

D7 PanelsFrom Zero to Hero in 2000 Seconds







Topic of this talk:

Building stuff with Panels in Drupal 7





Schedule (more or less):

- Getting started (10 min)
 Why Panels? CTools, Pages and Variants, overriding Pages vs Custom Pages.
- 2. Digging deeper (10 min)
 Contexts, Panel nodes, Mini Panels, custom panes, Views content panes.
- 3. More advanced Panels stuff (10 min) Panels Everywhere, Semantic Panels, Code Enigma's approach, custom panel plugins.





Intended audience:

- 1. New site builders with **no** Panels experience
- Site builders with some Panels experience, eager to see more advanced stuff and custom code.







Run away to another talk while you still can. Hurry!





Still here?

Ok, let's go.

(warning: promotional content ahead)





JOERI POESEN

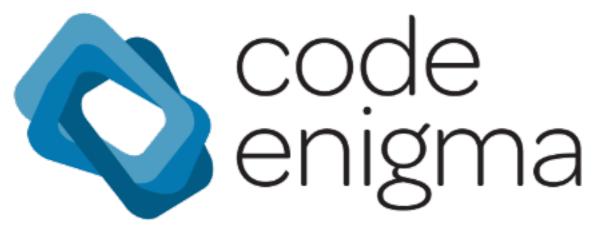
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http://codeenigma.com





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Ok. Let's get on with it.





Part 1

Getting started with Panels





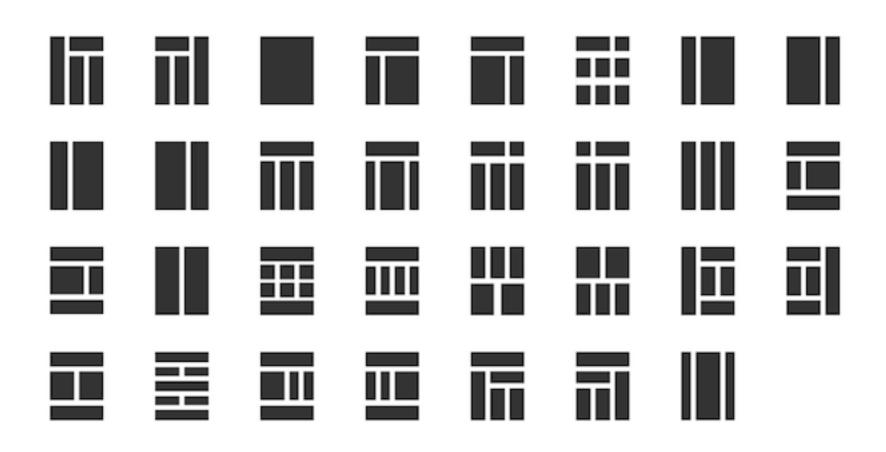
What is this **Panels** thing of which you speak?

"A module that allows you to visually create custom, re-usable page layouts with a drag-and-drop interface."





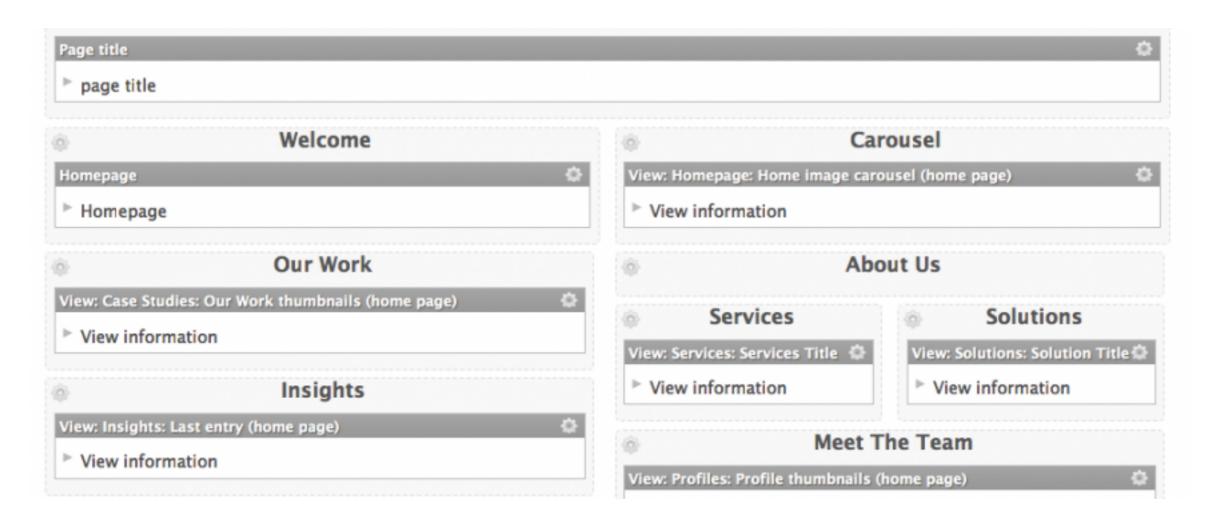
example panel layouts:







Drag-and-drop interface:









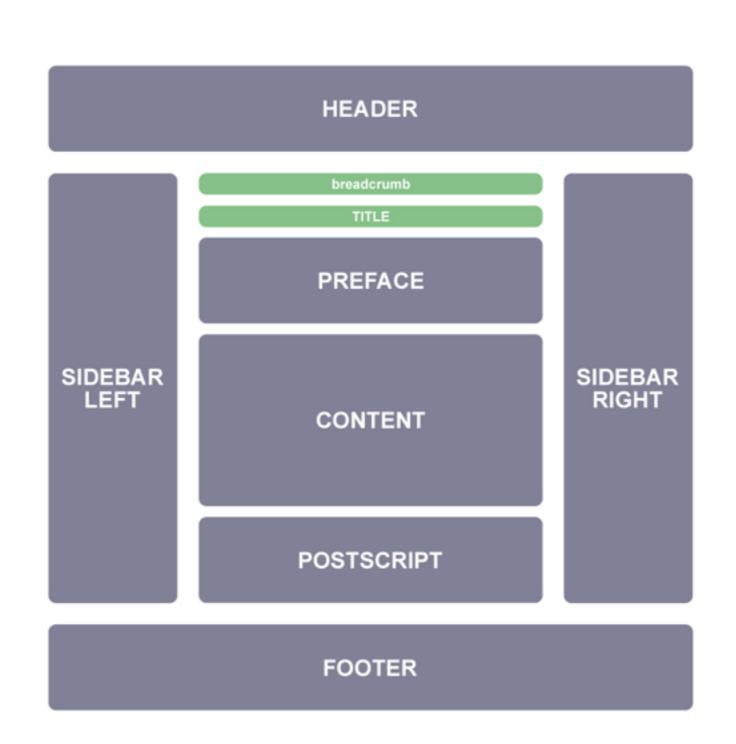
Doesn't the theme system have regions for exactly this purpose?





¡Si, verdad!

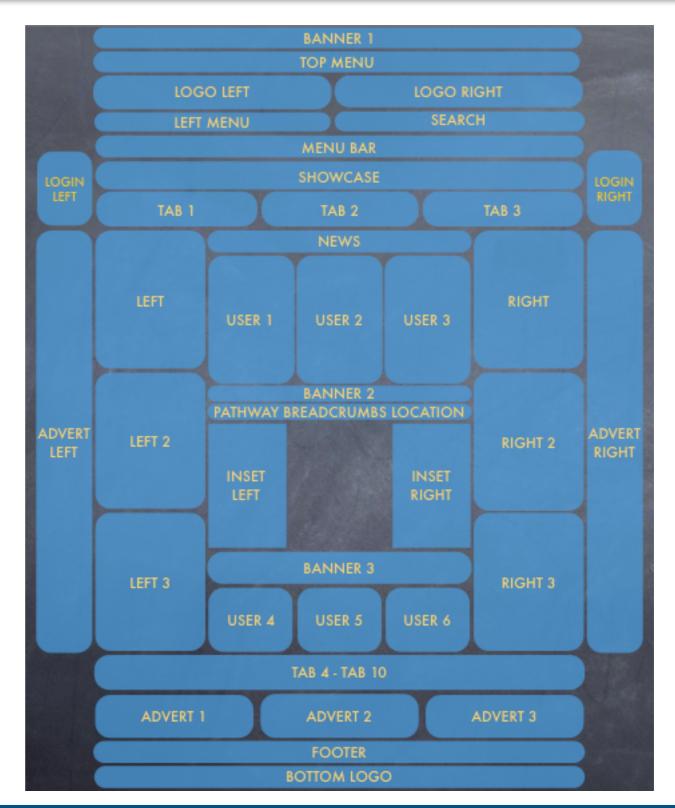
Theme regions give a lot of flexibility:







Sometimes maybe even a little too much flexibility:



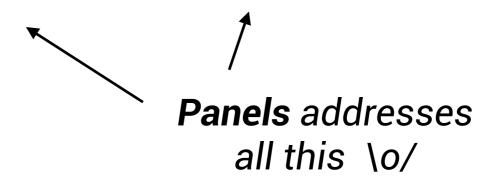




Some of the limits of the core regions-and-blocks building approach

- only blocks can be put in regions
- any given block can only be placed in one region
- blocks have limited display logic / visibility rules
- blocks are not exportable

- tricky to have radically different layouts in different sections of your site
- blocks interface is not the most intuitive/easy to use for non-tech users







Second reason to use Panels: micro-layouts

- Break apart pages (nodes, forms, search results, ...)
 and re-assemble them in a panel without custom template files
- Multiple layouts for the same page, with complex logic to decide which layout to use:
 - Role based
 - Device based
 - Content-type based
 - Content based
 - •





Some core concepts (1/2)

- Page Manager (part of the CTools module)
 - hooks into the menu system
 - lets you override the display of things like nodes, users and terms
- Each Page consists of one or more Variants
- Each Variant has a variant type (panel)
- · Each Variant can have selection criteria and context settings
- Each Panel Variant has a Panel layout with Panel Regions that contain one or more Panel Panes

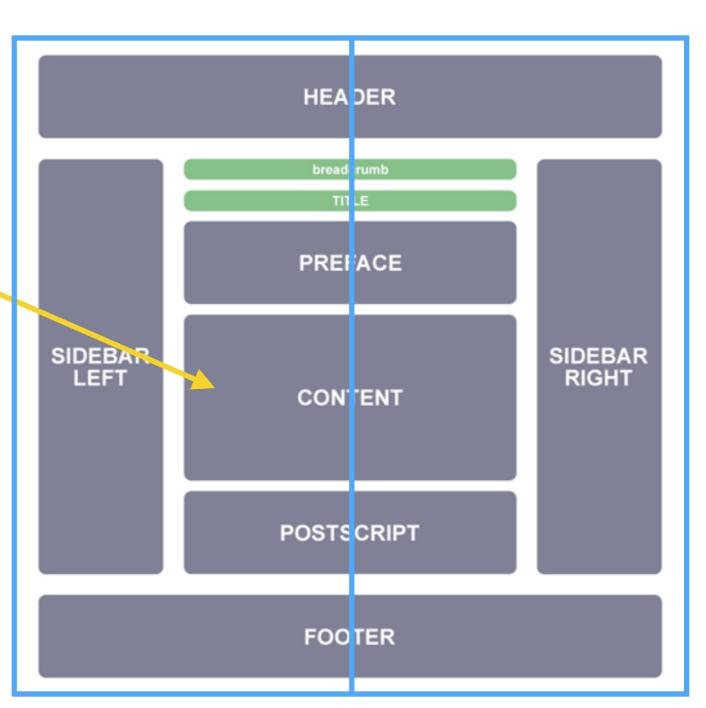




Some core concepts (2/2)

 Panel pages can either take up the content area of your theme...

· ...or bypass all theme regions completely







Demo

- Create a custom homepage
- Override node/x paths
- Override node/x/edit paths
- Enable easy management UI for end-users





Part 2







Node Panels

- new Content Type 'Panel'
- Each Panel node has its own settings
- used for one-off panels

demo

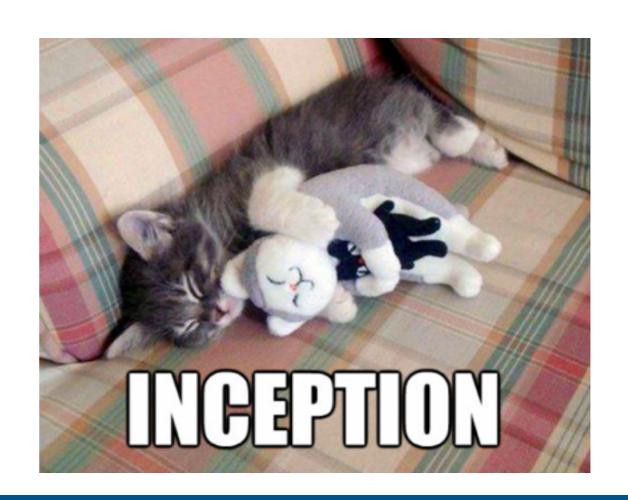




Mini Panels

- Tiny, re-usable panels without a path or selection criteria, made available as a block
- To be used in the core block system or as a panel inside another panel

