

ElggCamp Santiago 2011

Dev Edition

Brett Profitt

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Who's talking?

Hi, I'm Brett.

Involved with Elgg since 2007.

Lead developer for Elgg since 2009.

From Columbus, Ohio.

#yawn.

Who am I talking to?

Hands up!

Drop your hand if you have:

...contributed code to Elgg core.

...written an Elgg plugin.

...contributed to a PHP framework.

...used a PHP framework.

...written anything in PHP.

...wandered in on accident.

The Plan

Elgg basics

Plugin basics

Tour of 1.8 Bookmarks plugin

Plugin workshop with Emilio

Things to look for if you're a 1.7 dev:

Antipatterns (aka: Things not to do).

New features.

Deprecated features.

ASK QUESTIONS!

Raise your hand.

Speak out.

@brettprofitt, @emdagon



http://elgg.org/elgg-1.8.zip

Elgg Basics From nothing to newb in no time at all!

Elgg Blitz!



Social engine.

Social features.

Not limited to traditional "social networks."

More than a framework, less than a turnkey solution.

(More than CakePHP, less than Wordpress.)

Tech specs

Runs on LAMP (MySQL \geq 5, PHP \geq 5.2).

MVC based.

Front controller with two controllers.

Object oriented and procedural.

Convention and configuration.

Modular plugins system.

Important concepts

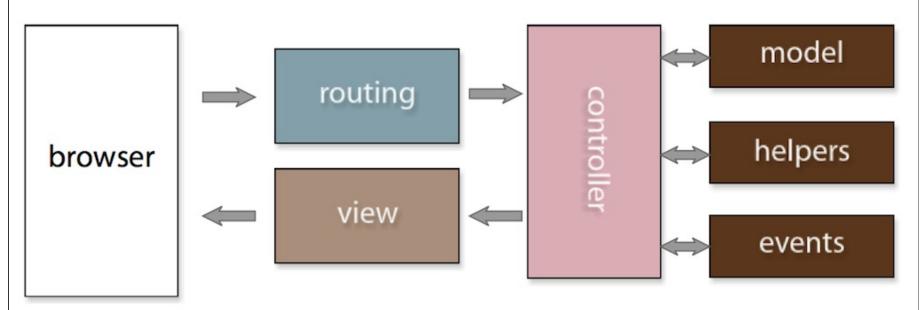
Data model (M).

Views (V).

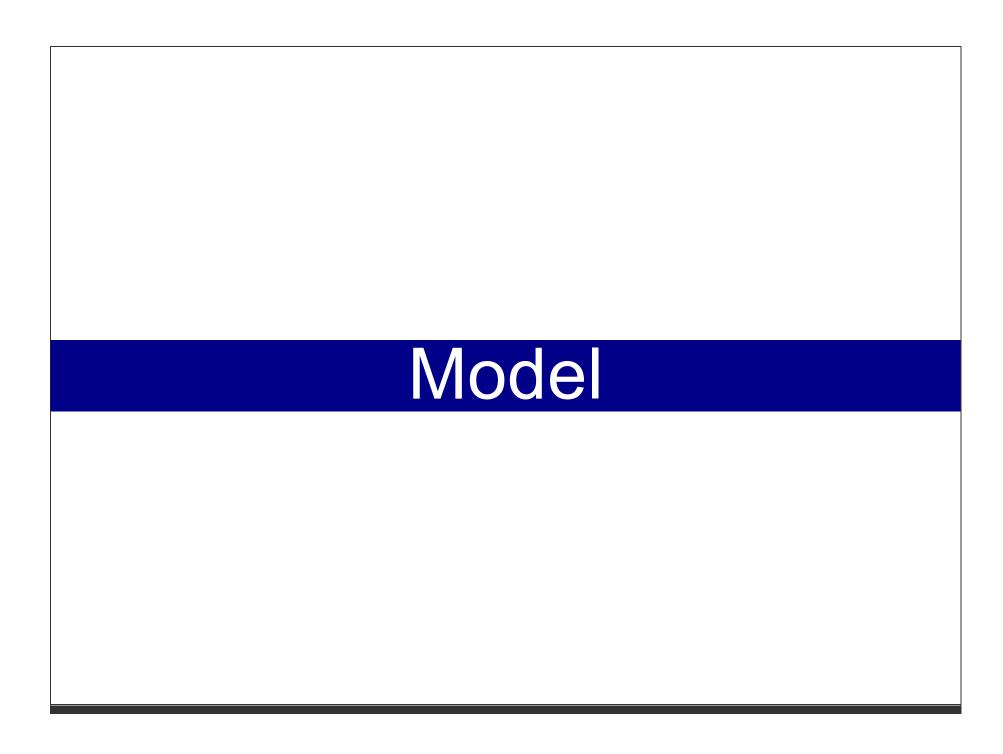
Actions and page handlers (C).

