearchParameters {
    var searchParameters:SearchParameters = SearchParameters({});
    searchParameters.filterQuery = [getQueryFilterString()];

    //searchParameters.contentType = ['Document'];
    searchParameters.orderBy = ['freshness asc'];

    return searchParameters;
}

private function getQueryFilterString():String {
    var filterQueries:Array = [];

    // retrieve user URI for parametrized filter expressions:
    var user:User = SESSION.getUser();
    var userUri:String = "<" + user.getUriPath() + ">";

    // filter documents checked out by me
    filterQueries.push("ischeckedout:true");
    filterQueries.push(StringUtil.format("editor:{0}", userUri));

    return filterQueries.join(" AND ");
}
}
}

```

## 7.13.6 Customizing the Work Area Tab Context Menu

The context menu for work area tabs comes with several predefined actions like close operations and options for checking in or reverting contents. In addition, the `WorkAreaTabProxiesContextMenu` is an extension point for plugging in your own actions.

It is recommended to implement your custom actions as subclasses of `AbstractTabContextMenuAction` or `AbstractTabContextMenuContentAction`. In both cases, the context-clicked tab and tab panel can be accessed via the methods `getContextClickedTab():Panel` and `getContextClickedTabPanel():TabPanel` respectively. In addition, `AbstractTabContextMenuContentAction` provides the methods `getContextClickedContent():Content` and `getContextClickedContents():Array` for obtaining the content of the context-clicked tab and all contents of work area tabs respectively. Note that only `Premular` tabs have content other than `undefined`.

Using these methods, subclasses should override the method `checkDisabled():Boolean` to decide whether the action should be disabled. In addition, these methods should suffice to provide enough information to implement the action's behavior.

For example, the following two code samples show how to add an action for checking in all contents of opened work area tabs.

```
<ui:rules>
...
<editor:WorkAreaTabProxiesContextMenu>
  <editor:plugins>
    <ui:AddItemsPlugin>
      <ui:items>
        <MenuSeparator/>
        <MenuItem>
          <baseAction>
            <custom:CheckInAllContentTabsAction
              text="Check in all contents"/>
          </baseAction>
        </MenuItem>
      </ui:items>
    </ui:AddItemsPlugin>
  </editor:plugins>
</editor:WorkAreaTabProxiesContextMenu>
...
</ui:rules>
```

```
public class CheckInAllContentTabsAction extends
  AbstractTabContextMenuContentAction {
  ...

  private function handler():void {
    getContextClickedContents().
      forEach(function (content:Content):void {
        if (content.isCheckedOutByCurrentSession()) {
          content.checkIn();
        }
      })
  }

  override protected function checkDisable():Boolean {
    var atLeastOneContentTabInEditMode:Boolean = false;
    getContextClickedContents().
      forEach(function (content:Content):void {
        if (content.isCheckedOutByCurrentSession()) {
          atLeastOneContentTabInEditMode = true;
        }
      });
    return !atLeastOneContentTabInEditMode;
  }
}
```

## 7.14 Re-Using Studio Tabs For Better Performance

As stated in section [Section 7.13, "Work Area Tabs" \[191\]](#), *CoreMedia Studio* organizes working items in a so called `WorkArea`. The `WorkArea` is an `ExtJs TabPanel` with tabs containing currently opened working items, for example [content] document forms, commerce forms or singleton items like the *Studio Dashboard*. Normally, each working item is created and rendered as a separate tab.

As a `WorkArea` tab can be a very complex component (for example, a document form with various subtabs, collapsible subpanels and heavyweight property editors like richtext fields or image editors), its lifecycle management from creation to destruction can be quite costly. To increase performance you can reuse tabs for multiple working items instead of creating new tabs over and over again. You have to use the Studio plugin `ReusableDocumentFormTabsPlugin`.



### NOTE

Currently, this possibility is only implemented for document form tabs that display content items: `Premulars`.

### 7.14.1 Concept

The following figure illustrates the concept of document form tab reusability.

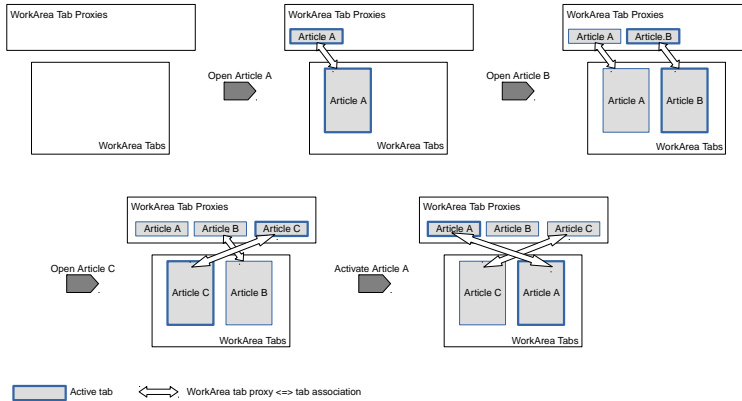


Figure 7.5. Premular Reusability (For A Reusability Limit Of 2 For Articles)

A **WorkArea Tab Proxy** is a lightweight representative of an actual **WorkArea Premular**. It basically just displays the title of its content item and otherwise has or does not have an active association with a real **Premular**. These proxies are what the Studio user *perceives* as the currently opened **WorkArea** tabs. However, under the hood there are possibly fewer tabs present in the **WorkArea**. Instead, **Premulars** are reused to display multiple content items over the course of a Studio session. For each content type, a *reusability limit* can be configured that limits the amount of actual **Premulars** for content items of this type.

The figure shows the case where the limit is 2 for articles. After the user opens the two articles A and B, the two created tab proxies are each associated with a corresponding **WorkArea Premular**. When the user opens the third article C, reusability takes place. No new **Premular** is created. Instead, the least recently used one is reused, which is the tab that currently holds the content for A. This **Premular** gets filled with its new content for C. When the user switches back to article A, the **Premular** currently holding the content of B is reused and filled with the content for A. So no matter how many more articles the user opens, there will only be more proxies but no more real **Premulars** than 2. Only if the user would open a content item of a different type (say, a picture) a new **Premular** would be created.

## 7.14.2 Prerequisites

**Premulars** are already designed to work with changing content items. For this purpose the **Premular**'s content item is held by the `bindTo ValueExpression`. However, if you have customized document forms (Section 7.3.2, "Customizing Document

**Forms**" [121]) and / or property fields [Section 7.4, "Customizing Property Fields" [134]] you are advised to consider certain prerequisites for the *ReusableDocumentFormTabsPlugin* to work properly.

Problems may arise when some features depend on conditions that apply to some document forms but not to others. The following example illustrates this point. Let's say, a certain property editor should only be present for *Premulars* whose underlying content item belongs to a specific site. Depending on how this site check is carried out, the visibility of the editor might not be handled correctly on tab reuse.

- *Bad practice:* Some plugin checks only on creation time of the property editor if the underlying content item belongs to the site and makes the editor visible or not. This visibility is not reevaluated on change of the content item and thus does not go along with *Premular* reuse.
- *Good practice:* The *BindVisibilityPlugin* is used to determine the visibility of the property editor based on the underlying content item (*bindTo ValueExpression*). The plugin reevaluates as soon as the content item changes and thus works fine with *Premular* reusability.

As a rule of thumb, such dynamic document form features work fine with *Premular* reusability if either of the following two conditions holds:

- The conditions for the feature exclusively rest on the *Premular's* underlying content item (*bindTo ValueExpression*) and are re-evaluated on content change.
- The conditions for the feature do not change until Studio reload (for example, the user's group memberships).

## 7.14.3 Usage

To enable the *ReusableDocumentFormTabsPlugin*, add the following (or something similar) to one of your Studio plugins:

```
...
<local:configuration>
  ...
  <editor:ReusableDocumentFormTabsPlugin
    defaultLimit="2"
    limitsPerContentType="{{ 'CMArticle': 3 }}" />
  ...
</local:configuration>
...
```

For each content type, a *reusability limit* can be configured that limits the amount of actual *WorkArea* *Premulars* for content items of this type. A limit of 0 effectively disables reusability for content items of the corresponding type. You can configure a

default limit via the attribute `defaultLimit` or individually for each content type via the attribute `limitsPerContentType`.

The property `limitsPerContentType` overrides the property `defaultLimit`. So you can easily implement a white list for reusability (`defaultLimit` set to `0`, `limitsPerContentType` set for some content types) as well as a black list (`defaultLimit` set to some value, `limitsPerContentType` set to `0` for some values)

## 7.15 Dashboard

*CoreMedia Studio* provides a dashboard as a special tab type. On the dashboard, users may freely arrange so-called *widgets*, which display data that the user should be aware of. While your users may configure the dashboard according to their particular needs, it is your task as a developer to determine which widget types are available to them and to configure a suitable default dashboard for the first login.

### 7.15.1 Concepts

Studio dashboard widgets are organized in three columns of equal width that span the entire work area. Each widget may fill one or more fixed-height rows, depending on its `rowspan` attribute. Widgets cannot span multiple columns. Users can adjust the height of each individual widget when they adjust their widget configuration.

*Three rows*

There may be many fundamentally different widget types for various purposes. Generally, widgets are used to display current information that a user is likely to be interested in, without requiring immediate action. However, there may also be widgets that allow the user to make simple updates or interact with other users. Due to the limited size of a widget, complex interactions are likely moved to a tab or a separate dialog.

Each widget type must provide a user interface that displays the actual information for this widget. Additionally, each widget type *may* opt to provide a user interface to configure a particular instance of the widget type on the user's dashboard. Users can choose a "configuration mode" for each widget, and in this mode, the configuration UI is displayed, which can be used to modify the appearance and functionality of the widget. Multiple widgets of the same type may be shown on the dashboard and each such widget can be in a different configuration state. Note the "configurability" of a widget is optional. For non-configurable widget types, the widget may just show an explanatory text describing its functionality.

For each user, the set of widgets, their positions, sizes, and states are stored persistently, allowing you to restore the widgets when the dashboard is closed and reopened. Many widget types provide a corresponding state class that allows you to define the state of the widget when configuring an initial dashboard. Widget state object and widget types are matched with each other by means of a widget type id.

*State is stored persistently*

Besides creating the user interfaces, the widget type in the form of an object implementing the `WidgetType` interface is also responsible for providing a type name, description, icon, default `rowspan`, and for computing a title, possibly depending on the current widget state. Optionally, the widget type may also provide tools to be included

in the header bar of the widget. Tools can allow the user to start operations based on the current widget state.

## 7.15.2 Defining the Dashboard

You can configure the dashboard by selecting which widgets the user may add to the dashboard and by describing the initial widget configuration of the dashboard.

To this end, the dashboard configuration is available through the method `getDashboardConfiguration()` of the `editorContext` object. It provides a list of `WidgetType` objects in the `types` property and a list of `WidgetState` objects in the `widgets` property.

Usually, you will not access the configuration object directly, but rather through the `ConfigureDashboardPlugin`, which also offers a `types` and a `widgets` property and takes care of merging these values into the global configuration at the correct time.

The widget state objects in the property `widgets` determine the widgets to be shown when the user first opens the dashboard. You should therefore select widgets that a typical novice user would find interesting.

Each widget state object must be an instance of the class `WidgetState`, or a subclass thereof. The class `WidgetState` itself defines only the properties `widgetTypeId`, `rowspan`, and `column`, indicating the widget type, the relative height of the widget and the placement of the widget, respectively.

Widget types for all initial widgets have to be provided, but you will typically add more widget types for advanced users. Widget types and widget state objects are matched by their id, which can be specified using the `widgetTypeId` property of the state object. Predefined state objects will typically provide the correct ID automatically.

The following example shows how the `ConfigureDashboardPlugin` is used inside an MXML Studio plugin specification.

```
<editor:StudioPlugin>
...
  <editor:configuration>
    ...
    <editor:ConfigureDashboardPlugin>
      <editor:widgets>
        <editor:SimpleSearchWidgetState
          contentType="CMArticle"/>
        <editor:SimpleSearchWidgetState
          contentType="CMPicture"
          column="1"/>
      </editor:widgets>

      <editor:types>
        <editor:SimpleSearchWidgetType/>
      </editor:types>
    </editor:ConfigureDashboardPlugin>
  </editor:configuration>
</editor:StudioPlugin>
```

```
</editor:ConfigureDashboardPlugin>
</editor:configuration>
</editor:StudioPlugin>
```

Example 7.68. Dashboard Configuration

You can see a single widget type being configured, `SimpleSearchWidgetType`. In this example, the widget type provides no configuration option itself, but some widget type classes can be customized by configuration.

In the example, there are two widgets using the defined type. By specifying a `SimpleSearchWidgetState`, the widget type id is set to match the `SimpleSearchWidgetType`. The two widgets start off with a specific state. As a rule, any configuration options that can be provided using a state object should also be configurable when the widget is in edit mode.

For the second widget, a column is specified. Unless a column property is given, each widget is placed in the same column as the previous widget and the first widget is placed in the leftmost column. For the column property use either a numeric column id from 0 to 2 or one of the constants `SAME` or `NEXT` from the class `WidgetState`, indicating to stay in the same column or to progress one column to the right. The leftmost column is used as the next column of the rightmost column.

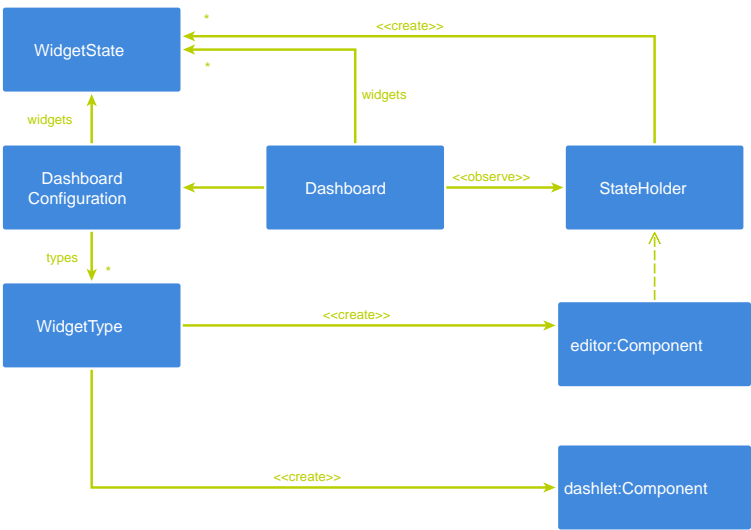


Figure 7.6. Dashboard UML overview

## 7.15.3 Predefined Widget Types

There are a number of predefined widgets that are immediately usable through simple configuration. The following table summarizes the existing widgets.

Name	Description
FixedSearchWidgetType	Displays the result of exactly one preconfigured search.
SimpleSearchWidgetType	Displays the result of a search for contents of a configurable type containing a configurable text.

Table 7.5. Predefined Widget Types

The individual types and their configuration options are subsequently explained in more detail.

### Fixed Search Widget

Widget types based on the class `FixedSearchWidgetType` display the result of exactly one preconfigured search. Because this widget type does not offer any editable state, you should provide the search to execute when you define the widget type. In this way, you can define fixed search widget types showing checked-out documents or the most recently edited pages or arbitrary other searches.

For each type, you should at least specify the `name` under which the type can be selected in the dropdown box when adding a new widget. At your option, you may also set a `title` or a `description` to be shown for your type.

Because you can define multiple types, you must also provide different widget type IDs. You can then use a plain `WidgetState` element with the chosen type ID and placement attributes to instantiate the widget.

An example configuration of this widget might look like this:

```
<editor:ConfigureDashboardPlugin>
  <editor:widgets>
    <editor:WidgetState widgetTypeId="editedByOthers"/>
  </editor:widgets>

  <editor:types>
    <editor:FixedSearchWidgetType
      id="editedByOthers"
      name="Edited by others">
    </editor:FixedSearchWidgetType>
  </editor:types>
</editor:ConfigureDashboardPlugin>
```

```

    <editor:search>
      <editor:SearchState editedByOthers="true"
                        editedByMe="false"
                        notEdited="false"
                        approved="false"
                        published="false"/>
    </editor:search>
  </editor:FixedSearchWidgetType>
</editor:types>
</editor:ConfigureDashboardPlugin>

```

Example 7.69. Fixed Search widget Configuration

## Simple Search Widget

A widget of type `SimpleSearchWidgetType` displays the result of a search for contents of a configurable type containing a configurable text. By default, the search is limited to the preferred site, if such a site is set. Through the state class `SimpleSearchWidgetState`, the dashlet provides the associated configuration options `contentType`, `searchText`, and `preferredSite`.

An example configuration of this widget might look like this:

```

<editor:ConfigureDashboardPlugin>
  <editor:widgets>
    <editor:SimpleSearchWidgetState
      contentType="CMPicture"/>
  </editor:widgets>

  <editor:types>
    <editor:SimpleSearchWidgetType/>
  </editor:types>
</editor:ConfigureDashboardPlugin>

```

Example 7.70. Simple Search Widget Configuration

## 7.15.4 Adding Custom Widget Types

You can define your own widget types and add widgets of this type to the dashboard. This section will guide you through all the necessary steps, covering rather simple widgets as well as more sophisticated ones.

## Widget Type and Widget Component

When creating own widgets, you typically start off by creating a custom *widget type*. As described in the previous sections, the dashboard is configured in terms of columns and widget states. Each widget state carries a *widget type id* which associates it with

its widget type. In order to get from widget states to the actual widget instances shown on the dashboard, the different widget types are consulted. A widget type is responsible for creating the widget components from their associated widget states.

You could define your own widget type by creating a class from scratch that implements the interface `WidgetType`. However, a convenient default implementation `ComponentBasedWidgetType`, is provided out of the box. For many cases it is sufficient to let your own widget type extend it. In order to do so, you have to define a *widget component* that defines the UI for widgets of your new widget type. For instance, the predefined `SimpleSearchWidgetType` is simply defined in MXML as follows:

```
<editor:ComponentBasedWidgetType
  name="..."
  description="..."
  iconCls="...">
  <editor:WidgetComponent>
    <editor:SimpleSearchWidget/>
  </editor:WidgetComponent>
</editor:ComponentBasedWidgetType>
```

#### Example 7.71. Simple Search Widget Type

Besides setting the parameters `name`, `description` and `iconCls`, the widget component `SimpleSearchWidget` is set. The following listing shows the code of the `SimpleSearchWidget`:

```
<?xml version="1.0" encoding="UTF-8"?>
<local:SimpleSearchWidgetBase
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:local="com.coremedia.cms.editor.sdk.dashboard.widgets.search.*"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns="exml:ext.config">
  <fx:Script><![CDATA[
    public static const xtype:String = "com.coremedia.cms.editor.sdk.config.simpleSearchWidget";
    private var config:SimpleSearchWidget;

    public native function SimpleSearchWidget(config:SimpleSearchWidget = null);
  ]]></fx:Script>
  <fx:Declarations>
    <!--
      The search text that is used for the collection view.
      Default "".
    -->
    <fx:String id="searchText"/>

    <!--
      The content type that is used in the content type filter.
      Default "Document_".
    -->
    <fx:String id="contentType"/>

    <!--
      Whether to restrict the search to the preferred site.
      Default true.
    -->
    <fx:Boolean id="preferredSite"/>
  </fx:Declarations>
```

```
</local:SimpleSearchWidgetBase>
```

#### Example 7.72. Simple Search Widget Component

The component can be configured with the parameters `searchText` and `contentType` in order to show a corresponding search result. Executing the search and obtaining the search results is carried out in the base class `SimpleSearchWidgetBase`. When extending that class, a value expression that references the search result can be obtained via `getContentValueExpression()` and is used by a `WidgetContentList` to display the result.

There is one further important aspect concerning the base class `SimpleSearchWidgetBase`. It implements the `Reloadable` interface. This indicates that a reload button should be placed in the widget header, calling the widget's `reload()` method for refreshing the widget's contents. In this case, the base class simply triggers a new search.

## Configurable and Stateful Widgets

The `WidgetType` interface also features the creation of an editor component for a widget at runtime. Again, if you opt to implement the interface yourself, you have to provide this functionality from scratch. If you choose your type to extend `ComponentBasedWidgetType`, you simply have to add an editor component, just as you did for the widget component. Consequently, the MXML definition for the `SimpleSearchWidgetType` for simple search widgets that are configurable at runtime looks as follows:

```
<editor:ComponentBasedWidgetType
    name="..."
    description="..."
    iconCls="...">
    <editor:WidgetComponent>
        <editor:SimpleSearchWidget/>
    </editor:WidgetComponent>
    <editor:EditorComponent>
        <editor:SimpleSearchWidgetEditor/>
    </editor:EditorComponent>
</editor:ComponentBasedWidgetType>
```

#### Example 7.73. Simple Search widget Type with Editor Component

Now widgets of this type have their own editor component when a widget on the dashboard is in edit mode.

However, without further wiring, the changes a user makes in edit mode do not carry over to the widget component. For the simple search widget it is expected that the user can choose a search text and content type in edit mode and that the widget shows a

corresponding search result in widget mode. To make this happen, `SimpleSearchWidgetEditor` has to implement the `StateHolder` interface. The method `getStateValueExpression()` has to be implemented in a way that the value expression refers to a simple JavaScript object containing the configuration properties to be applied to the widget component. Thus, for the simple search widget, these properties are `searchText` and `contentType`.

See section [Section 7.6, “Storing Preferences” \[160\]](#) for details of how the state values are persisted and for the limits on the allowed objects.

You could just implement the `StateHolder` interface yourself. For convenience, CoreMedia recommends, that you let your editor component extend `StatefulContainer`. This component inherently implements `StateHolder`. It can be configured with a list of property names along with default values and automatically takes care of building a *state model bean* from them. This state model bean is the basis for the evaluation of the value expression that is returned via `getStateValueExpression()`. Additionally, the bean can be consulted via `getModel()` from subclasses of `StatefulContainer`. This can be utilized for binding the model state to the user interface state. The following listing exemplifies this for the case of `SimpleSearchWidgetEditor`:

```
<?xml version="1.0" encoding="UTF-8"?>
<ui:StatefulContainer
    xmlns:fx="http://ns.adobe.com/mxml/2009"
    xmlns:exml="http://www.jangaroo.net/exml/0.8"
    xmlns="exml:ext.config"
    xmlns:ui="exml:com.coremedia.ui.config"
    xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
    properties="searchText,contentType,preferredSite">
    ...
    <ui:items>
        <editor:ContentTypeSelector fieldLabel="..."
entries="{ContentTypeSelectorBase.getAvailableContentTypeEntries()}"
            anchor="100%"
            itemId="...">
            <editor:contentTypeValueExpression>
                <ui:ValueExpression expression="contentType"
                    context="{getModel()}" />
            </editor:contentTypeValueExpression>
        </editor:ContentTypeSelector>
        <TextField fieldLabel="..."
            itemId="..."
            anchor="100%">
            <plugins>
                <ui:BindPropertyPlugin bidirectional="true">
                    <ui:bindTo>
                        <ui:ValueExpression expression="searchText"
                            context="{getModel()}" />
                    </ui:bindTo>
                </ui:BindPropertyPlugin>
                <ui:BlockEnterPlugin/>
            </plugins>
        </TextField>
    </ui:items>
    <ui:plugins>
        <ui:VerticalSpacingPlugin/>
    </ui:plugins>
    <ui:propertyDefaults>
        <fx:Object contentType="{ContentTypeNames.DOCUMENT}" />
    </ui:propertyDefaults>
</ui:StatefulContainer>
```

```
</ui:propertyDefaults>
</ui:StatefulContainer>
```

#### Example 7.74. Simple Search Widget Editor Component

This editor component for the simple search widget extends `StatefulContainer` and is configured to build a state model for the two properties `searchText` and `contentType`. For the content type property, a default is set. The editor component offers the user a combo box for selecting a content type and a text field for entering a search text. The user's input is tied to the state model via value expressions that use `getModel()` (inherited from `StatefulContainer`) as their context. This results in keeping the state model updated. Implementing the `StateHolder` interface yourself is not necessary. It is automatically taken care of by `StatefulContainer` on the basis of the always up-to-date state model.

All in all, this results in the simple search widget editor being stateful. When the user switches between widget mode and edit mode for this widget, the editor will keep its state (search text and content type). The state is only lost if the user selects a different widget type in edit mode.

In some cases, it might be useful to not only have the editor of a widget being stateful, but also the widget itself. This can be realized in the same way shown here for the editor: by implementing the `StateHolder` interface.

## Custom Widget State Class

In many cases, it is not necessary to create your own widget state class for your custom widget type. As shown earlier in this chapter, the predefined class `WidgetState` allows you to set the dashboard column, the widget type and the widget's `rowspan`. This is sufficient unless you want to put widgets of your type into the default dashboard and at the same time use a configuration other than the default. However, if you want to do just that, CoreMedia recommends that you create your own widget state class as an extension to `WidgetState`. For the simple search widget, the custom state class `SimpleSearchWidgetState` looks as follows:

```
<?xml version="1.0" encoding="UTF-8"?>
<!--
  A widget state for adding simple search widgets to the dashboard
  default view.
-->
<editor:WidgetState
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns="exml:ext.config"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
  widgetTypeId="(SimpleSearchWidget xtype)">
  <fx:Metadata>[PublicApi]</fx:Metadata>
  <fx:Script><![CDATA[
    private var config:SimpleSearchWidgetState;
```

```

        public native function
SimpleSearchWidgetState(config:SimpleSearchWidgetState = null);
    ]]></fx:Script>
    <fx:Declarations>
        <!--
            The search text that is used for the collection view.
            Default "".
        -->
        <fx:String id="searchText"/>

        <!--
            The content type that is used in the content type filter.
            Default "Document_".
        -->
        <fx:String id="contentType"/>

        <!--
            Whether to restrict the search to the preferred site.
            Default true.
        -->
        <fx:Boolean id="preferredSite"/>
    </fx:Declarations>
</editor:WidgetState>

```

*Example 7.75. widget State Class for Simple Search widget*

This class allows you to launch simple search widgets initially with the configuration properties `searchText` and `contentType` being set. They are set via the dashboard configuration prior to the dashboard's launch instead of being set by the user via the `SimpleSearchWidgetEditor` component at runtime (although this is of course possible afterwards).

The `widgetTypeId` for the `SimpleSearchWidgetState` is set to the `xtype` of `SimpleSearchWidget`. This is because widget types that extend `ComponentBasedWidgetType` by default take the `xtype` of their widget component as their `id`.

## 7.16 Configuring MIME Types

When a blob is uploaded into a property field, *CoreMedia Studio* detects an appropriate MIME type based on name and content of the uploaded file. This is done with the help of the `mimeTypeService` bean, which is based on Apache Tika. This service is able to detect many common file types. If the file type is unknown, the MIME type suggested by the uploading browser will be used.

To add file types which are not detected correctly, the configuration of the `mimeTypeService` bean must be customized. See the bean definition reference inside the CAE developer manual for more information.

# 7.17 Server-Side Content Processing

Several operations on content can be implemented on the server side using the Unified API from Java. Especially, you may want to place restrictions on the content that is stored in your repository. This may be achieved by pointing the editors to invalid content, by normalizing content during writes or by inhibiting writes that violate your constraints.

- [Section 7.17.1, “Validators” \[212\]](#) describes how to add validation for values stored in the content repository.
- [Section 7.17.2, “Intercepting Write Requests” \[217\]](#) describes how to modify writes before they are executed.
- [Section 7.17.3, “Immediate Validation” \[220\]](#) describes how to inhibit undesirable writes.
- [Section 7.17.4, “Post-processing Write Requests” \[221\]](#) describes how to take additional action after a write has been completed.

## 7.17.1 Validators

*CoreMedia Studio* supports server-side validation based on a project-specific configuration. To this end, validators are configured in the REST service web application. Validators can analyze content and report issues which are available at the client side as described in [Section 5.3.3, “Issues” \[52\]](#). Validators are implemented in Java and injected into the Spring application context of the web application. See [Section 5.5, “Web Application Structure” \[71\]](#) for an introduction of the server-side architecture.

## Predefined validators

*CoreMedia Studio* offers several predefined validators and a convenient API to implement your own, based on project-specific content validation requirements. The table below gives an overview of the default validators, which reside in the package `com.coremedia.rest.validators` (for details, please consult the API documentation available at the [CoreMedia download area](#)).

Name	Behavior
DayOfWeekValidator	checks that a date property contains only dates on certain days of the week
EmailValidator	checks for a valid email address according to RFC822

Name	Behavior
ImageMapAreasValidator	checks for non-empty image and correctly linked areas in an image map. See also <a href="#">Section 7.3.4, “Enabling Image Map Editing”</a> [130]
ListMaxLengthValidator and ListMinLengthValidator	checks for maximum/minimum number of documents linked in a linklist
MaxIntegerValidator and MinIntegerValidator	checks for a maximum/minimum integer value
MaxLengthValidator and MinLengthValidator	checks for a maximum/minimum length of a String
NotEmptyValidator	checks whether a field is empty; works on strings, linklists, and blobs
RegExpValidator	checks whether a given (configurable) regular expression matches against the value given in the property
UniqueListEntriesValidator	checks against duplicate links in a linklist (that is, the same document is linked at least twice in the same linklist)
UriValidator and UrlValidator	checks for valid URIs or URLs, respectively

Table 7.6. Selected predefined validators available in CoreMedia Studio

## Implementing Validators

You can implement a validator for a single property or a validator that takes multiple properties into account when computing issues. Single-property validators are generally more reusable across document types and across projects and should cover the vast majority of use cases.

*Single-property and multi-property validators*

For a single-property validator, you can implement the interface `PropertyValidator` of the package `com.coremedia.rest.validation`. The easiest way of doing this is by inheriting from the class `ObjectPropertyValidatorBase` and implementing the method `isValid(Object)`.

