

YAG - Yet Another Gallery

Extension Key: yag

Language: en

Keywords: gallery, forEditors, forAdmins, forDevelopers

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The content of this document is related to TYPO3
- a GNU/GPL CMS/Framework available from www.typo3.org

Table of Contents

| | | | |
|---------------------------------------|-----------|--|-----------|
| YAG - Yet Another Gallery..... | 1 | Tutorial..... | 24 |
| Introduction..... | 3 | Known problems..... | 25 |
| What does it do?..... | 3 | To-Do list..... | 26 |
| Screenshots..... | 3 | ChangeLog..... | 27 |
| Users manual..... | 10 | Important guidelines..... | 28 |
| Setting up your first Gallery..... | 10 | Issues with Open Office documentation for TYP03 | 29 |
| Setting up your first Album..... | 11 | Inserting images..... | 29 |
| Uploading Images into Albums..... | 12 | Paragraph styles..... | 29 |
| Editing Image data inside albums..... | 14 | Linking..... | 30 |
| Editing Albums..... | 19 | Meta data and updates..... | 30 |
| FAQ..... | 20 | HowTo: Update a manual to the new layout..... | 30 |
| | 21 | HowTo: (alternative) Import the styles from another document..... | 32 |
| Administration..... | 22 | HowTo: Fix the Table Of Contents when it is empty | 32 |
| FAQ..... | 22 | HowTo: Fix the Table Of Contents when a chapter is missing | 32 |
| Configuration..... | 23 | Help by documentation.openoffice.org | 32 |
| FAQ..... | 23 | | |
| Reference..... | 23 | | |

Introduction

What does it do?

YAG is a gallery extension for Typo3. It offers many great features like gallery, album and image management as well as a full-featured backend-module for administration. See the screenshots below to get an impression on how it looks like.

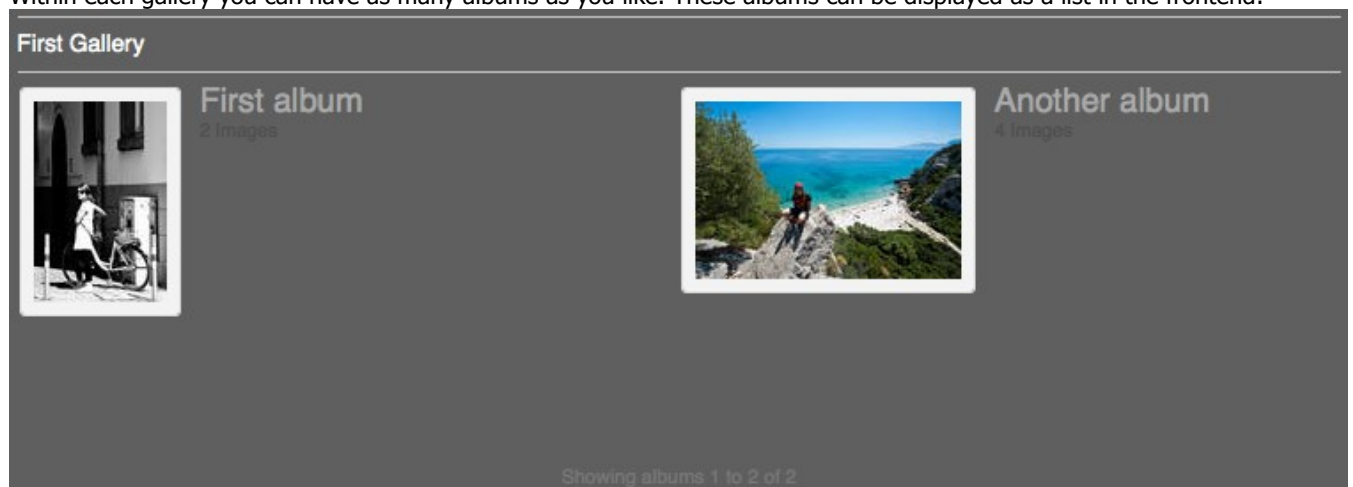
Screenshots

Frontend

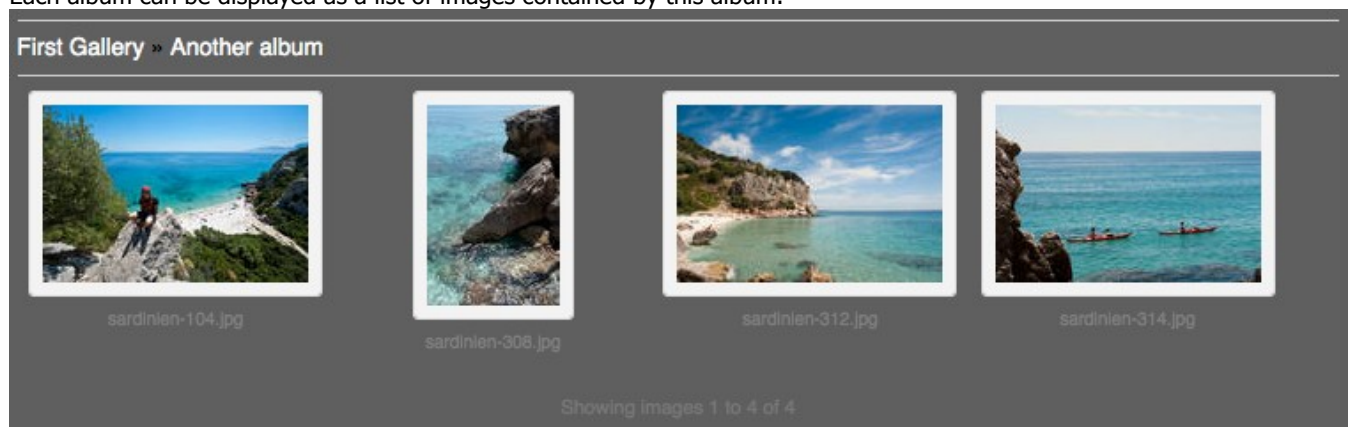
You can set up a list of galleries and use the as folders for your albums. The galleries can be sorted and paged as a list:



Within each gallery you can have as many albums as you like. These albums can be displayed as a list in the frontend:



Each album can be displayed as a list of images contained by this album:



An image can be presented in many different ways, using different templates and themes. Here is the standard template – showing the image with some useful information:

First Gallery » Another album » sardinien-314.jpg



« previous

4 of 4

next »

Title: sardinien-314.jpg
Description:
Artist:
Keywords: Sardinien 2010

Camera Model: NIKON CORPORATION - NIKON D700
Lens: 24.0-70.0 mm f/2.8
Focal Length:
Iso: 200
Shutter Speed: 9965784/1000000
Aperture:
Flash: 0

If you like, you can also use a lightbox like here:



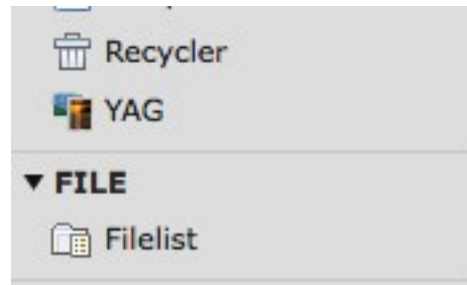
You can use many different templates and plugins (like JavaScript Lightboxes or Flash albums) to actually render your albums on your site. It is one goal of YAG to enable you write your own templates easily. Here is another example of a rendered album using SimpleViewer:

Hochzeit

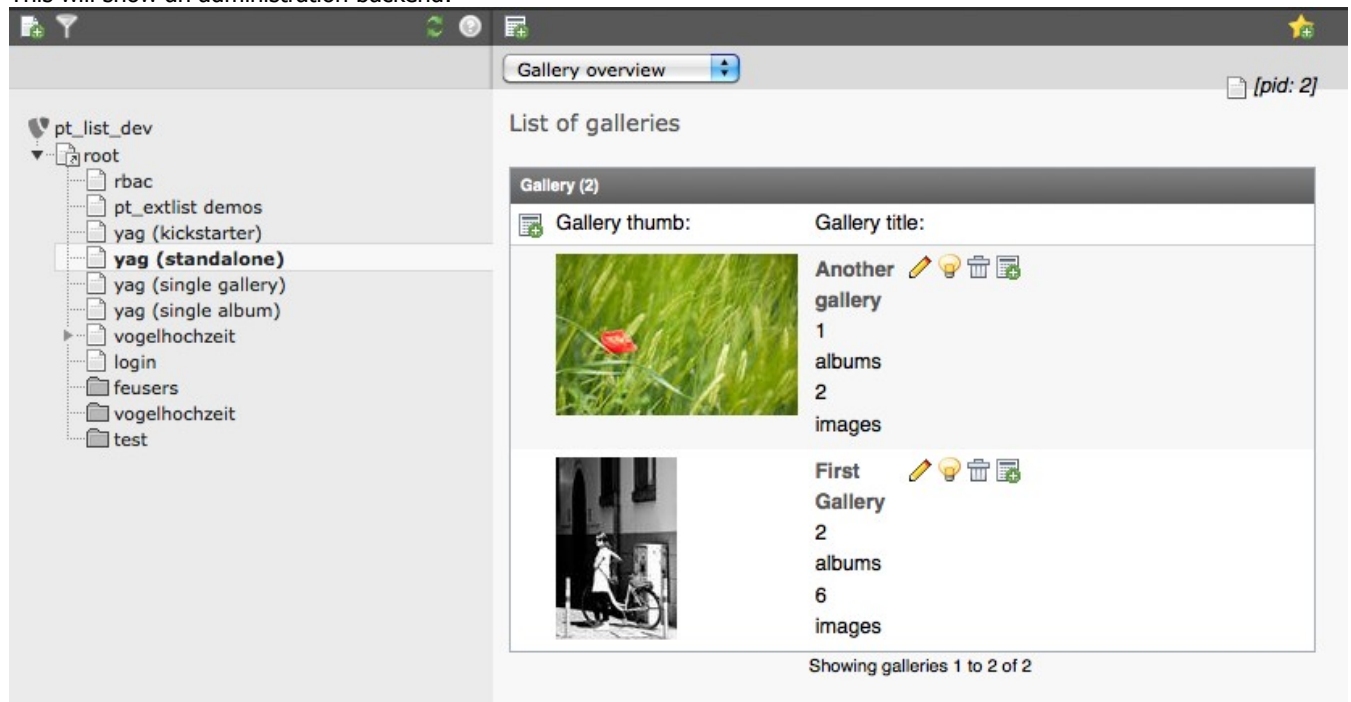


Backend

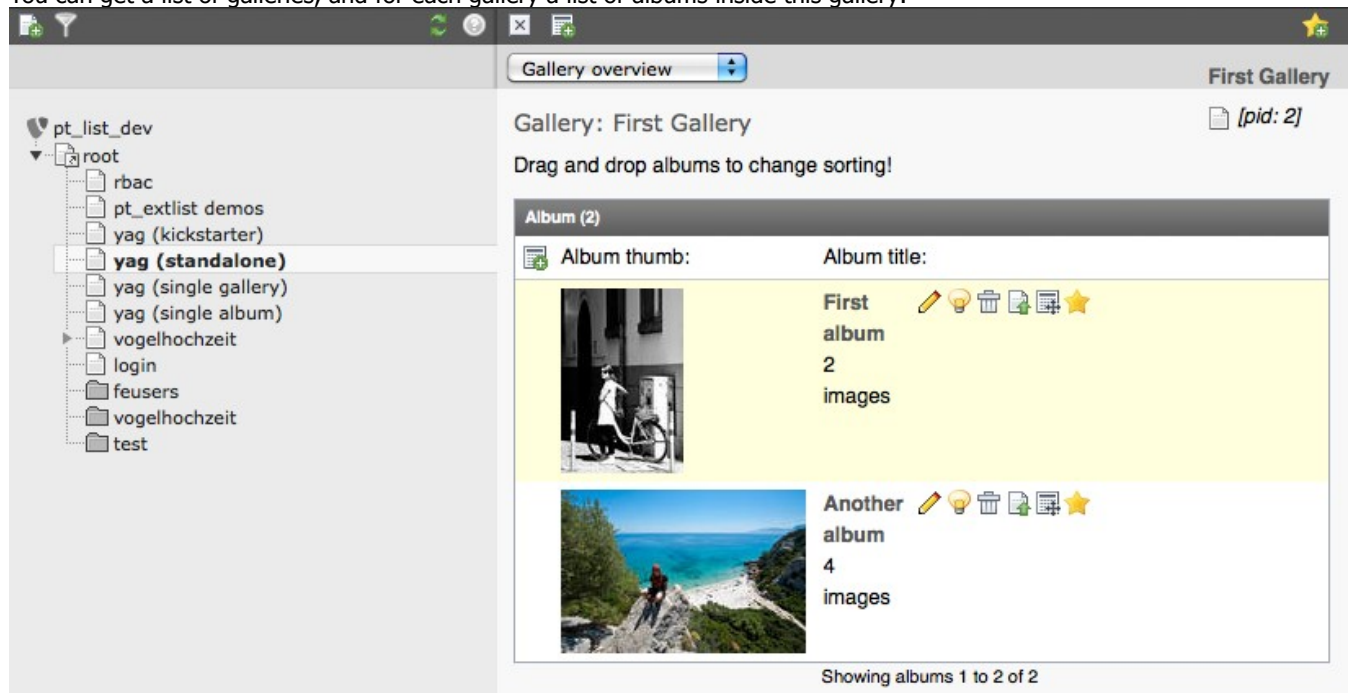
YAG ships with a full-featured backend modul that lets you administrate your gallery easily. After installing YAG, you get a new icon in the menu bar:



This will show an administration backend:

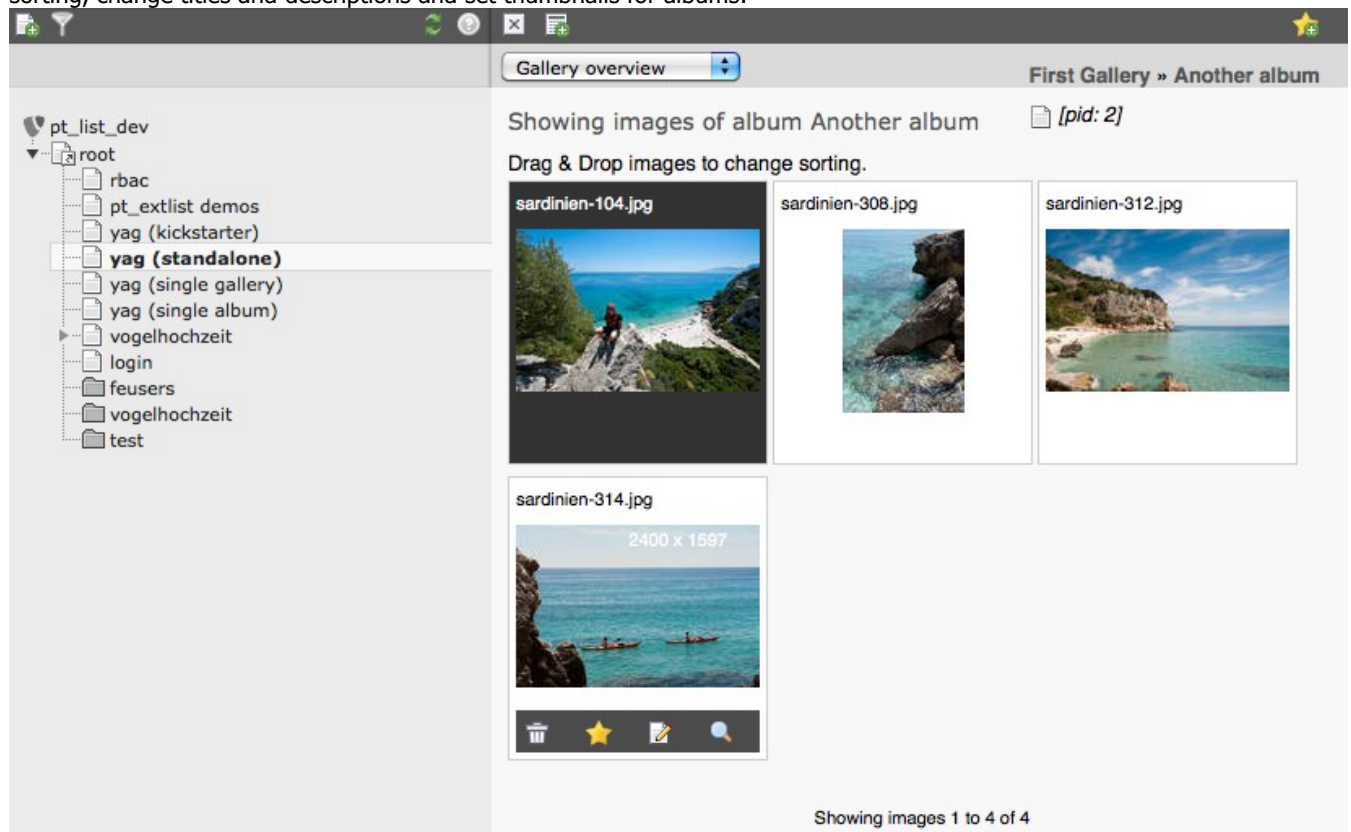


You can get a list of galleries, and for each gallery a list of albums inside this gallery:

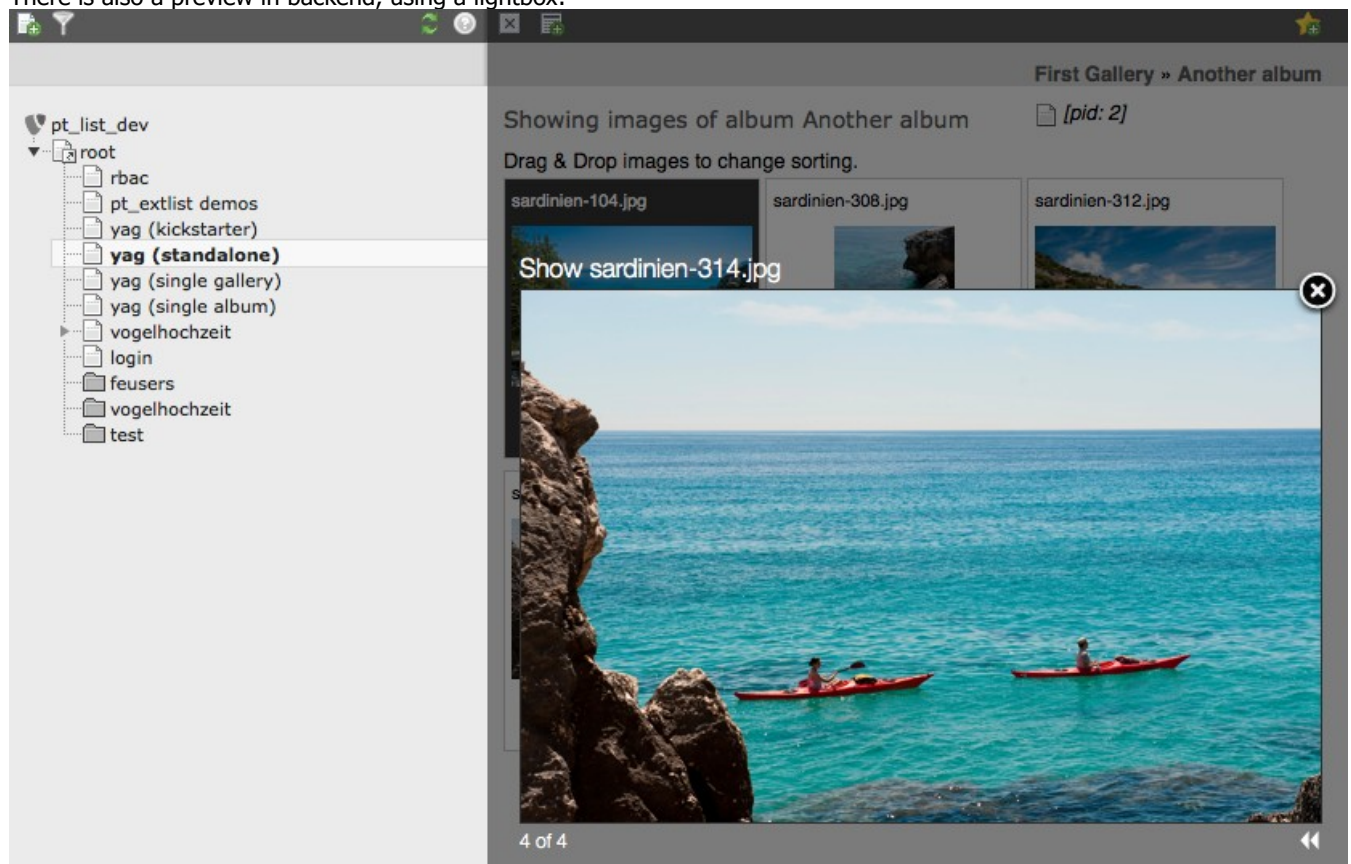


There is a administration view that lets you easily manipulate your images in your albums. You can drag and drop images for