Events and plugin hooks (extends the core MVC).

Elgg application flow



Thanks for the pic, Cash!



Data model

Entities: Generic storage classes.

ElggObject, ElggUser, ElggGroup, ElggSite.

ElggObject <- ElggBlog, ElggPlugin, ElggWidget.

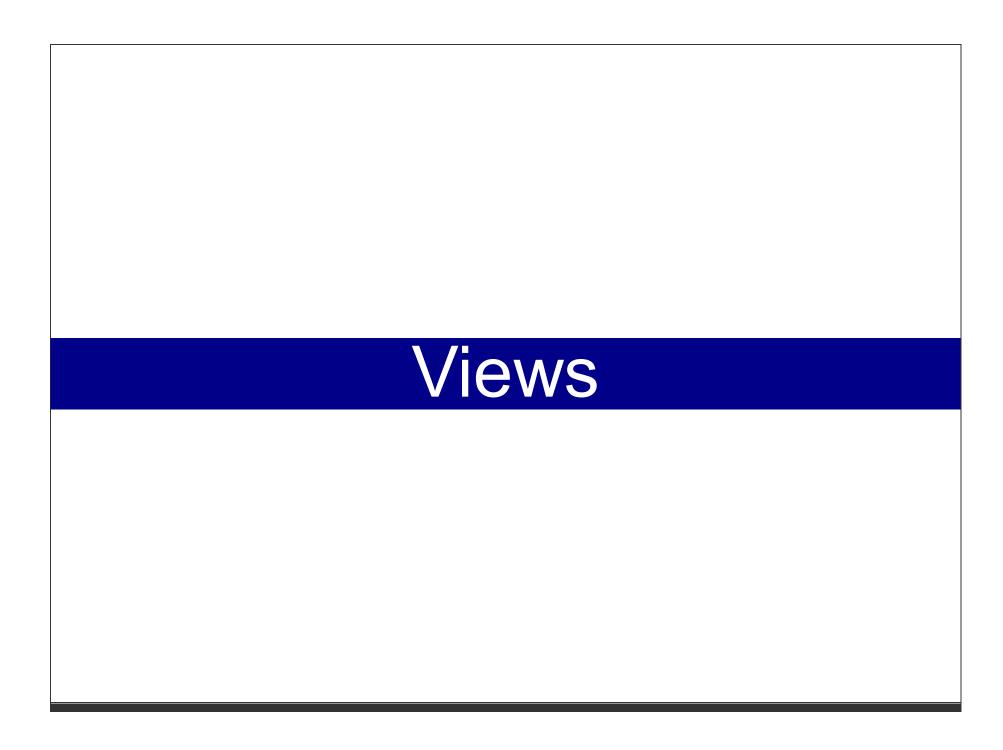
Extenders: Describe entities.

ElggMetadata, ElggAnnotation.

Relationships - Connects entities.