```
public class MyValidator extends ObjectPropertyValidatorBase {
    @Override
    protected boolean isValid(Object value) {
        return ...;
    }
}
```

*Example 7.76. Implementing a property validator*

If you know that all property values belong to a given Java class, you can inherit from `PropertyValidatorBase` instead, specifying the value type as the generic type argument of the base class and passing a class object of the value class to the base class's constructor. You can then implement a more specific `isValid` method that immediately receives an argument of the correct type.

To enable a property validator, you register it in a content type validator that is defined in the Spring application context. The following code snippet shows how the validator is applied to the property `myProperty` of the document type `MyDocumentType`. Here the validator is configured to apply to all subtypes of the given document type, too. By default, the validator would only apply to exactly the given document type.

```
@Bean
ContentTypeValidator myContentTypeValidator(CapConnection connection,
                                           MyValidator myValidator) {
    ContentTypeValidator contentTypeValidator = new ContentTypeValidator();
    contentTypeValidator.setConnection(connection);
    contentTypeValidator.setContentType("MyDocumentType");
    contentTypeValidator.setValidatingSubtypes(true);
    contentTypeValidator.setValidators(
        Collections.singletonList(myValidator));
    return contentTypeValidator;
}

@Bean
MyValidator myValidator() {
    MyValidator validator = new MyValidator();
    validator.setProperty("myProperty");
    return validator;
}
```

*Example 7.77. Configuring a property validator*

See the Javadoc of the REST Service API and especially the packages `com.coremedia.rest.validators` and `com.coremedia.rest.cap.validators` for the predefined validators.

For all validators that inherit from `PropertyValidatorBase`, which includes all standard validators, you can set the field `code` in the Spring configuration to an issue code of your choice. If you choose not to do so, the class name of the validator implementation will be used as the issue code. For example, the validator `com.coremedia.rest.validators.RegExpValidator` creates issue with code `RegExpValidator` by default.

To provide multiple validators for a single document type you can either provide multiple beans inheriting from `ContentTypeValidator` or, more commonly, multiple validators in the `validators` property of a single content type validator.

If you want to handle multiple properties of a content at once, your validator should inherit from the base class `ContentTypeValidatorBase`. The single method to implement is `validate(Content, Issues)`, which receives the content to analyze as its first argument and an `Issues` object as its second argument. Whenever a problem is detected, you can call the method `addIssue(severity, property, code, ...)` of the issues object to register a new issue.

```
public class MyContentValidator extends ContentTypeValidatorBase {
    @Override
    public void validate(Content content, Issues issues) {
        if (...) {
            issues.addIssue(Severity.ERROR, "myProperty", "myCode");
        }
    }
}
```

*Example 7.78. Implementing a content validator*

By inheriting from `ContentTypeValidatorBase` you can easily specify the name of the content type to which the validator is applied when configuring the validator into the Spring application context.

```
@Bean
MyContentValidator myContentValidator(CapConnection connection) {
    MyContentValidator myContentValidator = new MyContentValidator();
    myContentValidator.setConnection(connection);
    myContentValidator.setContentType("MyDocumentType");
    return myContentValidator;
}
```

*Example 7.79. Configuring a content validator*

You can also implement the interface `CapTypeValidator` directly, if you do not want to make use of the convenience methods of `ContentTypeValidatorBase`. Finally, by implementing `com.coremedia.rest.validation.Validator<Content>` you could create validators that are not even bound to a document type. This should only be necessary in very rare cases.

## Defining and Localizing Validator Messages

*CoreMedia Studio* ships with predefined validator messages for the built-in validators. The messages are defined in property files, following the idiom described in [Section 5.6, "Localization" \[72\]](#). However, you might still want to add your own localized messages if you add custom validators or if you want to provide more specific message for individual properties.

To this end, you should start by adding a new set of property files containing your localized messages. Make sure to add the base property file and an additional property file for each non-default language.

Augment the central validator property file with your own properties. The central property file is `com.coremedia.cms.editor.sdk.validation.Validators`, so that it can be updated as follows:

```
ResourceBundle.overrideProperties (
    ResourceManager.getInstance()
        .getResourceBundle(
            null,
            'com.coremedia.cms.editor.sdk.validation.Validators'
        ),
    ResourceManager.getInstance()
        .getResourceBundle(
            null,
            'com.mycompany.MyValidators'
        )
);
```

### *Example 7.80. Configuring validator messages*

Now you can add localized message to the base property file and optionally to every language variant, using an appropriate translation.

There are three kinds of keys using the following schemes:

1. `Validator_<IssueCode>_text` is used as the generic message for the respective issue code.
2. `PropertyValidator_<PropertyName>_<IssueCode>_text` is used when the issue code appears for a property of a specific name.
3. `ContentValidator_<ContentType>_<PropertyName>_<IssueCode>_text` is used when the issue code appears for a property of a specific name for a document with the given content type or any subtypes thereof. A localized message for a more specific content type takes precedence.

Generally, more specific settings take precedence over more general settings. For example `ContentValidator_*` keys take precedence over `Validator_*` keys, if applicable.

Each localized message may contain the substitution tokens `{0}`, `{1}`, and so on. Before being displayed, these tokens are replaced by the corresponding issue argument (counting from 0).

## Tying Document Validation to Editor Actions

It is possible to tie the validation of a document to editor actions via the `studio.validateBefore` property defined in `application.properties`. This property

is to configure *Studio* to prevent certain activity on content items when they still contain errors. More specifically, you can specify that either checking in content or approving (and thus publishing) content will be not allowed in the presence of content errors. Setting the value of the `validateBefore` property to "CHECKIN" entails the check of both `Checkin` and `Approve` actions. Currently, the only supported options are "CHECKIN" or "APPROVE". Leaving the property value empty means that no such checks are imposed, and editors are allowed to check in, approve and publish even when content errors are detected.

## 7.17.2 Intercepting Write Requests

Write requests that have been issued by the client can be intercepted by custom procedures in the server. To this end, write interceptor objects can be configured in the Spring application context of the Studio Server. Typical use cases include:

- Setting initial property values right during content creation, ensuring that a completely empty content cannot be encountered even temporarily.
- Replacing the value to be written, for example, to automatically scale down an image to predefined maximum dimensions.
- Computing derived values, for example, to extract the dimensions (or other metadata) of an uploaded image and storing them in separate properties.

### NOTE

Replacing values is not normally useful for text properties, because text values are saved continuously as the user enters data, and a write interceptor might not be able to operate appropriately during the first saves. For blobs or link lists, the impact on the user experience is typically less of a problem. In any case, when using interceptors, you need to make sure that the user experience is not impacted negatively.



## Developing Write Interceptors

In order to process write requests as described above, create a class implementing the interface `ContentWriteInterceptor`. Alternatively, your class can also inherit from `ContentWriteInterceptorBase`, which already defines methods to configure the content type to which the write interceptor applies, and the priority at which the interceptor runs compared to other applicable interceptors.

This leaves only the method `intercept (ContentWriteRequest)` to be implemented in custom code. The argument of the `intercept` method provides access to all information needed for processing the current request, which is either an update request or a create request.

The method `getProperties ()` of the `WriteRequest` object returns a mutable map from property names to values that represents the intended write request. Write interceptors can read this map to determine the desired changes. They may also modify the map (which includes the ability to add additional name/value pairs if required), thereby requesting modification of the original write request, and/or additional write operations. If multiple write interceptors run in succession, they see the effects of the previous interceptors' modifications in this map.

*Get values from write request*

If a blob has been created in the write request by uploading a file via Studio, it is available as `UploadedBlob` in the properties of the `WriteRequest`, providing access to the original filename.

The method `getEntity ()` returns the content on which an update request is being executed. A write interceptor may use this method to determine the context of a write request, for example to determine the site in which the content is placed in a multi-site setting or to determine the exact type of the content. Do not write to the content object. To modify the content, update the properties map as explained above.

*Get content for request*

The method `getEntity ()` returns `null` for a create request, because a write interceptor is called before a content is created. So that the interceptor is able to respond to the context of a create request, the `ContentWriteRequest` object provides the methods `getParent ()`, `getName ()`, and `getType ()`, which provide access to the folder, the name of the document to be created, and the content type to be instantiated.

Finally, an issues object can be retrieved by calling `getIssues ()`. This object functions as shown in [Section 7.17.1, "Validators" \[212\]](#). In this context, it allows an interceptor to report problems observed in the write request. If a write interceptor reports any issues with error severity using the method `addIssue (...)` of the issues object, the write request will automatically be canceled and an error description will be shown at the client side. If issues of severity warn are detected, the write is executed, but a message box is still shown. In any case, the issues are not persisted, so that the only issues shown for a content permanently are the issues computed by the regular validators.

*Reporting issues*

If a write interceptor reports an error issue the write request is canceled but the whole chain of interceptors is still executed. To stop the interceptor chain immediately without further interceptor execution a write interceptor can throw an `InterceptionAbortedException` which is caught during interceptor iteration. In this case a new issue with severity error is created and added to the issues instance of the given write request. Currently only the `PictureUploadInterceptor` throws this exception if the picture to upload is too large and exceeds a given image size limit configured with the

*Abort interceptor chain execution*

`uploadLimit` interceptor property in the Spring bean configuration. This reduces the possibility the Java virtual machine runs out of memory during image blob transformations.

The following example shows the basic structure of a custom interceptor for images. A field for the name of the affected blob property is provided. The `intercept()` method checks whether the indicated property is updated, retrieves the new value and provides a replacement value using the properties map.

```
public class MyInterceptor extends ContentWriteInterceptorBase {
    private String imageProperty;

    public void setImageProperty(String imageProperty) {
        this.imageProperty = imageProperty;
    }

    public void intercept(ContentWriteRequest request) {
        Map<String, Object> properties = request.getProperties();
        if (properties.containsKey(imageProperty)) {
            Object value = properties.get(imageProperty);
            if (value instanceof Blob) {
                ...
                properties.put(imageProperty, updatedValue);
            }
        }
    }
}
```

*Example 7.81. Defining a Write Interceptor*

## Configuring Write Interceptors

A write interceptor is enabled by simply defining a bean in the Spring application context of the Studio web application. The interception framework automatically collects all interceptor beans and applies them in order whenever an update is requested. Interceptors with numerically lower priorities are executed first.

*Enabling the interceptor*

For a write interceptor implemented using the class `ContentWriteInterceptorBase`, the priority is configured through the `priority` property. Such interceptors also provide the property `type`, indicating that an interceptor should only run for instances of specific content types. While the setter `setType()` receives a `ContentType` parameter, it is possible to simply provide the content type name as a string in the Spring bean definition file. The type name will be automatically converted to a `ContentType` object.

*Priority of interceptor*

Furthermore, you need to configure whether the interceptor also applies to instances of subtypes of the given type through the property `isInterceptingSubtypes`. Like for validators, this property defaults to `false`, meaning that interception applies only to documents of the exact type.

Each write interceptor may also introduce additional configuration options of its own.

A typical definition might look like this:

```
@Bean
MyInterceptor myInterceptor() {
    MyInterceptor myInterceptor = new MyInterceptor();
    myInterceptor.setType("CMPicture");
    myInterceptor.setImageProperty("data");
    return myInterceptor;
}
```

*Example 7.82. Configuring a Write Interceptor*

## 7.17.3 Immediate Validation

Write requests that violate hard constraints of your document type model can be aborted when a validator fails. Typical use cases include:

- Preventing a client from uploading an image that is too large.
- Making sure that a document does not link to itself directly.

### CAUTION

Blocking writes is not normally useful for text properties, because text values are saved continuously as the user enters data, and a write interceptor might not be able to operate appropriately during the first saves. For blobs or link lists, the impact on the user experience is typically less of a problem. In any case, you need to make sure that the user experience is not impacted negatively.



For implementing immediate validation, you can create an instance of the class `ValidatingContentWriteInterceptor` as a Spring bean and populate its `validators` property with a list of `PropertyValidator` objects. When the validators are configured to report an error issue, an offending write will not be executed (that is, the requested value will not be saved).

A configuration that limits the size of images in the `data` property of `CMPicture` documents to 1 Mbyte might look like this (class names are wrapped for layout reasons):

```
@Bean
ValidatingContentWriteInterceptor
myValidatingContentWriteInterceptor (MaxBlobSizeValidator
myMaxBlobSizeValidator) {

    ValidatingContentWriteInterceptor validatingContentWriteInterceptor =
        new ValidatingContentWriteInterceptor();
    validatingContentWriteInterceptor.setType("CMPicture");
    validatingContentWriteInterceptor.setValidators(
        Collections.singletonList(myMaxBlobSizeValidator));
}
```

```

    return validatingContentWriteInterceptor;
}

@Bean
MaxBlobSizeValidator myMaxBlobSizeValidator() {
    MaxBlobSizeValidator maxBlobSizeValidator =
        new MaxBlobSizeValidator();
    maxBlobSizeValidator.setProperty("data");
    maxBlobSizeValidator.setMaxSize(1000000);
    return maxBlobSizeValidator;
}

```

*Example 7.83. Configuring Immediate Validation*

Remember that the validators become active during creation, too, so that an immediate validator might validate initial values set by an earlier write interceptor.

## 7.17.4 Post-processing Write Requests

Write requests that have been executed by the server can be post processed by custom procedures. To this end, write post-processor objects can be configured in the Spring application context of the Studio Server.

In most cases, a write interceptor is better suited for reacting to update requests, because an interceptor can still block an update completely and because it is more efficient to make sure that the right value are written immediately. But especially during content creation it might be necessary to create links to the generated content, which would be impossible before the content has actually been created.

### NOTE

Note that post-processors are not executed atomically with the actual write, so that the write is persisted even if a post-processor exits with an exception.



## Developing Write Post-processors

In order to post process write requests as described above, create a class implementing the interface `ContentWritePostprocessor`. Alternatively, your class can also inherit from `ContentWritePostprocessorBase`, which already defines methods to configure the content type to which the write interceptor applies, and the priority at which the interceptor runs compared to other applicable interceptors.

This leaves only the method `postProcess (WriteReport<Content>)` to be implemented in custom code. The argument of the `postProcess` method provides

access to all information needed for post processing the current request, which is either an update request or a create request.

The method `getEntity()` returns the content on which an update request has been executed. A write interceptor may use this method to determine the context of a write request.

The method `getOverwrittenProperties()` of the `WriteReport` object returns a map from property names to the values that have been overwritten during the write request. The new values can be retrieved as the current property value of the content returned from the method `getEntity()`.

## Configuring Write Post-processors

A write post-processor is enabled by simply defining a bean in the Spring application context of the Studio web application. The interceptor framework automatically collects all post-processor beans and applies them in order whenever an update is requested. Post-processors with numerically lower priorities are executed first.

For a write post-processor implemented using the class `ContentWritePostprocessorBase`, the priority is configured through the `priority` property. Such post-processors also provide the property `type`, indicating that a post-processor should only run for instances of specific content types.

*Priority of post-processor*

Furthermore, you need to configure whether the post-processor also applies to instances of subtypes of the given type through the property `isPostprocessingSubtypes`. Like for validators, this property defaults to `false`, meaning that post-processing applies only to documents of the exact type.

Each write post-processor may also introduce additional configuration options of its own.

## 7.18 Available Locales

As the `locale` property of a content item is just a plain string property, *CoreMedia Studio* provides assistance with setting the locales and keeping them consistent.

For this purpose a special content item is maintained that stores a list of language tags. These tags are used to restrict the selectable locales when cloning a site or setting a content item's `locale` property. To this end a new property field called `AvailableLocalesPropertyField` is used in the Blueprint content forms, which displays the available locales as a combo box.

The locales are rendered to the user in a readable representation that is localized for the current *Studio* language. The property field can also be configured to show an empty entry that sets the field value to the empty string.

When editing the list of available locales a validator will warn you if a language tag does not match the *BCP 47* standard (<http://www.rfc-editor.org/rfc/bcp/bcp47.txt>) and it will show an error if a language tag is defined multiple times.

The content item and property storing the locales can be configured with the following two *Studio* properties:

```
studio.availableLocalesContentPath=/Settings/Options/Settings/LocaleSettings
studio.availableLocalesPropertyPath=settings.availableLocales
```

## 7.19 Notifications

### 7.19.1 Configure Notifications

By default, the amount of notifications requested by *Studio* is limited to 20. This value is customizable via the Spring property `notifications.limit`. The property can be overwritten in the `application.properties` of the *Studio* web application or any other Spring `properties` file that is loaded for the *Studio* context.

### 7.19.2 Adding Custom Notifications

On several occasions, *CoreMedia Studio* shows notifications (see also Section 2.7, “Notifications” in *Studio User Manual*). It is easily possible to add your own custom notifications to *CoreMedia Studio*. In the following the necessary steps are described.

For your server-side module where you want to create a notification, make sure you add a Maven dependency on `notification-api`. This module contains the `NotificationService` API.

Also, make sure that your Web-App as a whole has a Maven dependency on `com.coremedia.cms.notification-elastic`. This module contains an *Elastic Core* based implementation of the `NotificationService`. For the Blueprint Studio Web-App this is already taken care of by the extension module `notification-elastic-studio-lib`. By default, the provided `NotificationService` uses `mongoDb`.

Finally, take care of declaring a `NotificationService` Spring bean, either via component scan or explicit declaration.

For the Studio client side, you have to add the Maven dependency `notification-studio-client` to the module where you want to develop new notification UIs. In addition, you have to activate the notifications framework via plugin (for the Blueprint Studio, this is already taken care of by the extension module `bpbase-notification-studio-plugin`):

```
<editor:StudioPlugin>
  <editor:configuration>
    <notifications:NotificationsStudioPlugin/>
```

```
</editor:configuration>
</editor:StudioPlugin>
```

## 7.19.3 Creating Notifications (Server Side)

To create notifications on the server side, simply inject the `NotificationService` and use it at the appropriate position (event/request handler, REST method, task etc.) to create a new notification with the method `createNotification`:

```
Notification createNotification(@NonNull String type,
                               @NonNull Object recipient,
                               @NonNull String key,
                               @Nullable List<Object> parameters);
```

A notification always has a combination of `type` and `key`. The key is basically a subtype and will be used to determine the correct localization text key on the client side. An example of a type / key combination is "publicationWorkflow" / "offered".

A notification has a `recipient`. This parameter is typed as `Object`. For Studio notifications, it has to be a `User` object.

Additional `parameters` will be used on the client side to parametrize the notification's text. In advanced cases they are additionally used to configure actions and customize the notification's UI. Details are explained below.

## 7.19.4 Displaying Notifications (Client Side)

For displaying notifications in *CoreMedia Studio*, three levels are distinguished:

1. Simply displaying the notification in terms of a text message and an icon. For example, the notification might inform the user that a new publication workflow has arrived in its inbox.
2. The same as in 1. but with an additional click action handler. For example, clicking the publication workflow notification might open the publication workflow inbox in the Studio Control Room.
3. Completely customizing the display and controls of the notification.

Levels 1 and 2 are considered as the typical cases for displaying notifications. For these, CoreMedia offers default components. However, in certain cases it might be necessary or desired to develop a more refined notification UI.

## Level 1: Simple Notification Display

For just displaying a notification in terms of an icon and a text message, you simply have to provide an icon class property and a text key property. These properties must match the patterns `Notification_{notificationType}_iconCls` and `Notification_{notificationType}_{notificationKey}_msg` respectively. For the example of a publication workflow notification from above, the properties look as follows:

```
Notification_publicationWorkflow_iconCls =
    Resource(key='start_publication_workflow',
            bundle='com.coremedia.Icons.CollaborationIcons')

Notification_publicationWorkflow_offered msg =
    The publication workflow "[u]{0}[/u]" is new in your inbox.
```

In this example, the message property has a placeholder. By default, the parameters of the notification (see notification creation above) are inserted in the placeholders one after the other. Consequently, the parameters have to be `Strings`. However, it is also possible to compute the placeholder insertions from the notification's parameters (for example, if you have a complex bean as a parameter that should be the basis for all placeholder insertions). In this case your notification's Studio component (see below) has to implement the interface `com.coremedia.cms.editor.notification.components.TextParametersPreProcessor`.

You define your properties in your own resource bundle (`WorkflowNotifications_properties`, for instance) and have to make sure to copy it onto the resource bundle `com.coremedia.cms.editor.notification.Notifications_properties` which is provided by us:

```
<local:MyStudioPlugin ...>
  <fx:Metadata>
    ...
  </fx:Metadata>
  <fx:Script><![CDATA[
    ...
  ]]></fx:Script>

  <local:configuration>
    <editor:CopyResourceBundleProperties
      destination="(ResourceManager.getInstance().
        getResourceBundle(
          null,
          'com.coremedia.cms.editor.notification.Notifications'))"

      source="(ResourceManager.getInstance().getResourceBundle(
        null,
        'com.mycompany.WorkflowNotifications'))"/>
```

```
</local:configuration>
</local:MyStudioPlugin>
```

### Level 2: Simple Notification Display with Click Action

In many cases it is not enough to just display a notification. Normally, a notification is a request to the user to do something. So it should be possible to click the notification and be directed to the part of Studio where the user can do something about it.

In order to add an action click handler to your notification, you have to register your own notification component. You always register a notification component for a specific notification type:

```
<local:MyStudioPlugin ...>
  <fx:Metadata>
    ...
  </fx:Metadata>
  <fx:Script><![CDATA[
    ...
  ]]></fx:Script>

  <local:configuration>
    <notifications:RegisterNotificationDetailsPlugin
      notificationType="publicationWorkflow">
      <notifications:notificationDetailsComponentConfig>
        <collab:PublicationWorkflowNotificationDetails/>
      </notifications:notificationDetailsComponentConfig>
    </notifications:RegisterNotificationDetailsPlugin>
  </local:configuration>
</local:MyStudioPlugin>
```

You do not have to do any component developing for level 2. You can simply let your notification component extend `DefaultNotificationDetails` and add your notification action as its `baseAction`. You need to let your action extend `NotificationAction`. This yields numerous benefits like accessing the notification via the method `NotificationAction.getNotification()`. Consequently, you have also access to all the notification's parameters.

```
<notifications:DefaultNotificationDetails ...>
  <fx:Metadata>
    ...
  </fx:Metadata>
  <fx:Script><![CDATA[
    ...
  ]]></fx:Script>

  <notifications:baseAction>
    <local:MyNotificationAction/>
  </notifications:baseAction>
</notifications:DefaultNotificationDetails>
```

### Level 3: Custom Notification Display

You are free to develop your own notification component that does not inherit from `DefaultNotificationDetails`. CoreMedia gives no further guidelines here

but point out that your component at least has to inherit from `NotificationDetails`. You register your custom component just as it was described above.

## 7.20 Annotated LinkLists

Every link in a list of links can be enhanced with additional settings - so called `Link Annotations`. These `Link Annotations` are stored together with the actual link in a `Struct`. Link lists enhanced with `Link Annotations` are called `Annotated Link Lists`.

### 7.20.1 Studio Configuration

`Annotated LinkLists` are stored in a `Struct Property`. This is in contrast to a plain `LinkList` which is stored in a `LinkList Property`. Therefore, when introducing a new `Annotated LinkList`, the doctype definition needs to have an XML property with the `Struct` grammar.

```
<XmlProperty Name="structList" Grammar="coremedia-struct-2008" extensions:translatable="true"/>
```

The property editor for an annotated `LinkList` usually is a `LinkListPropertyField` with the following configuration:

- `linkListWrapper`: An instance of `StructLinkListWrapper`, that wraps the annotated list
- `rowWidget`: An `AnnotatedLinkListWidget` that contains items which implement `IAnnotatedLinkListForm`

Existing `Annotated LinkLists` can be extended with custom forms by using the `AddItemsPlugin` on the `AnnotatedLinkListWidget`.

The custom forms need to implement the interface `IAnnotatedLinkListForm` and can then write new annotations using `extendBy` of the `ValueExpression` provided by the `settingsVE`.

The row expander of an `Annotated LinkList` changes its appearance based upon the state of its row widget(s) [see [Figure 7.7, "Annotated LinkList with item with changed default value" \[230\]](#), the changed parts are highlighted with red border). That is, if there is at least one row widget instance in a row which differs from the default state, the row expander icon gets inverted. So the studio user gets a hint that at least one of the row widget instances has been changed.

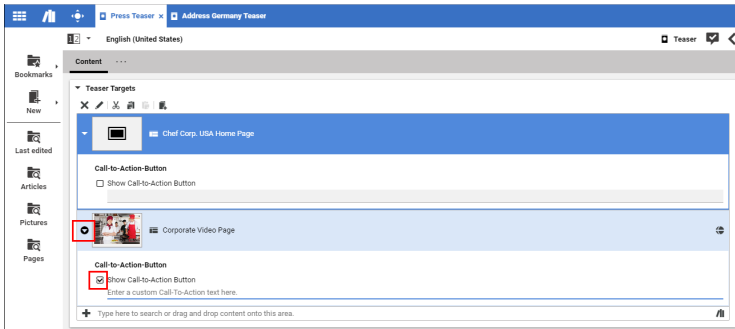


Figure 7.7. Annotated LinkList with item with changed default value

To determine if a row widget differs from its default state, every `IAnnotatedLinkListForm` may provide a custom method with the following signature: `isAnnotated(annotatedLinkListProvider:IAnnotatedLinkListProvider, rowIndex:Number):Boolean`

These custom methods are set via the `LinkListPropertyField` config option `rowWidgetsAnnotatedPredicates`. If there are no custom methods, a default strategy is chosen to determine if the row expander has to change its appearance. If there is at least one custom method, then the default strategy is ignored.

## Examples

The following example shows how to add an annotated link list form to an already existing annotated link list (for further annotations). The `ExampleAnnotatedLinkListForm` shows a simple form containing a `CheckBox`. The base class is `ExampleAnnotatedLinkListFormBase` and it needs to implement `IAnnotatedLinkListForm`.