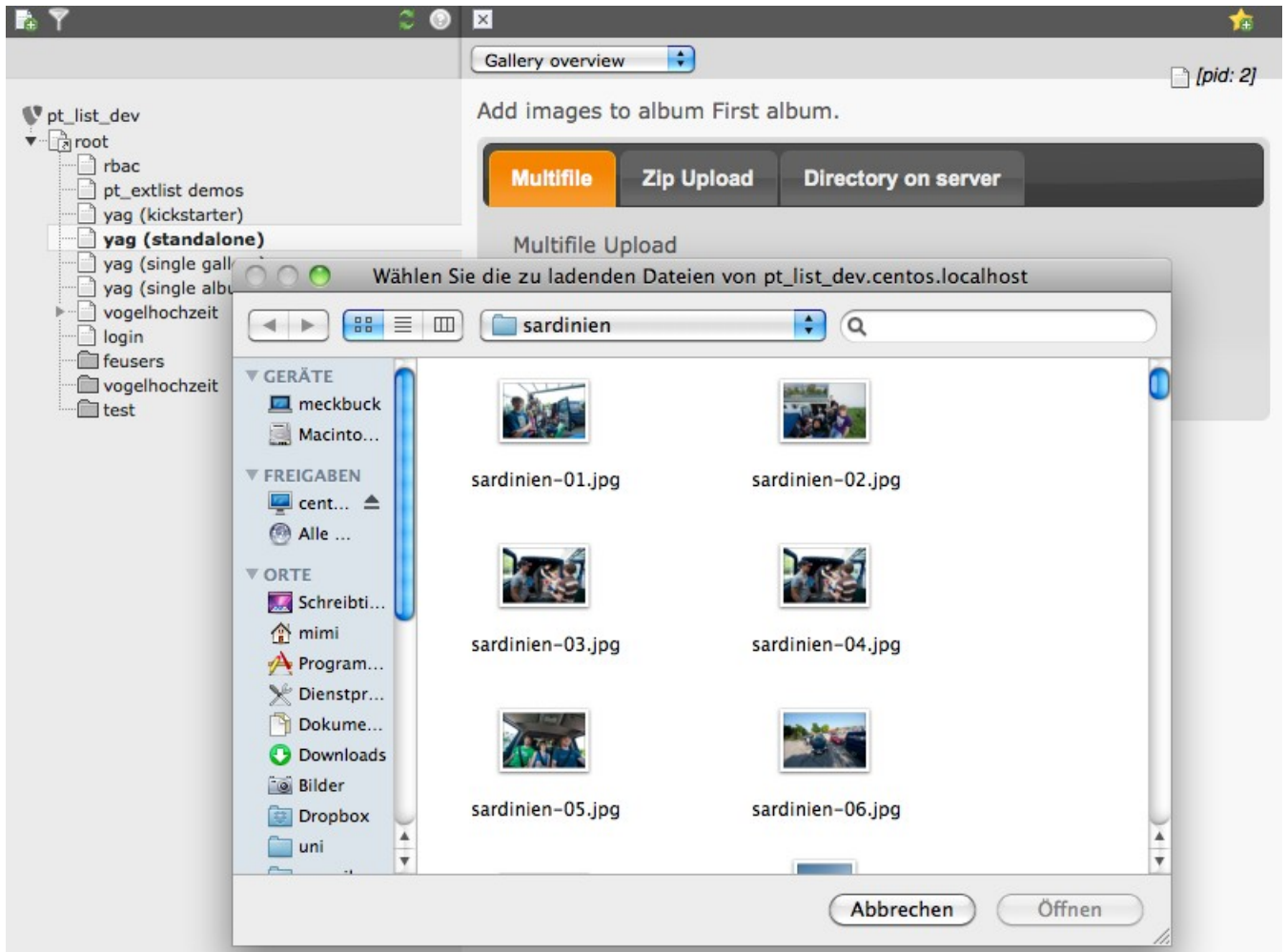
sorting, change titles and descriptions and set thumbnails for albums:



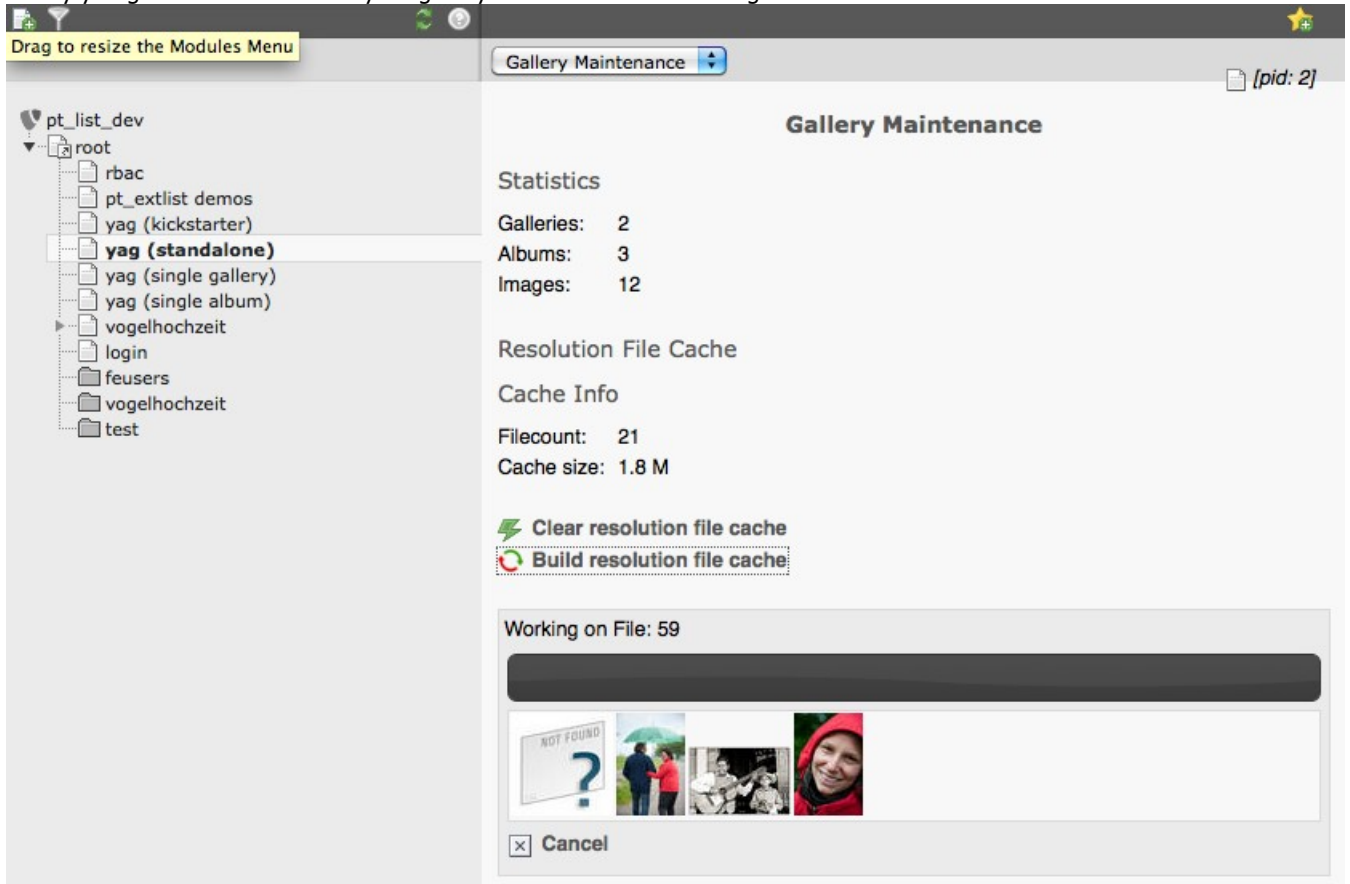
There is also a preview in backend, using a lightbox:



Several upload possibilities including Flash-Multifile-Uploader and ZIP uploader make it easy to add images to your album:

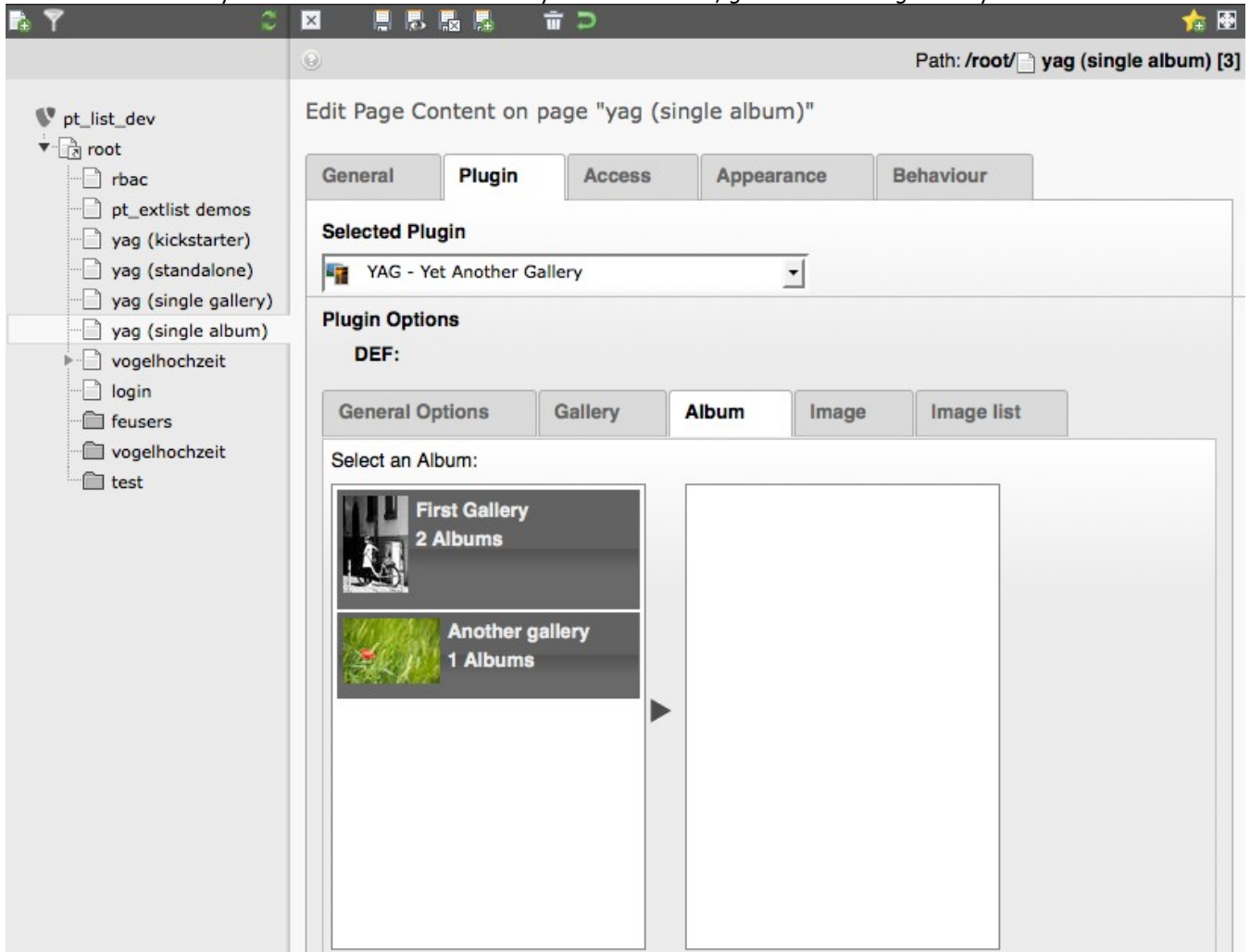


Finally you get some statistics on your gallery and can rebuild the image cache:



Inserting plugin via FlexForm

YAG comes with a very comfortable Flexform that lets you select albums, galleries and images easily:

