



Overview

Templates within Engage: Events are useful for redefining the layout of the module without developer interaction. Anyone with knowledge of CSS and the contents of this document can restyle the Events module in many ways.

Listing Display

Select *Listing* as the display in the module settings to access the templated listing view. On the settings page you can pick which template to use for each type of used by the listing display. The listing display provides a list of events. It starts with a Header template, followed by an Item template for each event, and ends with a Footer template. It also links to a Detail template if you include the *ReadMore* token in your Item template.

1. Header – This template appears above the listing and can include sorting and/or paging entities.

Templates Provided:

- ListingAll
- ListingFuture
- ListingThisMonth
- Featured

2. Item – This template displays the main information about the event, as well as entities to interact with a specific event. This includes a link to the details display, as well as buttons to register for the event, edit the event, etc.

Templates provided:

- Listing

3. Footer – This template appears below the listing and can include sorting and/or paging entities.

Templates provided:

- Listing

4. Detail Display – The detail display can be used provide a “drill-in” to view all details about an event. This template is used when the user clicks on the ReadMore entity link in the listing display.

Templates provided:

- Item



Creating New Templates

If you feel the need to alter the structure of the module's output, you can create a template of your own design to accomplish that task. You may also find a template created by someone else that you would like to use. In order to install any templates that do not come with the module, you will need to install them onto your site. Templates are stored in the *Templates* folder in the *EngageEvents* folder under your website's main *DesktopModules* folder. Any new templates that you add into this folder will be available from the module's settings page. The name of each type of template needs to start with the right prefix so that the settings will find it. Header templates need to start with *Header.*, Item templates need to start with *Item.*, Footer templates need to start with *Footer.*, and Detail templates need to start with *Detail.*

Therefore, if you have a template that you would like to use on your site, you will need to transfer it to your site, placing it in the folder */DesktopModules/EngageEvents/Templates*. Once there, it will immediately be selectable from the module's settings page.

Engage Entities and Attributes

Engage has developed an HTML-like tag system for designers to include Engage: Events-specific entities within their templates. All Engage: Events tags will start with *Engage:* to differentiate them from HTML. Any tags starting with *Engage:* that are not defined below will not be displayed on the page.

Tag Definitions

Tag: **Engage:DataEntity**

Purpose: This entity displays information about an event.

Attributes/Values:

- **PropertyName**
 - Id – the ID used internally by the module for this event
 - Title – the title of this event
 - Overview – the overview of this event
 - Description – the description of this event

Example: `<Engage:DataEntity PropertyName="Title"/>`



Tag: Engage:DateEntity

Purpose: This entity displays date information about an event. You can use the Format property to change the formatting of the date.

Attributes/Values:

- **PropertyName**
 - EventStart
 - EventEnd
- **Format**
 - Any valid date format value. See the Appendix for possible Date/Time format values. "G" is the default value.

Example: `<Engage:DateEntity PropertyName="EventStart" Format="MM.dd.yyyy"/>`

Tag: Engage:Label

Purpose: This Entity is used for displaying text. If a ResourceKey is provided, the text comes from the Template.resx resource file.

Attributes/Values:

- **ResourceKey**
 - The name of any key in the Template.resx resource file. If the name does not contain a period (.), .Text will be appended to the key.
- **Text**
 - Any text you want to display. If a ResourceKey is also provided, the Text value will only be displayed if the key cannot be found.

Example: `<Engage:Label ResourceKey="Where" Text="Where"/>`



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Tag: Engage:ReadMore

Purpose: This entity displays a link to the Detail template of its event. If a ResourceKey is provided, the link text comes from the Template.resx resource file.

Attribute/Value:

- ResourceKey
 - The name of any key in the Template.resx resource file. If the name does not contain a period (.), .Text will be appended to the key.
- Text
 - Any text you want to display. If a ResourceKey is also provided, the Text value will only be displayed if the key cannot be found.

Example: `<Engage:ReadMore ResourceKey="ReadMore" Text="View Details Here!" />`

Tag: Engage:BackHyperlink

Purpose: This entity displays a link to the main display of the module, to be used from the Details template. If a ResourceKey is provided, the link text comes from the Template.resx resource file.