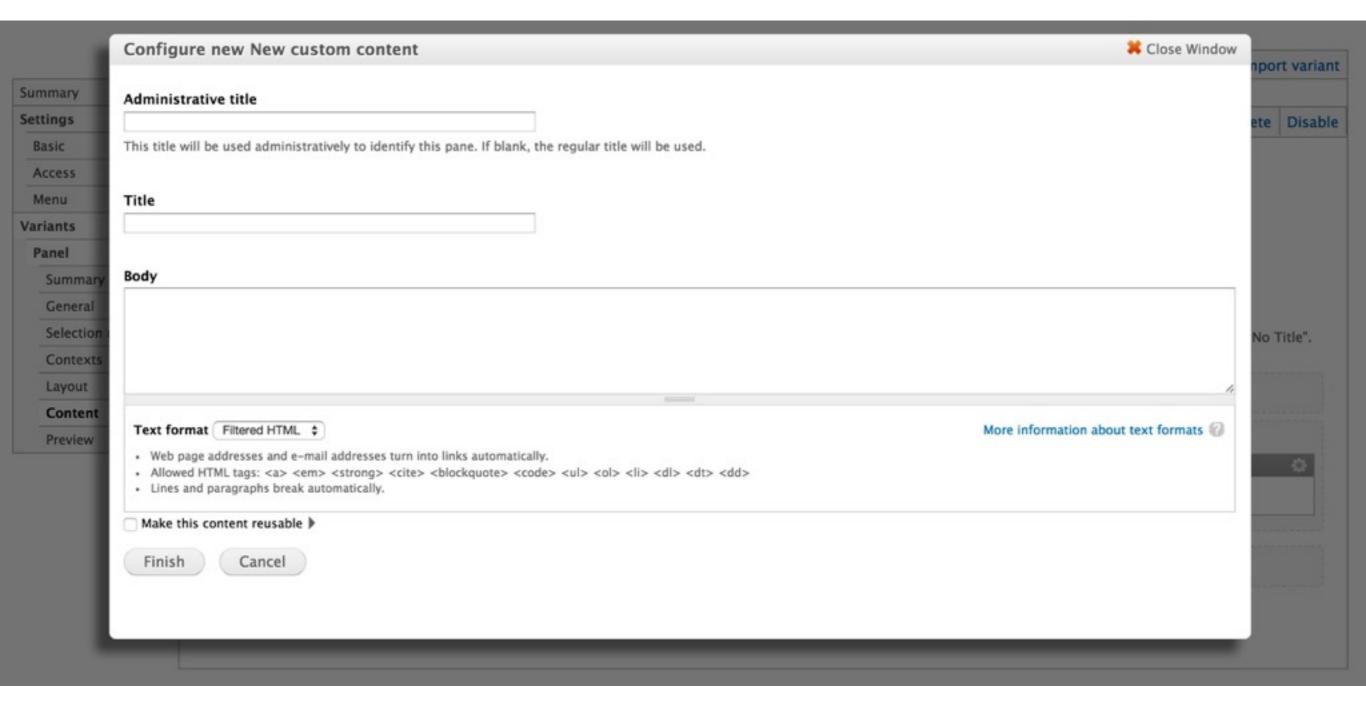
demo







Custom Content Panes







Views Content Pane Displays

- make result of a view available as a Panel pane
- optionally pass Panel context info to the View Display's Contextual Filter
- optionally make some of the View Display's settings available in the Panel pane's settings