```
<?xml version="1.0" encoding="UTF-8"?>
<local:ExampleAnnotatedLinkListFormBase
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns:local="com.coremedia.blueprint.studio.forms.containers.*"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns="exml:ext.config"
  xmlns:ui="exml:com.coremedia.ui.config"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
  settingsVE="{config.bindTo.extendBy('properties','localSettings')}">

  <fx:Script><![CDATA[
    import com.coremedia.cap.struct.Struct;
    import com.coremedia.cms.editor.sdk.util.IAnnotatedLinkListProvider;

    ...

    /**
     * Custom predicate to decide if the row widget is annotated
     * @param annotatedLinkListProvider
```

```

    * @param rowIndex
    * @return Boolean
    */
    public static function isAnnotated(annotatedLinkListProvider:IAnnotatedLinkListProvider,
    rowIndex:Number):Boolean {
        var struct:Struct = annotatedLinkListProvider.getAnnotatedLinkListVE().getValue()[rowIndex]
    as Struct;
        return struct ? struct.get('examplePropertyEnabled') == true : false;
    }
}]></fx:Script>

<local:plugins exml:mode="append">
    <ui:Binding source="ctaSettings.examplePropertyEnabled"
        destination="exampleViewModel.ExamplePropertyEnabled"
        twoWay="true"/>
    <editor:PropertyFieldPlugin propertyName="exampleConfiguration"/>
</local:plugins>
<local:items>
    <ui:StatefulCheckbox boxLabel="...">
        <ui:plugins>
            <ui:BindPropertyPlugin bidirectional="true">
                <ui:bindTo>
                    <ui:ValueExpression context="{exampleViewModel}"
                        expression="ExamplePropertyEnabled"/>
                </ui:bindTo>
            </ui:BindPropertyPlugin>
        </ui:plugins>
    </ui:StatefulCheckbox>
</local:items>
</local:ExampleAnnotatedLinkListFormBase>

```

To add this `ExampleAnnotatedLinkListForm` to an existing annotated link list, it is recommended to write a custom plugin which extends the `NestedRulesPlugin` as shown in the `AddExampleConfigurationFormToAnnotatedLinkListPlugin` example. This plugin needs to be attached to the nearest container above the annotated `LinkListGridPanel`.

```

<?xml version="1.0" encoding="UTF-8"?>
<ui:NestedRulesPlugin
    xmlns:fx="http://ns.adobe.com/mxml/2009"
    xmlns:exml="http://www.jangaroo.net/exml/0.8"
    xmlns="exml:ext.config"
    xmlns:ui="exml:com.coremedia.ui.config"
    xmlns:editor="exml:com.coremedia.cms.editor.sdk.config"
    xmlns:bpforms="exml:com.coremedia.blueprint.studio.config">
    <fx:Script><![CDATA[
        import com.coremedia.blueprint.studio.forms.containers.FixedIndexConfigurationForm;
        import com.coremedia.cms.editor.sdk.premular.DocumentTabPanel;

        public native function AddExampleConfigurationFormToAnnotatedLinkListPlugin(
            config:AddExampleConfigurationFormToAnnotatedLinkListPlugin = null);

        protected var componentConfig:DocumentTabPanel;

        // called by generated constructor code
        private function __initialize__(config:AddExampleConfigurationFormToAnnotatedLinkListPlugin):void
        {
            componentConfig = DocumentTabPanel(config.cmp.initialConfig);
        }
    ]]></fx:Script>

    <ui:rules>
        <editor:LinkListGridPanel>
            <editor:plugins exml:mode="append">
                <ui:AddArrayItemsPlugin arrayProperty="rowWidgetsAnnotatedPredicates"
                    items="{[ExampleConfigurationForm.isAnnotated]}"/>
            </editor:plugins>
        </ui:rules>
    </ui:NestedRulesPlugin>

```

```

</editor:LinkListGridPanel>
<ui:AnnotatedLinkListWidget>
  <ui:plugins xml:mode="append">
    <ui:AddItemsPlugin>
      <ui:items>
        <bpforms:ExampleConfigurationForm bindTo="{componentConfig.bindTo}"
          collapsible="false"
forceReadOnlyValueExpression="{componentConfig.forceReadOnlyValueExpression}"/>
      </ui:items>
    </ui:AddItemsPlugin>
  </ui:plugins>
</ui:AnnotatedLinkListWidget>
</ui:rules>
</ui:NestedRulesPlugin>

```

## 7.20.2 Data Migration

To convert an existing LinkList property (Doctype property: LinkListProperty) to a new Annotated LinkList property (Doctype property: XmlProperty), functionality for migration is provided and can be adapted to migrate custom properties.

The migration is performed on demand, that is, when the Annotated LinkList is edited. This migration approach does not migrate data as a preparation step, but is performed ongoing during write requests in normal operation mode.

Data migration from a legacy linkList property `linkList` to a struct linkList property `structList` is performed as follows:

- The new XMLProperty needs to be added in the doctype definition. Then the doctype definition contains the legacy and the new property.

```

<LinkListProperty Name="linkList" Max="1" LinkType="CMLinkable"/>
<XmlProperty Name="structList" Grammar="coremedia-struct-2008" extensions:translatable="true"/>

```

- Configure a Spring bean for *CoreMedia Studio* of type `LegacyToAnnotatedLinkListAdapter` with appropriate properties.

```

@Bean
LegacyToAnnotatedLinkListAdapter customAnnotatedLinkListAdapter (ContentRepository contentRepository,
CapConnection connection) {
  ContentType cmTeaser = contentRepository.getContentType("CMTeaser");

  LegacyToAnnotatedLinkListAdapter customAdapter = new LegacyToAnnotatedLinkListAdapter();
  customAdapter.setType(cmTeaser);
  customAdapter.setProperty("structList");
  customAdapter.setLegacyProperty("linkList");
  customAdapter.setPriority(0);
  customAdapter.setInterceptingSubtypes(true);
  customAdapter.setConnection(connection);
}

```

```

    return customAdapter;
}

```

- If custom properties need to be adapted, extend the `LegacyToAnnotatedLinkListAdapter` and configure this bean instead.

```

public class CustomAnnotatedLinkListAdapter extends LegacyToAnnotatedLinkListAdapter {

    @Override
    protected void populateTargetStruct(Content target, int index, StructBuilder builder, CapObject
capObject) {
        super.populateTargetStruct(target, index, builder, capObject);
        //custom code
    }

    @Override
    protected void cleanupLegacyData(ContentWriteRequest request) {
        super.cleanupLegacyData(request);
        //custom code
    }
}

```

- Override `LegacyToAnnotatedLinkListAdapter#populateTargetStruct` to apply custom data to the struct list. For example, retrieve a setting from `localSettings` and apply it to the struct:

```

@Override
protected void populateTargetStruct(Content target, int index, StructBuilder builder, CapObject
capObject) {
    super.populateTargetStruct(target, index, builder, capObject);
    Struct localSettings = capObject.getStruct("localSettings");
    if (!isEmpty(localSettings)) {
        Boolean setting = getBoolean(localSettings, CUSTOM_SETTING);
        builder.declareBoolean(ANNOTATED_LINK_STRUCT_CUSTOM_PROPERTY_NAME, setting)
    }
}

```

- If required, legacy data can be cleaned up by overriding `LegacyToAnnotatedLinkListAdapter#cleanupLegacyData`. For example, remove a setting from `localSettings`, that is stored in the struct now:

```

@Override
protected void cleanupLegacyData(ContentWriteRequest request) {
    super.cleanupLegacyData(request);
    Content entity = request.getEntity();
    Map<String, Object> properties = request.getProperties();
    Struct localSettings = entity.getStruct("localSettings");
    if (localSettings != null && localSettings.get(CUSTOM_SETTING) != null) {
        StructBuilder structBuilder = localSettings.builder();
        structBuilder.remove(CUSTOM_SETTING);
        properties.put("localSettings", structBuilder.build());
    }
}

```

- Then, automatic migration of the legacy property `linkList` will be done automatically on demand, that is on write access. As soon as `structList` is written (via

the Studio Server), the former `linkList` and configurable properties are stored in the new struct property `structList`.

- As long as the `structList` property has not been written yet, read access on `structList` (via the Studio Server) will return the `linkList` as a Struct linkList.
- After migration, read access on `structList` will return the struct linkList directly.
- If the legacy `linkList` property is a weak link, then the `structList` property will lose this feature.
- Note: The legacy property `linkList` is still supported but it cannot be used alongside the new property `structList`.
- Note: The linklist property and the struct linklist property are different properties, the source linklist property cannot be reused with this mechanism.

## 7.21 Image LinkLists

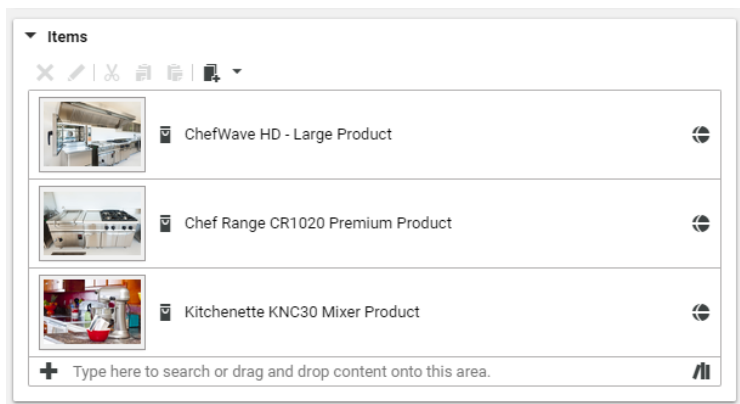


Figure 7.8. Image LinkList

Every link list property editor has the option to show a thumbnail as a preview of the linked content. Enable the thumbnail by setting the component property `showThumbnails` to `true`.

```
<editor:LinkListPropertyField propertyName="{config.propertyName}"
    showThumbnails="true"
    hideLabel="true" />
```

### 7.21.1 Thumbnail Resolvers

Thumbnail resolving is implemented in instances of `ThumbnailResolver`. `ThumbnailResolver` instances are registered with the `editorContext` and configured with a content type name and property names.

A default configuration for thumbnail resolvers can be found in the class `BlueprintFormsStudioPluginBase.as`.

*Default configuration*

A `ThumbnailResolver` is selected when the configured content type matches the content type of the content in the link list. Thumbnail resolvers respect the content type inheritance. For example, the thumbnail resolver for `CMTeasable` will also be used for content of type `CMArticle`, since `CMArticle` is a subtype of `CMTeasable`.

*Select thumbnail resolver*

The properties are evaluated in the configured order. If one of the configured properties contains an image blob, the corresponding thumbnail URL is returned. If the property is a link list, a matching `ThumbnailResolver` is looked up for the first content of this list and the search for the thumbnail blob goes on. If no blob is found, a default icon is shown.

*Property evaluation*

```
editorContext.registerThumbnailResolver(
    ThumbnailResolverFactory.create("CMCollection", "pictures", "items"));
editorContext.registerThumbnailResolver(
    ThumbnailResolverFactory.create("CMTeasable", "pictures"));
editorContext.registerThumbnailResolver(
    ThumbnailResolverFactory.create("CMPicture", "data"));
```

*Example 7.84. Example thumbnail resolver configuration*

The configuration above could be applied as follows:

### Example 1: Link list contains `CMPicture` content

- When the data property of the `CMPicture` content contains an image, then this image is used to render the thumbnail.

### Example 2: Link list contains `CMCollection` content

- When a document inside a link list is a `CMCollection` document, use the properties `items` and `pictures` and check the first item of these link list properties.
- When this linked item is an instance of `CMTeasable`, use the `pictures` property to look up the content that contains the thumbnail.
- Finally, when the call stack arrives at an instance of `CMPicture`, use the `data` blob property to render the thumbnail.

## 7.21.2 Custom Thumbnail Resolvers

In some cases the thumbnail that should be rendered for a linked content should point to an external system. For example, when you have a document type that represents an asset of another system, you can use the asset preview URL (if provided) to render the thumbnail with a custom thumbnail resolver.

A custom `ThumbnailResolver` instance can be registered to the `editorContext`:

```
editorContext.registerThumbnailResolver(new MyCustomResolver());
```

## 7.22 Customizing Workflow UI

This section describes the necessary steps to add new workflows to the *Studio*. It is assumed that the corresponding new workflow definitions have already been added to the *Workflow Server* [see Workflow Manual].

Currently, CoreMedia offers support for publication and localization workflows. The first part of the section covers guidelines that hold for both workflow types. Afterwards, publication- and localization-specific topics are covered. For each topic, the *Studio* server and client parts are considered separately. In each case, you apply your customizations in *Blueprint* extensions for your *Studio* server and client apps.

### 7.22.1 General Customizations

This section covers configurations that can be applied to both localization and publication workflows.

#### Adding new Workflows

This section describes how to make new workflow definitions known to *Studio*.

#### Studio Server

##### Defining the Workflow Category

You have to define the process category of your workflow, either localization or publication. You have two ways to do so:

1. Let the name of your workflow definition either end with `*Translation` or `*Publication`.

or

1. Add the name of your new workflow definition to the `translationProcessNames` or `publicationProcessNames` beans for the corresponding workflow category. [Example 7.85, "Add a new workflow with the name StudioThreeStepPublication to publicationProcessNames "](#) [238] shows this for a new 3-step publication workflow.

```
@Bean
@Customize("publicationProcessNames")
List<String> addThreeStepPublicationWorkflowName() {
    return List.of("StudioThreeStepPublication");
}
```

*Example 7.85. Add a new workflow with the name StudioThreeStepPublication to publicationProcessNames*

## Enabling Notifications for Tasks

You can switch on *Studio* notifications for tasks of your new workflow when they appear in the *Control Room* workflow inbox. You do this via a Spring Java configuration in the application context of the Spring Boot app that acts as the *User Changes* application. This can be the *Studio Server* app itself (for example, in the in-memory setup), but typically it is the dedicated *User Changes* app.

1. Customize the beans `notificationsForTranslationWorkflowList` or `notificationsForPublicationWorkflowList` for a translation or publication workflow, respectively. [Example 7.86, “Enable notifications for new StudioThreeStepPublication workflow” \[238\]](#) shows this for a new 3-step publication workflow.

```
@Bean
@Customize("notificationsForPublicationWorkflowList")
List<String> addThreeStepPublicationWorkflowNotifications() {
    return List.of("StudioThreeStepPublication");
}
```

*Example 7.86. Enable notifications for new StudioThreeStepPublication workflow*

## Studio Client

In order to make new workflows available for the *Studio* client, you use the `AddWorkflowPlugin` in the context of a `StudioPlugin`'s `configuration` section.

The `AddWorkflowPlugin` has specific subclasses for translation and publication workflows which will be covered later in this chapter together with concrete examples. The main functionality of the plugin is the same for both workflow types.

The `AddWorkflowPlugin` offers the following configuration options. More details on each option can be found in the code documentation of the plugin.

<code>processDefinitionName</code>	The name of the process definition of your new workflow.
<code>processCategory</code>	The process category, <i>translation</i> or <i>publication</i> .
<code>startForm</code>	The start form to use for your new workflow inside the <i>Studio's StartWorkflowWindow</i> . For both publication and translation workflows, default forms exist. They are described in later sections. While it is possible to define your own forms from scratch, it is not recommended and no support is given. Instead, it is recommended subclassing the default form components if needed and to use the <i>additional workflow fields</i> mechanism described below in <a href="#">Section "Adding Workflow Fields" [239]</a> .
<code>inboxForm</code>	The form to show when your new workflow is shown in the <i>Control Room</i> inbox panel. Default forms exist, see the explanations for <code>startForm</code> .
<code>pendingForm</code>	The form to show when your new workflow is shown in the <i>Control Room</i> pending panel. Default forms exist, see the explanations for <code>startForm</code> .
<code>finishedForm</code>	The form to show when your new workflow is shown in the <i>Control Room</i> finished panel. Default forms exist, see the explanations for <code>startForm</code> .
<code>listToolbarButtonsFunction</code>	A function that returns the buttons for the toolbars of the inbox, pending and finished panels of the <i>Control Room</i> .

## Adding Workflow Fields

Custom Workflows may require additional workflow parameters. This section describes how to configure these parameters and how you can display them in *CoreMedia Studio* by using the `AddTranslationWorkflowPlugin` or `AddPublicationWorkflowPlugin` in your own *CoreMedia Blueprint* extension.

### Adding Workflow Fields to the Workflow Windows

Additional parameters can be added to the workflow window by adding fields to the start, inbox, pending or finished form. You can set your fields anywhere in the `WorkflowForm`, or use the predefined `AdditionalWorkflowFieldsCollapsible`. Therefore, each default implementation of the `WorkflowForm` provides an Array, called `additionalFields` where you simply place your custom workflowFields.

```
<collab:AddTranslationWorkflowPlugin
processDefinitionName="Custom_Translation">
  <collab:pendingForm>
    <collab:DefaultTranslationWorkflowInfoForm
showTranslationStatus="true">
      <collab:additionalFields>
        <collab:WorkflowTextField key="customVariable" fieldLabel="My
Custom variable"/>
      </collab:additionalFields>
    </collab:DefaultTranslationWorkflowInfoForm>
  </collab:pendingForm>
</collab:AddTranslationWorkflowPlugin>
```

A workflow field can display or write any process variables. Therefore, it is also possible to include the values of your custom fields within the workflow validation. You can add any component to the container, that implements the Mixin `IAdditionalWorkflowDisplayFieldMixin` to display values or `IAdditionalWorkflowInputFieldMixin` to write values. Also you can use already existing components like the `WorkflowTextField`, `WorkflowDateField`, `WorkflowDateTimeField`, `WorkflowTextDisplayField` or `WorkflowDateDisplayField` to add or display string or date parameters of your custom workflow.

Each additional field needs a unique `key`. The key needs to match a variable in your workflow definition that you want to display or write. You should also set a `fieldLabel` to.

In case that you want to use the properties provided by any of the `AdditionalFields-Mixin` (for example, `remoteValidationTrigger`), you can only do that after the `afterWorkflowFieldInitialized` has been called. This method will be called when all properties have been set. Implement this method, if you want to add any event listeners to your `WorkflowField`. Do not place them in the constructor, as this might lead to unexpected behaviour!

### Displaying custom workflow variables

If you want to display variables of your process, you need to provide a field that implements the Mixin `IAdditionalWorkflowDisplayFieldMixin`. The `setValue` method will then be called by the workflow framework with the value of the process to set. You can either write that value directly to your `Field` or modify it.

A field that is added to a `inbox` form will receive a `ValueExpression taskVE` that resolves to the current task of the process.

### Writing custom workflow variables

If you want to write variables to your process, you need to provide a field that implements the mixin `IAdditionalWorkflowDisplayFieldMixin`. Values of your

`IAdditionalWorkflowInputFieldMixin` implementation will be written to the process automatically when you press the `Start` Button of your `StartWorkflowWindow`. If you want to write variables to a process in a running workflow, you need to call the passed method `writeValueToProcessTrigger`. This is a function that you can simply call without any parameters. It will trigger a `writeAction` that writes the value of your field to the process. The workflow framework will then write the value, returned by the `getValue` method of your `Field`.

If you want to include your custom field into your workflow validation, please refer to [Section “Studio Client” \[243\]](#).

An `IAdditionalWorkflowInputFieldMixin` will also receive a so called `readOnlyValueExpression`, which will result to `true` when the workflow form should be `readonly`. You can use this expression to also make your `Field` `readonly`, in case it should behave like the rest of the `WorkflowForm`.

The following example shows the `WorkflowTextField` which can display or write string variables of a process and will be `readOnly` when the `readOnlyValueExpression` resolves to `true`.

```
public class WorkflowTextField extends StatefulWidget implements
IAdditionalWorkflowInputFieldMixin {

    public function WorkflowTextField(config:WorkflowTextField = null) {
        config.labelSeparator = config.labelSeparator || "";
        config.labelAlign = config.labelAlign || "top";
        config.allowBlank = config.allowBlank || false;
        super(config);
    }

    public function afterWorkflowFieldInitialized():void {
        if (!readOnlyValueExpression) {
            return;
        }
        this.setReadOnly(readOnlyValueExpression.getValue());
        var that:* = this;
        readOnlyValueExpression.addChangeListener(function
(ve:ValueExpression):void {
            that.setReadOnly(ve.getValue());
        });
    }

    /** @inheritDoc */
    public native function set
readOnlyValueExpression(readOnlyValueExpression:ValueExpression):void;

    /** @inheritDoc */
    public native function set key(key:String):void;

    /** @inheritDoc */
    public native function get key():String;

    /** @inheritDoc */
    public native function set taskVE(taskVE:ValueExpression):void;

    /** @inheritDoc */
    public native function get taskVE():ValueExpression;

    /** @inheritDoc */
    public native function set
remoteValidationTrigger(remoteValidationTrigger:Function):void;
```

```
/** @inheritDoc */
public native function get remoteValidationTrigger():Function;

/** @inheritDoc */
public native function set
localValidationTrigger(localValidationTrigger:Function):void;

/** @inheritDoc */
public native function get localValidationTrigger():Function;

/** @inheritDoc */
public native function set
writeValueToProcessTrigger(writeValueTrigger:Function):void;

/** @inheritDoc */
public native function get writeValueToProcessTrigger():Function;

/** @inheritDoc */
public native function get readOnlyValueExpression():ValueExpression;
}
```

The following types can be passed to the process definition and can therefore be used as field values:

- Boolean
- Blob
- Date
- Group
- Integer
- Link
- String
- User

## Customizing Workflow Validation

This section describes the server-side and client-side customizations, required for the validation of your workflow.

### Studio Server

At the Studio server, you can define or change validators that create issues for your workflow. The issues will be shown in the so-called nagbar of the Studio's StartWorkflowWindow, or WorkflowWindow. Each validator is linked to a workflow task and optionally its state, so that you can define different validators for every stage of your process.

Additionally, it is possible to change the icon for the workflows in your inbox panel, so you can highlight certain workflow steps, depending on your current workflow task.

## Adding custom workflow validators

In order to add validators for your workflow, you need to provide a Bean of type `WorkflowValidatorsModel` within your *studio-lib* extension. In that model you need to set the `processName` accordingly to the process, that you want to add validators for. Now you need to define validators that have to implement the Interface `com.core-media.rest.cap.workflow.validation.WorkflowValidator`. Depending if you want to use the validator for the start of a workflow or for a certain task you need to either place you validator in the `workflowStartValidators` or the `workflowTaskValidators`.

### NOTE

If you want to add a validator for already existing Workflows you need to adapt the existing `WorkflowValidatorsModel` bean for that process.



## Already existing validators

There is a set of already defined validators available, that you can use for your own validator lists. You can get these validators via the Spring configuration class `com.core-media.rest.cap.workflow.validation.WorkflowValidationConfiguration`.

## Writing your own validator

If you want to define your own validator you need to implement the interface `WorkflowValidator` and create issues within the method `addIssuesIfInvalid`. The method will receive a `parameter` object that you can use to compute your issues from. Within the parameter object, the `isAbortRequestedRunnable` object is stored, that you need to check if the validation was aborted. You need to call the `isAbortRequestedRunnable` within your validator regularly to make sure an aborted validation does not go on longer than necessary.

## Studio Client

The following section describes the ways to customize the workflow validation in Studio Client

## Validating custom workflow variables

If you want to validate a custom field, introduced by the mechanism described in [Section "Adding Workflow Fields" \[239\]](#) its `key` and `value` can be accessed in the `WorkflowValidationParameterModel#getAdditionalParameters`. As the remote validation of a workflow could be potentially expensive (for example, when a lot of content is part of the workflow) you need to manually trigger a workflow validation from your `IAdditionalWorkflowField`, by calling the passed `remoteValidationTrigger`. Be careful, not to trigger a remote validation too often, as this could lead to performance issues. If you have the possibility to perform a validation in the client you can use the `localValidationTrigger`, which is a function that needs to be called with a `WorkflowSetIssues` object, that should hold the issues resulting from your validation. If you return an issue with the Severity `ERROR`, continuing the workflow will not be possible until the issue is solved.

### NOTE

If you want to use the `remoteValidationTrigger`, or `localValidationTrigger`, make sure only to call it after the `afterWorkflowFieldInitialized` has been called!



In order to display the new issues from your new workflow validator correctly you can use the `AdditionalWorkflowIssuesPlugin` where you can give each issue a priority and define a component in the workflow window that should react to the validation state of the issue (this is not possible for additional workflow fields). The issue with the highest priority will appear within the NagBar, the rest of the issues will appear within the issues and warnings window.

In order to localize new issues you need to provide a localization for the `ResourceBundle ContentSetErrors` with the following pattern: `workflow_contentSetIssue_{issueCode}_{multiplicity}_text`. The `multiplicity` needs to be `sg` or `pl`. Use `pl` if your issue has more than one arguments and therefore needs another localization.

## Custom icon for your tasks

If you want to mark a task with a special icon in your process list, you can use the `CustomProcessIconPlugin`.

## 7.22.2 Translation-Specific Customizations

### Calculation of Dependent Content

Dependent content are content items not explicitly chosen for translation, but which are required to keep in-site links consistent. This is the minimal set of dependent content to be added, but an extended set may be desirable.

The easiest example are two new contents A and B where A links to B. If A is transferred to derived site via translation, a translation of B is required as well, to mirror the relationship from master to derived.

Extension of this set may be desirable for out of date content: Content A is created and links to existing and previously translated content B. As B already exists, it is not necessarily required to be added as dependent content. But the translation of B is out-of-date. Thus, it may be desirable, adding content B nevertheless.

The behavior can be controlled by choosing a strategy for dependent content calculation. This strategy can be chosen via a checkbox that is displayed over the dependent content section.

#### Compatibility prior to 2007.1

Prior to 2007.1 the dependent content calculation was different. It also contained the content items which are required to keep in-site links consistent but it did not included outdated dependent contents. Instead, it included existing contents which were added as new links to some contents to translate. These additional dependent contents were meant to provide some context to the translators.

If this behavior meets your requirements, you can still switch back to this behavior. To do so, simply adapt your `DefaultStartTranslationWorkflowForm` with `hideDependentContentsStrategyChooser` set to true.



### Localization Issues

The Translation Workflow displays its issues in two possible categories. These are `localization` and `content`. You can create issues with these categories in order to let your issue show up either as translation or content specific. If you write a custom, translation `WorkflowValidator`, you may extend the class `LocalizationWorkflowValidator` which automatically creates issues with the category `localization`. Furthermore, all predefined `WorkflowValidators` for translation, except

the `ContentStateValidator`, produce only issues for the category `localization`.

## 7.22.3 Publication-Specific Customizations

This section covers publication-specific workflow customizations in addition to the previously described general guidelines for *additional workflow fields* and *validation customization*.

The running example for this section is adding a 3-step publication workflow to *Studio* on top of the built-in workflows for *direkt publication* and *2-step publication*. From the *Studio* user perspective, the new 3-step workflow has the following steps.

Start/Compose	Compose the change set to publish upon workflow start. The next step is <i>Approve</i> , for which assignees (users, groups) can be selected.
Approve	Review the workflow change set. The next step is either handing the workflow back to <i>Compose</i> or pushing it on to <i>Publish</i> . In the second case, assignees can be selected.
Publish	Confirm the review of the previous step. The next step is either to finalize the publication or to hand back to <i>Approve</i> . In the second case, assignees can be selected.

The complete definition of the 3-step publication workflow is given in the [Example 7.87](#), “Workflow definition of a new StudioThreeStepPublication workflow” [246].

