LIFERAY®

CREATING AND CONTRIBUTING NEW FUNCTIONALITY

ADDING FUNCTIONALITY

- It is possible to add additional AlloyEditor functionality through OSGi modules.
- Let’s take a look at how to add a button to the editor.
- AlloyEditor is built on React.js and uses JSX to handle the interactions for each button in the editor.

ADDING THE OSGI MODULE

- Here is the folder structure of a module for adding a new button.

```
- frontend-editor-alloyeditor-accessibility-web
  - src
    - main
      - java
        - com/liferay/frontend/editor/alloyeditor/accessibility/web/
          - editor
            - configuration
              - AlloyEditorAccessibilityConfigContributor.java
          - servlet
            - taglib
              - AlloyEditorAccessibilityDynamicInclude.java
    - resources
      - META-INF
        - resources
          - js
            - button_image_alt.jsx
```

WHAT WE NEED TO COMPILE

- To compile our module, we need the following:
  1. `.babelrc` - needed since we are compiling JSX
  2. `bnd.bnd`

```
Bundle-Name: Liferay Frontend Editor AlloyEditor Accessibility Web
Bundle-SymbolicName: com.liferay.frontend.editor.alloyeditor.
accessibility.web
Bundle-Version: 1.0.2
Liferay-Releng-Module-Group-Description:
Liferay-Releng-Module-Group-Title: Rich Text Editors
Web-ContextPath:
/frontend-editor-alloyeditor-accessibility-web
```

BUILD.GRADLE

- Here is what the `build.gradle` looks like:

```
configJSModules {
    enabled = false
}
dependencies {
    provided group: "com.liferay.portal", name: "com.liferay.portal.kernel",
    version: "2.0.0"
    provided group: "javax.servlet", name: "javax.servlet-api", version: "3.0.
    provided group: "org.osgi", name: "org.osgi.service.component.annotations"
    version: "1.3.0"
}
transpileJS {
    bundleFileName = "js/buttons.js"
    globalName = "AlloyEditor.Buttons"
    modules = "globals"
    srcIncludes = "**/*.jsx"
}
```

PACKAGE.JSON

- In the `package.json`, we’ve added the contents of some files since you’ll need customizations in the build gradle.

```
{
    "devDependencies": {
        "babel-preset-react": "^6.11.1",
        "metal-cli": "^2.0.0"
    },
    "name": "frontend-editor-alloyeditor-accessibility-web",
    "version": "1.0.2"
}
```

CONTENTS OF JSX FILE

- You can find the contents of the `03-button_image_alt.jsx` file in the exercises folder.
- The file is well-documented, so take a look at the code.
- The important lines are those that reference the global `AlloyEditor`.
- You can create your own JavaScript functions for interactions with your button.

CONTENTS OF ACCESSIBILITYDYNAMICINCLUDE

- You can find the contents of our `AlloyEditorAccessibilityDynamicInclude.java` file in the exercises folder.
- This file adds our button to the global AlloyEditor that is included through the `<liferay-util:dynamic-include />` taglib.
- This makes our button available to other AlloyEditor instances.

CONTENTS OF ACCESSIBILITYCONFIGCONTRIBUTOR

- You can find the contents of our `AlloyEditorAccessibilityConfigContributor.java` file in the exercises folder.
- This file handles where in the toolbar our new button should be.
- You can access the AlloyEditor toolbar and manipulate where the new button should be placed. Since there is no application name specified, this will be something added for the global AlloyEditor.

Notes: