EXT: GH Random Content

Extension Key: gh_randomcontent

Language: en

Keywords: forEditors, forAdmins

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The content of this document is related to TYPO3

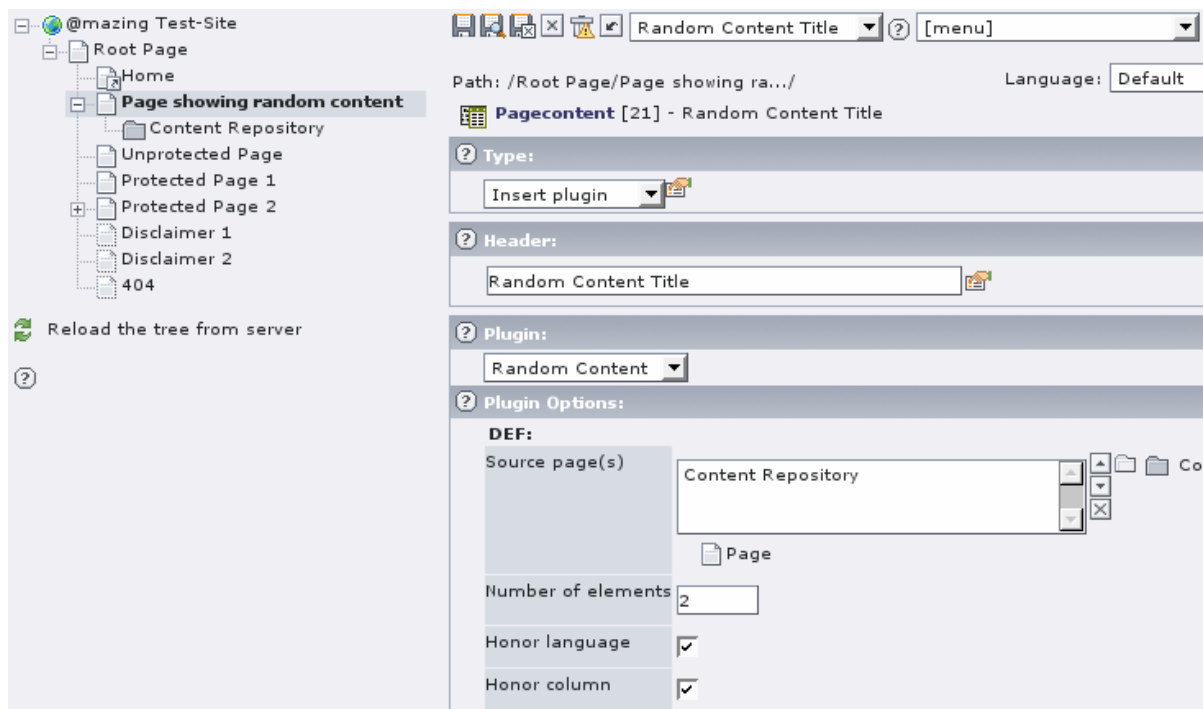- a GNU/GPL CMS/Framework available from www.typo3.org

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Introduction

What does it do?

One or more content elements are choosen by random from one or more selected pages. This can be helpful for applications like random quotes, fortune cookies, …

Screenshots

Users manual

Setting up a random content element and its content repository

1. Insert a content element of type "General Plugin" into your page.

2. Choose "Random Content" as plugin type.

3. Choose one or more pages as a source for the random content elements.

4. Enter the number of content elements to be shown.

5. Check the "Honor language" box to only use content elements of the current FE language.

6. Check the "Honor Column" box to only use content elements of the same content column as the plugin itself.

Administration

- Install gh_randomcontent via the extension manager.

- Include the extensions static template into your TS template.

Configuration

Reference

Property:	Data type:	Description:	Default:
pages	int+ / list	IDs of the pages, where the content is stored.	0
count	int+	Number of content elements to show.	1
honorLanguage	boolean	If set, only content elements with the actual sys_language_uid are considered.	0
honorColPos	boolean	If set, only content elements with the same column setting like the plugin itself are considered.	0
defaultColPos	int+	Default column if plugin is included in the TypoScript setup.	0
elementWrap	wrap / stdWrap	Wraps each single content element.		
allWrap	wrap / stdWrap	Wraps the whole output of the plugin.	<div class="tx-ghrandomcontent-pi1">|</div>
includeMediaSwfJs	comment	Activate if you want to use CEs of type MEDIA/SWFOBJECT for random inclusion. Use the Constant Editor to change this setting. Your PAGE object has to be named page for this to work...	#
includeMediaQtJs	comment	Activate if you want to use CEs of type MEDIA/QTOBJECT for random inclusion. Use the Constant Editor to change this setting. Your PAGE object has to be named page for this to work...	#

[tsref:plugin.tx_ghrandomcontent_pi1]

You can use the Constant Editor to change these settings.

Examples

You can include the plugin directly in your TS setup:

```
plugin.tx_ghrandomcontent_pi1 {
  pages = 12,15
  count = 1
  honorLanguage = 1
  honorColPos = 1
  defaultColPos = 0
}
…
page.10 < plugin.tx_ghrandomcontent_pi1
…
```

Change the output using stdWrap properties

```
plugin.tx_ghrandomcontent_pi1 {
  elementWrap = <li>|</li>
  elementWrap {
    stripHtml = 1
    crop = 100|...|1
  }
  allWrap = <ul>|</ul>
}
```

Known problems

If your CEs for random inclusion are of type MEDIA (SWFOBJECT, QTOBJECT) and require the inclusion of an according javascript file in the html header, you have to do this by hand:

```
page.includeJS.swfobject = typo3/contrib/flashmedia/swfobject/swfobject.js
page.includeJS.qtobject = typo3/contrib/flashmedia/qtobject/qtobject.js
```

You can use the Constant Editor to active the inclusion of these files, as long as your PAGE object is named page.

Please do so only on pages where the random elements are shown to avoid unnecessary inclusion of unneeded files.

Please report bugs and feature requests on forge: http://forge.typo3.org/projects/extension-gh_randomcontent/issues

To-Do list

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ChangeLog

See EXT:gh_randomContent/changeLog for details.