```
<?xml version="1.0" encoding="iso-8859-1"?>
<!--
    CoreMedia Three Step Publication Workflow for Studio
-->
<Workflow>
  <Process name="StudioThreeStepPublication" description="studio-three-step-publication"
    startTask="AssignUser">

    <Rights>
      <Grant group="administratoren" rights="read, write, create, start, suspend, resume, abort"/>
      <Grant group="composer-role" rights="read, write, create, start, suspend, resume, abort"/>
      <Grant group="approver-role" rights="read, write"/>
      <Grant group="publisher-role" rights="read, write"/>
    </Rights>

    <Variable name="subject" type="String"/>
    <Variable name="comment" type="String"/>
    <AggregationVariable name="assignedUsers_Approve" type="User"/>
    <AggregationVariable name="assignedGroups_Approve" type="Group"/>
    <AggregationVariable name="assignedUsers_Publish" type="User"/>
  </Process>
</Workflow>
```

```

<AggregationVariable name="assignedGroups_Publish" type="Group"/>
<AggregationVariable name="changeSet" type="Resource"/>
<AggregationVariable name="comments" type="String"/>

<Variable name="changeSetLockedInStudio" type="Boolean">
  <Boolean value="true"/>
</Variable>
<Variable name="contentNotLockedForPerformerOfTasks" type="String">
  <String value="Compose,Approve,Publish"/>
</Variable>
<Variable name="nextSelectedTask" type="String">
</Variable>
<Variable name="publicationSuccessful" type="Boolean">
  <Boolean value="false"/>
</Variable>
<AggregationVariable name="publicationResultResources" type="Resource"/>
<AggregationVariable name="publicationResultCodes" type="Integer"/>
<AggregationVariable name="publicationResultVersions" type="Integer"/>
<AggregationVariable name="publicationResultParams" type="String"/>

<InitialAssignment>
  <Writes variable="subject"/>
  <Writes variable="comment"/>
  <Writes variable="changeSet"/>
  <Writes variable="comments"/>
  <Writes variable="assignedUsers_Approve"/>
  <Writes variable="assignedGroups_Approve"/>
  <Writes variable="assignedUsers_Publish"/>
  <Writes variable="assignedGroups_Publish"/>
</InitialAssignment>

<Assignment>
  <Reads variable="subject"/>
  <Reads variable="comment"/>
  <Reads variable="changeSet"/>
  <Reads variable="comments"/>
  <Reads variable="assignedUsers_Approve"/>
  <Reads variable="assignedGroups_Approve"/>
  <Reads variable="assignedUsers_Publish"/>
  <Reads variable="assignedGroups_Publish"/>
</Assignment>

<AutomatedTask name="AssignUser"
  description="assignuser-task" successor="CheckEmptyChangeSet">
  <Action class="ExcludeUser" task="Approve" userVariable="OWNER_"/>
  <Action class="ExcludeUser" task="Publish" userVariable="OWNER_"/>
  <Action class="RegisterPendingProcess" userVariable="OWNER_"/>
</AutomatedTask>

<If name="CheckEmptyChangeSet">
  <Condition>
    <IsEmpty variable="changeSet"/>
  </Condition>
  <Then successor="Finish"/>
  <Else successor="Approve"/>
</If>

<UserTask name="Approve"
  description="studio-three-step-publication-approve-task"
  successor="PublishOrCompose" reexecutable="true">
  <Performers
    policyClass="com.coremedia.cap.workflow.plugin.AssignableResourcePermissionsPerformersPolicy"
    assignedUsersVariable="assignedUsers_Approve"
    assignedGroupsVariable="assignedGroups_Approve"
    rights="approve"/>
  <Rights>
    <Grant group="administratoren" rights="read, accept, cancel, delegate, reject"/>
    <Grant group="approver-role" rights="read, accept, cancel, delegate, reject"/>
  </Rights>

  <Assignment>
    <Reads variable="assignedUsers_Approve"/>

```

```

    <Reads variable="assignedGroups_Approve"/>
    <Reads variable="subject"/>
    <Writes variable="comment"/>
    <Reads description="approve-changeSet" variable="changeSet" contentEditable="false"/>
    <Writes variable="comments"/>
    <Reads variable="publicationResultCodes"/>
    <Writes variable="nextSelectedTask"/>
  </Assignment>

  <ExitAction class="ExcludePerformer" task="Compose"/>
  <ExitAction class="ExcludePerformer" task="Publish"/>
  <ExitAction class="RegisterPendingProcess"/>
</UserTask>

<If name="PublishOrCompose">
  <Condition>
    <Equal>
      <String value="Compose"/>
      <Get variable="nextSelectedTask"/>
    </Equal>
  </Condition>
  <Then successor="Compose"/>
  <Else successor="Publish"/>
</If>

<UserTask name="Publish"
  description="studio-three-step-publication-approve-task"
  successor="ApproveOrDoPublish" reexecutable="true">
  <Performers
    policyClass="com.coremedia.cap.workflow.plugin.AssignableResourcePermissionsPerformersPolicy"
    assignedUsersVariable="assignedUsers_Publish"
    assignedGroupsVariable="assignedGroups_Publish"
    rights="publish"/>

  <Rights>
    <Grant group="administratoren" rights="read, accept, cancel, delegate, reject"/>
    <Grant group="publisher-role" rights="read, accept, cancel, delegate, reject"/>
  </Rights>

  <Assignment>
    <Reads variable="assignedUsers_Publish"/>
    <Reads variable="assignedGroups_Publish"/>
    <Reads variable="subject"/>
    <Writes variable="comment"/>
    <Reads description="approve-changeSet" variable="changeSet" contentEditable="false"/>
    <Writes variable="comments"/>
    <Reads variable="publicationResultCodes"/>
    <Writes variable="nextSelectedTask"/>
  </Assignment>

  <EntryAction class="ApproveResource" gui="true"
    resourceVariable="changeSet"
    successVariable="publicationSuccessful"
    ignoreErrors="true"
    timeout="180"
    userVariable="PERFORMER_">
  </EntryAction>

  <ExitAction class="ExcludePerformer" task="Compose"/>
  <ExitAction class="ExcludePerformer" task="Approve"/>
  <ExitAction class="ForceUser" task="DoPublish"/>
  <ExitAction class="RegisterPendingProcess"/>
</UserTask>

<If name="ApproveOrDoPublish">
  <Condition>
    <Equal>
      <String value="Approve"/>
      <Get variable="nextSelectedTask"/>
    </Equal>
  </Condition>
  <Then successor="Approve"/>
  <Else successor="DoPublish"/>

```

```

</If>

<UserTask name="DoPublish"
    description="studio-three-step-publication-publish-task"
    successor="CheckPublication" reexecutable="true" autoAccepted="true"
    autoCompleted="true">
    <Rights>
        <Grant group="administratoren" rights="read, accept, cancel, delegate, reject"/>
        <Grant group="publisher-role" rights="read, accept, cancel, delegate, reject"/>
    </Rights>

    <Assignment>
        <Reads variable="subject"/>
        <Reads variable="comment"/>
        <Reads description="publish-changeSet" variable="changeSet" contentEditable="false"/>
        <Reads variable="comments"/>
    </Assignment>

    <EntryAction class="PublishResources" gui="true"
        resourceVariable="changeSet"
        resultVariable="publicationResultResources"
        versionVariable="publicationResultVersions"
        codeVariable="publicationResultCodes"
        parameterVariable="publicationResultParams"
        successVariable="publicationSuccessful" ignoreErrors="false"
        ignorePublicationErrors="true" timeout="600"
        userVariable="PERFORMER_">

</UserTask>

<If name="CheckPublication">
    <Condition>
        <Get variable="publicationSuccessful"/>
    </Condition>
    <Then successor="Finish"/>
    <Else successor="Compose"/>
</If>

<UserTask name="Compose"
    description="studio-three-step-publication-compose-task"
    successor="CheckEmptyChangeSet" reexecutable="true">
    <Performers policyClass="com.coremedia.cap.workflow.plugin.ResourcePermissionsPerformersPolicy"
        rights="write"/>

    <Rights>
        <Grant group="administratoren" rights="read, accept, skip"/>
        <Grant group="composer-role" rights="read, accept"/>
        <Grant group="approver-role" rights="read, skip"/>
    </Rights>

    <Assignment>
        <Writes variable="subject"/>
        <Writes variable="comment"/>
        <Writes variable="changeSet" contentEditable="true"/>
        <Writes variable="comments"/>
        <Writes variable="assignedUsers Approve"/>
        <Writes variable="assignedGroups Approve"/>
        <Reads variable="publicationResultCodes"/>
    </Assignment>

    <ExitAction class="ExcludePerformer" task="Approve"/>
    <ExitAction class="ExcludePerformer" task="Publish"/>
    <ExitAction class="RegisterPendingProcess"/>
</UserTask>

<Variable name="finishTaskRetryTimer" type="Timer"/>
<TimerHandler class="RetryTaskTimerHandler" task="Finish" timerName="finishTaskRetryTimer"/>

<AutomatedTask name="Finish" final="true">
    <Action class="AssignVariable" resultVariable="changeSetLockedInStudio">
        <Boolean value="false"/>
    </Action>
    <Action class="AssignVariable" resultVariable="finishTaskRetryTimer">

```

```
<Timer value="30"/>
</Action>
<Action class="EnableTimer" timerVariable="finishTaskRetryTimer"/>
<Action class="ArchiveProcess" maxProcessesPerUser="100"/>
</AutomatedTask>

</Process>
</Workflow>
```

*Example 7.87. Workflow definition of a new StudioThreeStepPublication workflow*

For details on how to define workflows along consult the Workflow Manual. It also describes the pre-defined actions in the context of publication workflows. This section focuses on two special aspects to make publication workflows work hand in hand with *Studio*.

- *Performers Policy*

The `AssignableResourcePermissionsPerformersPolicy` is the only performers policy that is currently supported for custom publication workflows.

- *Assignees*

The `Approve` and `Publish` tasks can have assignees. You need to name the associated process variables according to the pattern `assignedUsers_{taskName}` and `assignedGroups_{taskName}`. In addition, you need to pass these variables as parameters to the `AssignableResourcePermissionsPerformersPolicy` (as `assignedUsersVariable` and `assignedGroupsVariable` respectively). The default workflow forms of the *Studio Client* app take care of setting these process variables accordingly when selecting assignees in the user interface.

- *Next Selected Task*

The process must have the variable `nextSelectedTask` that determines the next step at points where the user decides which the next step is. For the example 3-step publication workflow, this happens for the tasks `Approve` and `Publish`. Both tasks are followed by an `If` task where the `nextSelectedTask` variable decides about whether pushing the workflow further or whether to hand it back to the previous task. The default workflow forms of the *Studio Client* app take care of setting this process variable accordingly when selecting the next workflow step in the user interface.

## Studio Server

For the server side, you need to define custom validators for your new workflow. Please refer to [Section "Customizing Workflow Validation" \[242\]](#) for general information on how

to do this. This section introduces the `DefaultPublicationWorkflowValidator` that covers most needs for publication workflow validation. Feel free to add further validators if needed.



**CAUTION**

Using the `DefaultPublicationWorkflowValidator` is mandatory. Amongst other things, it provides the workflow's computed *change set* as well as the *dependent contents* as INFO issues. Without it, the workflow integration on the *Studio Client* side does not work anymore. Consequently, validation customization for your publication workflow needs to be done on top of using the `DefaultPublicationWorkflowValidator`. You can configure it as described below and and you can write additional validators.

The `DefaultPublicationWorkflowValidator` does the following out of the box.

Publication Set	From the given workflow change set, a complete publication set is computed, including dependent contents.
Content Validity	All content validators from the application context are applied to check the complete publication set for validity.
Assignee Rights	If assignees are selected, all assignees are checked for having the required (see below) content rights for the publication set as well as for having the right rights for accepting the next selected task.
Content Checked Out State	For the workflow start, it is checked whether there are contents that need to be checked in but the current user does not have the right to do it.

The `DefaultPublicationWorkflowValidator` can be configured in the following way. For more details, please consult the code documentation.

Required Rights for Tasks	For each user task of the workflow, you can define the required content rights. For example, the <code>Approve</code> task does not ned publish rights.
Max Iterations to Complete ChangeSet	Computing the complete publication set may be very costly. You can limit the depth / iterations for this recursive computation.
Successor Tasks to Check for Acceptance	Sometimes you need to check whether an assignees can accept not only the next selected task but also a number of follow-up tasks, for example if

they are auto-accepted. E.g. for the case of the built-in 2-step publication workflow, the user that accepts the `Approve` task also needs to be able to accept the following `Publish` task.

The following code shows the validation configuration for the 3-step publication example.

```
private static final String THREE_STEP_PUBLICATION_WORKFLOW_NAME = "StudioThreeStepPublication";

@Bean
WorkflowValidatorsModel threeStepPublicationWorkflowValidator(DefaultPublicationWorkflowValidator
threeStepDefaultPublicationWorkflowValidator) {
    ValidationTask composeRunningTask = new ValidationTask("Compose", TaskState.RUNNING);
    ValidationTask approveRunningTask = new ValidationTask("Approve", TaskState.RUNNING);
    ValidationTask publishRunningTask = new ValidationTask("Publish", TaskState.RUNNING);

    List<WorkflowValidator> threeStepWorkflowValidators
        = List.of(threeStepDefaultPublicationWorkflowValidator);
    Map<ValidationTask, List<WorkflowValidator>> taskValidators
        = Map.of(composeRunningTask, threeStepWorkflowValidators, approveRunningTask,
threeStepWorkflowValidators, publishRunningTask, threeStepWorkflowValidators);

    return new WorkflowValidatorsModel(THREE_STEP_PUBLICATION_WORKFLOW_NAME,
taskValidators,
threeStepWorkflowValidators);
}

@Bean
DefaultPublicationWorkflowValidator
threeStepDefaultPublicationWorkflowValidator (StudioConfigurationProperties
studioConfigurationProperties) {
    Map<String, Rights> requiredContentRightsForTasks = new HashMap<>();
    requiredContentRightsForTasks.put("Approve", Rights.valueOf("RA"));
    requiredContentRightsForTasks.put("Publish", Rights.valueOf("RAP"));

    DefaultPublicationWorkflowValidator defaultPublicationWorkflowValidator
        = new DefaultPublicationWorkflowValidator();
    defaultPublicationWorkflowValidator
        .setRequiredContentRightsForTasks(requiredContentRightsForTasks);
    defaultPublicationWorkflowValidator
        .setMaxIterationsToCompleteChangeSet(studioConfigurationProperties
            .getRest()
            .getMax()
            .getIterations()
            .getComplete()
            .getChangeset());

    return defaultPublicationWorkflowValidator;
}
```

*Example 7.88. Workflow validation configuration for the StudioThreeStepPublication workflow*

## Studio Client

For the client side, use the `AddPublicationWorkflowPlugin` as a subclass of the `AddWorkflowPlugin`. Default forms for publication workflows already exist. It is not recommended to define your own forms from scratch and no support is given

in this respect. Instead, it is recommended to sub-class the default form components if needed and to use the *additional workflow fields* mechanism described in [Section “Adding Workflow Fields” \[239\]](#).

The `AddPublicationWorkflowPlugin` plug-in automatically sets the default forms and some other configuration parameters:

<code>processCategory</code>	Set to <code>Publication</code> .
<code>startForm</code>	The <code>DefaultStartPublicationWorkflowForm</code> .
<code>inboxForm</code>	The <code>DefaultPublicationWorkflowDetailForm</code> .
<code>pendingForm</code>	The <code>DefaultPublicationWorkflowDetailForm</code> .
<code>finishedForm</code>	The <code>DefaultPublicationWorkflowInfoForm</code> .
<code>listToolBarButtonsFunction</code>	Set to <code>WorkflowUtils.getPublicationToolBarButtons()</code> .

You have to configure the following settings for your workflow:

<code>processDefinitionName</code>	The name of your process definition.
<code>nextSelectedTaskProcessVariableName</code>	The name of the process variable where the next selected task is save (see the explanations above on <code>nextSelectedTask</code> alongside the example workflow definition).
<code>assignmentTasks</code>	The tasks of the workflow where assignees may be set.
<code>statePanel</code>	The panel allowing the user to select the next task. The panel needs to implement <code>NextTaskSelector</code> . For your convenience there already exists a generic implementation for such a panel in the form of the <code>WorkflowStatePanel</code> , which you then need to configure for your workflow. For more details, see the code documentation.

One important aspect is to explicitly define for which tasks the performer is forced to be the same as for the previous task (`forceCurrentPerformer`). This needs to mirror the forced-user configurations in your workflow definition. In the example of the 3-step publication workflow, the task `DoPublish` is set as a forced-user task in

the workflow definition above as well as in the `WorkflowStatePanel` configuration below.

Example 7.89, “Usage of the `AddPublicationWorkflowPlugin` for the `StudioThreeStepPublication workflow`” [254] shows an example usage of the `AddPublicationWorkflowPlugin` for the case of the `StudioThreeStepPublicationWorkflow`.

```
<?xml version="1.0" encoding="UTF-8"?>
<editor:StudioPlugin
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns="exml:ext.config"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns:collab="exml:com.coremedia.cms.editor.controlroom.config"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config">
  <fx:Metadata>
    [ResourceBundle('com.coremedia.blueprint.studio.threesteppublication.ThreeStepPublicationWorkflow')]
  </fx:Metadata>
  <fx:Script><![CDATA[
    import com.coremedia.cms.editor.controlroom.workflow.publication.PublicationWorkflowConstants;
    import mx.resources.ResourceManager;

    public static const xtype:String =
    "com.coremedia.blueprint.studio.threesteppublication.config.threeStepPublicationWorkflowStudioPlugin";

    public native function
    ThreeStepPublicationWorkflowStudioPlugin(config:ThreeStepPublicationWorkflowStudioPlugin = null);
  ]]></fx:Script>

  <editor:configuration>
    <collab:AddPublicationWorkflowPlugin
      processDefinitionName="StudioThreeStepPublication"

      nextSelectedTaskProcessVariableName="{PublicationWorkflowConstants.NEXT_SELECTED_TASK_PROCESS_VARIABLE_NAME}"

      assignmentTasks="{[PublicationWorkflowConstants.APPROVE_TASK_NAME,
        PublicationWorkflowConstants.PUBLISH_TASK_NAME]}"
      <collab:statePanel>
        <collab:WorkflowStatePanel processDefinitionName="StudioThreeStepPublication"

        defaultCurrentTaskName="{PublicationWorkflowConstants.COMPOSE_TASK_NAME}">
          <collab:workflowStateTransitions>
            <collab:WorkflowStateTransition task="{PublicationWorkflowConstants.COMPOSE_TASK_NAME}"
              nextSteps="{[{nextStep:
                PublicationWorkflowConstants.APPROVE_TASK_NAME}]}"
            </collab:WorkflowStateTransition>
            <collab:WorkflowStateTransition task="{PublicationWorkflowConstants.APPROVE_TASK_NAME}"
              nextSteps="{[{nextStep:
                PublicationWorkflowConstants.COMPOSE_TASK_NAME, allowAlways:true},
                {nextStep:
                PublicationWorkflowConstants.PUBLISH_TASK_NAME}]}"
            </collab:WorkflowStateTransition>
            <collab:WorkflowStateTransition task="{PublicationWorkflowConstants.PUBLISH_TASK_NAME}"
              nextSteps="{[{nextStep:
                PublicationWorkflowConstants.APPROVE_TASK_NAME},
                {nextStep:'DoPublish', forceCurrentPerformer:
```

```

true}}}"
                                defaultStep="DoPublish"/>
        </collab:workflowStateTransitions>
    </collab:WorkflowStatePanel>
</collab:statePanel>
</collab:AddPublicationWorkflowPlugin>

    <editor:CopyResourceBundleProperties
        destination="{ResourceManager.getInstance().getResourceBundle(null,
'com.coremedia.cms.editor.ProcessDefinitions')}"
        source="{ResourceManager.getInstance().getResourceBundle(null,
'com.coremedia.blueprint.studio.threesteppublication.ThreeStepPublicationWorkflow')}" />

    </editor:configuration>
</editor:StudioPlugin>

```

*Example 7.89. Usage of the AddPublicationWorkflowPlugin for the StudioThreeStepPublication workflow*

## 7.22.4 Synchronization-Specific Customizations

For the Synchronization Workflow, a custom merge strategy can be added to the Merge Strategy Chooser of the Start Synchronization Workflow Panel.

This customization requires a change for the studio-client and the workflow-server. The change for studio-client is described in this section, for customization of the workflow-server refer to Section “AutoMergeSyncAction” in *Blueprint Developer Manual*.

To add a custom merge strategy, configure the AddMergeStrategyPlugin in the configuration section of a Studio Plugin. The plugin requires the following parameters:

- processDefinition: Process definition of the workflow, i.e. “Synchronization”
- mergeStrategy: Name of the bean of the custom merge strategy, for example “customMergeStrategy”

```

<collab:AddMergeStrategyPlugin processDefinition="Synchronization"
mergeStrategy="customMergeStrategy"/>

```

*Example 7.90. Usage of AddMergeStrategyPlugin*

The name of the merge strategy in the MergeStrategyChooser, the help title and help text can be customized by adding properties to a resource bundle. The properties are suffixed with the merge strategy name:

- MergeStrategyChooser\_mergeStrategy\_name\_customMergeStrategy: Name displayed in Merge Strategy Chooser

- MergeStrategyChooser\_help\_title\_customMergeStrategy: Help Title
- MergeStrategyChooser\_help\_text\_customMergeStrategy: Help Text

The resource bundle is applied to the ControlRoom properties [com.coremedia.cms.editor.controlroom.ControlRoom] via CopyResourceBundleProperties.

## 7.23 Content Hub

The *CoreMedia Content Hub* allows integrating various external and asset management systems into the *Studio* library. It allows you to integrate just about any external system or platform into your CoreMedia system.

### NOTE

Every integration of an external system for the *Content Hub* or any other *CoreMedia* hub is called *adapter*.



This section describes the functionality of the *Content Hub* and the required steps to implement a custom adapter for it. Adapters are usually implemented as extensions for *Studio*, using the extensions point `studio-lib` (and `studio` if UI customizations are required).

### 7.23.1 Basic Setup

The basic functionality of an adapter is to enable the user to browse through the content of an external system in the *Studio* library. You have to implement the following interfaces:

```
<YOUR_ADAPTER_NAME>Settings
```

Settings interfaces are used to map adapter specific connection parameters (like a connection URL) to Java code. You only have to declare the Settings interface according to the data your adapter needs. Implementations are generated automatically, backed with the data of your configuration. The `getter` methods of these interfaces must match the corresponding fields of the `settings` struct as described in [Section 7.23.2, "Adapter Configuration" \[259\]](#). The name of the interface is arbitrary, the `Settings` suffix is just a convention.