Attribute/Value:

- ResourceKey
 - The name of any key in the Template.resx resource file. If the name does not contain a period (.), .Text will be appended to the key.
- Text
 - Any text you want to display. If a ResourceKey is also provided, the Text value will only be displayed if the key cannot be found.

Example: `<Engage:BackHyperlink ResourceKey="Back" Text="Back to Listing" />`

Tag: Engage>EditEventButton

Purpose: This entity displays a button that directs to the edit page for its event when clicked. This is only displayed for users with edit rights to the module.

Example: `<Engage>EditEventButton/>`



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Tag: Engage:ViewResponsesButton

Purpose: This entity displays a button that directs you to the responses page for its Event. This is only displayed for users with edit rights to the module.

Example: `<Engage:ViewResponsesButton/>`

Tag: Engage:RegisterButton

Purpose: This entity displays a button that directs you to the registration page for its Event. If the user is not logged in, they are directed a page telling them to login or register. Only registered users can register for an event. This button is not displayed if the event has been cancelled, has already ended, or is not set to allow registrations.

Example: `<Engage:RegisterButton/>`

Tag: Engage:AddToCalendarButton

Purpose: This entity displays a button that causes the user to download an iCalendar file to import into their calendar. It is not displayed if the event has been cancelled or has already ended.

Example: `<Engage:AddToCalendarButton/>`

Tag: Engage>DeleteButton

Purpose: This entity displays a button that deletes its event when clicked. This is only displayed for users with edit rights to the module.

Example: `<Engage>DeleteButton/>`

Tag: Engage:CancelButton

Purpose: This entity displays a button that cancels its event when clicked. This is only displayed for users with edit rights to the module.

Example: `<Engage:CancelButton/>`

Appendix: Date/Time Format Values

When formatting date/time values, there are a number of built-in format options from which to choose. If you require more flexibility, you can also create a custom Date/Time Format.

Standard Date/Time Formats

Format Value	Name	American English Example
d	Short date pattern	7/31/2008
D	Long date pattern	Thursday, July 31, 2008
f	Full date/time pattern (short time)	Thursday, July 31, 2008 12:00 AM
F	Full date/time pattern (long time)	Thursday, July 31, 2008 12:00:00 AM
g	General date/time pattern (short time)	7/31/2008 12:00 AM
G	General date/time pattern (long time)	7/31/2008 12:00:00 AM
M or m	Month day pattern	July 31
o	Round-trip date/time pattern	2008-07-31T00:00:00.0000000
R or r	RFC1123 pattern	Thu, 31 Jul 2008 00:00:00 GMT
s	Sortable date/time pattern; conforms to ISO 8601	2008-07-31T00:00:00
t	Short time pattern	12:00 AM
T	Long time pattern	12:00:00 AM
u	Universal sortable date/time pattern	2008-07-31 00:00:00Z
U	Universal sortable date/time pattern	Thursday, July 31, 2008 5:00:00 AM
Y or y	Year month pattern	July, 2008
Any other single character	Unknown format value (uses the General date/time pattern (long time))	7/31/2008 12:00:00 AM



Custom Date/Time Formats

Format specifier	Description
d	Represents the day of the month as a number from 1 through 31. A single-digit day is formatted without a leading zero.
dd	Represents the day of the month as a number from 01 through 31. A single-digit day is formatted with a leading zero.
ddd	Represents the abbreviated name of the day of the week.
dddd	Represents the full name of the day of the week.
f	Represents the most significant digit of the seconds fraction.
ff	Represents the two most significant digits of the seconds fraction.
fff	Represents the three most significant digits of the seconds fraction.
ffff	Represents the four most significant digits of the seconds fraction.
fffff	Represents the five most significant digits of the seconds fraction.
ffffff	Represents the six most significant digits of the seconds fraction.
fffffff	Represents the seven most significant digits of the seconds fraction.
F	Represents the most significant digit of the seconds fraction. Nothing is displayed if the digit is zero.
FF	Represents the two most significant digits of the seconds fraction. However, trailing zeros, or two zero digits, are not displayed.
FFF	Represents the three most significant digits of the seconds fraction. However, trailing zeros, or three zero digits, are not displayed.
FFFF	Represents the four most significant digits of the seconds fraction. However, trailing zeros, or four zero digits, are not displayed.
FFFFF	Represents the five most significant digits of the seconds fraction. However, trailing zeros, or five zero digits, are not displayed.
FFFFFF	Represents the six most significant digits of the seconds fraction. However, trailing zeros, or six zero digits, are not displayed.