ElggUser "is_member" ElggGroup

ElggUser "friend" ElggUser



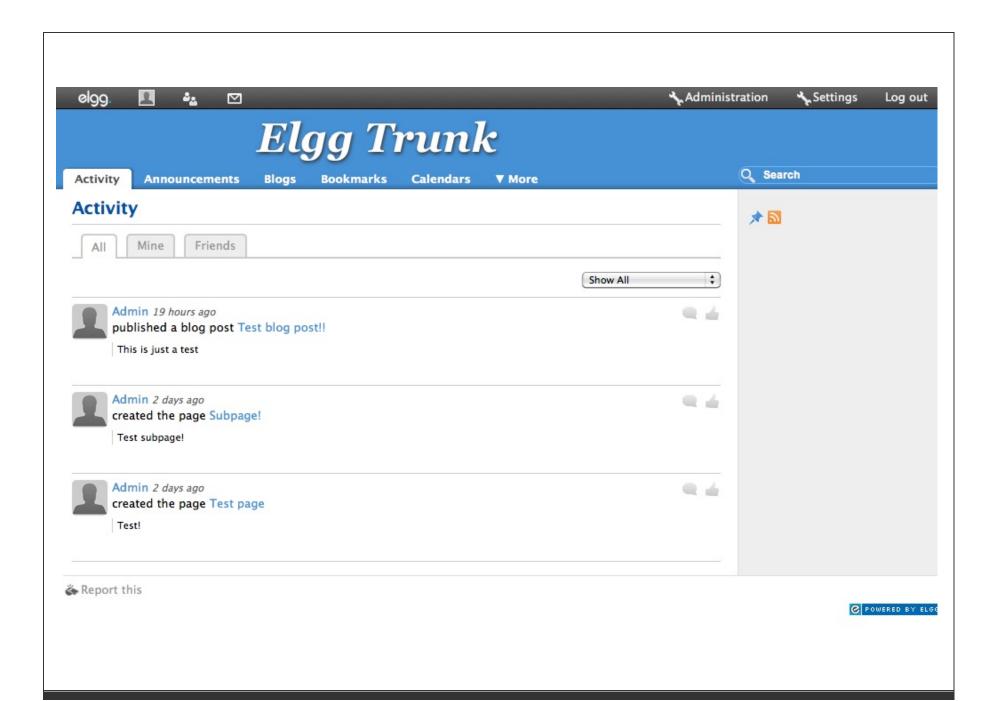
Views are easy!

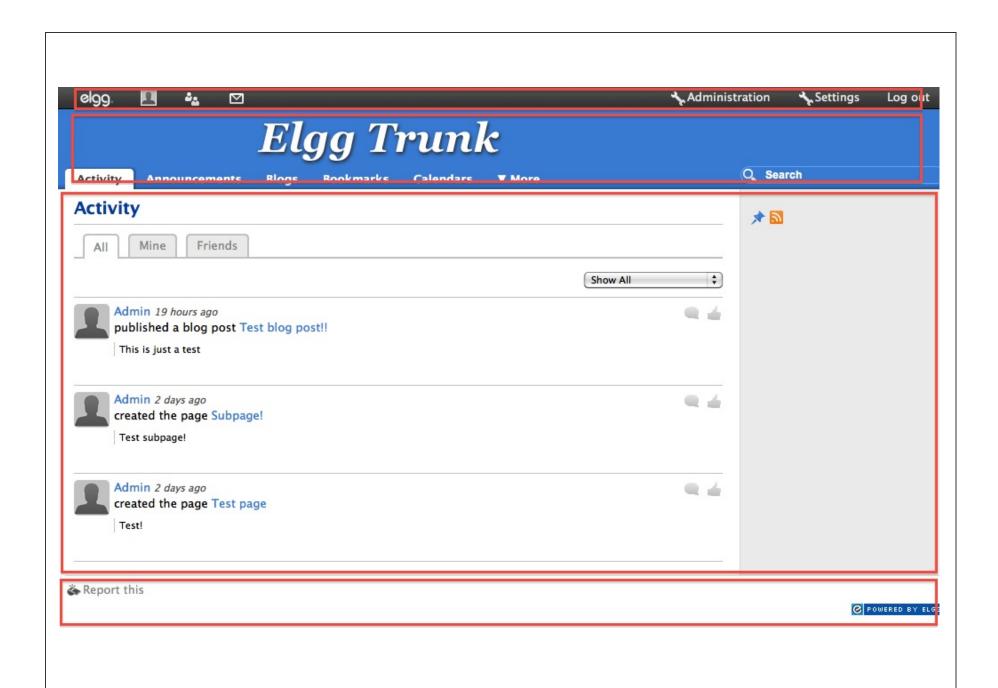
Just PHP scripts.