```
com.coremedia.contenthub.api.ContentHubAdapterFactory
```

An implementation of `ContentHubAdapterFactory` declares the type (a `ContentHubAdapterType`) of an adapter. While a factory can create multiple adapter instances (for example multiple RSS connections), the type defines attributes that are common for all adapter instances of the factory. The factory implements the factory method `createAdapter` to create an adapter instance. `createAdapter`

has one argument, the binding, which in particular provides a settings property of your Settings interface. The method `getId` identifies the factory and is used when an adapter configuration is read from the content.

`com.coremedia.contenthub.api.ContentHubAdapter`

A `ContentHubAdapter` implementation resolves the tree structure of entities of an external system. It returns `Folder` and `Item` instances. Concrete examples and more documentation about `ContentHubAdapters` can be found in the *Blueprint* and in the Javadoc of the interface `com.coremedia.contenthub.api.ContentHubAdapter`

`com.coremedia.contenthub.api.Item`

The `Item` interface extends the `ContentHubObject` interface which describes their common attributes such as the name and the ID of the entity. Items have a type described by an instance of `com.coremedia.contenthub.api.ContentHubType`. A `com.coremedia.contenthub.api.ContentHubType` consists of a name and a parent type. The type hierarchy determines the icons the items are shown with in *Studio*.

If the items in your external system have names like file names, with extensions suitable to determine a MIME type from (for instance `myimage.jpg`), you can start with the `com.coremedia.contenthub.api.BaseFileSystemItem`, which derives the `ContentHubType` from the MIME type. Otherwise, you must implement `getContentHubType()`.

`com.coremedia.contenthub.api.Folder`

The `Folder` interface extends the `ContentHubObject` interface which describes their common attributes such as the name and the id of the entity. Folders have the default `com.coremedia.contenthub.api.ContentHubType.folder` that may be overridden if you want to use more specific icons in *Studio*.

`com.coremedia.contenthub.api.search.ContentHubSearchService`

If your external system allows for searching, you can propagate this to your Content Hub adapter by implementing a `ContentHubSearchService` and returning it in your `ContentHubAdapter#searchService()` implementation. You must implement at least the actual `search` method. The search capabilities of particular external systems differ. Therefore, the `ContentHubSearchService` has some feature flags that you can activate if you can support them via the external system. For details see the Javadoc of `ContentHubSearchService`.



NOTE

Adapter implementations should be stateless objects to ensure that pressing the *Reload* Button in *Studio* will invalidate the backend data as well. For example the RSS adapter does not keep the root folder as an `Object` variable. The adapter recreates the root folder with its feed items when the node is re-requested / when the user presses the reload button.



NOTE

Each adapter decides if and how to paginate the request of children. The *Content Hub* always requests all children until the specified page. It might be necessary to cache each page to reduce requests. Be aware that `ContentHubAdapter.invalidate()` will be called when the author explicitly wants to refresh a folder. In this case the cached data has to be invalidated.

The pagination will be triggered by scrolling in the client. Should a user scroll to the last element of a folder (library tree, or library list view) that supports pagination, the next page will be requested automatically.

## 7.23.2 Adapter Configuration

Once the implementation of an adapter has been created, an additional configuration must be available to tell *Studio* which concrete instances to display. These instances are configured in settings documents in a folder named `Connections`. The `Connections` folder should contain only *Content Hub* connections documents, otherwise you will encounter some warnings in the logging. Each document contains a `Struct List connections`. Every `connection` sub-struct defines the following properties:

Name	Type	Re-quired	Description
connectionId	String	x	The identifier of the connection. For technical reasons, it must not contain '/' characters.
factoryId	String	x	The identifier of the implementing factory class.
settings	Struct	x	A struct that defines the connection attributes.

Name	Type	Re- quired	Description
enabled	Boolean		Allows disabling a connection.
itemTypes	Link		Links to a settings document that contains the item type mapping. Alternatively, you can override <code>getItemTypes()</code> in your <code>ContentHubAdapterType</code> and implement this mapping hard coded.
contentTypeMapping	Link		Links to a settings document that contains the mapping from <i>Content Hub</i> types to content types. Alternatively, you can override <code>getContentTypeMapping()</code> in your <code>ContentHubAdapterType</code> and implement this mapping hard coded.

Table 7.7. Connection Struct Properties

Every connection struct must contain a sub-struct `settings`. Properties of this struct will automatically be mapped to the settings interface that you have created for the adapter. For example, if the settings interface contains the method `String getConnectionString()`, then the struct must provide the `String` property `connectionUrl`.

## Global, User and Site Specific Connections

The `Connections` folder can be located in the following folders:

- `/Options/Settings/Options/Content Hub/`: These connections are available for all users. Please note that the connections are read with admin privileges. So even if users don't have the permission to read this folder, the global *Content Hub* connections will be available for them nevertheless.
- `<SITE_ROOT>/Options/Settings/Content Hub/`: Site specific connections are only available when the corresponding site is selected as preferred site in *Studio*.
- `<USER_HOME>/`: connections located in home folders are only available for the corresponding user.

The base folders for the global or site specific lookup can be customized via Spring properties. To customize the location, override the following default property values:

- `contenthub.studio.globalConfigurationPath: /Settings/Options/Settings/Content Hub`
- `contenthub.studio.siteConfigurationPath: /Options/Settings/Content Hub`

## Content Type Mapping

Content Hub defines a `ContentHubType` for each Content Hub Object. The `ContentHubType` defines how a Content Hub Object is displayed within Studio. The `ContentHubType` is also used by the Content Hub framework to map a ContentHub Item to a CoreMedia `ContentType` during the import of the item. Each `ContentHubObject` has a `ContentHubType` (also folders). This means it is necessary to provide two mappings:

- External item to `ContentHubType` mapping

The first mapping is needed to display the items of an external system in CoreMedia Studio. This mapping is from external Item to `ContentHubType`. Therefore, you need to implement the method `ContentHubObject#getContentHubType`. You can also create a hierarchical relationship between the `ContentHubTypes` which enables you to provide for example icons for a more general type. Per default the ContentHub offers the abstract classes `BaseFileSystemHubObject` and `BaseFileSystemItem` that you can use if you implement a file based system. It will analyze the `MimeType` of an external item and create `ContentHubTypes` from it. The Content Hub's framework already offers the localization and Icons for `MimeTypes` to ensure a fast Setup.

- `ContentHubType` to CoreMedia `ContentType` Mapping

The second mapping is needed to import the external items into CoreMedia. Therefore, you need to provide a mapping from `ContentHubType` to CoreMedia `ContentType`. Therefore, you need to implement the method `ContentHubItem#getCoreMediaContentType`. Per default the `BaseFileSystemItem` provides a functionality for this mapping. You need to provide a `Map<ContentHubType, String>` to the Item, and it will recursively map the `ContentHubType` to a CoreMedia `ContentType` which is represented as String here.

## 7.23.3 Content Hub Content Creation

With Content Hub it is possible to create *CoreMedia* content from *Content Hub* Items. Therefore, you need to implement the interface `ContentHubTransformer`. Pressing the "Create Content" button in the library's toolbar, or dragging and dropping a selection of Content Hub items or folders to the Studio library will trigger a content import from the selected Content Hub Objects to *CoreMedia* content.

**WARNING**

When importing content from an external system to CoreMedia, it is the responsibility of the `ContentHubTransformer` to deliver a valid `ContentModel`. Also, a `ContentHubTransformer` should check the content that is about to be imported for security issues!



A `ContentHubAdapter` must implement the `transformer()` method, which returns a `ContentHubTransformer` suitable for the adapter's items. A `ContentHubTransformer` returns a `ContentModel`. `ContentModels` are used as placeholders for contents to be created. A `ContentHubTransformer` should never create content on its own but always use `ContentModels`. This ensures that all existing `ContentWriteInterceptors` of *Studio* are executed for the newly created content as well. The following example shows a `Transformer` implementation for RSS:

```
public ContentModel transform(Item item,
                             Content targetFolder,
                             ContentHubAdapter contentHubAdapter,
                             ContentHubContext contentHubContext) {
    RSSItem rssItem = (RSSItem) item;
    ContentModel contentModel = new ContentModel(targetFolder,
        rssItem.getRssEntry().getTitle(), item.getId());

    //set standard properties
    String description = rssItem.getRssEntry().getDescription().getValue();
    Markup markup = contentCreationUtil.convertStringToMarkup(description);

    contentModel.put("title", rssItem.getName());
    contentModel.put("detailText", markup);

    //collect images references
    SyndEntry rssEntry = rssItem.getRssEntry();
    List<String> imageUrls = FeedImageExtractor.extractImageUrls(rssEntry);
    List<ContentModelRef> refs = new ArrayList<>();
    for (String imageUrl : imageUrls) {
        ContentModelRef contentModelRef = ContentModelRef
            .create(contentModel, "CMPicture", imageUrl);
        refs.add(contentModelRef);
    }
    contentModel.put("pictures", refs);

    return contentModel;
}
```

*Example 7.91. Implementing a `ContentHubTransformer` [1]*

The example method can be separated into two steps:

- Setting the default content properties for the target content via the `ContentModel`.

Since the `ContentModel` is a `Content` representation, it is possible to add properties, just like for regular content. These properties will be used for the actual content creation by the *Content Hub*.

- Collecting additional references

Some adapters for the *Content Hub* may want to create additional content for a single `transform` call, maybe even recursively. An RSS feed for example can contain text and images. Therefore, a `CMArticle` should be created for the text content, but also `CMPicture` documents for the images of it. `ContentHubTransformers` support this by `ContentModelReferences`. They allow developers to create contents incrementally.

The example below shows the usage of `ContentModelReferences` for the RSS *Content Hub* adapter:

```
public ContentModel resolveReference(ContentModelReference reference,
                                   ContentHubAdapter contentHubAdapter,
                                   ContentHubContext contentHubContext) {
    String imageUrl = (String) reference.getData();
    String imageName = contentCreationUtil.extractNameFromUrl(imageUrl);
    ContentHubObjectId contentHubObjectId =
        reference.getOwner().getContentHubObjectId();

    ContentHubObjectId referenceId = ContentHubObjectId
        .createReference(contentHubObjectId, imageName);

    Content targetFolder = reference.getOwner().getTargetFolder();
    ContentModel contentModel =
        new ContentModel(targetFolder, imageName, referenceId);

    Blob pictureBlob = contentCreationUtil.createPictureFromUrl(imageUrl,
        "Image " + imageName,
        "image/jpeg");
    contentModel.put("data", pictureBlob);
    contentModel.put("title", "Image " + imageName);

    return contentModel;
}
```

Example 7.92. Implementing a `ContentHubTransformer` [2]

For every `ContentModelReference` that has been created within the `transform` method, the `resolveReference` method is called. Since the reference data is an image URL, create a new `ContentModel` of type `CMPicture` and put the image blob into it.

#### NOTE

`ContentModelReferences` are resolved recursively. That means if the `ContentModel` that is returned by the `resolveReference` method contains a `ContentModelReference` again, the `resolveReference` method will be called again.



## 7.23.4 Content Hub Object Preview

Content Hub offers a preview for ContentHub Items and Folders in the library. Selecting a Content Hub Object will show this customizable Preview.

A preview is structured into so called *sections*. A section will be displayed as a `CollapsiblePanel` within Studio. A section has a header and can be filled with so called *elements* that consist of key value pairs. An element can display data in form of Blob (Picture), Calendar and String. The data is shown in key value pairs. The keys can be localized, or marked as non localizable (for example, if the Content Hub Object name should appear as a label for a preview picture).

If no preview is defined, the ContentHubType Icon, and the Content Object's name will be shown as default preview.

The last section is called *Located In* and shows a list of CoreMedia Content, that was imported from the selected Content Hub Item. This list is not configurable and will only be shown for Content Hub Items, as folders cannot be imported.

In order to create a custom Content Hub Preview, you must implement the `ContentHubObject` method `getDetails`, which returns a list of `DetailsSections`. A section can be configured to be non collapsible, also the header can be hidden. Within that Section a list of `DetailsElement` need to be defined. You can put a value of type Calendar, String or `ContentHubBlob` into this element. The interface `ContentHubObject` offers a special constant `SHOW_TYPE_ICON` that can be used to show the Content Hub Object's type icon instead of a picture.

In order to provide preview pictures in form of `ContentHubBlob` you need to provide an object of that type as value for your `DetailsElement`. This Blob does not need to contain an `InputStream` yet, but only metadata and a so called `classifier`. In a second call the method `getBlob` will be called by the framework with the `classifier` in order to resolve the Blob. This method must return a `ContentHubBlob` with an `InputStream` containing the picture's data.

### WARNING

Pictures sent as preview to the client should not exceed the limit of 10Mbyte. If that is the case, the framework will not display the picture in the client.



The Labels of Sections and Elements can be localized in your Content Hub Client extension. Therefore, you need to provide a localization key that consists of the `label` and postfix `_sectionItemKey` for Element labels or `_sectionName` for Section Headers.

## 7.23.5 Content Hub Error Handling

As The Content Hub Framework communicates with an external third-party system, communication errors could occur. These errors are visualized as so called error objects that appear in the Studio library. When clicking on an error object, an error message will appear with a button that offers the possibility to reload the object.

Within the Adapter implementation, the implementer can throw a `ContentHubException`. This Exception can contain a `ContentHubExceptionErrorCode` that will result in a custom error message on the client side. Any other Exception will lead to a general error message at the client. The error message can be localized using the following scheme: Concrete classname of the implementation of `ContentHubExceptionErrorCode` combined with the Code. (for example, "ContentHubExceptionRssErrorCode\_CUSTOM\_ERROR"). Using the postfix "\_icon" or "\_title" you can also set a title or an Icon from the CoreMedia CoreIcons.

Together with the `ContentHubExceptionErrorCode` a String List of arguments can be passed in the `ContentHubException`. These arguments can be included with the placeholder `{1}` within the localization. Note that the first argument will always be the *connectionId* of the Adapter and can be included in the error message with the placeholder `{0}`. The arguments passed to the Exception can be shown starting with `{1}`.

## 7.23.6 Studio Customization

Developing new adapters can require client-side Studio customization too. These customizations are easily done by overriding the `properties` files of the *Content Hub* Studio plugin. Examples for overriding property files can be found in documentation or the file `BlueprintFormsStudioPlugin.mxml` inside the *CoreMedia Blueprint*.

### NOTE

*CoreMedia Content Hub Adapters and Studio Customization*

Since the *Content Hub* supports connecting to *CoreMedia* systems as well, the rendering of the labels, type icons and names of *Content Hub* entities can be handled the same way as they are for content entities. When the `ContentHubTypes` of an adapter have the same values as the *CoreMedia* `ContentTypes` (for example, "CMArticle") *Studio* will try to display the entities using the existing content type icons and labels out of the box.



## Customizing Labels and Icons

The properties file `ContentHub.properties` contains the label and icon values for adapter folders and items. New entries can simply be added by overriding this file. The *Content Hub* will always try to lookup an existing icon or type name mapping in the resource bundles first. If no match is found, the technical name or a default name will be displayed, depending on the `ContentHubType`.

The file expects entries with the following format:

### Adapters

```
adapter_type_<ADAPTER_FACTORY_ID>_name = <TYPE_LABEL>
adapter_type_<ADAPTER_FACTORY_ID>_icon = Resource(key='>KEY_FOR_ICON',
bundle='com.coremedia.icons.CoreIcons')
```

For icon values, *CoreMedia* recommends to use the existing `CoreIcons` resource. If a `null` value is returned for the `getName()` method of the `ContentHubAdapterType` interface, this `name` property will be used instead. If no such property has been defined, the `factoryId` will be used as tree node name instead.

### Folders

```
folder_type_<ADAPTER_FOLDER_TYPE>_name = <TYPE_LABEL>
folder_type_<CONTENTHUB_TYPE>_icon = Resource(key='<KEY_FOR_ICON>',
bundle='com.coremedia.icons.CoreIcons')
```

Folders have their own `type` attribute, which allows modifying the icon and label for folders. The label `Folder` and the folder icon are the default values for *Content Hub* folders.

### Items

```
item_type_<CONTENTHUB_TYPE>_name = <TYPE_LABEL>
item_type_<CONTENTHUB_TYPE>_icon = Resource(key='<KEY_FOR_ICON>',
bundle='com.coremedia.icons.CoreIcons')
```

If no icon is found for the given item type (and the item type is not a *CoreMedia* content type), the *Content Hub* will try to use the entity's name suffix (file suffix) to resolve a matching icon. If no match is found, the property `Item_icon` will be used as fallback.

## Custom Columns

The *Content Hub* allows adding custom columns to the *Studio* library by implementing the interface `ColumnProvider`. The "Type" is always displayed as first column, regardless of any `ColumnProvider`.

### Implementing ColumnProviders

By default, the *Content Hub* displays the columns "Type" and "Name". The "Name" Column is provided by a default `ColumnModelProvider`. In order to display custom columns you can add a `ColumnModelProvider` for your Adapter. This enables you to add Columns that show data in form of String, Date or Icon (with or without Text). The following code shows an example implementation for the *CoreMedia* adapter:

```
public class CoreMediaColumnModelProvider implements ColumnModelProvider {
    @Override
    public Boolean isApplicable(String factoryId) {
        return "coremedia".equals(factoryId);
    }

    @Override
    public List<Column> getColumns(Folder folder) {
        List<Column> columns = new ArrayList<>();
        //we should set at least one column to flex, so the collection view's
        width will be filled.
        columns.add(new DefaultAdapterColumn("name", "nameValue", 100, -1, false,
            false, false, true, false));
        columns.add(new DefaultAdapterColumn("name", "name", 150, -1));
        columns.add(new DefaultAdapterColumn("status", "status", 100, -1));
        return columns;
    }

    @Override
    public List<ColumnValue> getColumnValues(ContentHubObject hubObject) {
        //note that a folder or item may be passed here
        CoreMediaContentHubObject coreMediaEntity = (CoreMediaContentHubObject)
            hubObject;
        //the backing entity is content, so we don't have to care about the
        concrete type
        Content content = coreMediaEntity.getContent();

        List<ColumnValue> columnValues = new ArrayList<>();
        columnValues.add(new DefaultAdapterColumnValue("name",
            hubObject.getDisplayName(), null, null));
        columnValues.add(new DefaultAdapterColumnValue("status",
            getLifecycle(hubObject), null, null));

        return columnValues;
    }
}
```

Example 7.93. Defining a Custom `ColumnModelProvider`

The example adds two columns `name` and `status`, using the `DefaultAdapterColumn` class. The index for the column is set to '1' and '2' which ensures that the "name" column is located before the "status" column. It is also possible to set a width.

However, there should be at least one column that has a flexValue set. This will ensure the columns will fill the width of the library.

The header of the column model can be localized through the properties file `ContentHub.properties`:

```
<COLUMN_TITLE>_header= <COLUMN_LABEL>
```

If no matching label was found, the original title value will be used as fallback.

## 7.24 Feedback Hub

The *CoreMedia Feedback Hub* offers the possibility to provide feedback for CoreMedia content. It is possible to connect external systems to Feedback Hub in order to collect feedback.

This section describes the integration of a feedback providing system into the *CoreMedia Feedback Hub*. These integrations are implemented as extensions for *CoreMedia*, using the extension point `studio-lib` (and `studio` if localization of custom error messages is required).

Currently, the Feedback Hub supports Validators, Editorial Comments and the Keywords Integration. Conceptually, it is designed to support arbitrary flavors of feedback, though, and future versions of *CMCC* may introduce more Feedback Hub features. The Feedback Hub API already reflects the possibility of other feedback flavors, so that for now some concepts like Adapters may appear unnecessarily generic with respect to the Keywords Integration.

### 7.24.1 Editorial Comments for Feedback Hub

Editors have the possibility to write comments for certain property fields in a document form and get an overview of existing comments in the *CoreMedia Feedback Hub*. While comments are enabled for many property fields per default, you might want to enable them for custom property fields or document forms, or disable some of them entirely. This section describes how to do that.

In order to enable comments on a property field, the following prerequisites have to be met:

1. The property field has to be registered by the `editorialCommentPropertyRegistryService`.
2. The property field needs to implement the `ISideButtonMixin` to be able to display a comment button.
3. The field needs to have the `PropertyFieldPlugin` as one of its plugins.

### Register PropertyFields for Editorial Comments

As mentioned in the above list, property fields have to be registered in a global `editorialCommentPropertyRegistryService`. The Service lets you register

PropertyRegistryModels based on any combination of a property name, a component's xtype or the CapType of a content in a document form. Please note, that Editorial Comments have been enabled per default for a variety of property field, such as text areas, text fields and link lists. The `xtypes` of these components are already registered in the `editorialCommentPropertyRegistryService`.

Just like the registration of property fields, the registry service can also exclude property fields from the Editorial Comments feature. See the example below to understand how registration and exclusion is done:

```
public class EditorialCommentsStudioPlugin extends StudioPlugin {  
    public function EditorialCommentsStudioPlugin(  
        config:EditorialCommentsStudioPlugin = null) {}  
    override public function init(editorContext:IEditorContext):void {  
        // enable comments for title property in article document forms  
        editorialCommentPropertyRegistryService.register(  
            new PropertyRegistryModel(null, "title", getCapType("CMArticle"))  
        );  
        // enable comments for all richtext areas  
        editorialCommentPropertyRegistryService.register(  
            new PropertyRegistryModel(CoreMediaRichTextArea.xtype, null, null)  
        );  
        // disable comments for detailText richtext property in pages  
        editorialCommentPropertyRegistryService.exclude(  
            new PropertyRegistryModel(null, "detailText", getCapType("CMChannel"))  
        );  
    }  
    private function getCapType(contentName:String):CapType {  
        return SESSION.getConnection().getContentRepository()  
            .getContentType(contentName);  
    }  
}
```

As you can see, the `propertyName` must be passed without its `"properties."` prefix. You can use the `editorialCommentPropertyRegistryService` in your own Studio plugins to customize the default configuration.

### WARNING

Please note, that the order of registrations and exclusions is important, since excluded property fields might be registered again by a following registration.



## Enable Editorial Comments for Custom PropertyFields

In order to use the Editorial Comments feature for custom property fields, the property field needs to implement the `ISideButtonMixin` and call `initSideButtonMixin()` in its constructor. This mixin enables the component to render a floating button in its top right corner. The property field also needs to make use of the `PropertyFieldPlugin` as shown in the example below:

```
<local:CustomField sideButtonVerticalAdjustment="{10}"
                  sideButtonHorizontalAdjustment="{20}"
                  sideButtonRenderToFunction="{
                    function(host:Component):Element {
                      return host['bodyEl'];
                    }
                  }">
  <local:plugins>
    <editor:PropertyFieldPlugin propertyName="description"/>
  </local:plugins>
</local:CustomField>
```

As shown in the example, `CustomField` implements the `ISideButtonMixin` and now provides a variety of properties to render the button correctly. You can define offsets to change the position or provide a function that specifies where the button should be rendered in the component hierarchy. You could also disable the button by setting `sideButtonDisabled` to true;

### NOTE

The title of a comment thread in the FeedbackHub depends on the property name, set in the corresponding `PropertyFieldPlugin`. These titles are localized just like in the document form. This means, you will have to provide a localization in the form `<CapType>_<PropertyName>_text` in `BlueprintDocumentTypes.properties`. (e.g. `CMChannel_title_text`)

If no localization is given, the key will be displayed as a fallback. Also, if the property field label is hidden by a surrounding `PropertyFieldGroup`, the comment thread will automatically use the title of the `PropertyFieldGroup` as the label of the comment thread.



## Notification for Editorial Comments

Whenever a new comment has been created, users who participated in the content or the comments will get notifications. As a studio developer you can fine tune which user

will get a notification by disable a user lookup strategy via spring property. For more details have a look at Section 4.5.6, “Editorial Comments Configuration” in *Deployment Manual*.

# 7.24.2 Keywords Integration for Feedback Hub

Feedback Hub offers an API to connect external systems to CoreMedia that provide keywords for selected content. The connection from CoreMedia to the external system is called Adapter.

If an Adapter is implemented and configured as shown below, it appears in the configured tab of Feedback Hub window (how to configure tabs can be found here: [Section “Keywords Adapter Configuration” \[276\]](#)). In the tab the user has the possibility to trigger a request for keywords. The user guide for Feedback Hub can be found here: Section 4.7.8, “Getting Keyword Recommendations” in *Studio User Manual*.

In order to connect CoreMedia to an external system, it is necessary to implement the interfaces `FeedbackHubAdapterFactory`, `BlobKeywordsFeedbackHubAdapter` and `FeedbackHubErrorCode` in a `studio-lib` extension. Furthermore, a settings document must be provided that configures where (for which `ContentType`) and what keyword feedback (which external system) is shown (see [Section “Keywords Adapter Configuration” \[276\]](#)).

## Basic Setup

The following part explains which interfaces have to be implemented in your `studio-lib` extension. The Error handling and its localization for the client is explained in [Section “Error handling” \[275\]](#). How to configure your Adapter bindings is explained in [Section “Keywords Adapter Configuration” \[276\]](#).

<YOUR\_ADAPTER\_NAME>Settings

First it is necessary to provide a Settings interface, which has getters for the configurable data of your Adapter. Settings interfaces are used to map Adapter specific connection parameters (like credentials) to Java code. You only have to declare the Settings interface according to the data your Adapter needs. Implementations are generated automatically, backed with the data of your configuration. The `getter` methods of these interfaces must match the corresponding fields of the `settings` struct as described in [Section “Keywords Adapter Configuration” \[276\]](#). The name of the interface is arbitrary, the `Settings` suffix is just a convention.

`com.coremedia.feedbackhub.adapter.FeedbackHubAdapterFactory`

An implementation of a `FeedbackHubAdapterFactory` delivers instances of a `FeedbackHubAdapter`, that is used for the actual connection to an external system. The id that is returned within the `getId` method, has to match the `factoryId` value from your [Section "Keywords Adapter Configuration" \[276\]](#). In the `create` method you must return an instance of the specific `FeedbackHubAdapter`. The method receives the adapter specific settings as parameter. Any errors that occur during the creation of a `FeedbackHubAdapter` can be thrown as `FeedbackHubException` (described in [Section "Error handling" \[275\]](#)) if they should result into a specific error message at the client. Any other exceptions result in a general error message at the client.

The factory needs to be available as a Spring bean within the Spring context of the `studio-server`. Therefore, you also must provide a Spring configuration file that instantiates the `FeedbackHubAdapterFactory` as Spring Bean (`@Bean`), so that it can be collected by the Feedback Hub framework.

`com.coremedia.feedbackhub.adapter.BlobKeywordsFeedbackHubAdapter`

A `BlobKeywordsFeedbackHubAdapter` delivers a list of `KeyWords` for a given blob and a locale. The result type of the `getKeywords` method is `java.util.concurrent.CompletionStage`. This enables you to implement long running operations, like round trips to external systems, with the stage's asynchronous execution facilities so that no threads are blocked. `getKeywords` is called, when a user requests keywords for CoreMedia content. It will receive a blob from the content (which is configured in the [Section "Keywords Adapter Configuration" \[276\]](#)) and the locale from the content. Any errors that occur during the calculation of keywords can be thrown as `FeedbackHubException` (described in [Section "Error handling" \[275\]](#)) if they should result into a specific error message at the client. Any other exceptions will result in a general error message at the client.

`com.coremedia.feedbackhub.adapter.FeedbackHubErrorCode`

The `FeedbackHubErrorCode` is part of the error handling, described in [Section "Error handling" \[275\]](#) and needs to be implemented by an `enum`. The enum stores all error codes for errors that can occur within the specific adapter implementation or its factory. In case of an error the code is transferred to the client where it is shown as an error message in Feedback Hub's window Nagbar.

# Localization

In *CoreMedia Feedback Hub* you may provide localization for the UI elements in the `FeedbackHubPanel` of your adapter. The localization for Feedback Hub needs to be provided in an extra Feedback Hub extension for `studio-client`. Within that extension you need to provide a `StudioPlugin` that holds the configuration which copies the resource bundle of your adapter to the `com.coremedia.cms.studio.feedbackhub.FeedbackHub`.

