hyper ➜ Content & Digital Asset Management Server
CMS

Version 10.0
Plugin Guide

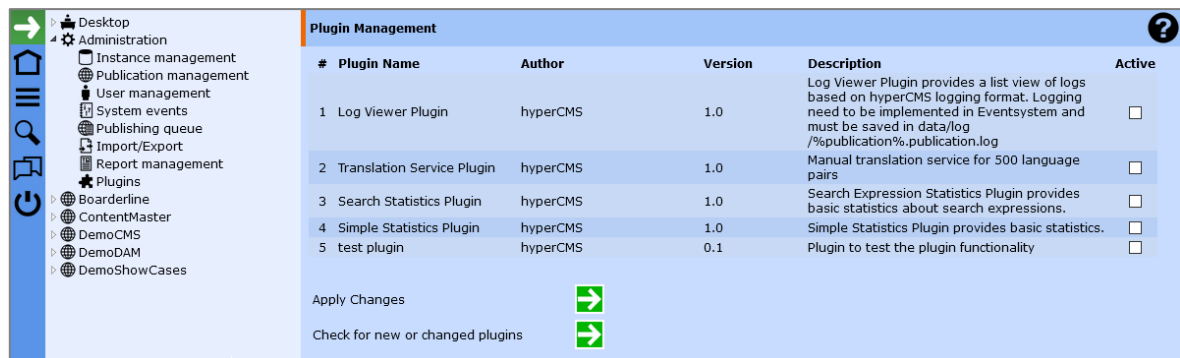2022-11-02

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1 Introduction

The hyper Content & Digital Asset Management Server can be extended by plugins to provide additional functionality.
Plugins enable you to define stand-alone applications using the hyperCMS API.
You will find a test plugin in the installation package of hyperCMS which can serve as a simple template (hypercms/plugin/test).
The plugin management displays all installed plugins and enables you to enable and disable plugins in the system.
Only activated plugins can be assigned to usergroups.

2 General

For each plugin a directory in "hypercms/plugins/" must be created. All files of the plugin as well as the file "plugin.xml" must be located within this directory so that the system can recognize the plugin. This XML file contains the basic data of a plugin as well as the navigation items which one can access the plugin.

3 Structure of the plugin XML file

The „plugin.xml" file must follow the following XML structure:

```
<?xml version="1.0" encoding="UTF-8" ?>
<plugin>
  <definition>
    <name>My Plugin</name>
    <author>hyperCMS</author>
    <version>1.0</version>
    <description>Just a test Plugin</description>
  </definition>
  <menus>
    <main>
    </main>
    <publication>
    </publication>
  </menus>
</plugin>
```

3.1 Definition tag

The definition tag holds the basic data of each plugin. The following fields must have a value: Name, Author, Version, Description

```
<definition>
 <name>My Plugin</name>
 <author>hyperCMS</author>
 <version>1.0</version>
 <description>Just a test Plugin</description>
</definition>
```

3.2 Menu tag

The menu tag holds menu items that are added to the navigaton tree of hyperCMS. The main tag and publication tag determine whether this is a general or a specific publication item. Furthermore, even items of the context menu of the object explorer can be defined.

```
<menus>
 <main>
  <group>
   <name>Navigation Group 1</name>
   <icon>img/group.gif</icon>
   <subpoints>
    <point>
     <name> Navigation Item 1.1</name>
     <icon>img/item.gif</icon>
     <page>pages/page.php</page>
     <control>pages/control.php</control>
    </point>
    <point>
     <name> Navigation Item 1.2</name>
     <icon>img/item.gif</icon>
     <page>pages/page.php</page>
    </point>
   <subpoints>
  </group>
 </main>
 <publication>
  <point>
   <name>Publication Navigation Item 1</name>
   <icon>img/item.gif</icon>
   <page>pages/page.php</page>
  </point>
 </publication>
 <context>
  <point>
   <name>Send to translation</name>
   <icon>img/language.gif</icon>
   <page>pages/page.php</page>
  </point>
 </context>
</menus>
```

3.2.1 Group tag

This tag groups menu items. The group must be of the following structure:

```
<group>
  <name></name>
  <icon></icon>
  <subpoints></subpoints>
</group>
```

Name, icon and subpoints must be available in order to display the group in the Navigator of the system.

<name>
Name oft he item in the Navigator.

<icon>
The icon tag needs to provide a link to an image (16 x 16 pixels) relative to the directory of the plugin. The image needs to be placed inside the plugin directory.

<subpoints>
The subpoint tag holds additional point tags. Additional group tags are not allowed within the subpoint tag.

3.2.2 Point tag

This tag describes a navigation item and has the following structure:

```
<point>
  <name></name>
  <icon></icon>
  <page></page>
  <control></control>
</point>
```

Name, icon and subpoints must be available in order to display the group in the Navigator of the system.

<name>
Name of the item in the Navigator.

<icon>
The same rules apply as for the icon tag in the group tag.

<page>
This tag contains the link to the main page of the workplace relative to the plugins directory. This page is displayed as the main page via plugin_showpage.

<control>
This tag contains the link to the workplace control (optional) relative to the plugins directory.

3.2.3 Context tag

The context tag extends the context menu of the object explorer. All available data of an object selection will be forwarded to the plugin (POST request).

The available variables can be determined from the POST request as follows:
$action = getrequest ("action", "objectname");
$multiobject = getrequest ("multiobject");
$location = getrequest_esc ("location", "locationname");
$page = getrequest_esc ("page", "objectname");
$contexttype = getrequest_esc ("contexttype"); // contextmenu context-types (folder, object, media)
$token = getrequest ("token");

The transmitted token can be verified as follows:
$valid = checktoken ($token, $user); // true/false

If several objects were selected, the variable $multiobject contains a list of all object paths as a string with | as the delimiter.

The following statement returns an array of all object paths:
$multiobject_array = link_db_getobject ($multiobject);

4 Plugin pages

4.1 plugin_showpage.php

This page is used to display the plugin pages, including the workplace control, if defined.

4.1.1 plugin_generateLink()

This function can be used to generate a link to a page based. The input parameters should be provided in the following order:

$plugin:	Identificaton/name of the plugin
$page:	Link to the main page of the workplace relative to the plugins directory
$control:	Link to the workplace control (optional) relative to the plugins directory
$getParameters:	Additional GET parameters as string which should be passed to the page (e.g. "site=myPublication&action=show")

5 Legal reference / flag

5.1 Questions and suggestions

For advanced questions and suggestions, please contact the support.

hyperCMS Support:
support@hypercms.com
http://www.hypercms.com

5.2 Imprint

Responsible for the content:

hyperCMS
Content Management Solutions GmbH
Rembrandtstr. 35/6
A-1020 Vienna – Austria

office@hypercms.com
http://www.hypercms.com

5.3 Legal information

The present product information is based on the version of the program, which was available at the time the document was composed.

The maker reserves the rights of modifications and corrections of the program. Errors and misapprehension accepted.

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