

The Page FieldType

- [Description](#)
- [Configuration](#)
 - [Defining a zone layout](#)
 - [Available blocks](#)
 - [Block template selection](#)
 - [Available matchers](#)
- [Displaying the Page content](#)
 - [Layout template](#)
 - [Variables passed to the layout template](#)
 - [Rendering blocks](#)
 - [Using ez_page:viewBlock](#)
 - [Available arguments](#)
 - [Variables exposed to the block template](#)
 - [Rendering Block items](#)
 - [The PageService object](#)
 - [Main methods](#)
 - [Example](#)

Description

With the Page FieldType, editors define a **layout** with **multiple zones** within a single front page.

Within each zone, editors create **blocks** that contain particular content categories. Specific content can be added to these blocks, they are called **block items**.

This is particularly useful for managing homepages/landing pages.



The Page FieldType is currently **read-only** with the Public API. It's however still possible to edit content with it through the admin interface (which runs through the legacy stack).

Name	Internal name	Expected input	Output
Page	ezpage	N/A	eZ\Publish\Core\FieldTypee\Page\Parts\Page

Configuration



Warning

You still need to define your available layouts and blocks in the legacy part to get them available in the admin interface. Please refer to [eZ Publish legacy documentation](#) to learn how to do so.

Defining a zone layout

A layout is a combination of zones that are placed on a page. The placement of the zones is defined in a template that is specified as part of the layout configuration. You can define as many layouts as you need.

You can define a new layout and enable it in your main YAML configuration:

ezpublish.yml

```
ezpublish:
  system:
    my_siteaccess:
      ezpage:
        layouts:
          myLayoutIdentifier:
            name: "My über cool layout"
            template:
              "AcmeDemoBundle:page/zonelayouts:my_template.html.twig"
        enabledLayouts: [myLayoutIdentifier]
```

Then, when rendering a Page FieldType using myLayoutIdentifier, Resources/views/page/zonelayouts/my_template.html.twig from AcmeDemoBundle will be used (see [how to use template identifiers in Symfony documentation](#)).



Tip

You can specify a legacy template in your layout definition.

```
ezpublish:
  system:
    my_siteaccess:
      ezpage:
        layouts:
          myLegacyLayout:
            name: My legacy layout
            template: "design:zone/my_legacy_template.tpl"
        enabledLayouts: [myLayoutIdentifier]
```

However, doing so will defer block display to the legacy templates as well.

Available blocks

The blocks need to be defined and enabled in the YAML configuration as well:

ezpublish.yml

```
ezpublish:
  system:
    my_siteaccess:
      ezpage:
        blocks:
          myBlockIdentifier:
            name: "My über cool block"
          myBlockIdentifier2:
            name: "My über cool block 2"
        enabledBlocks: [myBlockIdentifier, myBlockIdentifier2]
```



Tip

To avoid issues and since the Page field are only in read only mode in eZ Publish 5.1, it is recommended to synchronize the block configuration between the legacy stack and the new stack.

Block template selection



Template selection rules are applied only when you render a block with the `PageController` (using `ez_page:viewBlock` from templates), [see below](#).

Like you are able to [define template selection rules when displaying Location and Content objects](#), you can also define rules for blocks, with dedicated matchers.

Configuration is a hash built in the following way:

ezpublish.yml

```
ezpublish:
  system:
    my_siteaccess:
      block_view:
        # A simple unique key for your matching ruleset
        my_rule_set:
          # The template identifier to load, following the Symfony bundle
          notation for templates
          template: AcmeTestBundle:block:campaign.html.twig
          # Hash of matchers to use, with their corresponding values to
          match against
          match:
            # Key is the matcher "identifier" (class name or service
            identifier)
            # Value will be passed to the matcher's setMatchingConfig()
            method.
            Type: Campaign
          another_rule:
            template: AcmeTestBundle:block:custom_block.html.twig
            match:
              Type: CustomBlock
```



Tip

You can define your template selection rules in a different configuration file. [Read the cookbook recipe to learn more about it](#).