```
<?xml version="1.0" encoding="UTF-8"?>
<editor:StudioPlugin
  xmlns:fx="http://ns.adobe.com/mxml/2009"
  xmlns="exml:ext.config"
  xmlns:exml="http://www.jangaroo.net/exml/0.8"
  xmlns:editor="exml:com.coremedia.cms.editor.sdk.config">
  <fx:Metadata>
    [ResourceBundle('com.coremedia.cms.studio.feedbackhub.FeedbackHub')]
  [ResourceBundle('com.coremedia.blueprint.studio.feedbackhub.custom.FeedbackHubCustom')]
  </fx:Metadata>
  <fx:Script><![CDATA[
    import mx.resources.ResourceManager;

    public static const xtype:String =
    "com.coremedia.blueprint.studio.feedbackhub.custom.config.customFeedbackHubStudioPlugin";

    public native function
    CustomFeedbackHubStudioPlugin(config:CustomFeedbackHubStudioPlugin = null);
  ]]></fx:Script>

  <editor:configuration>
    <editor:CopyResourceBundleProperties
      destination="{ResourceManager.getInstance().getResourceBundle(null,
      'com.coremedia.cms.studio.feedbackhub.FeedbackHub')}"
      source="{ResourceManager.getInstance().getResourceBundle(null,
      'com.coremedia.blueprint.studio.feedbackhub.custom.FeedbackHubCustom')}" />
    </editor:configuration>

</editor:StudioPlugin>
```

In your `FeedbackHubCustom`-bundle you can provide a localization for the following items. The `<factoryId>` value needs to match the `factoryId` of you configuration:

Item	naming pattern	Description
Tab Icon	feedbackGroupPan- el_<factoryId>_icon- Cls	The tab icon that is shown for the tab of your adapter's groupID
Load Feedback but- ton text	feedbackGroupPan- el_<factoryId>_load- Feedback_text	Text that is shown at the button, that triggers a feedback load

Item	naming pattern	Description
Tool Tip for Load Button	feedbackGroupPanel_<factoryId>_load-Feedback_tooltip	Text that is shown while loading feedback
Panel Tooltip	feedbackGroupPanel_<factoryId>_tool-tip	Tooltip for the Panel Icon
Nagbar Title	feedbackItemPanel_<factoryId>_error_title	Title that is shown in the Nagbar in case of an error
Panel Title	keywordsFeedbackItemPanel_<factoryId>_keywords_title	Title that is shown for the panel of you Adapter

Table 7.8. Localization for Custom Feedback Hub Adapter

## Error handling

Feedback Hub offers the possibility to send error codes and arguments to the client, where they can be localized to error messages (please see [Section “Localization” \[274\]](#)). The arguments are of Type String and provide the possibility to create dynamic error messages. In the implementations of the `FeedbackHubAdapterFactory` and the `FeedbackHubAdapter`, errors that should result in a specific error message to the client need to be wrapped into a `FeedbackHubException`, with a specific `FeedbackHubErrorCode` and an optional list of arguments. This exception will be caught by the framework and the code will be passed to the client.

### NOTE

If errors occur which result in an exception not of Type `FeedbackHubException` they will be caught by the framework and delivered to the client with a general error message.



In your `FeedbackHubCustom` you need to use the following naming pattern in order to localize the error messages: `feedbackItemPanel_error_<Implementation_of_FeedbackHubErrorCode_Classname>_<ErrorCode_of_CustomFeedbackHubErrorCode_Implementation>`. If you

have for example a `CustomFeedbackHubErrorCode` Enum which is implementing `FeedbackHubErrorCode` with the value `ERROR_CUSTOM` the localization would be: `feedbackItemPanel_error_CustomFeedbackHubErrorCode_ERROR_CUSTOM`

Within the localization value you can use placeholders like `{0}`, `{1}` etc. that are filled with the arguments that were passed to the `FeedbackHubException`. The arguments occur in the same order as they were passed to the exception.



NOTE

The first argument is always the ID of the binding. It is set by the framework and can be referenced with `{0}`!

An error appears in the Feedback Hub window in a red `NagBar` at the bottom of the Window. (Error Appearance is shown in Section 4.7.8, “Getting Keyword Recommendations” in *Studio User Manual*)

## Keywords Adapter Configuration

The configuration for a Feedback Hub Adapter can be provided via a settings document. For Feedback Hub every adapter needs its own document. Here it is possible to configure for which content type and also in which tab of the Feedback Hub window an adapter appears. Adapters can be grouped into panels via the `groupId`. If two adapters share the same group ID, they appear in the same panel. For every new `groupId` a new panel is shown in the Feedback Hub window. How to configure the item see [Section “Localization” \[274\]](#). You can define a Feedback Hub configuration globally by placing the document in the folder structure `/Settings/Options/Settings/Feedback Hub`. If you want to define a site specific Feedback Hub configuration, you need to place the document in the folder structure `SITE_ROOT_FOLDER/Options/Settings/Feedback Hub`. The name of the document itself is not relevant. The settings document must hold a struct with at the following entries:

Name	Type	Description
factoryId	String	The identifier of the implementing factory class. The value must match the return value of the method <code>getId</code> .
targetProperty	String	The name of the property, where the feedback refers to
groupId	String	The <code>groupId</code> configures in which tab of the Feedback Hub window the Adapter is shown. If several adapters share the same <code>groupId</code> , they are shown in the same tab.

Name	Type	Description
contentType	String	The contentType for which the Adapter is shown.
enabled	Boolean	Only if set to <code>true</code> , the Adapter appears.
settings	Struct	A struct that defines the attributes that will be passed to the specific Adapters. The attributes set in your settings struct have to match the Settings-Interface, mentioned in <a href="#">Section 7.24.2, "Keywords Integration for Feedback Hub" [272]</a> . The values of the struct will be passed to your Adapter

Table 7.9. Connection Struct Properties

# 7.25 User Manager

The *CoreMedia Studio* comes with an integrated user manager UI that allows administering the groups and users that are allowed to access the different *CoreMedia* components and content. It also includes a rights management where access types for content are configurable for groups and users. This section describes the overall configuration properties of the *CoreMedia Studio* user manager.

The following table describes the available Spring properties that can be configured for the user manager.

Property Name	Type	Default Value	Description
studio.usermanager.protectInternalDomain	Boolean	false	If set to <code>true</code> , the members of the internal domain can't be edited, created or deleted. In fact such internal members are hidden from the user manger. Only the rights management for external members is enabled then.
studio.usermanager.minSearchCharacters	Integer	0	Sets the maximum number of search characters to input before the member search is triggered. The default value is 0 which will lazy load all members once the corresponding view in the user manager is opened. If your underlying user provider contains a great amount of users we recommend to increase this value so that only concrete search requests are executed against the user provider.
studio.usermanager.protectedGroupNames	CSV	administratoren	Protected groups can't be renamed and their rights can't be changed. The <code>administratoren</code> group always is protected. Additional values can be added using comma separated values. For external domains use the format <code>name@domain</code> .
studio.usermanager.managerUsers	String	null	This optional list of comma separated values allows configuring specific users that are allowed to access the <i>CoreMedia Studio</i> 's user manager. For external domains use the format <code>name@domain</code> .
studio.usermanager.managerGroups	String	null	This optional list of comma separated values allows configuring specific groups that are allowed to access

Property Name	Type	Default Value	Description
			the <i>CoreMedia Studio</i> 's user manager. For external domains use the format <code>name@domain</code> .

Table 7.10. User Manager Spring Properties

# 7.26 User Properties

The user management of the *CoreMedia Studio* comes with the additional properties `displayName` and `email` available for every user. In order to load the default values for these fields from an existing user provider, the corresponding Spring properties have to be configured.

If no user provider is connected to the Content Server, the fields `displayName` and `email` have to be inputted manually. These custom inputs will override the defaults that are read from the user provider.

The following table describes the available Spring properties that can be configured to map user provider user properties to a *Studio* user.

Spring Property Name	Maps to User Property	Description
cap.user.properties.displayName	displayName	The display name of the user. If set, this name will be used inside the Studio instead of the regular login name.
cap.user.properties.email	email	The email address of the user.
cap.user.properties.names		A comma separated list of values that should be read from the UAPI user object and stored as user properties for the Studio Client API. <i>Note that these properties will be visible for all other users that have a Studio login.</i> This field can be used to show additional user information in the Studio.

Table 7.11. User Provider Property Mapping

### WARNING

The values for this field are stored in a `EditorProfile` document inside the users `Home` folder. Since this document contains personalized data, we strongly recommend to prohibit the write access to these documents to all users that are not administrators. You can do this by setting only read access to the `Home` folder for the document type `EditorProfile` or by applying this rule using the User Manager or by adding and importing the following rule in your `users.xml`:

```
<rule content="/Home" type="EditorProfile" rights="R"/>
```



## 7.27 Adding Entity Controllers

This section shows how to implement custom REST controllers for Studio and invoke them using remote beans.

It covers the basic concepts behind the `RemoteBeans`, `EntityControllers` and REST linking in the Studio.

### 7.27.1 Prerequisites

The section assumes that you are familiar with Section 4.1.5, “Project Extensions” in *Blueprint Developer Manual*.

### 7.27.2 Implementing the Java Backend

Let's start with implementing a so called `EntityController` class. An instance of `EntityController` is created for every remote bean that is created in the Studio via the call

```
beanFactory.getRemoteBean(...)
```

`EntityControllers` are used when you have multiple elements of the same type in Studio. `Content` instances in Studio, for example, are created through `EntityControllers`. The same applies for messages of the notification API or CMS users and user groups.

In this example, you will create entities that represent notes created by users. The user should be able to create, update and delete notes.

The note model would look like this:

```
public class Note {
    private String description;
    private String owner;
    private String noteId;

    public String getDescription() {
        return description;
    }

    public void setDescription(String description) {
        this.description = description;
    }

    public String getOwner() {
        return owner;
    }
}
```

```

    }

    public void setOwner(String owner) {
        this.owner = owner;
    }

    public String getNoteId() {
        return noteId;
    }

    public void setNoteId(String noteId) {
        this.noteId = noteId;
    }
}

```

*Example 7.94. Note model*

You also need a representation class for this model (the reason for this will be explained later).

```

public class NoteRepresentation {
    private String description;
    private String owner;
    private String noteId;

    NoteRepresentation(Note note) {
        this.description = note.getDescription();
        this.owner = note.getOwner();
        this.noteId = note.getNoteId();
    }

    public String getDescription() {
        return description;
    }

    public String getOwner() {
        return owner;
    }

    public String getNoteId() {
        return noteId;
    }
}

```

*Example 7.95. Representation class for note model*

You also have a service which handles the notes:

```

@DefaultAnnotation(NonNull.class)
public class NotesService {

    private final List<Note> list;

    public NotesService() {
        list = new ArrayList<>();
        Note dummy1 = new Note();
        dummy1.setOwner("me");
        dummy1.setNoteId("1");
        dummy1.setDescription("I have to write a real storage for this!");
        Note dummy2 = new Note();
        dummy2.setOwner("me");
        dummy2.setNoteId("2");
        dummy2.setDescription("And a lot of other stuff too!");
        list.add(dummy1);
    }
}

```

```

        list.add(dummy2);
    }

    @Nullable
    public Note getNote(String id) {
        return list.stream().filter(note ->
id.equals(note.getId())) .findFirst().orElse(null);
    }

    public boolean deleteNote(String id) {
        Note noteToDelete = getNote(id);
        if (noteToDelete == null) {
            return false;
        }
        list.retainAll(
            list.stream().filter(note -> note !=
noteToDelete).collect(Collectors.toList())
        );
        return true;
    }

    @Nullable
    public Note updateNote(String id, String description) {
        Note note = getNote(id);
        if (note == null) {
            return null;
        }
        note.setDescription(description);
        return note;
    }

    public List<Note> getNotes() {
        return Collections.unmodifiableList(list);
    }

    public void setNotes(List<Note> notes) {
        list.clear();
        list.addAll(notes);
    }
}

```

*Example 7.96. Service for note handling*

So you have a note with a description, an owner and an ID and a service you can query for notes. You now have to create the `EntityController` class that wraps the REST operations around it:

```

@RestController
@RequestMapping(value = "notes/note/{" + NoteEntityController.PATH_PARAM_ID
+ "}", produces = MediaType.APPLICATION_JSON_VALUE)
public class NoteEntityController implements EntityController<Note> {
    public static final String PATH_PARAM_ID = "id";

    private final NotesService notesService;

    public NoteEntityController(NotesService notesService) {
        this.notesService = notesService;
    }

    @Override
    public Note getEntity(@NonNull Map<String, String> params) {
        return notesService.getNote(params.get(PATH_PARAM_ID));
    }

    @NonNull
    @Override
    public Map<String, String> getPathVariables(@NonNull Note entity) {

```

```

        HashMap<String, String> map = new HashMap<>();
        map.put(PATH_PARAM_ID, entity.getNoteId());
        return map;
    }

    @GetMapping
    public ResponseEntity<NoteRepresentation> getRepresentation(@PathVariable
Map<String, String> params) {
        Note note = getEntity(params);
        if (note == null) {
            return ResponseEntity.notFound().build();
        }
        return ResponseEntity.ok().contentType(MediaType.APPLICATION_JSON).body(new
NoteRepresentation(note));
    }

    @DeleteMapping
    public boolean delete(@PathVariable Map<String, String> params) {
        Note note = getEntity(params);
        if (note == null) {
            return false;
        }
        return notesService.deleteNote(note.getNoteId());
    }

    @PutMapping(consumes = MediaType.APPLICATION_JSON_VALUE)
    public ResponseEntity<NoteRepresentation> setProperties(@PathVariable final
Map<String, String> params,                                     @RequestBody final
Map<String, Object> json) {
        String description = (String) json.get("description");
        Note note = getEntity(params);
        if (note == null) {
            return ResponseEntity.notFound().build();
        }
        Note updatedNote = notesService.updateNote(note.getNoteId(), description);
        if (updatedNote == null) {
            return ResponseEntity.badRequest().build();
        }
        return ResponseEntity.ok().contentType(MediaType.APPLICATION_JSON).body(new
NoteRepresentation(updatedNote));
    }
}

```

*Example 7.97. Entity Controller class for TEST operations*

Have a look on the class `NoteEntityController` in detail:

```

@RestController
@RequestMapping(value = "notes/note/{" + NoteEntityController.PATH_PARAM_ID
+ "}", produces = MediaType.APPLICATION_JSON_VALUE)

```

*Example 7.98. Annotation for bean creation*

The first two annotations are used to tell Spring what kind of bean you are creating. The first annotation states that the class represents a REST controller. The `@RequestMapping` annotation provides the REST configuration. The `produces` value defines that all requests expecting the JSON format will be accepted and the `value` property tells Spring under which URL the entity can be invoked. Note that the URL can have multiple path parameters. This example shows the most simple form with only one `Id` parameter.

The class has one REST GET method:

```
@GetMapping
public ResponseEntity<NoteRepresentation> getRepresentation(@PathVariable
Map<String, String> params) {
    Note note = getEntity(params);
    if (note == null) {
        return ResponseEntity.notFound().build();
    }
    return ResponseEntity.ok().contentType(MediaType.APPLICATION_JSON).body(new
NoteRepresentation(note));
}
```

Example 7.99. REST GET method of NoteEntityController

So when a GET is executed on this controller, the note `NoteRepresentation` is returned and serialized to JSON. If the return format should differ from the originating model, you can freely customize the representation class. Because of the automatic REST linking, it is important that you don't return the the same class here that has been defined as type of the `EntityController`! You can put models of other `EntityControllers` inside your representation as well. These entities will be converted to references during serialization. By this, different `EntityControllers` can be linked to each other. So you always have to create a representation class for the model that is bound for the `EntityController`. You just have to make sure that this representation contains the fields that should be supported by the `RemoteBean` you will implement.

## NOTE

Note that in this example, it is not covered how and where these notes are stored. The methods in `NotesService` have to be implemented properly to support a real data access layer.



Next, add support for deletion by adding the following method:

```
@DeleteMapping
public boolean delete(@PathVariable Map<String, String> params) {
    Note note = getEntity(params);
    if (note == null) {
        return false;
    }
    return notesService.deleteNote(note.getNoteId());
}
```

Example 7.100. Deletion of note in NoteEntityController

The method is pretty simple: if a DELETE request is executed in the controller, the corresponding helper is invoked and the note is deleted.

The same applies for updates:

```
@PutMapping(consumes = MediaType.APPLICATION_JSON_VALUE)
public ResponseEntity<NoteRepresentation> setProperties(@PathVariable final
Map<String, String> params,
```

```

Map<String, Object> json) {
    String description = (String) json.get("description");
    Note note = getEntity(params);
    if (note == null) {
        return ResponseEntity.notFound().build();
    }
    Note updatedNote = notesService.updateNote(note.getNoteId(), description);

    if (updatedNote == null) {
        return ResponseEntity.badRequest().build();
    }
    return ResponseEntity.ok().contentType(MediaType.APPLICATION_JSON).body(new
    NoteRepresentation(updatedNote));
}

```

*Example 7.101. Update of note in NoteEntityController*

You have finished the Java part now. Finally, you have to declare the entity as bean in the Spring configuration:

```

@Bean
public NotesService notesService() {
    return new NotesService();
}

@Bean
public NoteEntityController noteEntityController(NotesService notesService)
{
    return new NoteEntityController(notesService);
}

```

*Example 7.102. Declare NoteEntityController as bean*

You can rebuild the module and restart Studio now. The next steps can be implemented using the incremental Studio build that doesn't require a Studio restart.

## 7.27.3 Implementing the Studio RemoteBeans

You can now create custom remote beans which are linked to the corresponding `EntityControllers`.

Every remote bean consist of an interface and an implementing class. For the note model, the files `Note.as` and `NoteImpl.as` would look like:

```

public interface Note extends RemoteBean {

    function getDescription():String;

    function getUser():String;
}

```

```
} function getNoteId():String;  
}
```

*Example 7.103. Interface of Note remote bean*

with the implementing class

```
[RestResource(uriTemplate="notes/note/{id:[^/]+}")]  
public class NoteImpl extends RemoteBeanImpl implements Note {  
    public function NoteImpl(uri:String) {  
        super(uri);  
    }  
    public function getDescription():String {  
        return get('description');  
    }  
    public function getUser():String {  
        return get('user');  
    }  
    public function getNoteId():String {  
        return get('noteId');  
    }  
}
```

*Example 7.104. Implementing class of Note remote bean*

When implementing remote beans, you have to make sure that the URI path of the remote bean described in the header

```
[RestResource(uriTemplate="notes/note/{id:[^/]+}")]
```

*Example 7.105. Remote Bean URI path*

matches the REST URL of the Java controller entity class.

In the last step, Studio has to register this class as a `RemoteBean`. Studio comes with a plugin for that, so simply add the following line to the configuration section of your Studio plugin rules:

```
<editor:RegisterRestResource beanClass="{NoteImpl}"/>
```

*Example 7.106. Register class as remote bean*

You can now use your custom remote bean within components to render a note's description.

## 7.27.4 Using the EntityController

Before using the the newly created remote Bean inside a component, let's see if the REST request is actually working. You can test this by logging into Studio, open a new tab and invoking the following URL: <http://localhost:43080/rest/api/notes/note/1> [the path may differ depending on your setup]

The result should look like this:

```
{
  "description": "I have to find a real storage for this!",
  "owner": "me",
  "noteId": "1"
}
```

*Example 7.107. Result of Note*

The URL segment "api/" is configured for all Studio REST controllers and ensures that all REST request are located under one unique segment.

So your `EntityController` is working and you have declared a `RemoteBean` for it. Now, invoke it from `ActionScript`.

You can simply use the base class of your Studio plugin rules (if available) or any other component base class that is created just to quickly test your code.

```
var note:Note = beanFactory.getRemoteBean('notes/note/1') as Note;
note.load(function (loadedNote:Note):void {
    trace('My note says: ' + loadedNote.getDescription());
});
```

*Example 7.108. Invoke class from ActionScript*

Note that the invocation of the remote bean is done without the 'api' segment. >Remote beans have to be loaded manually or via `ValueExpressions`. Compile your workspace with this code and reload Studio. You should see the following message on your browser console:

```
AS3: My note says: I have to write a real storage for this!
```

*Example 7.109. Output from remote bean*

Next, use the remote bean inside a component:

```
<DisplayField>
  <plugins>
    <ui:BindPropertyPlugin
```

```
bindTo="(ValueExpressionFactory.create('description',
beanFactory.getRemoteBean('notes/note/1')))" />
</plugins>
</DisplayField>
```

*Example 7.110. Remote bean used inside a component*

This example creates a label which contains the description of our note. Usually `RemoteBeans` are always accessed through a `ValueExpression`. The `ValueExpression` is then responsible for loading the value out of the `RemoteBean`.

## 7.27.5 REST Linking [Java Backend]

The note example has shown how to create a custom remote bean. However, in the real world you usually have to deal with a list of remote beans, so let's improve the example by adding another `EntityController` that is responsible for loading a list of notes.

First of all, you have to create the required Java classes for this. The model could look like this:

```
public class NoteList {
    private List<Note> notes = new ArrayList<>();

    public List<Note> getNotes() {
        return notes;
    }

    public void setNotes(List<Note> notes) {
        this.notes = notes;
    }
}
```

*Example 7.111. Java class for notes list*

Next, the matching representation which looks the same again:

```
public class NotesRepresentation {
    private List<Note> notes;

    public NotesRepresentation(NoteList noteList) {
        this.notes = noteList.getNotes();
    }

    public List<Note> getNotes() {
        return notes;
    }
}
```

*Example 7.112. Notes list representation*

So you can create the `EntityController` from it:

```

@RestController
@RequestMapping(value = "notes", produces = MediaType.APPLICATION_JSON_VALUE)
public class NotesEntityController implements EntityController<NoteList> {

    private final NotesService notesService;

    public NotesEntityController(NotesService notesService) {
        this.notesService = notesService;
    }

    @Override
    @NonNull
    public NoteList getEntity(@NonNull Map<String, String> pathVariables) {
        NoteList noteList = new NoteList();
        noteList.setNotes(notesService.getNotes());
        return noteList;
    }

    @GetMapping
    public NotesRepresentation getRepresentation(@NonNull Map<String, String>
pathVariables) {
        NoteList entity = getEntity(pathVariables);
        return new NotesRepresentation(entity);
    }

    @PutMapping
    public ResponseEntity<NotesRepresentation> setRepresentation(@NonNull
Map<String, String> pathVariables,
                                                                    @RequestBody
final Map<String, Object> json) {
        //noinspection unchecked
        notesService.setNotes((List<Note>) json.get("notes"));
        NoteList entity = getEntity(pathVariables);
        return ResponseEntity.ok().contentType(MediaType.APPLICATION_JSON).body(new
NotesRepresentation(entity));
    }
}

```

Example 7.113. *NotesEntityController* for notes list

The example returns a list of all notes of the `NotesService`. In addition to this, you can change the list. Have a look at the code of the put mapping:

```

@PutMapping
public ResponseEntity<NotesRepresentation> setRepresentation(@NonNull
Map<String, String> pathVariables,
                                                                    @RequestBody
final Map<String, Object> json) {
    //noinspection unchecked
    notesService.setNotes((List<Note>) json.get("notes"));
    NoteList entity = getEntity(pathVariables);
    return ResponseEntity.ok().contentType(MediaType.APPLICATION_JSON).body(new
NotesRepresentation(entity));
}

```

Example 7.114. *Put mapping* for notes list

The changed properties of the `NotesList` will be passed via the `RequestBody`. You can expect that its structure is the same as in the `NotesRepresentation`, so the property `notes` will contain the changed list of notes.

As a last step, you have to add the Spring bean to your Spring configuration:

```
@Bean
public NotesEntityController notesEntityController(NotesService notesService)
{
    return new NotesEntityController(notesService);
}
```

*Example 7.115. Adding Spring bean to Spring configuration*

Again, the Java part is finished and you can rebuild the extension and restart Studio.

## 7.27.6 REST Linking [Studio RemoteBeans]

Since you have created another `EntityController`, you have to declare the matching remote beans the same way you already did for the Note remote bean. That means, you have to declare the interface

```
public interface Notes extends RemoteBean {
    function getNotes():Array;
}
```

*Example 7.116. Interface for remote bean for notes list*

and the implementing class

```
[RestResource(uriTemplate="notes")]
public class NotesImpl extends RemoteBeanImpl implements Notes {
    public function NotesImpl(uri:String) {
        super(uri);
    }

    public function getNotes():Array {
        return get('notes');
    }
}
```

*Example 7.117. Implementing class for remote bean for notes list*

and finally tell Studio that a new remote bean type is there. So the configuration section of your custom Studio plugin would look like:

```
<editor:configuration>
  <editor:RegisterRestResource beanClass="{NoteImpl}"/>
  <editor:RegisterRestResource beanClass="{NotesImpl}"/>
</editor:configuration>
```

*Example 7.118. Register remote bean with Studio*

Rebuild and reload Studio. Once you are logged in, test the new REST controller manually by invoking the following URL in another browser tab: `http://local`

`host:43080/rest/api/notes/` (the path may differ depending on your setup).  
As a result you should see

```
{
  notes: [
    {
      $Ref: "notes/note/1"
    },
    {
      $Ref: "notes/note/2"
    }
  ]
}
```

*Example 7.119. Test result of remote bean*

Note that not the plain JSON of the entities is serialized, but the references to them instead. For every class that is part of a representation a lookup is made if there is a corresponding `EntityController` declared for it. If true, the link to this controller is serialized instead of the linked entity.

### WARNING

The serialization and deserialization of entities consumed or produced by the `EntityController` is never handled by the controller itself. Please do not make any assumptions on how serialization and deserialization is implemented in your code, as this is not part of the Public API.



Invoke this inside `ActionScript`:

```
var notes:Notes = beanFactory.getRemoteBean('notes') as Notes;
notes.load(function(loader:Loader):void {
    trace('I have ' + loader.getNotes().length + ' notes');
});
```

*Example 7.120. Invoke notes in ActionScript*

The code looks similar to the previous example. The matching remote bean is created and loaded and the status of the bean is logged to the console. Note that only the `Notes` bean has been loaded through this code. The child elements must be loaded separately, so to display everything you can do something like this:

```
var notes:Notes = beanFactory.getRemoteBean('notes') as Notes;
notes.load(function(loader:Loader):void {
    trace('I have ' + loader.getNotes().length + ' notes');

    loader.getNotes()[0].load(function(note1:Note):void {
        trace(note1.getDescription());
    });

    loader.getNotes()[1].load(function(note2:Note):void {
        trace(note2.getDescription());
    });
});
```

```
});
});
```

*Example 7.121. Display child elements of notes list*

The output will look like this:

```
AS3: I have 2 notes
AS3: I have to write a real storage for this!
AS3: And a lot of other stuff too!
```

*Example 7.122. Output of notes list*

You can also change this list. Reverse, for example, the order of the notes in the list:

```
notes:Notes = beanFactory.getRemoteBean('notes') as Notes;
notes.set("notes", notes.getNotes().slice().reverse());
```

*Example 7.123. Reverse order of notes list*

## WARNING

Please mind that `slice()` is called before the array is reversed. You should not directly change the result of `getNotes()` as this has unintended side effects.



Now, inspect the request header of the resulting PUT request:

```
{
  "notes": [
    {
      "$Ref": "notes/note/2"
    },
    {
      "$Ref": "notes/note/1"
    }
  ]
}
```

*Example 7.124. Request header of PUT request*

As you can see the entities are once again serialized by only using the references to the single notes handled by the `NoteEntityController`. When receiving the new list in the `NotesEntityController`'s `@PutMapping` the references are already resolved and you do not need to take care of that.

## 7.28 Multiple Previews Configuration

Starting with version 2007.1, CoreMedia supports multiple previews, using a content based configuration. The content based configuration style takes the requirements of a cloud style deployment into account, where a configuration file or environment variable based configuration requires a new deployment and/or a server restart. The content based configuration enables the studio user to add or remove a preview at any time. While this approach is very convenient, there is one drawback. Using a replicated content repository on other installations, i.e. in a stage/live deployment scenario, may become difficult, as some of the configuration values may not fit in a different scenario.

Multiple previews can be enabled and configured using one or more CMSettings documents in well known folders. If none of these documents exist or all contained previews are disabled, the standard single preview is used as the default preview, thus maintaining downward compatibility.

The default location of a CMSettings document to configure one or more global previews is this repository path:

```
All Content/Settings/Options/Settings/Multi Preview
```

Additionally, it is also possible to restrict one or more previews to a single site. In this case, another CMSettings document is expected below a sites folder at the relative path

```
Options/Settings/Multi Preview
```

The names of the CMSettings documents are freely choosable. Among others, the aforementioned, well known paths and the document type for the settings are configurable via `application.properties` at deployment level. For a complete list of all deployment level configuration options for the multi preview, please refer to the deployment manual.

### 7.28.1 Configuration of a preview

Studio supports two types of preview services.

- **Preview URL Provider:** The preview provider delivers a ready to use preview url, which will be displayed directly in the preview frame.
- **Preview URL Service Provider:** The preview provider delivers the url to a (potentially external) preview url service, which in turn delivers the real preview url.



neither mandatory nor must be unique, he should be choosen carefully. To give an example, previews, restricted to a site, may use an abbreviated site name, while global previews may use a more common preview name.

<b>enabled</b>	Boolean flag to en- or disable a preview. Defaults to false, if missing!
<b>userGroupAllowList</b>	An array of strings, containing usergroup names who are permitted to use this preview. If empty or missing, all studio users are eligible to use this preview.
<b>previewUrlAllowList</b>	An array of strings, containing endorsed urls for the preview additionally to those, delivered automatically by the preview providers. This is list is merged with all other endorsed urls of all configured previews, preview providers and of application properties, in order to control the urls in the preview frame and prevent CSRF.
<b>connectSrcAllowList</b>	An array of strings, containing endorsed connect sources for the studio additionally to those, delivered automatically by the preview providers. This is list is merged with all other endorsed connect sources of all configured previews, preview providers and of application properties.
<b>urlTransformationsDisabled</b>	Boolean flag to en- or disable the transformation of the preview URL by the Studio client (in most cases the addition of further query parameters for preview date, selected persona etc.). Note that these transformations are always enabled for a preview service URL (see section <a href="#">Section 7.28.7, "Generic Preview URL Service Provider" [300]</a> below). This flag decides on the enablement of transformations for the final preview URL.
<b>config</b>	A struct containing preview provider specific configuration values.

## 7.28.2 CAE Preview Provider

The CAE preview provider is meant to replace the standard single preview. By default, it uses the same deployment level configuration from `application.properties`. In order to

enable the CAE preview provider, please create a CMSettings document, add a struct array named 'previews' and add a struct with these keys:

<b>id</b>	Freely choosable, unique preview id, e.g. 'caePreview'
<b>providerId</b>	caePreviewProvider
<b>displayName</b>	Non localized display name for the preview selection, e.g. 'CAE Preview'
<b>enabled</b>	true

## Provider specific config keys

<b>previewHost</b>	By default, the CAE preview provider uses the deployment level configuration value 'studio.previewUrlPrefix' of the application properties file. Using 'previewHost', that value can be overwritten by the settings document.
--------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

## Preview CAE Configuration

Studio requests need to be whitelisted in the Preview CAE.