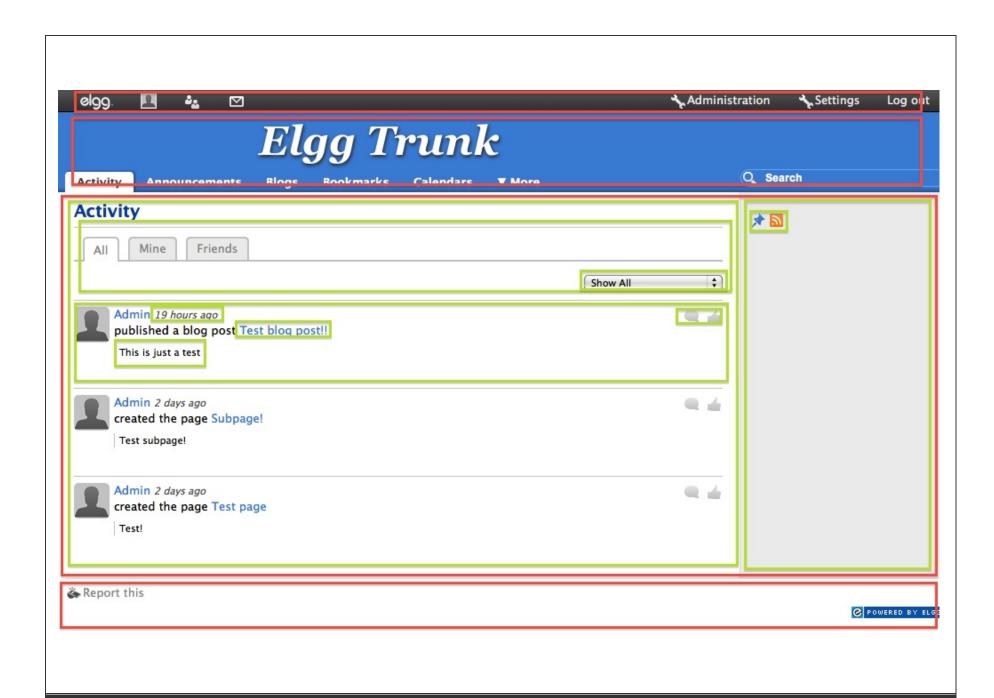
Output chunks of content.

Overrideable: replace content of original view.

Extensible: prepend or append content to original view.







Working with views

View scripts are stored in views/ dirs.

View scripts are mapped to view name strings.

New views use convention: put in views/ and it Just Works™.

View locations

View names are just parts of the file path!

View:

page/elements/header_logo

Core view script:

elgg/views/default/page/elements/header_logo.php

Overriding view locations

Duplicate the view script directory path structure in a plugin

View:

page/elements/header_logo

Core view script:

elgg/views/default/page/elements/header_logo.php

Plugin override:

elgg/mod/my_theme/views/default/page/elements/header_logo.php

Core vs Plugins

Core:

Plugin:

```
elgg/
_____mod/
_____my_theme/
_____views/
_____default/
_____page/
_____elements/
_____header_logo.php
```

Overriding view locations

Overriding views from other plugins.

View:

page/elements/header_logo

Core view script:

elgg/views/default/page/elements/header_logo.php

Plugin override:

elgg/mod/my_theme/views/default/page/elements/header_logo.php

Another plugin override:

elgg/mod/special_theme/views/default/page/elements/header_logo.php

Override priority is determined by plugin load priority in Advanced Plugin section.

Default?

elgg/views/default/page/elements/header_logo.php

Views can output anything! HTML, RSS, JSON, serialized PHP.

The default dir name is the view type.

