

# Limitations reference

## Intro

Limitations are the building blocks of the permission system in 5.x, they provide the limitations you can apply to a given access right to limit the right to certain conditions.

Limitations consists of two parts:

- `Limitation (Value)`
- `LimitationType`

Certain limitations are also "RoleLimitations", meaning they can be used to limit the rights of a Role assignment, this is currently `Subtree` and `SectionLimitation`.

The `Limitation` represent the value, while `LimitationType` deals with the business logic surrounding how it actually works and is enforced. `LimitationTypes` have two modes of operation in regards to permission logic (see `eZ\Publish\SPI\Limitation\Type` interface for more info):

Method	Used when
<code>evaluate</code>	Evaluating if user has access to a given object in a certain context (for instance a context can be <code>Locations</code> when object is <code>Content</code> ), under the condition of the <code>Limitation</code> value(s)
<code>getCriterion</code>	Generates a <code>Criterion</code> using <code>Limitation</code> value and current user which <code>SearchService</code> by default applies to search criteria for filtering search based on permissions

## List of Limitations

Limitation	Description
<code>BlockingLimitation</code>	Generic limitation that always tells permission system that user have no access, causing it to continue to next policy.
<code>ContentTypeLimitation</code>	Limits content access depending on it's <code>ContentType</code> .
<code>LanguageLimitation</code>	Limits content access depending on it's <code>Language</code> .
<code>LocationLimitation</code>	Limits content access depending on it's <code>Location</code> .
<code>NewObjectStateLimitation</code>	Limits content <code>ObjetSate</code> assignment access depending on new state.
<code>NewSectionLimitation</code>	Limits content section assignment access depending on new section.
<code>ObjectStateLimitation</code>	Limits content access depending on it's <code>ObjectStates</code> .
<code>OwnerLimitation</code>	Limits content access depending on it's owner, as in only access if your owner of the content.
<code>ParentContentTypeLimitation</code>	Limits content (create) access depending on parent location <code>ContentType</code> , as in only access if parent is in this/these type of content.
<code>ParentDepthLimitation</code>	Limits content (create) access depending on parent location depth, as in only access if parent is in a given depth of the tree structure.
<code>ParentOwnerLimitation</code>	Limits content (create) access depending on parent location content owner, as in only access if your your owner of parent.
<code>ParentUserGroupLimitation</code>	Limits content (create) access depending on parent location content owner user group, as in only access if your your in same user group as owner of parent.
<code>SectionLimitation</code>	Limits content access depending on it's <code>Section</code> .

SiteAccessLimitation	Limits access to an action depending on siteaccess, typically used for user/login, NOTE: this limitation is planned for 5.3 and it's new login system
SubtreeLimitation	Limits content access depending on it's section.
UserGroupLimitation	Limits content access depending on it's owner user group, as in only access if your your in same user group as owner.