```
cae.preview.crossdomain-whitelist=https://studio.[hostname]
```

## 7.28.3 Headless Preview Provider

The Headless preview provider offers a preview on the JSON encoded content, delivered by the headless server. In order to enable the Headless preview provider, add a struct to the 'previews' array with these keys:

<b>id</b>	Freely choosable, unique preview id, e.g. 'headlessPreview'
<b>providerId</b>	headlessPreviewProvider
<b>displayName</b>	Non localized display name for the preview selection, e.g. 'JSON Preview'
<b>enabled</b>	true

## Provider specific config keys

<code>previewHost</code>	Headless preview provider uses the deployment level configuration value 'studio.multipreview.headlessPreviewHost'. Using 'previewHost', that value can be overwritten by the settings document.
--------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### 7.28.4 Commerce Headless Preview Provider

The Commerce Headless Preview Provider offers a preview on the JSON encoded commerce objects and augmenting content, delivered by the headless server. In order to enable the Commerce Headless Preview Provider, add a struct to the 'previews' array with these keys:

<code>id</code>	Freely choosable, a preview id, e.g. 'commerceHeadlessPreview'
<code>providerId</code>	commerceHeadlessPreviewProvider
<code>displayName</code>	Non localized display name for the preview selection, e.g. 'JSON Preview'
<code>enabled</code>	true

## Provider specific config keys

<code>previewHost</code>	Headless preview provider uses the deployment level configuration value 'studio.multipreview.headlessPreviewHost'. Using 'previewHost', that value can be overwritten by the settings document.
--------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

### 7.28.5 Studio URI-Template Preview Provider

The studio URI-Template Preview Provider offers the possibility to define a URI template, which points to any desired preview endpoint. The template uses predefined template variables (as described below) to calculate most any desired preview url, e.g. a URL to a restful preview endpoint for a progressive web app (pwa) or a single page application. In order to enable the uri template preview provider, add a struct to the 'previews' array with these keys:

id	Freely choosable, unique preview id, e.g. 'myPWAPreview'
providerId	genericStudioPreviewProvider
displayName	Non localized display name for the preview selection, e.g. 'PWA Preview'
enabled	true

## Provider specific config keys

uriTemplate	The uri template (spring boot style) to calculate/evaluate the preview url.  Example: https://my-pwa-host.de/preview/{numericContentId}/{contentType}/{previewDateRFC1123}
-------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

These template variables are available to the uri template:

contentId	Contains the schemed content id, like 'coremedia:///cap/content/550'
numericContentId	Contains only the numeric part of the content id.
contentType	The Type of the content object, e.g CMChannel.
previewDate	The preview date as used by studio client, formatted as: 'dd-MM-yyyy HH:mm VV'
previewDateRFC1123	The preview date, formatted accordingly to RFC 1123, which is commonly used for date http headers: 'EEE, dd MMM yyyy HH:mm:ss zzz'
view	The type of the request preview, e.g. fragmentPreview.

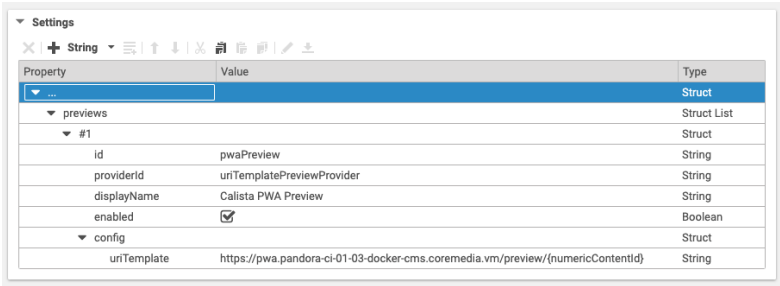


Figure 7.10. Example configuration of the Generic URI-Template Preview Provider

## 7.28.6 Common URI-Template Preview Provider

The common URI-Template Preview Provider is very similar to the previous preview provider. In contrast to the studio URI-Template Preview Provider, this more common alternative is not bound to a studio controller endpoint, which is used to prettify the querystring of the runtime parameters of the studio. These are the supported configuration keys:

<b>id</b>	Freely choosable, unique preview id, e.g. 'myPWAPreview'
<b>providerId</b>	uriTemplatePreviewProvider
<b>displayName</b>	Non localized display name for the preview selection, e.g. 'PWA Preview'
<b>enabled</b>	true

## 7.28.7 Generic Preview URL Service Provider

In contrast to the generic URI template preview provider, the generic preview URL service provider does not provide the URL to the previewable content. Instead the URL to an external preview URL service is provided, which is responsible to deliver the effective preview url for the content.

The url to the preview service is configured very similar to the generic URI template preview provider. The provided url of the preview url service is extended by client side runtime query parameters for example like this:

```
https://my-preview-url-service.de/previewurl/550?contentType=CMChannel&previewDate=XXXX&view=XXX&userVariant=&userVariantTS=1592902149681&p13n_test=true&contentTimestamp=48634
```

In this example, the full querystring was appended by the studio client to the url of the basic preview url service ('https://my-preview-url-service.de/previewurl/550').

The appended querystring is added at runtime and cannot be altered. An external preview url service has to implement this 'contract'. This means, if the service wishes to support e.g. the preview date, he has to use the predefined date format and the query parameter name 'previewDate'.

## MULTIPLE PREVIEWS IN STUDIO

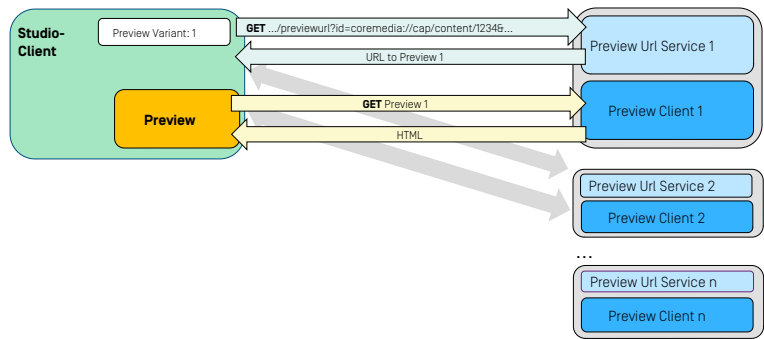


Figure 7.11. Studio with multiple Previews

In order to enable the generic preview URL service provider, add a struct to the 'previews' array with these keys:

id	Freely choosable, unique preview id, e.g. 'myPWAPreviewUrlService'
providerId	previewUrlServicePreviewProvider
displayName	Non localized display name for the preview selection, e.g. 'PWA Preview'
enabled	true

## Provider specific config keys

uriTemplate	The uri template (spring boot style), to calculate/evaluate the url to the preview url service.  Example: <code>https://my-pwa-host.de/previewurl/{numericContentId}</code>
-------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

These template variables are available to the uri template:

contentId	Contains the schemed content id, like 'coremedia:///cap/content/550'
numericContentId	Contains only the numeric part of the content id.
contentType	The Type of the content object, e.g CMChannel.

These request query parameters are appended automatically by studio client.

contentType	The Type of the content object, e.g CMChannel.
-------------	------------------------------------------------

<b>previewDate</b>	The preview date as used by studio client, formatted as: 'dd-MM-yyyy HH:mm VV'
<b>view</b>	The type of the request preview, e.g. fragmentPreview.

## 7.28.8 Public API of the Preview Url Service

While the studio server already uses the preview url service, it is possible to extend the service by providing additional preview providers or by integrating the preview url service in a different environment than the studio server, e.g. as microservice to an external preview.

### Developing a custom PreviewProvider

Whenever the delivered preview providers don't meet the requirements for a special preview, it is possible to implement your own preview provider. Implementations may use the base implementation `AbstractContentPreviewProvider`, which preimplements some more common aspects, like checking the preview settings for restrictions to a site or certain content types. (see the JavaDocs for details).

```
public class CustomPreviewProvider extends AbstractContentPreviewProvider
{
    public CustomPreviewProvider(SitesService sitesService) {
        super(sitesService);
    }
    ...
}
```

A very basic example of an implementation has to implement these additional methods:

```
@Override
public Optional<Preview> getPreviewUrl(
    Content entity,
    PreviewSettings previewSettings,
    Map<String, Object> parameters
) {
    return Optional.of(
        Preview.of(
            previewSettings,
            "https://mypreviewservice.com/path/to/service/" + entity.getId(),
            isPreviewUrlService()
        )
    );
}
@Override
public boolean isPreviewUrlService() {
    return false;
}
@Override
public boolean validate(PreviewSettings previewSettings) {
```

```
    return true;
}
```

The example above 'calculates' direct preview urls, so `isPreviewUrlService()` has to return 'false'.

The calculation in this example is very static, eliminating the need to validate any configuration of the preview settings. More sophisticated implementations may validate the values of the given 'previewSettings'. The validate method is invoked by the preview url service, whenever the configuration of a preview is changed, added or removed. If the validation fails (returning `false`), the preview will not become available through the preview url service.

## Adding a custom PreviewProvider to the PreviewUrlService

Any `PreviewProvider` must be created as a spring bean. The most convenient way is, to create an additional spring boot configuration class and provide a factory method for all additional providers. The preview url service 'sees' all beans of the type `PreviewProvider` and registers them. To use them, you have to use the providers bean name (in this example 'myCustomPreviewProvider') in the corresponding configuration document.

```
@Configuration
public class CustomPreviewUrlServiceConfig {
    @Bean
    public PreviewProvider<Content> myCustomPreviewProvider(
        SitesService sitesService
    ) {
        return new CustomPreviewProvider(sitesService);
    }
}
```

## Obtaining the PreviewUrlService in studio server

The preview url service in the studio server can be obtained simply by referencing it by its' interface. Let's say, we want to implement a new REST service and want to use the preview url service. The basic approach using plain spring boot would be:

```
@RestController
public class CustomRestController {
    private final PreviewUrlService previewUrlService;
    public CustomRestController(PreviewUrlService previewUrlService) {
        this.previewUrlService = previewUrlService;
    }
}
```

```
} ...
```

## Obtaining the PreviewUrlService independently from studio server

By adding the following maven dependency to your extension, the preview url service will be automatically instantiated as a spring bean by the means of spring boot. The bean is visible under the name 'contentPreviewUrlService'.

```
<dependency>
  <groupId>com.coremedia.cms</groupId>
  <artifactId>preview-url-service</artifactId>
</dependency>
```

To use the preview url service, the service needs to be configured by offering one or more preview providers. The providers must be created as described above, using a spring boot configuration class.

Please read the JavaDocs for detailed informations about the PreviewUrlService and PreviewProvider.

## 8. Security

In this chapter you will get to know about security mechanisms in *CoreMedia Studio*. This chapter does not cover general deployment aspects but focuses on application level security topics.

## 8.1 Preview Integration

It is recommended to serve the preview application and *CoreMedia Studio* application from different origins (the origin includes protocol, host, port), as described in [Section 3.4, "Basic Preview Configuration" \[23\]](#). By separating the application origins, the browser ensures that both applications run independently in their own environment without direct access to each other (see Same-origin policy). Potential vulnerabilities in the preview application can not automatically propagate into the Studio application and vice versa.

It is highly recommended serving both, *CoreMedia Studio* and the embedded preview over HTTPS. The unencrypted HTTP protocol should only be used in a well separated development environment. Due to several browser constraints regarding mixed content it is highly discouraged to serve *CoreMedia Studio* and the embedded preview over different protocols.

## 8.2 Content Security Policy

Cross-site scripting (XSS) vulnerabilities are a severe threat for all high profile web applications like *CoreMedia Studio*. While conscientious output escaping always has to be the first choice in order to avoid cross-site scripting attacks, most modern web browsers offer a new standard called Content Security Policy (CSP) as a second line of defense [see <http://www.w3.org/TR/CSP/>].

### Default Policy

The standard Blueprint *CoreMedia Studio* enables Content Security Policy by default. It configures at least the following default CSP directives in the browser.

```
default-src 'none';
style-src 'self' 'unsafe-inline';
script-src 'self' 'unsafe-eval';
img-src 'self';
connect-src 'self';
object-src 'self';
font-src 'self';
media-src 'self';
manifest-src 'self';
frame-src <YOUR_PREVIEW_ORIGIN>
```

The configuration represents the minimum set of directives to comply with the Studio's and its third-party library requirements. Both, the `unsafe-inline` value of the `style-src` directive and the `unsafe-eval` value of the `script-src` directive are required by Ext JS.

### Customize Policy

Each of the CSP directives that are included in the default configuration plus the `report-uri` directive can be easily customized.

#### CAUTION

Note, that weakening the policy settings can have severe effects on the application's security. Especially re-enabling inline script execution is considered harmful as it thwarts all efforts to prevent XSS.



Customization is done via a set of `studio.security.csp.*` properties in the `WEB-INF/application.properties` property file of the *Studio Server* web application. Each property is responsible for one Content Security Policy directive.



## NOTE

Please note that for legacy reasons the configuration needs to be done in the *Studio Server*. The *Studio Client* will reuse the CSP directives by sending a request to the *Studio Server* and dynamically creating a meta HTML element which adds the directives before the actual *Studio Application* is bootstrapped.

- `studio.security.csp.scriptSrc`: Takes a list of values for the script-src policy directive. Default values are `'self', 'unsafe-eval'`.
- `studio.security.csp.styleSrc`: Takes a list of values for the style-src policy directive. Default values are `'self', 'unsafe-inline'`.
- `studio.security.csp.frameSrc`: Takes a list of values for the frame-src policy directive. The hierarchy of default values for this directive is as follows.
  - `studio.previewUrlWhitelist` values if specified.
  - Schema and authority of `studio.previewUrlPrefix` if specified.
  - `'self'`
- `studio.security.csp.connectSrc`: Takes a list of values for the connect-src policy directive. Default value is `'self'`.
- `studio.security.csp.fontSrc`: Takes a list of values for the font-src policy directive. Default value is `'self'`.
- `studio.security.csp.imgSrc`: Takes a list of values for the img-src policy directive. Default value is `'self'`.
- `studio.security.csp.mediaSrc`: Takes a list of values for the media-src policy directive. Default value is `'self'`.
- `studio.security.csp.objectSrc`: Takes a list of values for the object-src policy directive. Default value is `'self'`.
- `studio.security.csp.reportUri`: Takes a list of values for the report-uri policy directive. If no custom list is provided, the directive is not included in the CSP directives.

Here is an example how an adapted property would look like.

```
studio.security.csp.objectSrc='self',www.exampleDomain.com
```

## Using frame-ancestors directive

The frame-ancestors directive is used to defend clickjacking attacks. Due to the way the *Studio Client* defines its CSP directives, it cannot be configured via `WEB-INF/application.properties`. This is because the CSP standard does not support setting this directive in meta HTML elements.

In order to configure the directive you need to adjust the configuration of the web server so it provides a corresponding CSP HTTP header. Our default docker and chef deployments will already set the frame-ancestors to `'self'`.

Please note that the frame-ancestors directive is part of the Content Security Policy Level 2 standard which is not yet supported by all the browsers that support Content Security Policy Level 1. If required, similar functionality can be achieved for 'legacy' browsers by setting an appropriate `X-Frame-Options` header in the web server delivering the *Studio Client*.

## Write CSP Compliant Code

According to the default policy, inline JavaScript will not be executed. This restriction bans both inline script blocks and inline event handlers (for example `onclick="..."`). The first restriction wipes out a huge class of cross-site scripting attacks by making it impossible to accidentally execute scripts provided by a malicious third-party. It does, however, require a clean separation between content and behavior (which is good practice anyway). The required code changes for inline JavaScript code can be summarized as follows:

- Inline script blocks needs to move into external JavaScript files.
- Inline event handler definitions must be rewritten in terms of `addEventListener` and extracted into component code.

CSP violations can be easily discovered by monitoring the browser console. All violations are logged as errors including further details about the violation type and culprit.

## Customize CSP Mode

*CoreMedia Studio* can run in one of four supported CSP modes.

- **ENFORCE**: Full CSP protection is enabled. All directives are enforced and reported.
- **ENFORCE\_ALLOW\_DISABLE**: Enable full CSP protection unless the `disableCsp` query parameter is set to 'true'. This mode is not recommended for a production environment.
- **REPORT**: CSP protection is enabled in report only mode. All violations are reported using the `report-uri` directives configured in `studio.security.csp.reportUri` but the directives are not enforced. This mode is not recommended for a production environment.
- **DISABLE**: CSP protection is disabled. This setting is not recommended.

The configuration is done via the `studio.security.csp.mode` key of the `WEB-INF/application.properties` property file of the *Studio Server* web application.

## 8.3 Single Sign On Integration

The default *CoreMedia Studio* authentication process is implemented based on Spring Security. Due to this open standard it is possible to replace the standard authentication mechanism with a common redirect based SSO system like *Atlassian Crowd* or *CAS*. While the authentication process can be replaced, the *CoreMedia Content Server* still needs to have a matching user provider configured in order to perform a fine grained authorization. Please refer to the Content Server Manual for further details about user providers.

This documentation does not replace the SSO manufacturers manual about how to integrate with Spring Security. This section only covers *CoreMedia Studio* specific adjustments that need to be made to a generic integration.

### WARNING

Do not modify the authentication process and the Spring Security filter chain unless you know what you are doing. An improperly configured security context can cause severe security issues.



### Custom Component

The first step to integrate with a single sign on system is to create a custom component as replacement for the `editing-rest-security-component`. The `editing-rest-security-component` contains the configuration for the default built-in authentication process. It is not required anymore once there is a SSO integration in place. To replace the component simply replace the `editing-rest-security-component` dependency in the `pom.xml` of the `studio-blueprint-component` with a dependency on the new component.

For further details about component artifacts and how to create them, please refer to the section *Application Architecture* in the [Blueprint Developer Manual].

### Generic Spring Security Context

The new component has to provide a Spring Security context that holds all the required configuration to authenticate users against your SSO system. Simply create a Spring `@Configuration` class in the new component which is included by a `spring.factories` configuration and which extends `org.springframework.security.config.annotation.web.configuration.WebSecurityConfigurerAdapter`. Also make sure, to include the following import statement.

```
@Configuration
@EnableWebSecurity
@Import({EditingRestSecurityBaseConfiguration.class, EditingRestSecurityFilters.class})
public class EditingRestSecurityConfiguration extends WebSecurityConfigurerAdapter {
    ...
}
```

### Example 8.1. Import base context

Next, create a generic Spring Security context based on the SSO manufacturer's documentation.

## Studio Spring Security Context

The core elements of a Spring Security context are the `HttpSecurity` and the `AuthenticationManager` beans. The `HttpSecurity` bean is the parent of all functionality related to the web, the `AuthenticationManager` holds the configured `AuthenticationProvider`. They are configured via the different `configure()` methods of `WebSecurityConfigurerAdapter`.

Your generic Spring security configuration for a redirect-based SSO solution could look something like:

```
@Configuration
@EnableWebSecurity
@Import({EditingRestSecurityBaseConfiguration.class, EditingRestSecurityFilters.class})
public class EditingRestSecurityConfiguration extends WebSecurityConfigurerAdapter {

    @Override
    protected void configure(
        AuthenticationManagerBuilder auth) {
        auth.authenticationProvider(YOUR_AUTHENTICATION_PROVIDER);
    }

    @Override
    protected void configure(HttpSecurity http) throws Exception {
        http
            .addFilterAt(YOUR_LOGIN_FILTER, UsernamePasswordAuthenticationFilter.class)
            .addFilterAt(YOUR_LOGOUT_FILTER, LogoutFilter.class)
            .httpBasic().authenticationEntryPoint(YOUR_ENTRY_POINT)
            .and()
            .authorizeRequests()
            .antMatchers("/api/**").hasRole("YOUR_AUTHORITY")
            .antMatchers("/index.html").hasRole("YOUR_AUTHORITY")
            .antMatchers("/api/**")
            .access("hasRole('YOUR_AUTHORITY') or hasRole('ANONYMOUS')")
            .and()
            .sessionManagement().sessionAuthenticationStrategy(sessionFixationProtectionStrategy())
            .and()
            .csrf().requireCsrfProtectionMatcher(YOUR_CSRF_REQUEST_MATCHER);
    }

    @Bean
    SessionFixationProtectionStrategy sessionFixationProtectionStrategy() {
        SessionFixationProtectionStrategy sessionFixationProtectionStrategy = new
        SessionFixationProtectionStrategy();
        sessionFixationProtectionStrategy.setMigrateSessionAttributes(false);
        return sessionFixationProtectionStrategy;
    }
}
```

```
} ...
```

### Example 8.2. Spring Security context

The special intercept URL for the theme importer is only necessary if the theme importer is deployed with Studio in one web application. It takes care of its own API key based authentication and can coexist with the SSO integration.

## Login

*CoreMedia Studio* only imposes very minimal constraints to the login process.

Depending on the chosen SSO system the login itself is either performed by a Spring Security filter (internal login page) or an external system (external login page). The only requirement for this part of the login is that at least one recognizable authority is granted to the authenticated user. This authority needs to match the one in the `authorizeRequests()` elements of the Spring Security `HttpSecurity` configuration.

The second requirement for the login procedure involves the authentication entry point referenced in the `HttpSecurity` configuration. The entry point implementation for a redirect based SSO system usually does some sort of redirect to a login page. While this is sensible behavior for a 'normal' request, it is not expected for *Studio* REST calls which are `XmlHttpRequests` to a dedicated `/api` path. The *Studio* REST client cannot handle redirects to pages reasonably. Unauthenticated REST calls should trigger a 403 response instead.

By default the *Studio* client shows a local login page if it detects that no user is logged in. Because this behavior is not appropriate in an SSO setting, you should set the *Studio* backend property `studio.loginUrl` to the SSO login page. The *Studio* frontend will then forward the user to the login page, if no current session can be found. Alternatively, you can protect the web server that delivers the *Studio* frontend in such a way that it redirects to the SSO login page immediately, if no existing SSO session can be found. The details of this procedure depend on you web server and SSO solution.

## Authorization

In addition to the authorization happening in the *Content Server* Spring Security is used to perform a pre-authorization at HTTP level. For a redirect based SSO system, it is best practice to pre-authenticate all requests to the REST API (`/api` path) and to the `index.html`. A set of `authorizeRequests()` elements in the `HttpSecurity` configuration checks for the granted authority that the SSO system assigns to authenticated users.

## Logout

*CoreMedia Studio* expects a logout listener to listen to POST requests the context relative path `/logout`. It has to trigger at least the default Spring Security `SecurityContextLogoutHandler` and the predefined `capLogoutHandler` bean. While the `SecurityContextLogoutHandler` resets the security context, the

`capLogoutHandler` ensures that all `CapConnections` for the current user are closed and released.

The logout listener must not listen to GET requests as this might result in a CSRF vulnerability. For simplicity reasons you can use the `logoutRequestMatcher` bean from the base security context.

A simple logout filter might look similar to this:

```
@Bean
LogoutFilter logoutFilter(CapLogoutHandler capLogoutHandler,
                        RequestMatcher logoutRequestMatcher) {
    LogoutFilter logoutFilter = new LogoutFilter(
        YOUR_LOGOUT_SUCCESS_HANDLER,
        capLogoutHandler,
        new SecurityContextLogoutHandler());
    logoutFilter.setLogoutRequestMatcher(logoutRequestMatcher);
    return logoutFilter;
}
```

### Example 8.3. Logout filter

Depending on the chosen SSO system it might be required to add another SSO specific logout handler or define additional single sign out filters in the Spring Security filter chain.

## Other Configuration

You need to include a `csrf()` and a `sessionManagement()` configuration in your `HttpSecurity` settings.

The `csrf()` configuration is used to enable the Spring Security CSRF protection. It must be enabled for all vulnerable HTTP verbs like `POST`, `PUT`, `DELETE`, the *Studio* client ensures that a valid token is included in the affected requests.

The `sessionManagement()` configuration together with the `SessionFixationProtectionStrategy` bean attribute is used to explicitly enable the Spring Security session fixation protection.

## User Finder

After finishing the configuration of the Spring Security context, there is one last *Studio* specific step to do.

So far you have set up a Spring Security context that is using the default Spring Security authentication providers and user detail services for your SSO system to authenticate users and load user details. These user details are usually represented by a SSO specific details object linked to the Spring Security `Authentication` object.

While keeping the default implementations in the authentication process hugely simplifies the SSO configuration, *CoreMedia Studio* still needs to know the matching

`com.coremedia.cap.user.User` for the current SSO specific user details. Each individual Unified API operation has to be performed in the name of the currently authenticated User in order to be able to perform a fine grained authorization in the *CoreMedia Content Server*. To do this mapping between SSO specific user details and a User for the chosen SSO system, you have to implement a `SpringSecurityCapUserFinder`.

The `SpringSecurityCapUserFinder` interface consists of only one method that finds a User for a given Authentication object. In order to write a finder for the chosen SSO system you can simply extend the `AbstractSpringSecurityCapUserFinder` that already has a `CapConnection` available.

```
public class XYZSpringSecurityCapUserFinder
    extends AbstractSpringSecurityCapUserFinder
    implements SpringSecurityCapUserFinder {

    @Override
    public User findCapUser(Authentication authentication) {
        Object principal = authentication.getPrincipal();
        if (principal instanceof XYZ) {
            String username = GET_USER_NAME_FROM_USER_DETAILS;
            return getCapConnection().getUserRepository()
                .getUserByName(username, DOMAIN);
        }
        return null;
    }
}
```

Example 8.4. User finder

The custom user finder is enabled by replacing the Spring bean `springSecurityCapUserFinder` in the Spring context.