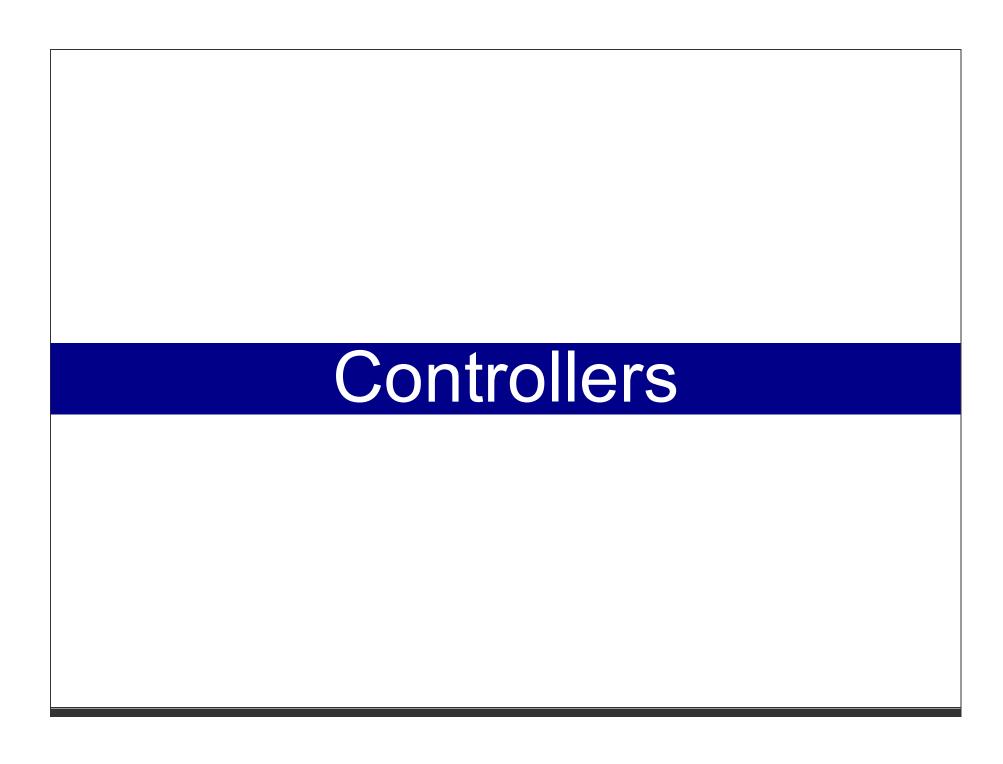
View types can be changed on any URL by appending:

?view=<viewtype>

RSS view type scripts live in: elgg/views/rss/page/elements/header_logo.php

RSS view type URLs look like: http://www.elggsite.org/activity?view=rss

Questions?



Controllers are easy.

Two controllers:

Actions: action/<action>

Pages: <handler>/<action>

Both use configuration:

```
Actions: elgg_register_action($action_name,
$action script)
```

Pages: elgg_register_page_handler(\$handler_name,
\$function)

Overrideable - Just register again!

Controller locations

Actions are in actions dirs.

Pages are in pages dirs.

.htaccess + mod_write used to route to engine.
http://elggsite.org/action/login
-> http://elggsite.org/engine/handlers/action_handler.php?
action=login

http://elggsite.org/bookmarks/add -> http://elggsite.org/engine/handlers/page_handler.php? handler=bookmarks/add

Questions?

Elgg plugins They don't have to be so ugly!