demo





Part 3

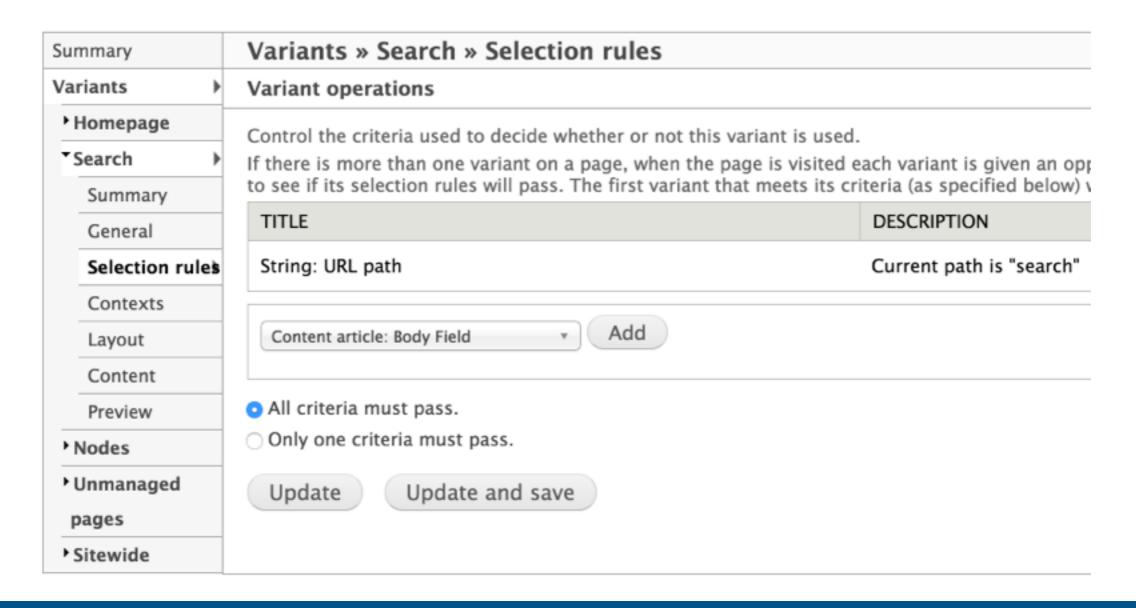






Panels Everywhere

Default site template







Semantic Panels / Planer

 a CTools style plugin that gives you full control over the HTML output of Panels panes:

Individually add/remove the

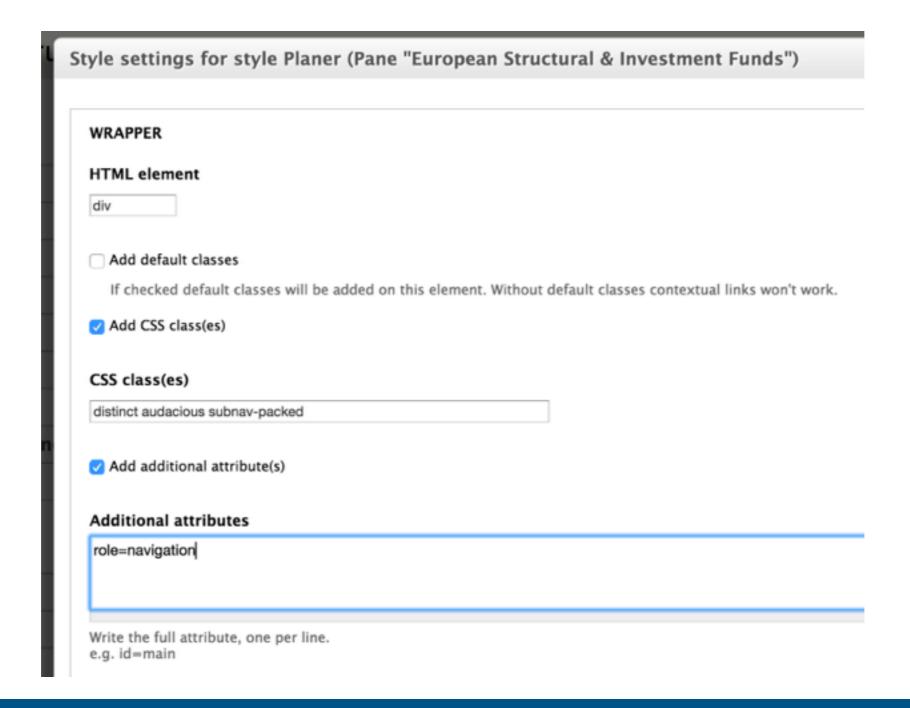
- HTML element
- CSS Classes
- Other attributes

Of pane titles, pane content, and pane wrappers.





Planer







Custom Panel plugins

- on-demand "blocks"
- per-instance block settings
- · isolated "block" code per section

training module demo