```
<customize:replace id="customSpringSecurityCapUserFinder"
    bean="springSecurityCapUserFinder">
    <bean class="XYZSpringSecurityCapUserFinder"
        parent="abstractSpringSecurityCapUserFinder"/>
</customize:replace>
```

Example 8.5. Enable user finder

## Session Tracking Mode

In order to prevent the `JSESSIONID` from appearing as an URL parameter it is recommended to add the following configuration to your `web.xml` file:

```
<session-config>  
  <tracking-mode>COOKIE</tracking-mode>  
</session-config>
```

## 8.4 Auto Logout

*CoreMedia Studio* provides two complementing mechanisms for automatically logging out inactive users: server-side session management and client-side activity tracking.

Jointly, these two algorithms keep the number of active sessions to a minimum, reducing the opportunity for an attacker to hijack a *Studio* session. The session timeouts for these algorithms can be configured separately. You should strive for a balance between security and user convenience.

### Server-Side Session Management

A login to *CoreMedia Studio* is supported by a servlet session that is established with the web application container. If the client application in the browser does not contact the web application for a certain time, the servlet session will be closed by the container.

When the servlet session dies and the *Studio* client contact the server again, the condition will be detected and an appropriate error message is shown. The user will need to log in again.

Note that this timeout appears typically when the browser is closed or when the client machine is suspended or shut down. As long as *Studio* is open in a running browser, it continually fetches events from the server using HTTP requests. These requests keep the session alive.

You can configure the timeout in the `web.xml` file of the *Studio* web application. Most containers set a default value of 30 minutes. Because the *Studio* client contacts the server at least every 20 seconds, you may opt to reduce the timeout significantly. You should not reduce it to less than a couple of minutes, though, so that temporary network problems do not cause *Studio* to disconnect.

### Client-Side Activity Tracking

In order to detect that the user is not interacting with a running *CoreMedia Studio*, a client-side process continually detects mouse movements and write requests, which provide a good indication of use activity.

When the user is inactive for too long, the *CoreMedia Studio* session is closed and the login screen is shown again. This timeout can be configured using the application property `studio.security.autoLogout.delay`. By default, the timeout is set to 30 minutes.

## 8.5 Logging

In order to support the detection of attacks and analysis of incidents, authentication failures as well as successful authentication events are logged by *CoreMedia Studio*.

[Example 8.6, "Example Output" \[317\]](#) shows some typical log entries.

```
2015-07-07 13:43:30 [WARN]
  Http401AuthenticationFailureHandler [] -
  Failed login - User: Rick,
  IP: 127.0.0.1 (http-bio-8080-exec-8)
2015-07-07 13:51:11 [INFO]
  Http200AuthenticationSuccessHandler [] -
  Successful login - User: Rick (coremedia:///cap/user/8),
  IP: 127.0.0.1 (http-bio-8080-exec-6)
```

*Example 8.6. Example Output*

### Marker Hierarchy

To get a better overview of security events you might want to duplicate or even redirect such events to extra access logs. To do so *CoreMedia Studio* uses a SLF4j Marker hierarchy

- **coremedia** - root marker
  - **security** - security related entries
    - **authentication** - for example login or logout events
    - **authorization** - events such as missing rights for certain actions

*Example 8.7. Marker Hierarchy*

### Filtering

Filtering log entries is described in [Logback's Online Documentation, Chapter 7: Filters](#). To redirect or duplicate security related log events you will define a filter for an appender using the [JaninoEventEvaluator](#). Mind that you will require a runtime dependency on `org.codehaus.janino:janino`.

```
<appender name="access"
  class="ch.qos.logback.core.FileAppender">
  <filter class="ch.qos.logback.core.filter.EvaluatorFilter">
    <evaluator>
      <expression><![CDATA[
        marker != null && marker.contains("authentication");
      ]]></expression>
```

```

    </evaluator>
    <OnMismatch>DENY</OnMismatch>
    <OnMatch>ACCEPT</OnMatch>
  </filter>
  <encoder><pattern>${log.pattern}</pattern></encoder>
  <file>access.log</file>
</appender>

```

Example 8.8. Configure Access Log

Example 8.8, “Configure Access Log” [317] shows an example of how to log authentication events to a file named `access.log`. `marker` refers to a variable exported by `JaninoEventEvaluator` before parsing. Only authentication events will be logged here.

```

<appender name="security"
  class="ch.qos.logback.core.FileAppender">
  <filter class="ch.qos.logback.core.filter.EvaluatorFilter">
    <evaluator>
      <expression><![CDATA[
        marker != null && marker.contains("security");
      ]]></expression>
    </evaluator>
    <OnMismatch>DENY</OnMismatch>
    <OnMatch>ACCEPT</OnMatch>
  </filter>
  <encoder><pattern>${log.pattern}</pattern></encoder>
  <file>security.log</file>
</appender>

```

Example 8.9. Configure Security Log

Example 8.9, “Configure Security Log” [318] shows an example how to log any security related events to a file named `security.log`. As `security` contains `authentication`, also authentication log entries will go here.

```

<appender name="default"
  class="ch.qos.logback.core.FileAppender">
  <filter class="ch.qos.logback.core.filter.EvaluatorFilter">
    <evaluator>
      <expression><![CDATA[
        marker != null && marker.contains("security");
      ]]></expression>
    </evaluator>
    <OnMismatch>NEUTRAL</OnMismatch>
    <OnMatch>DENY</OnMatch>
  </filter>
  <encoder><pattern>${log.pattern}</pattern></encoder>
  <file>default.log</file>
</appender>

```

### *Example 8.10. Configure Default Log*

**Example 8.10, “Configure Default Log” [318]** shows an example for an appender which ignores any security related log entries. You might want to use this approach to hide login/logout entries from unauthorized personal.

```
<logger name="com.coremedia"
  additivity="false"
  level="info">
  <appender-ref ref="security"/>
  <appender-ref ref="access"/>
  <appender-ref ref="default"/>
</logger>
```

### *Example 8.11. Configure Logger*

**Example 8.10, “Configure Default Log” [318]** eventually binds all appenders to the given logger.

```
<turboFilter class="ch.qos.logback.classic.turbo.MarkerFilter">
  <Marker>security</Marker>
  <OnMatch>DENY</OnMatch>
</turboFilter>
```

### *Example 8.12. Suppress Security Logging*

**Example 8.12, “Suppress Security Logging” [319]** is just another example in case you completely want to suppress security log entries using so called turbo filters.

## 9. Configuration Reference

Different aspects of *CoreMedia Studio* can be configured with different properties. All configuration properties are bundled in the Deployment Manual [Chapter 4, *CoreMedia Properties Overview* in *Deployment Manual*]. The following links contain the properties that are relevant for *Studio*:

- Section 4.5.1, “Studio Configuration” in *Deployment Manual* contains properties for the general configuration of *Studio*.
- Section 4.5.2, “Preview URL Service Properties” in *Deployment Manual* contains properties for the Multi Preview Menu in *Studio*.
- Section 4.5.3, “Content Security Policy Configuration” in *Deployment Manual* contains properties for the configuration of the Content Security Policy [CSP] in *Studio*.
- Section 4.5.4, “Content Hub Configuration” in *Deployment Manual* contains properties for the configuration of for the *CoreMedia Content Hub*.
- Section 4.5.5, “Feedback Hub Configuration” in *Deployment Manual* contains properties for the configuration of for the *CoreMedia Feedback Hub*.
- Section 4.5.6, “Editorial Comments Configuration” in *Deployment Manual* contains properties for the configuration of for the *CoreMedia Editorial Comments* feature, which establishes a connection to the relational database..

# Glossary

Blob	Binary Large Object or short blob, a property type for binary objects, such as graphics.
CAE Feeder	Content applications often require search functionality not only for single content items but for content beans. The <i>CAE Feeder</i> makes content beans searchable by sending their data to the <i>Search Engine</i> , which adds it to the index.
Content Application Engine (CAE)	<p>The <i>Content Application Engine</i> [CAE] is a framework for developing content applications with <i>CoreMedia CMS</i>.</p> <p>While it focuses on web applications, the core frameworks remain usable in other environments such as standalone clients, portal containers or web service implementations.</p> <p>The CAE uses the Spring Framework for application setup and web request processing.</p>
Content Bean	A content bean defines a business oriented access layer to the content, that is managed in <i>CoreMedia CMS</i> and third-party systems. Technically, a content bean is a Java object that encapsulates access to any content, either to CoreMedia CMS content items or to any other kind of third-party systems. Various CoreMedia components like the CAE Feeder or the data view cache are built on this layer. For these components the content beans act as a facade that hides the underlying technology.
Content Delivery Environment	<p>The <i>Content Delivery Environment</i> is the environment in which the content is delivered to the end-user.</p> <p>It may contain any of the following modules:</p> <ul style="list-style-type: none"> <li>• <i>CoreMedia Master Live Server</i></li> <li>• <i>CoreMedia Replication Live Server</i></li> <li>• <i>CoreMedia Content Application Engine</i></li> <li>• <i>CoreMedia Search Engine</i></li> <li>• <i>Elastic Social</i></li> <li>• <i>CoreMedia Adaptive Personalization</i></li> </ul>
Content Feeder	The <i>Content Feeder</i> is a separate web application that feeds content items of the CoreMedia repository into the <i>CoreMedia Search Engine</i> . Editors can use the <i>Search Engine</i> to make a full text search for these fed items.

## Glossary I

Content item	In <i>CoreMedia CMS</i> , content is stored as self-defined content items. Content items are specified by their properties or fields. Typical content properties are, for example, title, author, image and text content.
Content Management Environment	<p>The <i>Content Management Environment</i> is the environment for editors. The content is not visible to the end user. It may consist of the following modules:</p> <ul style="list-style-type: none"><li>• <i>CoreMedia Content Management Server</i></li><li>• <i>CoreMedia Workflow Server</i></li><li>• <i>CoreMedia Importer</i></li><li>• <i>CoreMedia Site Manager</i></li><li>• <i>CoreMedia Studio</i></li><li>• <i>CoreMedia Search Engine</i></li><li>• <i>CoreMedia Adaptive Personalization</i></li><li>• <i>CoreMedia Preview CAE</i></li></ul>
Content Management Server	Server on which the content is edited. Edited content is published to the Master Live Server.
Content Repository	<i>CoreMedia CMS</i> manages content in the Content Repository. Using the Content Server or the UAPI you can access this content. Physically, the content is stored in a relational database.
Content Server	<p><i>Content Server</i> is the umbrella term for all servers that directly access the CoreMedia repository:</p> <p><i>Content Servers</i> are web applications running in a servlet container.</p> <ul style="list-style-type: none"><li>• <i>Content Management Server</i></li><li>• <i>Master Live Server</i></li><li>• <i>Replication Live Server</i></li></ul>
Content type	A content type describes the properties of a certain type of content. Such properties are for example title, text content, author, ...
Contributions	Contributions are tools or extensions that can be used to improve the work with <i>CoreMedia CMS</i> . They are written by CoreMedia developers - be it clients, partners or CoreMedia employees. CoreMedia contributions are hosted on Github at <a href="https://github.com/coremedia-contributions">https://github.com/coremedia-contributions</a> .
Controm Room	<i>Controm Room</i> is a <i>Studio</i> plugin, which enables users to manage projects, work with workflows, and collaborate by sharing content with other <i>Studio</i> users.
CORBA [Common Object Request Broker Architecture]	<p>The term <i>CORBA</i> refers to a language- and platform-independent distributed object standard which enables interoperation between heterogenous applications over a network. It was created and is currently controlled by the Object Management Group [OMG], a standards consortium for distributed object-oriented systems.</p> <p>CORBA programs communicate using the standard IIOP protocol.</p>

## Glossary |

CoreMedia Studio	<p><i>CoreMedia Studio</i> is the working environment for business specialists. Its functionality covers all the stages in a web-based editing process, from content creation and management to preview, test and publication.</p> <p>As a modern web application, <i>CoreMedia Studio</i> is based on the latest standards like Ajax and is therefore as easy to use as a normal desktop application.</p>
Dead Link	A link, whose target does not exist.
DTD	<p>A Document Type Definition is a formal context-free grammar for describing the structure of XML entities.</p> <p>The particular DTD of a given Entity can be deduced by looking at the document prolog:</p> <pre>&lt;!DOCTYPE coremedia SYSTEM "http://www.coremedia.com/dtd/coremedia.dtd"</pre> <p>There're two ways to indicate the DTD: Either by Public or by System Identifier. The System Identifier is just that: a URL to the DTD. The Public Identifier is an SGML Legacy Concept.</p>
Elastic Social	<p><i>CoreMedia Elastic Social</i> is a component of <i>CoreMedia CMS</i> that lets users engage with your website. It supports features like comments, rating, likings on your website. <i>Elastic Social</i> is integrated into <i>CoreMedia Studio</i> so editors can moderate user generated content from their common workplace. <i>Elastic Social</i> bases on NoSQL technology and offers nearly unlimited scalability.</p>
EXML	<p>EXML is an XML dialect used in former CoreMedia Studio version for the declarative development of complex Ext JS components. EXML is Jangaroo 2's equivalent to Apache Flex (formerly Adobe Flex) MXML and compiles down to ActionScript. Starting with release 1701 / Jangaroo 4, standard MXML syntax is used instead of EXML.</p>
Folder	<p>A folder is a resource in the CoreMedia system which can contain other resources. Conceptually, a folder corresponds to a directory in a file system.</p>
Headless Server	<p>CoreMedia Headless Server is a CoreMedia component introduced with CoreMedia Content Cloud which allows access to CoreMedia content as JSON through a GraphQL endpoint.</p> <p>The generic API allows customers to use CoreMedia CMS for headless use cases, for example delivery of pure content to Native Mobile Applications, Smart-watches/Wearable Devices, Out-of-Home or In-Store Displays or Internet-of-Things use cases.</p>
Home Page	<p>The main entry point for all visitors of a site. Technically it is often referred to as root document and also serves as provider of the default layout for all subpages.</p>
IETF BCP 47	<p>Document series of <i>Best current practice</i> (BCP) defined by the Internet Engineering Task Force (IETF). It includes the definition of IETF language tags, which are an abbreviated language code such as en for English, pt-BR for Brazilian Portuguese,</p>

	or nan-Hant-TW for Min Nan Chinese as spoken in Taiwan using traditional Han characters.
Importer	Component of the CoreMedia system for importing external content of varying format.
IOR (Interoperable Object Reference)	A CORBA term, <i>Interoperable Object Reference</i> refers to the name with which a CORBA object can be referenced.
Jangaroo	<i>Jangaroo</i> is a JavaScript framework developed by CoreMedia that supports ActionScript as an input language which is compiled down to JavaScript. You will find detailed descriptions on the Jangaroo webpage <a href="http://www.jangaroo.net">http://www.jangaroo.net</a> .
Java Management Extensions (JMX)	The Java Management Extensions is an API for managing and monitoring applications and services in a Java environment. It is a standard, developed through the Java Community Process as JSR-3. Parts of the specification are already integrated with Java 5. JMX provides a tiered architecture with the instrumentation level, the agent level and the manager level. On the instrumentation level, MBeans are used as managed resources.
JSP	JSP [Java Server Pages] is a template technology based on Java for generating dynamic HTML pages.  It consists of HTML code fragments in which Java code can be embedded.
Locale	Locale is a combination of country and language. Thus, it refers to translation as well as to localization. Locales used in translation processes are typically represented as IETF BCP 47 language tags.
Master Live Server	The <i>Master Live Server</i> is the heart of the <i>Content Delivery Environment</i> . It receives the published content from the <i>Content Management Server</i> and makes it available to the <i>CAE</i> . If you are using the <i>CoreMedia Multi-Master Management Extension</i> you may use multiple <i>Master Live Server</i> in a CoreMedia system.
Master Site	A master site is a site other localized sites are derived from. A localized site might itself take the role of a master site for other derived sites.
MIME	With Multipurpose Internet Mail Extensions (MIME), the format of multi-part, multimedia emails and of web documents is standardised.
MXML	MXML is an XML dialect used by Apache Flex (formerly Adobe Flex) for the declarative specification of UI components and other objects. CoreMedia Studio uses the Open Source compiler Jangaroo 4 to translate MXML and ActionScript sources to JavaScript that is compatible with Ext JS 6.
Personalisation	On personalised websites, individual users have the possibility of making settings and adjustments which are saved for later visits.
Projects	A project is a collection of content items in CoreMedia CMS created by a specific user. A project can be managed as a unit, published or put in a workflow, for example.

Property	<p>In relation to CoreMedia, properties have two different meanings:</p> <p>In CoreMedia, content items are described with properties (content fields). There are various types of properties, e.g. strings (such as for the author), Blobs (e.g. for images) and XML for the textual content. Which properties exist for a content item depends on the content type.</p> <p>In connection with the configuration of CoreMedia components, the system behavior of a component is determined by properties.</p>
Replication Live Server	<p>The aim of the <i>Replication Live Server</i> is to distribute load on different servers and to improve the robustness of the <i>Content Delivery Environment</i>. The <i>Replication Live Server</i> is a complete Content Server installation. Its content is an replicated image of the content of a <i>Master Live Server</i>. The <i>Replication Live Server</i> updates its database due to change events from the <i>Master Live Server</i>. You can connect an arbitrary number of <i>Replication Live Servers</i> to the <i>Master Live Server</i>.</p>
Resource	<p>A folder or a content item in the CoreMedia system.</p>
ResourceURI	<p>A ResourceUri uniquely identifies a page which has been or will be created by the <i>Active Delivery Server</i>. The ResourceUri consists of five components: Resource ID, Template ID, Version number, Property names and a number of key/value pairs as additional parameters.</p>
Responsive Design	<p>Responsive design is an approach to design a website that provides an optimal viewing experience on different devices, such as PC, tablet, mobile phone.</p>
Site	<p>A site is a cohesive collection of web pages in a single locale, sometimes referred to as localized site. In <i>CoreMedia CMS</i> a site especially consists of a site folder, a site indicator and a home page for a site.</p> <p>A typical site also has a master site it is derived from.</p>
Site Folder	<p>All contents of a site are bundled in one dedicated folder. The most prominent document in a site folder is the site indicator, which describes details of a site.</p>
Site Indicator	<p>A site indicator is the central configuration object for a site. It is an instance of a special content type, most likely <code>CMSite</code>.</p>
Site Manager	<p>Swing component of CoreMedia for editing content items, managing users and workflows.</p> <p>The Site Manager is deprecated for editorial use.</p>
Site Manager Group	<p>Members of a site manager group are typically responsible for one localized site. Responsible means that they take care of the contents of that site and that they accept translation tasks for that site.</p>
Template	<p>In CoreMedia, JSPs used for displaying content are known as Templates.</p> <p>OR</p>

	<p>In <i>Blueprint</i> a template is a predeveloped content structure for pages. Defined by typically an administrative user a content editor can use this template to quickly create a complete new page including, for example, navigation, predefined layout and even predefined content.</p>
Translation Manager Role	Editors in the translation manager role are in charge of triggering translation workflows for sites.
User Changes web application	The <i>User Changes</i> web application is a <i>Content Repository</i> listener, which collects all content, modified by <i>Studio</i> users. This content can then be managed in the <i>Control Room</i> , as a part of projects and workflows.
Version history	A newly created content item receives the version number 1. New versions are created when the content item is checked in; these are numbered in chronological order.
Weak Links	<p>In general <i>CoreMedia CMS</i> always guarantees link consistency. But links can be declared with the <i>weak</i> attribute, so that they are not checked during publication or withdrawal.</p> <p>Caution! Weak links may cause dead links in the live environment.</p>
Workflow	A workflow is the defined series of tasks within an organization to produce a final outcome. Sophisticated applications allow you to define different workflows for different types of jobs. So, for example, in a publishing setting, a document might be automatically routed from writer to editor to proofreader to production. At each stage in the workflow, one individual or group is responsible for a specific task. Once the task is complete, the workflow software ensures that the individuals responsible for the next task are notified and receive the data they need to execute their stage of the process.
Workflow Server	The <i>CoreMedia Workflow Server</i> is part of the Content Management Environment. It comes with predefined workflows for publication and global-search-and-replace but also executes freely definable workflows.
XLIFF	XLIFF is an XML-based format, standardized by OASIS for the exchange of localizable data. An XLIFF file contains not only the text to be translated but also metadata about the text. For example, the source and target language. <i>CoreMedia Studio</i> allows you to export content items in the XLIFF format and to import the files again after translation.

# Index

## Symbols

#joo.debug, 90, 92  
-repository.url, 82

## A

Access Control [content], 65  
Access Control [workflow], 65  
actions, 42  
ActionScript  
    documentation, 45  
Adapter, 257  
architecture, 14  
ASDoc, 45

## B

beans, 49  
    properties, 49  
    remote, 49, 51  
    singleton, 51  
    state, 50  
browser developer tools  
    drill-down, 90  
button  
    add to Favorites Toolbar, 161  
    apps menu, 165  
    custom action, 164  
    disapprove, 166

## C

callback function, 53  
    successful, 54  
CKEditor, 17, 151  
    add plugin, 151  
    blockElements, 145  
    custom style classes, 144  
    default plugins, 153

editor  
    toDataFormat, 96  
    toHtml, 96  
    mapping characters while copying, 146  
    plugin definition, 152  
    plugins, 151  
    visualize style, 145  
ColumnModelProviders, 267  
com.coremedia.cap.struct.Struct, 67  
com.coremedia.ui.data.bean, 49  
compiling, 84  
component  
    extending, 41  
    plugin mechanism, 71  
components  
    configuration, 46  
concurrency, 70  
connection  
    command line parameter, 82  
    create, 64  
    with Content Server, 82  
    with Preview CAE, 82  
Content, 65  
content  
    accessing properties, 66  
Content Creation, 261  
Content Hub, 257  
Content Type Mapping, 261  
ContentProperties, 66  
ContentRepository, 65  
ContentTypes\_properties, 120  
ContentWritePostprocessor, 221  
Control Room  
    configuration, 20

## D

dashboard, 201  
    configuration, 202  
    configureDashboardPlugin, 202  
    UML overview, 203  
    widgets, 201  
debugging, 89  
    #joo.debug, 90, 92  
    browser developer tools, 89  
    ckdebug, 96  
    CKEditor data processing, 96  
    console log, 92  
    dump content, 93

- inspecting components, 93
  - open a file, 90
  - programmatically breakpoints, 95
  - recording events, 95
- document form
  - article example, 122
  - hide property, 124
  - link list properties, 126
- document forms, 121
  - adding tabs, 121
  - customize, 121
  - disabling preview, 131
- document types
  - exclude from library, 131
- documents
  - client-side initializers, 132

## E

- EntityController, 281
- Ext AS, 43
  - file types, 44
- Ext JS, 16, 39
  - components, 41
  - plugins, 48
  - xtype, 39
- Ext.Component, 41
- Ext.ComponentManager, 41
- Ext.ComponentQuery, 41
- Ext.container.Viewport, 41
- Ext.getCmp, 41
- Ext.mixin.Queryable, 41

## F

- Feedback Hub, 269
- forms (see [document forms](#))
- frontend development, 178
- function value expressions, 59
  - changed value, 60
  - passing arguments, 60

## I

- IDE
  - setup, 31
- IDEA plugin, 88
- IEditorContext
  - usages, 109
- image cropping, 127

- defining crops, 128
  - enabling, 127
- image map, 130
  - enabling, 130
  - validation, 130
- Inheritance
  - property, 170
- interceptor
  - abort execution, 218
  - enabling, 219
  - example, 219
  - get content, 218
  - get file name, 218
  - get request values, 218
  - issues, 218
  - primary, 219
- interceptors, 217
- issues, 52
  - codes, 53
  - marking invalid, 53

## J

- Jangaroo, 16, 43
  - documentation, 44
  - IDEA plugin, 88
  - user group, 45

## L

- labels, 117
  - Blueprint properties, 117
  - example, 118
  - new resource bundle, 117
  - overriding standard labels, 119
  - predefined property classes, 117
- library
  - customizing, 171
  - list view columns, 171
  - search filter, 174
  - thumbnail view, 173
- list views
  - additional data fields, 172
  - search mode, 172
- localization, 72
  - Blueprint properties, 121
  - default language, 72
  - document types and fields, 120
  - overriding default properties, 120
  - overwrite existing, 73

## M

- managed actions
  - button, 167
- memory leaks, 97
  - retainers, 97
- metadata
  - example, 158
  - listen to changes, 159
- Metadata Service, 156
- metadata tree
  - filter, 158
  - traverse breadth-first, 158
- MetadataTree, 157
- MetadataTreeNode, 157
- MIME types, 211
  - adding, 211
- model beans, 54
- MongoDB
  - Collaboration, 20
- multisite
  - sitesservice, 75
- MVC pattern, 48
- MXML, 16
  - typed language, 43

## N

- non-public API usage, 87

## O

- OperationResult, 54

## P

- plugin
  - creation, 33
- plugin rule, 108
- plugins, 107
- Preferences, 160
- preview
  - communicate with Studio, 157
- Process, 67
- ProcessDefinition, 67
- ProcessState, 67
- properties, 49, 134
  - events, 50
  - example String property, 135
  - inherit from base class, 136
  - updating, 49

- property field
  - compound field, 139
  - data binding, 139
  - default text, 138
  - mandatory properties, 137
  - read-only, 139
  - register, 138
  - richtext, 142
  - validating, 138
- property path expressions
  - access methods, 58
- Property Value Inheritance, 170
- PublicationService, 65

## R

- re-usability
  - tabs, 197
- remote beans, 49, 51
  - get URL, 51
  - load content, 51
  - properties ready to use, 52
  - subclasses, 51
- remote dynamic packages, 21
- RemoveItemsPlugin, 115
- ReplaceItemsPlugin, 115
- repository connection, 19
- repository.url, 19
- richtext property
  - inline images, 143
  - table cell merge and split, 143
  - toolbar, 147
- running Studio, 86
- running Studio server application, 87

## S

- search filter
  - add, 174
  - default state, 174
  - open library in filter state, 175
  - Solr query string, 174
- search folder
  - addArrayItemsPlugin, 162
  - search parameters, 163
- search folders
  - providing defaults, 162
- search mode
  - freshness, 173

- server-side validation, 52
- shortcuts
  - managed actions, 169
- Site Connections, 260
- solr connection, 19
- solr.url, 19
- structs, 67
  - adding new properties, 68
- Studio
  - compiling, 84
  - plugins, 107
  - properties, 320
  - running, 86
- Studio plugin
  - adding button, 111
  - loading external resources, 116
  - main class, 109
  - register, 115
  - relative position of new component, 112
  - removing components, 115
  - replacing components, 115
  - structure, 107
- Studio plugins
  - execution order, 111
  - rules, 110
- Studio server
  - running, 87
- studio.previewControllerPattern, 82
- styling
  - skins ui, 181
- synchronization workflow
  - AddMergeStrategyPlugin, 255

## T

- Task, 67
- TaskDefinition, 67
- TaskDefinitionType, 67
- TaskState, 67
- toolbar
  - order items, 162
- toolbars, 161

## U

- Uniform access layer, 48
- UploadedBlob, 218
- User Changes web application
  - configuration, 20
- User Connections, 260

- User Properties, 280
- UserManager, 278

## V

- validators, 212
  - editor actions, 216
  - enabling, 214
  - immediate validation, 220
  - implementing, 213
  - localize messages, 215
  - messages, 215
  - multiple properties, 215
  - predefined, 212
  - server-side, 212
  - single-property, 213
- value expression
  - events, 57
  - listener, 57
  - no undefined result, 56
  - property path expression, 58
- value expressions, 48, 55
  - getValue, 56
  - implementations, 56

## W

- widget
  - configuration mode, 201
  - getting search results, 204
  - reload button, 207
- widgets
  - adding custom types, 205
  - predefined, 204
- work area
  - action to open, 191
  - customize context menu, 195
  - restore, 194
  - start with blank area, 194
  - storing state of tab, 193
  - tabs, 191
- WorkflowObject, 67
- WorkflowObjectProperties, 67
- WorkflowRepository, 65
- WorklistService, 65
- workspace
  - setup, 31
- write post-processor
  - priority, 222
- write post-processors, 221

- configuring, 222
- write requests
  - interceptors, 217
  - post process, 221