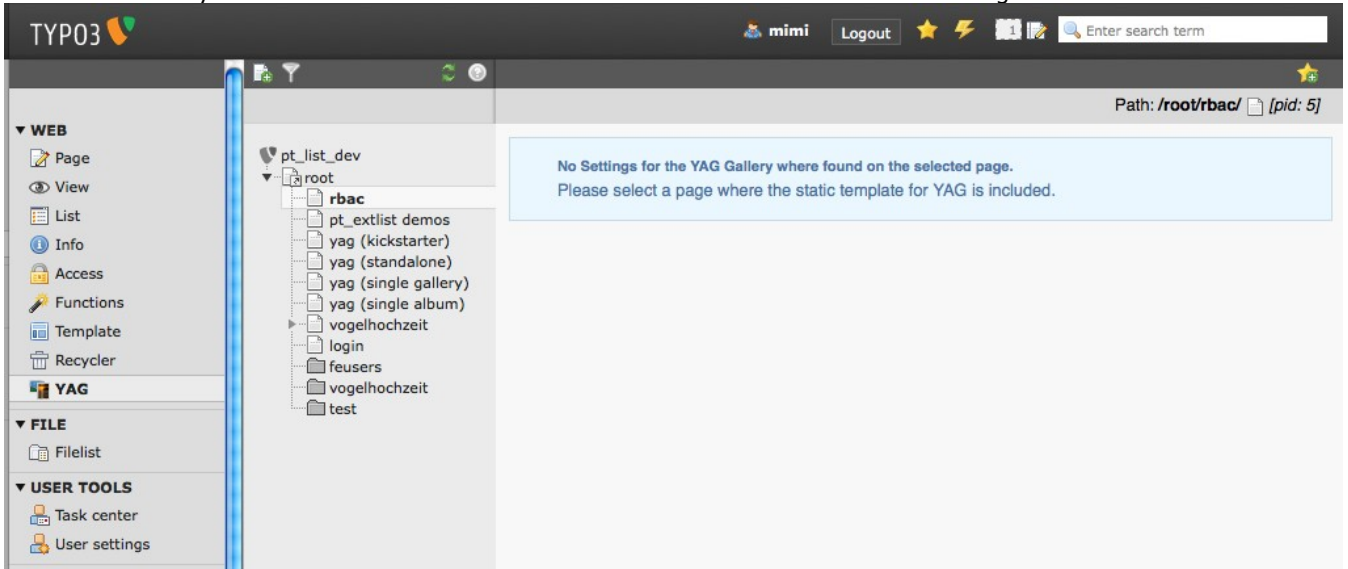


Users manual

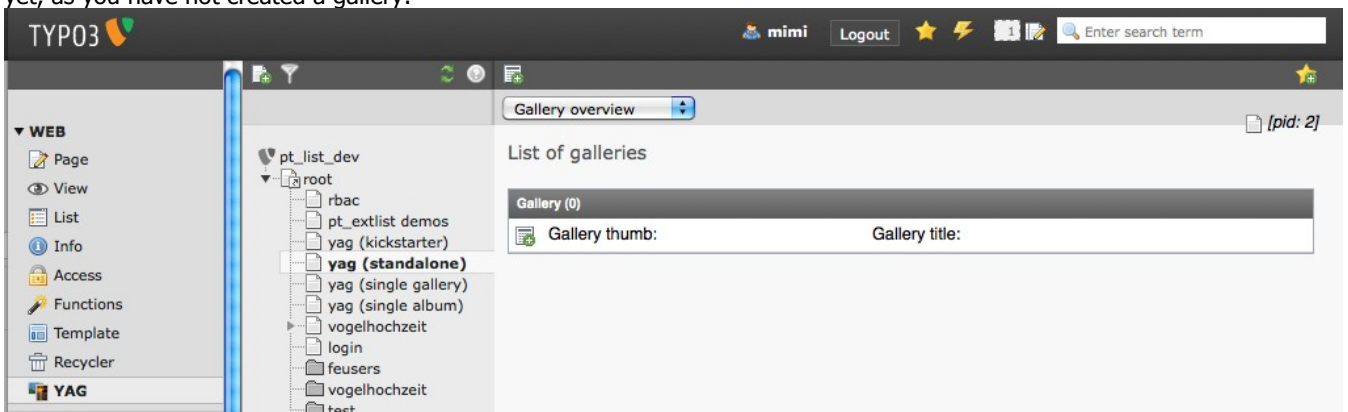
We assume, that you have installed YAG according to the section "Installation". This chapter is about using the backend module. See chapter "Inserting YAG on your website" for setting up pages, templates and content element etc.

Setting up your first Gallery

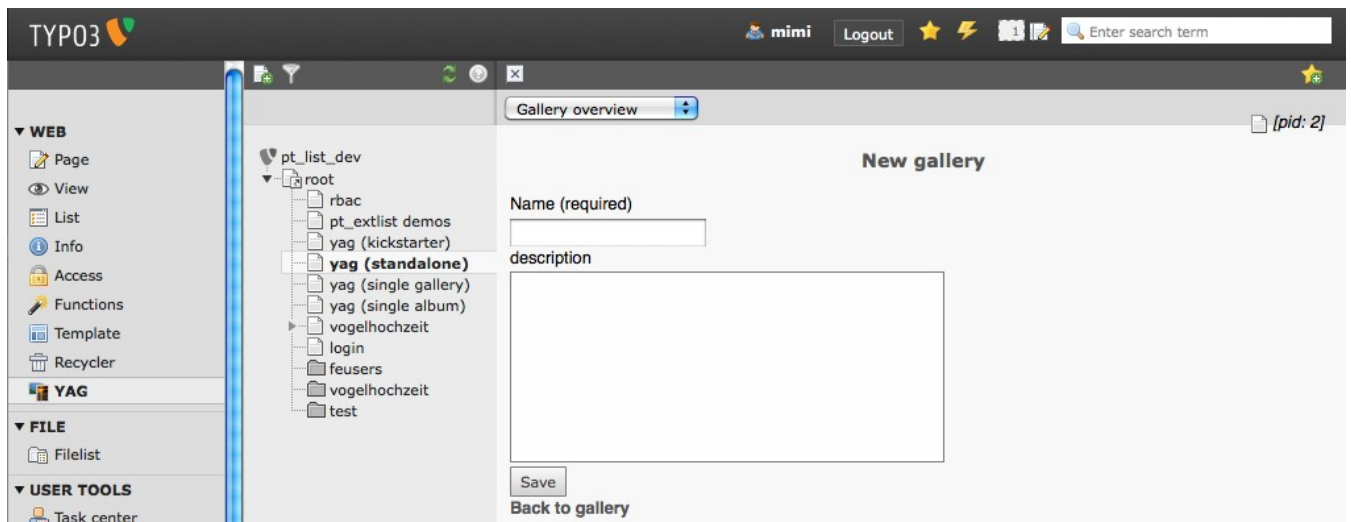
After setting up a page on which you want to insert YAG – whether as a page content element or in standalone mode does not matter here – you can click on the YAG module icon in the backend and will see something like that:



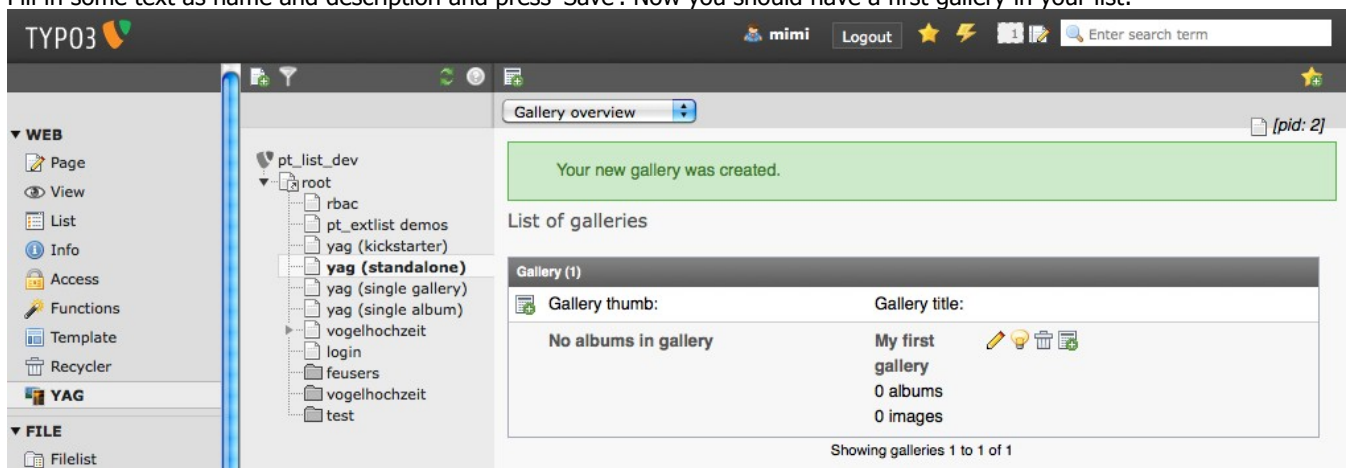
The message tells you, that you did not select a page on which YAG is installed (as content element or with standalone template), so go select a page! After that, you will get YAG module displayed in backend. Of course there is nothing to show yet, as you have not created a gallery:



So let's get our first gallery created. Click on the green plus below 'Gallery' and you get a input form like this:



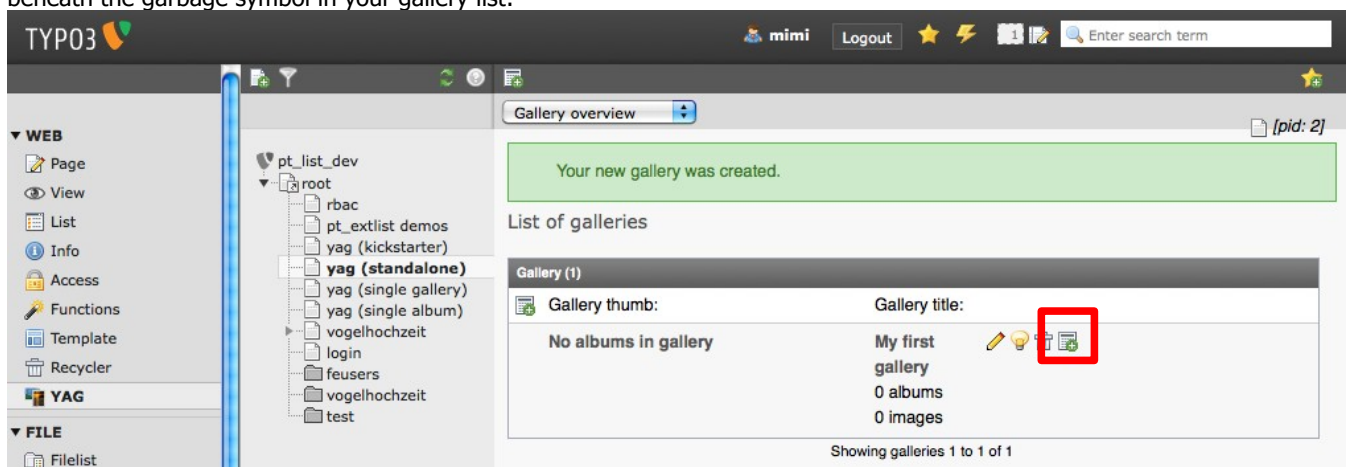
Fill in some text as name and description and press 'Save'. Now you should have a first gallery in your list:



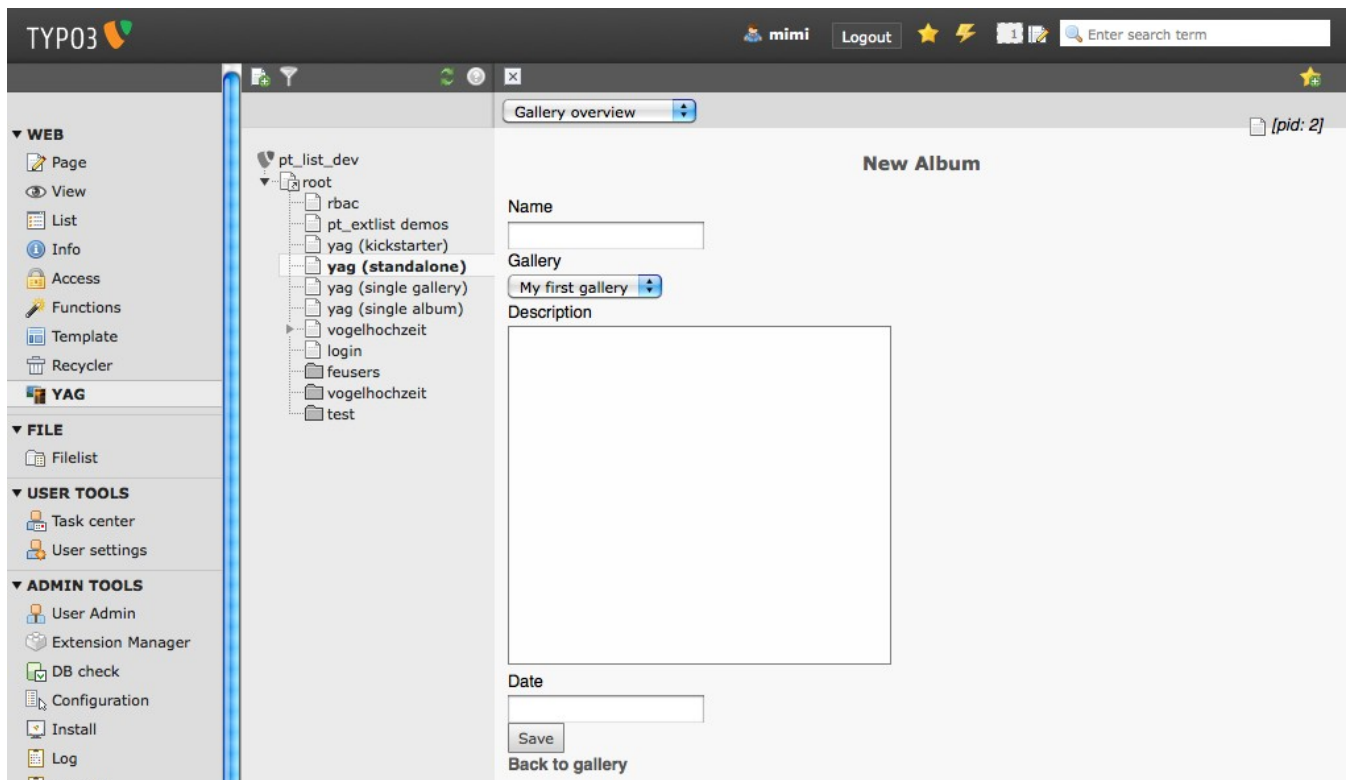
So that's it – you just created your first gallery. Let's go on and create some albums inside this gallery.

Setting up your first Album

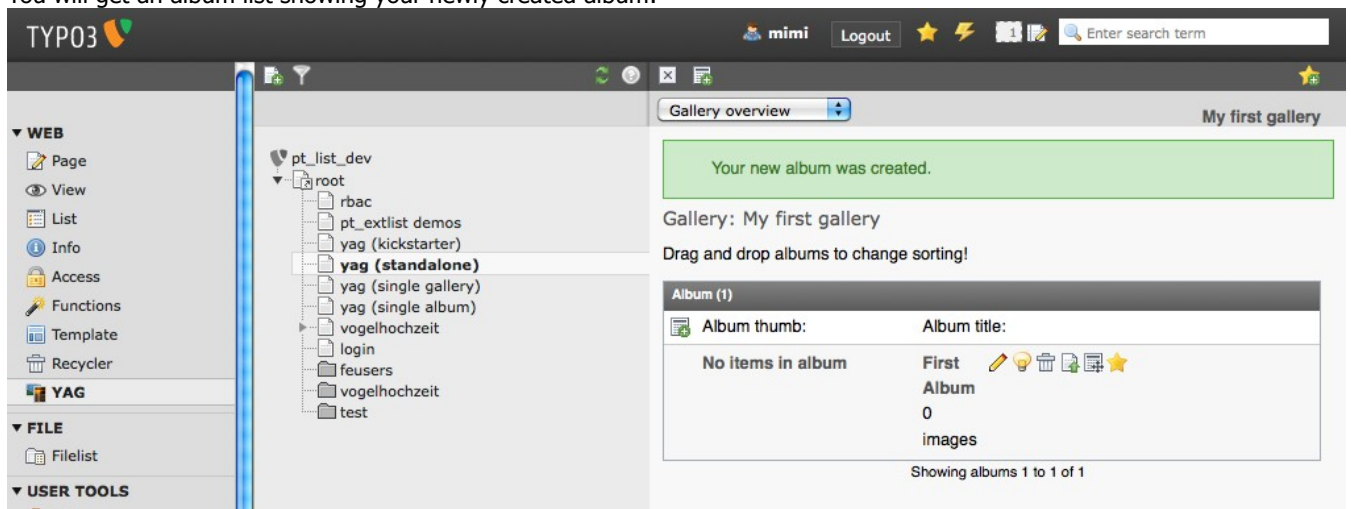
After you successfully created a new gallery, you can now insert some albums. Therefore you can click on the green plus right beneath the garbage symbol in your gallery list:



You will get an empty form for creating a new Album. Fill in some text for Name and Description and click 'Save':



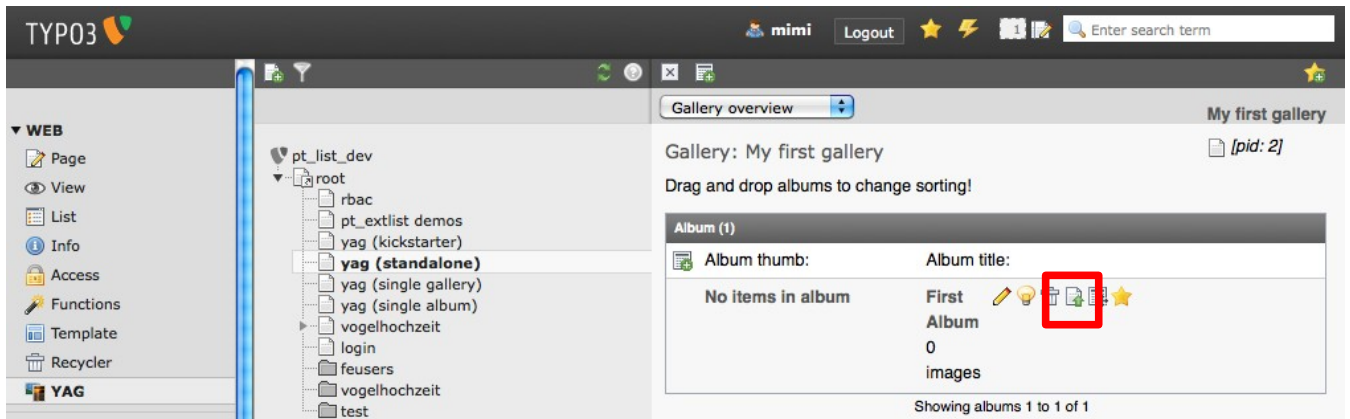
You will get an album list showing your newly created album:



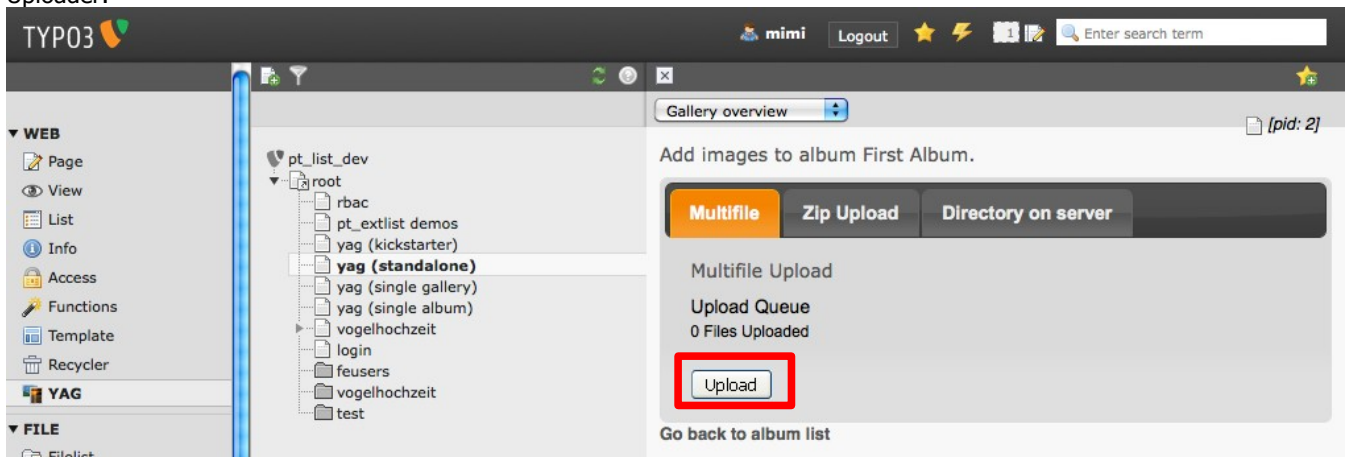
Now we can start uploading some images into our album.

