

LIFERAY INTERNAL APIS

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LIFERAY APIS

- The Liferay JavaScript object is populated with some helpful tools you're able to use.
- Below, you'll find some of the various APIs on the object.

LIFERAY.THEMEDISPLAY

```
Liferay. ThemeDisplay = {
    <c:if test="<%= layout != null %>">
        getLayoutId: function() {
            return '<%= layout.getLayoutId() %>';
        },
        getLayoutRelativeURL: function() {
            return '<%= PortalUtil.getLayoutRelativeURL(layout, themeDisplay) %>';
        getLayoutURL: function() {
            return '<%= PortalUtil.getLayoutURL(layout, themeDisplay) %>';
        },
        getParentLayoutId: function() {
            return '<%= layout.getParentLayoutId() %>';
        },
   </c:if>
};
```

LIFERAY.AUI

```
Liferay.AUI = {
   Object {}
    getAvailableLangPath: function() {...}
   getCombine: function() {...}
   getComboPath: function() {...}
    getDateFormat: function() {...}
   getEditorCKEditorPath: function() {...}
   getFilter: function() {...}
    getFilterConfig: function() {...}
    getJavaScriptRootPath: function() {...}
    getLangPath: function() {...}
    getPortletRootPath: function() {...}
   getStaticResourceURLParams: function() {...}
```

}

LIFERAY.BROWSER

```
var Liferay = Liferay || {};
        Liferay.Browser = {
            acceptsGzip: function() {
                return <%= BrowserSnifferUtil.acceptsGzip(request) %>;
            },
            getMajorVersion: function() {
                return <%= BrowserSnifferUtil.getMajorVersion(request) %>;
            },
            getRevision: function() {
                return '<%= BrowserSnifferUtil.getRevision(request) %>';
            }.
            getVersion: function() {
                return '<%= BrowserSnifferUtil.getVersion(request) %>';
            },
            isAir: function() {
                return <%= BrowserSnifferUtil.isAir(request) %>;
            }.
        };
```

LIFERAY.PROPSVALUES

```
Liferay.PropsValues = {
    JAVASCRIPT_SINGLE_PAGE_APPLICATION_TIMEOUT: <%= PrefsPropsUtil.getInteger(
    themeDisplay.getCompanyId(), PropsKeys.
    JAVASCRIPT_SINGLE_PAGE_APPLICATION_TIMEOUT, PropsValues.
    JAVASCRIPT_SINGLE_PAGE_APPLICATION_TIMEOUT) %>,
    NTLM_AUTH_ENABLED: <%= PrefsPropsUtil.getBoolean(themeDisplay.getCompanyId(),
    PropsKeys.NTLM_AUTH_ENABLED, PropsValues.NTLM_AUTH_ENABLED) %>,
    UPLOAD_SERVLET_REQUEST_IMPL_MAX_SIZE: <%= PrefsPropsUtil.getLong(PropsKeys.
    UPLOAD_SERVLET_REQUEST_IMPL_MAX_SIZE, PropsValues.
    UPLOAD_SERVLET_REQUEST_IMPL_MAX_SIZE) %>
};
```

LIFERAY.PORTLETKEYS



LIFERAY.DATA

```
Liferay.Data = Liferay.Data || {};
Liferay.Data.NAV_SELECTOR = '#navigation';
Liferay.Data.NAV_SELECTOR_MOBILE = '#navigationCollapse';
Liferay.Data.isCustomizationView = function() {
    return <%= (layoutTypePortlet.isCustomizable() && LayoutPermissionUtil.contains
    (permissionChecker, layout, ActionKeys.CUSTOMIZE)) %>;
};
Liferay.Data.notices = [
    null1
    <c:if test="<%= permissionChecker.isOmniadmin() && PortalUtil.isUpdateAvailable
    () %>">
            content: '<a class="update-available" href="<%= themeDisplay.
            getURLUpdateManager() %>">liferay-ui:message key="updates-are-
            available-for-liferay" /></a>',
            toggleText: false
```

];

</c:if>

LIFERAY.AUTHTOKEN

```
Liferay.authToken = '<%= AuthTokenUtil.getToken(request) %>';
Liferay.currentURL = '<%= HtmlUtil.escapeJS(currentURL) %>';
Liferay.currentURLEncoded = '<%= HtmlUtil.escapeJS(HttpUtil.encodeURL(currentURL))
%>':
```



LIFERAY.CURRENTURL

```
Liferay.currentURL = '<%= HtmlUtil.escapeJS(currentURL) %>';
Liferay.currentURLEncoded = '<%= HtmlUtil.escapeJS(HttpUtil.encodeURL(currentURL))
%>';
```



LIFERAY.CURRENTURLENCODED

Liferay.currentURLEncoded = '<%= HtmlUtil.escapeJS(HttpUtil.encodeURL(currentURL))
%>';

LIFERAY.PORTLET

- > Custom applications that implement their own module will add to the pre-existing Liferay.Portlet object.
- An example of this can be seen in the Google Maps Portlet here: https://github.com/liferay/liferay-portal/blob/master/modules/apps/ google-maps/google-maps-web/src/main/resources/META-INF/resources/ js/main.js
- Adding the module Liferay. Portlet makes it available globally.



LIFERAY.PORTLETURL

- This provides a way to create Liferay PortletURLs such as actionURL, renderURL, and resourceURL through JavaScript.
- Here is an example:

```
var portletURL = Liferay.PortletURL.createURL(themeDisplay.
getURLControlPanel());

portletURL.setDoAsGroupId('true');
portletURL.setLifecycle(Liferay.PortletURL.ACTION_PHASE);
portletURL.setParameter('cmd', 'add_temp');
portletURL.setParameter('javax.portlet.action',
   ''document_library/upload_file_entry');
portletURL.setParameter('p_auth', Liferay.authToken);
portletURL.setPortletId(Liferay.PortletKeys.DOCUMENT_LIBRARY);
```

LIFERAY. MAPS

- In DXP, the new Loader makes it possible to add some third-party modules and dependencies for your modules.
- These two objects make it possible to see what modules are being loaded into the application for each module.
- Here is an example of Liferay.MAPS:

```
Liferay.MAPS = {
    classic-theme: "classic-theme@1.0.2"
    com.liferay.announcements.web: "com.liferay.announcements.web@1.0.5"
    com.liferay.application.list.taglib: "com.liferay.application.list.
    taglib@2.0.4"
    com.liferay.asset.browser.web: "com.liferay.asset.browser.web@1.0.6"
    com.liferay.asset.categories.admin.web: "com.liferay.asset.categories.
    admin.web@1.0.9"
    com.liferay.asset.categories.navigation.web: "com.liferay.asset.categories
    navigation.web@1.0.4"
    com.liferay.asset.display.web: "com.liferay.asset.display.web@1.0.1"
    ...
}
```

LIFERAY. MODULES

- This shows all of the included module names, the module they belong to, and that module's version number.
- Here is an example of Liferay.MODULES:

> This object displays each module and its dependencies.