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FFFFFF	Represents the seven most significant digits of the seconds fraction. However, trailing zeros, or seven zero digits, are not displayed.
g or gg	Represents the period or era (A.D. for example).
h	Represents the hour as a number from 1 through 12, that is, the hour as represented by a 12-hour clock that counts the whole hours since midnight or noon. Consequently, a particular hour after midnight is indistinguishable from the same hour after noon. The hour is not rounded, and a single-digit hour is formatted without a leading zero. For example, given a time of 5:43, this format specifier displays "5".
hh	Represents the hour as a number from 01 through 12, that is, the hour as represented by a 12-hour clock that counts the whole hours since midnight or noon. Consequently, a particular hour after midnight is indistinguishable from the same hour after noon. The hour is not rounded, and a single-digit hour is formatted with a leading zero. For example, given a time of 5:43, this format specifier displays "05".
H	Represents the hour as a number from 0 through 23, that is, the hour as represented by a zero-based 24-hour clock that counts the hours since midnight. A single-digit hour is formatted without a leading zero.
HH	Represents the hour as a number from 00 through 23, that is, the hour as represented by a zero-based 24-hour clock that counts the hours since midnight. A single-digit hour is formatted with a leading zero.
M	Represents the minute as a number from 0 through 59. The minute represents whole minutes passed since the last hour. A single-digit minute is formatted without a leading zero.
Mm	Represents the minute as a number from 00 through 59. The minute represents whole minutes passed since the last hour. A single-digit minute is formatted with a leading zero.
M	Represents the month as a number from 1 through 12. A single-digit month is formatted without a leading zero.
MM	Represents the month as a number from 01 through 12. A single-digit month is formatted with a leading zero.
MMM	Represents the abbreviated name of the month.



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MMMM	Represents the full name of the month.
s	Represents the seconds as a number from 0 through 59. The second represents whole seconds passed since the last minute. A single-digit second is formatted without a leading zero.
ss	Represents the seconds as a number from 00 through 59. The second represents whole seconds passed since the last minute. A single-digit second is formatted with a leading zero.
t	Represents the first character of the A.M./P.M. designator. The A.M. designator is used if the hour in the time being formatted is less than 12; otherwise, the P.M. designator is used.
tt	Represents the A.M./P.M. designator. The A.M. designator is used if the hour in the time being formatted is less than 12; otherwise, the P.M. designator is used.
y	Represents the year as a two-digit number.
yy	Represents the year as a two-digit number.
yyy	Represents the year as a three-digit number.
yyyy	Represents the year as a four-digit number.
yyyyy	Represents the year as a five-digit number. If the year has fewer than five digits, the number is padded with leading zeroes to achieve five digits. If there are additional "y" specifiers, the number is padded with as many leading zeroes as necessary to achieve the number of "y" specifiers.
:	The time separator that is used to differentiate hours, minutes, and seconds.
/	The date separator that is used to differentiate years, months, and days.
"	Quoted string (quotation mark). Displays the literal value of any string between two quotation marks ("). Precede each quotation mark with an escape character (\).
'	Quoted string (apostrophe). Displays the literal value of any string between two apostrophe (') characters.
%c	Represents the result associated with a custom format specifier "c", when the custom format value consists solely of that custom format specifier. That is, to



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	use the "d", "f", "F", "h", "m", "s", "t", "y", "z", "H", or "M" custom format specifier by itself, specify "%d", "%f", "%F", "%h", "%m", "%s", "%t", "%y", "%z", "%H", or "%M".
\c	The escape character. Displays the character "c" as a literal when that character is preceded by the escape character (\). To insert the backslash character itself in the result string, use two escape characters ("\\").
Any other character	Any other character is copied to the result string, and does not affect formatting.