Uploading Images into Albums

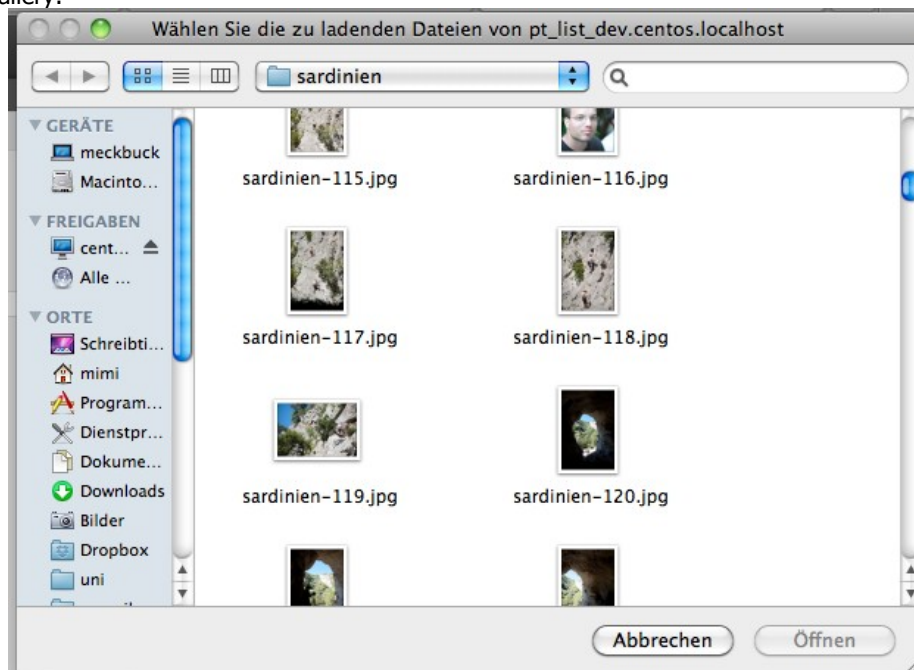
There are several ways for uploading images. We show you uploading from album list. So make sure, you have selected a gallery and get a list of albums inside this gallery. Now click on the green arrow-up symbol next to the garbage-bin symbol:



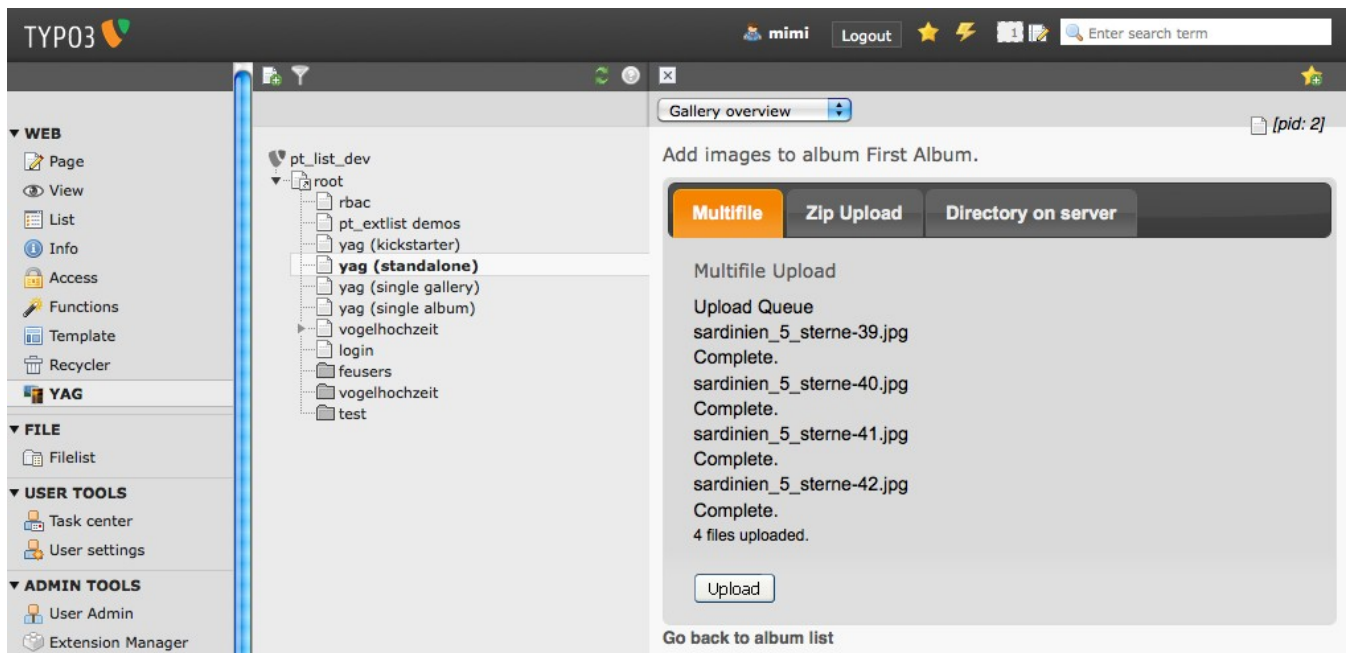
This will show up a form containing different possibilities for uploading images into your album. We use the Multifile-Uploader:



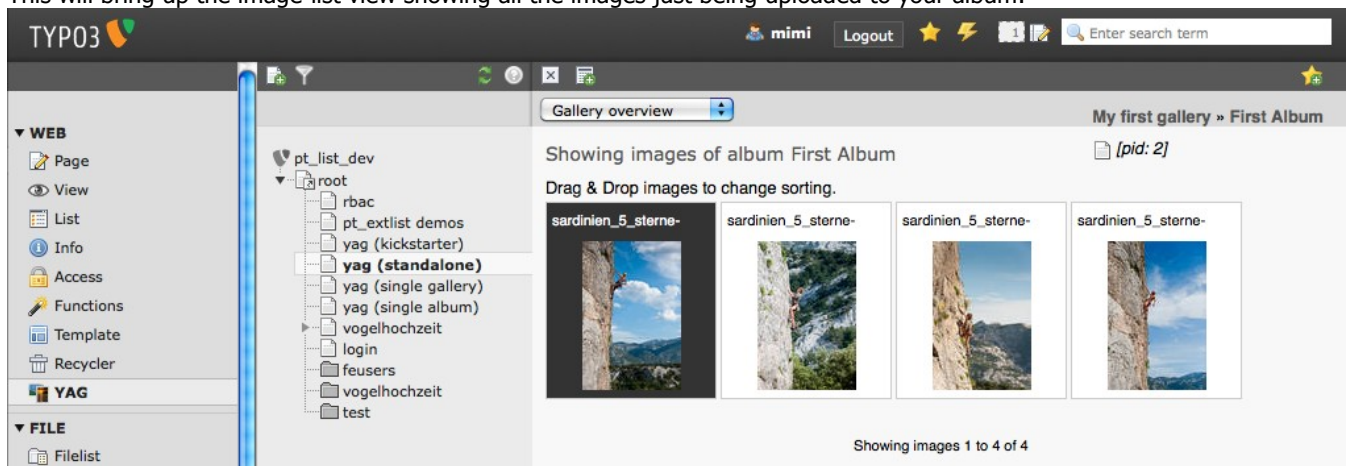
Click on the 'Upload-Button' and you will get a file dialog opened in which you can select multiple files that should be uploaded to your gallery:



Select as many images as you like and click 'Open'. The uploading will start immediately. After you have finished uploading, click on 'Go back to album list':



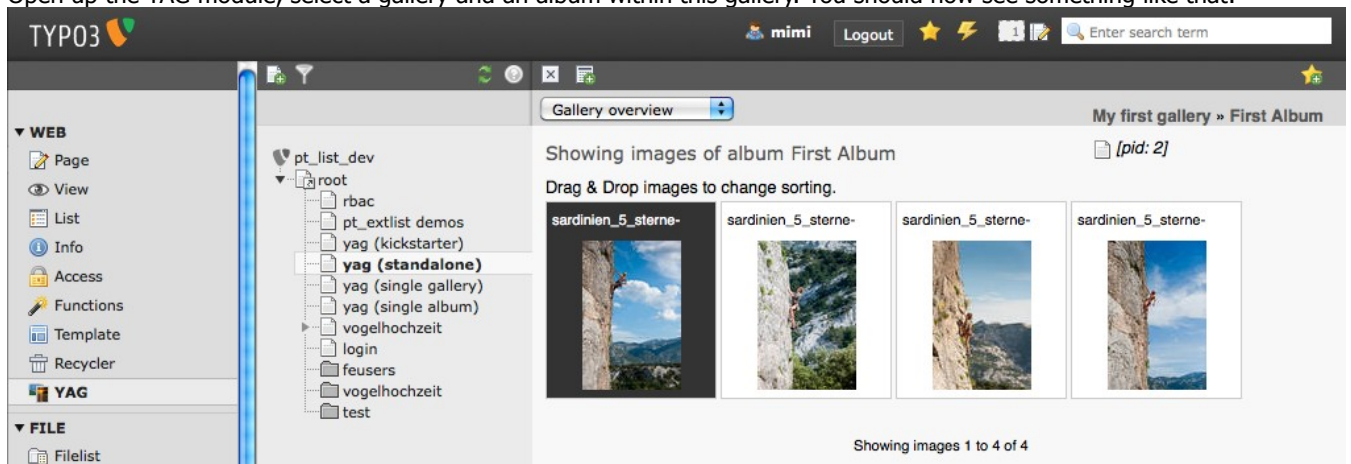
This will bring up the image-list view showing all the images just being uploaded to your album:



Congratulations – you just created your first album!

Editing Image data inside albums

Open up the YAG module, select a gallery and an album within this gallery. You should now see something like that:



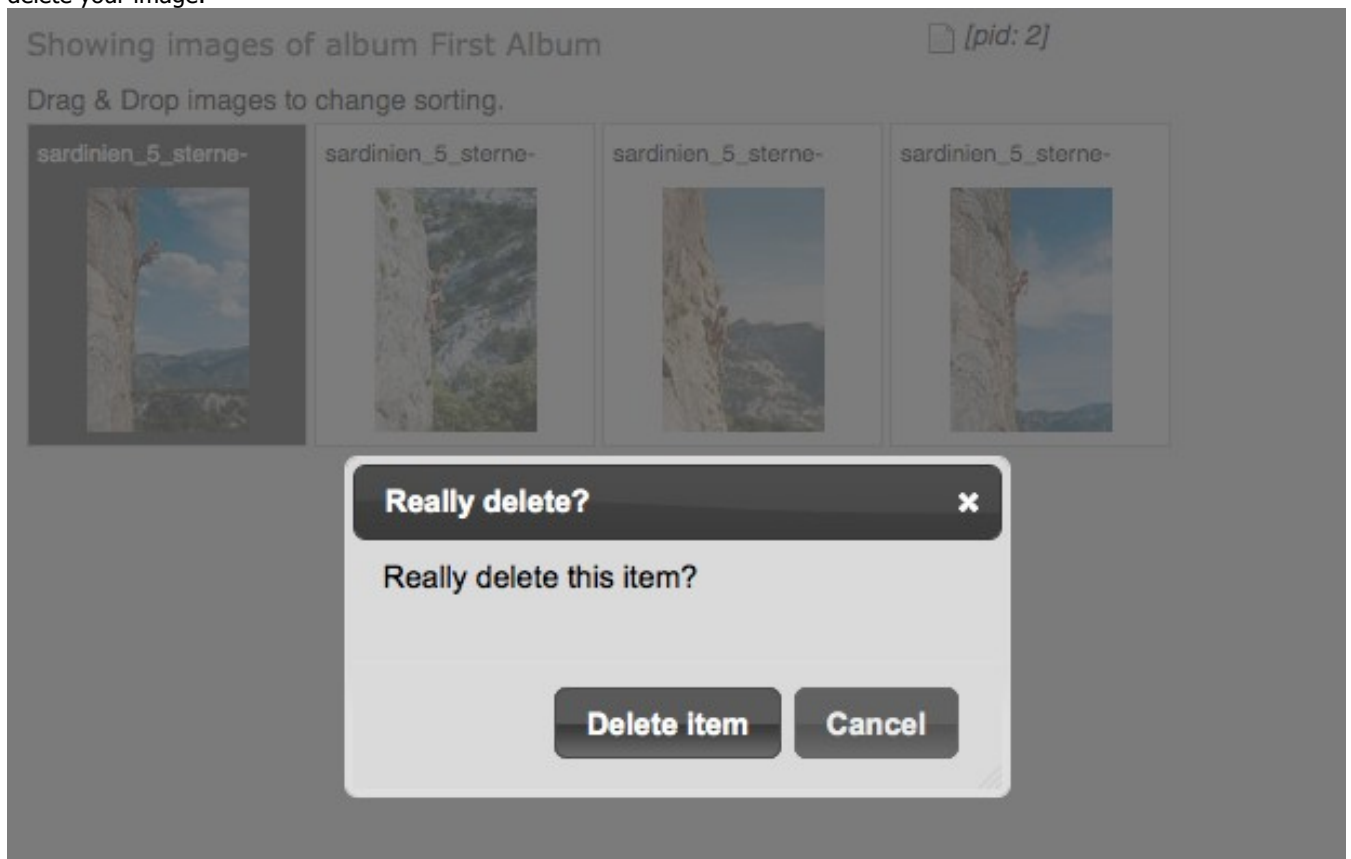
When you move your mouse over an image, a menu will fade in:



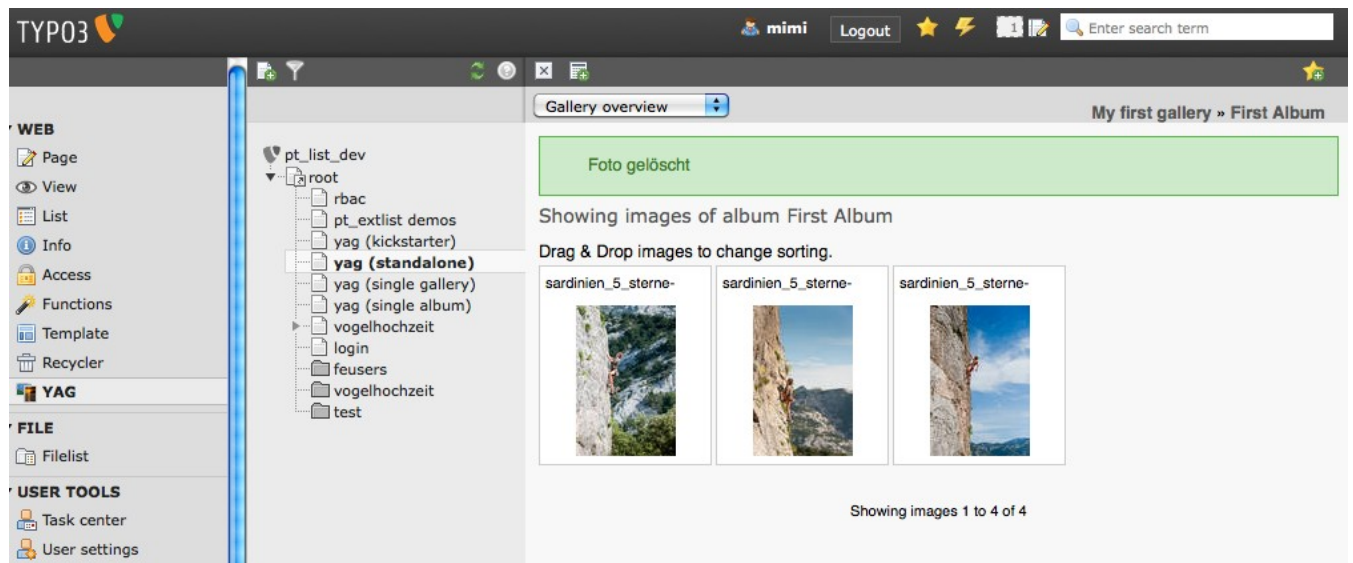
Besides the size of the image, you see some icons below your image, that let you manipulate it:



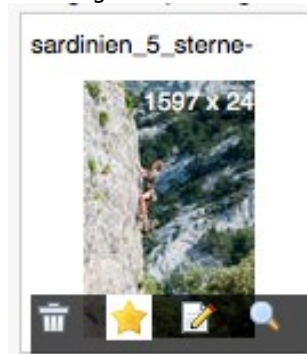
Using the garbage-bin, you can delete an image. Clicking on it, a dialog will appear and ask you again, whether you want to delete your image:



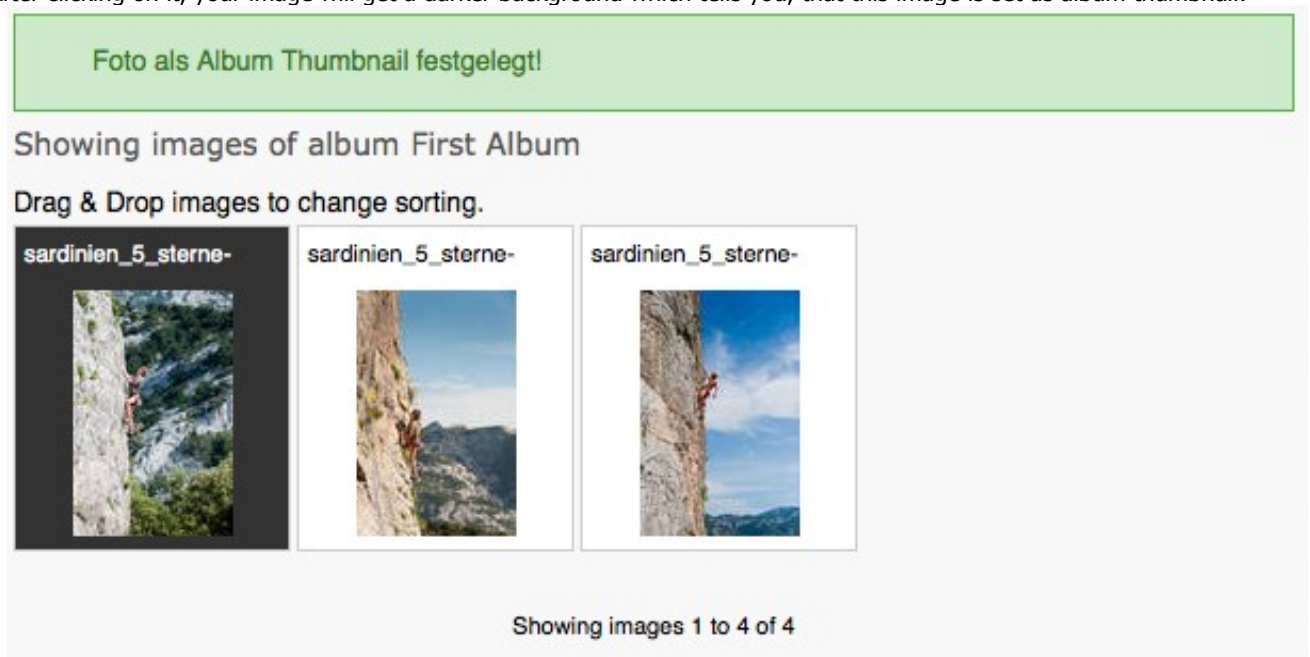
After clicking 'Delete item', the image will fade out and you will get a message, telling you what just has happened:



The yellow star sets your image as album thumb. Clicking on it will make the image the thumbnail image for you album:



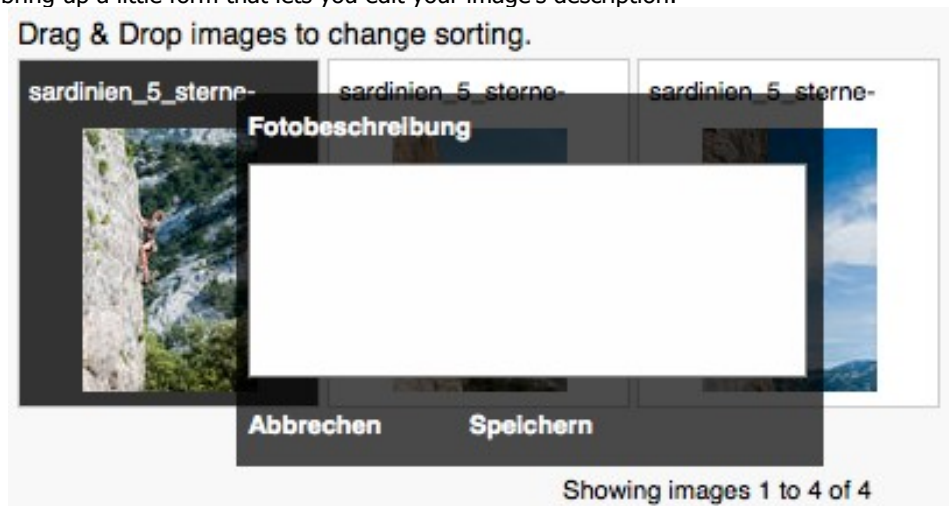
After clicking on it, your image will get a darker background which tells you, that this image is set as album thumbnail:



The edit icon lets you modify the description of your image:



Clicking on it will bring up a little form that lets you edit your image's description:



You can edit your image description and click 'Save' to save changes.

The last icon will open up a lightbox showing a bigger version of your image:

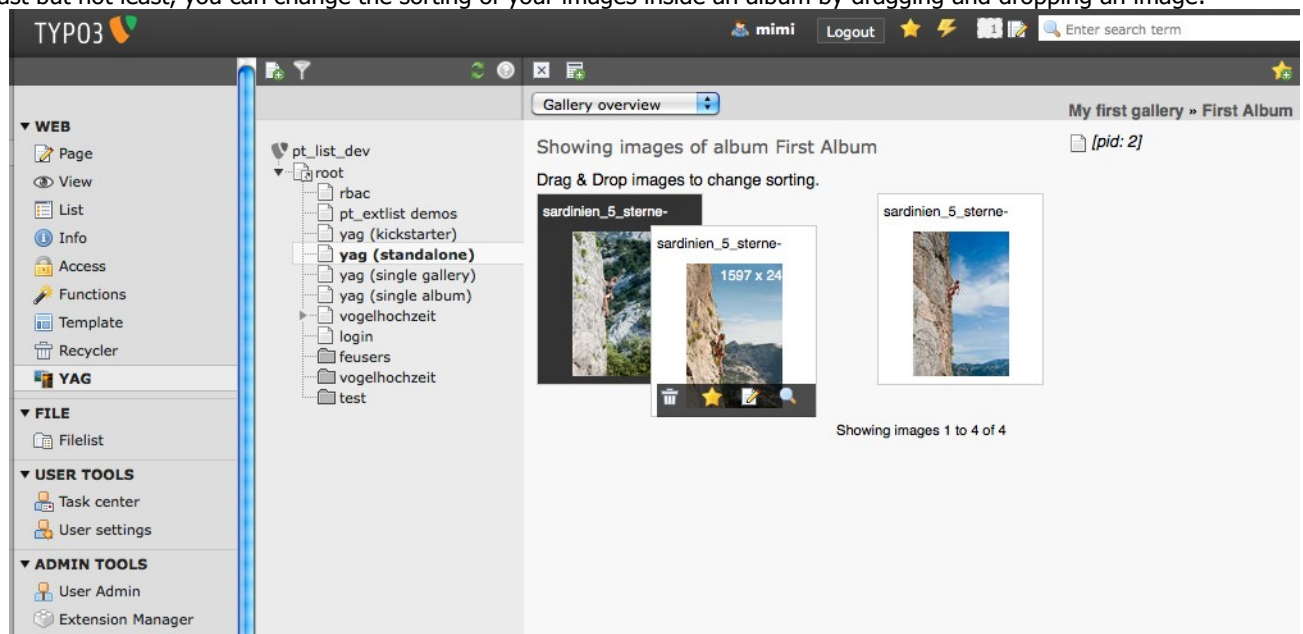


When moving over the heading of an image, the background will change to blue and by clicking the heading, you will be able to change the title of your image:

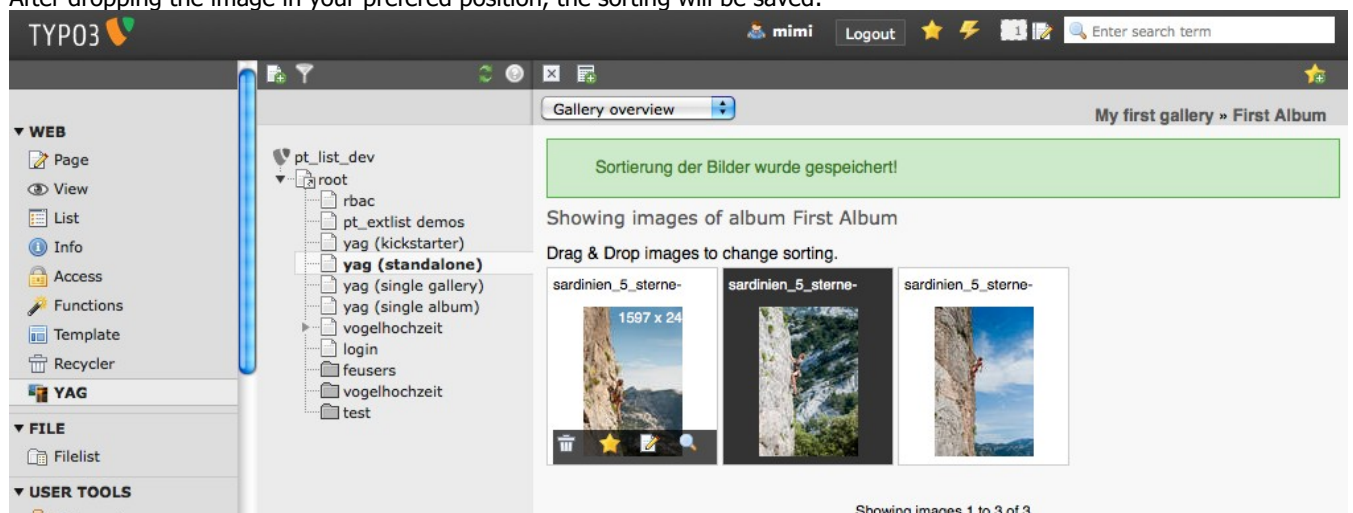




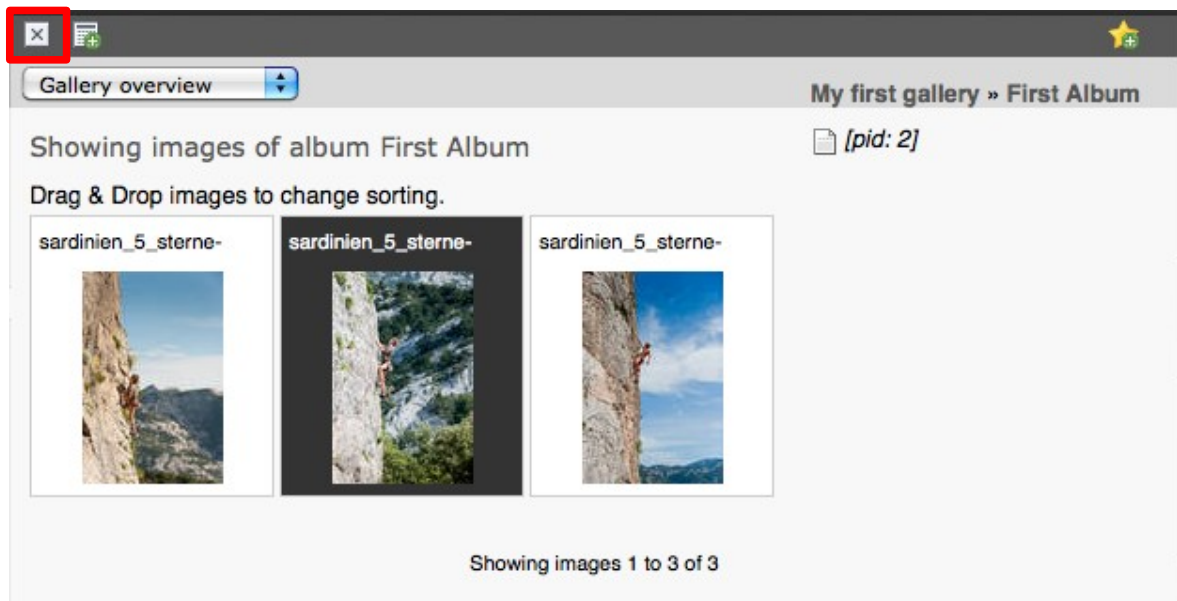
Last but not least, you can change the sorting of your images inside an album by dragging and dropping an image:



After dropping the image in your preferred position, the sorting will be saved:



Clicking on the 'x' Symbol in the upper left corner will bring you back to your album list:



Editing Albums

Your album list comes with some icons for editing:



 This lets you edit your albums data in a form:

Edit album First Album


Name

Gallery

Description

Date

[Back to Album](#)

 The lamp will hide / unhide an album in the frontend. If you click on it, it will change to a switched-off lamp and the icon

of the album will get lighter to mark it as hidden:



The Garbage-bin will delete your album.



The green arrow will open up an upload dialog that lets you upload some images to your album.



This will open up the image list that lets you change the sorting of your images.



The star sets your album as thumbnail for the gallery.



You can add a new album to your gallery by using this button.

FAQ

– Possible subsections: FAQ

Installation

This chapter will give you a step-by-step introduction on how to install the extension.

Dependent extensions

At the moment, there are 3 dependencies for this extension:

- pt_tools – a collection of libraries used throughout this extension.
- pt_extlist – a list generator used to render all kinds of lists, pagers and filters.
- rbac – an extension handling user-permissions throughout this extension.

In order to install YAG, you have to set up those three extensions in the order given above (pt_tools, pt_extlist, rbac). After that, the installation of YAG is quite straight-forward.

Importing YAG from TER

Open up the Extension Manager and select 'Import Extension' from the menu:

The screenshot shows the TYPO3 Extension Manager interface. On the left, there is a sidebar with a menu. The 'Install extensions' dropdown menu is open, and 'Import extensions' is selected. The main content area displays a table of installed extensions. The table has columns for Title, Extension key, Version, DL, Doc, Type, and State. The extensions listed are:

| Title | Extension key | Version | DL | Doc | Type | State |
|--------------------|---------------|---------|----|-----|--------|--------|
| Extension Manager | em | 4.5.0 | | | System | Stable |
| File>List | filelist | 1.1.0 | | | System | Stable |
| Help>About | about | 1.0.0 | | | System | Stable |
| Help>About Modules | aboutmodules | 1.0.0 | | | System | Stable |

Administration

- Describes how to manage the extension from a superuser point of view. That relates to Page/User TSconfig, permissions, configuration etc. which administrator level users have access to.
- language should be non/semi-technical, explaining, using small examples.
- Target group: Administrators

FAQ

- Possible subsections: FAQ

Configuration

- Technical information; Installation, Reference of TypoScript, configuration options on system level, how to extend it, the technical details, how to debug it.
- language should be technical, assuming developer knowledge of TYPO3. Small examples/visuals are always encouraged.
- Target group: Developers

FAQ

- Possible subsections: FAQ

Subheadlines

You can produce subheadlines in a section using "Heading 4" or "Heading 5" (normally used for "Examples")

Reference

- Possible subsections: Reference (TypoScript)

| Property: | Data type: | Description: | Default: |
|-------------------|------------|--|----------|
| allWrap /+stdWrap | wrap | Wraps the whole item | |
| wrapItemAndSub | wrap | Wraps the whole item and any submenu concatenated to it. | |
| subst_elementUid | boolean | If set, all appearances of the string '{elementUid}' in the total element html-code (after wrapped in .allWrap) is substituted with the uid number of the menu item. This is useful if you want to insert an identification code in the HTML in order to manipulate properties with JavaScript. | |
| RO_chBgColor | string | <p>If property RO is set (see below) then you can set this property to a certain set of parameters which will allow you to change the background color of eg. the tablecell when the mouse rolls over you text-link.</p> <p>Syntax: [over-color] [out-color] [id-prefix]</p> <p>Example: <pre> page = PAGE page.typeNum = 0 page.10 = HMENU page.10.wrap = <table border=1> </table> page.10.1 = TMENU page.10.1.NO { allWrap = <tr><td valign=top id="1tmenu{elementUid}" style="background:#eeeeee;"> </td></tr> subst_elementUid = 1 RO_chBgColor = #cccccc #eeeeee 1tmenu RO = 1 }</pre> </p> <p>This example will start out with the table cells in #eeeeee and change them to #cccccc (and back) when rolled over. The "1tmenu" string is a unique id for the menu items. You may not need it (unless the same menu items are more than once on a page), but the important thing is that the id of the table cell has the exact same label before the {elementUid} (red marks). The other important thing is that you DO set a default background color for the cell with the style-attribute (blue marking). If you do not, Mozilla browsers will behave a little strange by not capturing the mouseout event the first time it's triggered.</p> | |

[tsref:(cObject).TEST]

Example

Here you would show an example of the stuff from the reference or so:

```

page = PAGE
page.typeNum = 0
page.10 = TEXT
page.10.value = HELLO WORLD
```

Tutorial

- A full point-a-to-b-to-c walk-through of an application of the extension. Include screendumps.
- Language: As tutorials are...
- Target group: Whatever fits.

Known problems

- Use this section for important warnings about bugs, problems or performance issues. This is where you should explain shortcomings of the extension, so people are properly warned. Be honest.
- Target group: Mostly Developers
- [TYPO3 Forge link to your project](#)
- Alternativley if you like: [User contributions to YOUR manual](#): (don't use the forge-wiki-page because nobody would find it, the central wiki is wiki.typo3.org)

To-Do list

- A wish list of things you want to add or fix. This includes smaller problems/bugs which are best described as a todo item.
- Visions for what the extension could become with more development.
- [TYP03 Forge link to your project](#)

ChangeLog

| Version | Changes: |
|---------|----------------------------------|
| 1.0.0 | First release of this extension. |