Helpful links

Code standards - http://el.gg/codestandards

Code standards checker - http://sniff.elgg.org

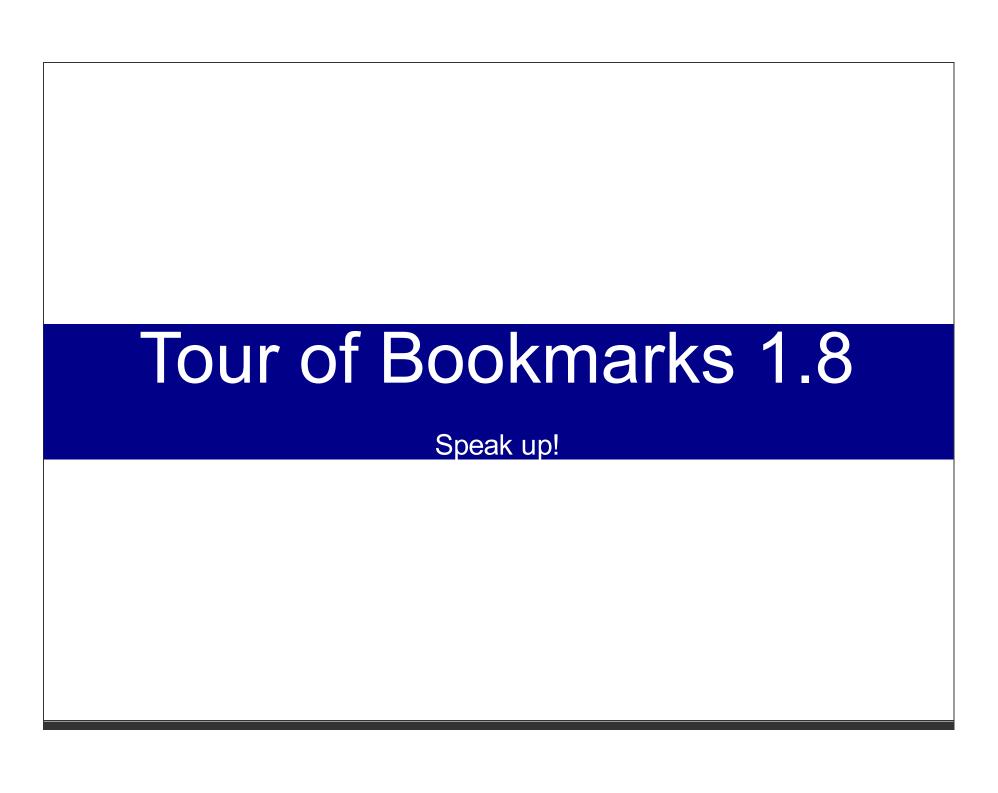
Plugin guidelines - http://el.gg/pluginguidelines

A well-formed plugin is a happy plugin.

A well-formed plugin is a happy plugin.

```
<?xml version="1.0" encoding="UTF-8"?>
<plugin manifest xmlns="http://www.elgg.org/plugin manifest/1.8">
   <name>Plugin Skeleton
   <author>Any Person</author>
   <version>0.1
   <blurb>A concise description.</blurb>
   <description>A longer, more interesting description.</description>
   <website>http://www.nowhere.org/</website>
   <copyright>(C) No one 2011
   <license>GNU Public License version 2</license>
   <requires>
       <type>elgg version</type>
       <version>2009030802
       <comparison>qt</comparison>
   </requires>
</plugin manifest>
```

```
elgg register event handler('init', 'system', 'bookmarks init');
function bookmarks init() {
    elgg register action('bookmarks/save', "$action path/save.php");
    [snip]
   // menus
   elgg register menu item('site', $menu options);
   elgg register page handler('bookmarks', 'bookmarks page handler');
    elgg extend view('css/elgg', 'bookmarks/css');
    elgg extend_view('js/elgg', 'bookmarks/js');
    // Register entity type for search
    elgg register entity type('object', 'bookmarks');
function bookmarks page handler($page) {
    elgg push breadcrumb(elgg echo('bookmarks'), 'bookmarks/all');
   elgg push context('bookmarks');
    $pages = dirname( FILE ) . '/pages/bookmarks';
    switch ($page[0]) {
        case "all":
            include "$pages/all.php";
            break:
        [snip]
        default:
            return false;
    elgg pop context();
    return true;
```





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Helpful Links

Elgg 1.8 Trunk - http://elgg.org/elgg-1.8.zip
Code standards - http://el.gg/codestandards
Code standards checker - http://sniff.elgg.org
Plugin guidelines - http://el.gg/pluginguidelines
Live coding sample plugin - https://github.com/brettp/elgg-the-wire-attachment