Matchers for `block_view` follow the same behavior than [matchers for regular location_view / content_view](#), except that their relative namespace will be `eZ\Publish\Core\MVC\Symfony\View\BlockViewProvider\Configured\Matcher`.

Hence you can combine matchers with AND and OR capabilities ([see main matchers' documentation page](#)).

Available matchers

Identifier	Description
------------	-------------

Type	<p>Matches the unique block identifier defined in the legacy <code>block.ini</code> file (see legacy documentation).</p> <p>For example with the following configuration in legacy <code>block.ini</code>, it will match against <code>Manual3Items</code>:</p> <pre>[Manual3Items] Name=3 Column News</pre>
View	<p>Matches the view's unique identifier defined in the block definition in the legacy <code>block.ini</code> (see legacy documentation).</p> <p>For example with the following configuration in legacy <code>block.ini</code>, it will match against <code>3_items1</code>:</p> <pre>[Manual3Items] Name=3 Column News ViewList[]=3_items1</pre> <div>  When no view is defined, the default value is default. </div>
Id\Block	Matches against the block ID, as stored in <code>ezm_block</code> table
Id\Zone	Matches against the zone ID a block belongs to, as stored in <code>ezm_block</code> table

Displaying the Page content



This section focuses on how to display blocks from zone/layout templates.

Render of these templates are triggered when using `ez_render_field()` helper, like for any other field type.

See [field rendering documentation](#) for more information.

Layout template


Goal of a **layout** template is to display **zones** for the given layout, depending on your layout configuration.

Variables passed to the layout template

Variable name	Description	Type
<code>zones</code>	Zone objects for this Page field	Array of <code>eZ\Publish\Core\FieldType\Page\Parts\Zone</code> objects
<code>zone_layout</code>	The layout identifier (e.g. "2ZonesLayout1")	string
<code>pageService</code>	The <code>PageService</code> object (read more below).	<code>eZ\Bundle\EzPublishCoreBundle\FieldType\Page</code>

Rendering blocks

Each zone contain blocks that hold your content as block items. To render blocks from a layout template, you need to do a sub-request.

**Tip**
You can use a custom controller to display a block.

However, if you do so, you might need to get access to the [PageService](#). You can get it via the service container with identifier `ezpublish.fieldType.ezpage.pageService`.

Using `ez_page:viewBlock`

This controller is responsible of choosing the right template for your block, [depending on the rules you defined](#).

You can use this controller from templates with the following syntax:

```
{{ render( controller( "ez_page:viewBlock", { 'block': myBlock } ) ) }}
```

Available arguments

Name	Description	Type	Default value
block	The block object you want to render	eZ\Publish\Core\FieldType\Page\Parts\Block	N/A
params	Hash of variables you want to inject to sub-template, key being the exposed variable name. <div><pre>{{ render(controller("ez_page:viewBlock", { 'block': myBlock, 'params': { 'some_variable': 'some_value' } }) }}</pre></div>	hash	empty

cacheSettings	<p>Hash of cache settings to use by the sub-controller (useful if you use ESI or Hinclude strategies).</p> <pre> {{ render_esi(controller("ez_page:view Block", { 'block': myBlock, 'params': { 'some_variab le': 'some_value' }, 'cacheSetting s': { 'smax-age': 600 } })) }} </pre>	hash (accepted keys are max-age and smax-age)	empty
---------------	---	---	-------



Legacy BC

If no template selection rule is matched, the system will fallback to the legacy kernel and will use rules you might have defined in legacy. The result will be [the same as when using legacy block_view_gui function](#).

However, additional variables (from the `params` argument) won't be passed to the resulted template.

Variables exposed to the block template

Variable name	Type	Description
block	eZ\Publish\Core\FieldType\Page\Parts\Block	The block to display
pageService	eZ\Bundle\EzPublishCoreBundle\FieldType\Page\PageService	The PageService object

And of course, all the additional variables [you injected in the params argument](#).

Rendering Block items

As said above, **a block holds your displayable content as block items** which consists of `eZ\Publish\Core\FieldType\Page\Parts\Item` objects. Among [the available properties](#), you will find `contentId` and `locationId` which reference the content/location you want to display. All you have to do then is to **render it view `ez_content:viewLocation` or `ez_content:viewContent`** ([see full example below](#)).

The PageService object

The PageService object (`eZ\Bundle\EzPublishCoreBundle\FieldType\Page\PageService`) is a helper giving the possibility to get

current zone/block definitions and to retrieve block items.

Main methods

Method name	Description	Return type
<code>getZoneDefinition()</code>	Returns zone definition (all defined zones for the current siteaccess) as an array	array
<code>getZoneDefinitionByLayout()</code>	Returns a zone definition for a given layout. It consists of a configuration array for the given layout.	array
<code>getBlockDefinition()</code>	Returns block definition as an array	array
<code>getBlockDefinitionByIdentifier()</code>	Returns a block definition for a given block identifier.	array
<code>getValidBlockItems()</code>	Returns valid items (that are to be displayed), for a given block.	<code>eZ\Publish\Core\FieldType\Page\Parts\Item[]</code>
<code>getLastValidBlockItem()</code>	Returns the last valid item, for a given block.	<code>eZ\Publish\Core\FieldType\Page\Parts\Item null</code>
<code>getWaitingBlockItems()</code>	Returns queued items (the next to be displayed), for a given block.	<code>eZ\Publish\Core\FieldType\Page\Parts\Item[]</code>
<code>getArchivedBlockItems()</code>	Returns archived items (that were previously displayed), for a given block.	<code>eZ\Publish\Core\FieldType\Page\Parts\Item[]</code>
<code>getValidBlockItemsAsContentInfo()</code>	Returns valid block items as content objects	<code>eZ\Publish\API\Repository\Values\Content\ContentInfo[]</code>

Example

2zoneslayout1.html.twig

```
<h2>TWIG Template for 2zoneslayout1 zone</h2>
<div class="zone-layout-{{ zone_layout|lower }} row">
  <div class="span8">
    <section class="content-view-block">
      {% if zones[0].blocks %}
        {# Rendering blocks with default PageController #}
        {% for block in zones[0].blocks %}
          {{ render( controller( "ez_page:viewBlock", {'block': block} ) ) }}
        {% endfor %}
      <div class="block-separator"></div>
    {% endif %}
  </section>
</div>
<div class="span4">
  <aside>
    <section class="content-view-block content-view-aside">
      {% if zones[1].blocks %}
        {# Still rendering with default PageController, but passing specific
cache value (TTL of 100 seconds) and using ESI #}
        {% for block in zones[1].blocks %}
          {{ render_esi( controller( "ez_page:viewBlock", {'block': block,
'cacheSettings': {'smax-age': 100}} ) ) }}
        {% endfor %}
      <div class="block-separator"></div>
    {% endif %}
  </section>
</aside>
</div>
</div>
```


campaign_block.html.twig

```
<h3>TWIG Template for Campaign block type</h3>
{% set validContentInfoItems = pageService.getValidBlockItemsAsContentInfo( block ) %}
{% set validItems = pageService.getValidBlockItems( block ) %}
<!-- BLOCK: START -->
<div class="block-type-campaign">
    <div class="campaign">
        <a href="#" class="navig prev" style="opacity:0;"><span
class="hide">&lt;</span></a>
        <a href="#" class="navig next"><span class="hide">&gt;</span></a>
        <ul class="indicator">
            {% for contentInfo in validContentInfoItems %}
                <li><span>{{ contentInfo.name }} ({{ contentInfo.id }})</span></li>
            {% endfor %}
        </ul>
        <ul class="images">
            {# Rendering valid items with regular view controller, with
"block_item_campaign" view type #}
            {# Also passing an "image_class" parameter which will be available in
sub-template. #}
            {% for item in validItems %}
                {{ render(
                    controller(
                        'ez_content:viewLocation',
                        {
                            'locationId': item.locationId,
                            'viewType': 'block_item_campaign',
                            'params': {'image_class': 'campaign'}
                        }
                    )
                ) }}
            {% endfor %}
        </ul>
    </div>
</div>
<!-- BLOCK: END -->
```