CubiWriteModule

describe how to write a Cubi module.

Phase-Implementation

Updated Jul 1, 2011 by rockys...@gmail.com

How to write a Cubi module

The chapter of "Cubi Quick Start" describes creating a module with "gen_mod" tool. The chapter covers more about writing a Cubi module. Readers can also get more understanding of Cubi module structure.

Manually create a module

You can follow the steps below to create a module manually.

- 1. Define a module name and create a directory under modules/. Assume the module name is abc in the rest steps.
- 2. Compose module description file under modules/abc/mod.xml. A sample mod.xml is like

- 3. Create subfolders
 - o do. This folder to hold dataobject metadata and class files
 - o form. This folder contains form metadata and class files
 - view. This folder contains form metadata and class files
 - o template. This folder contains template files for form and view of this module.
 - lib. This folder contains supporting php class files
- 4. Compose metadata and php class files in proper subfolders
 - o first copy subfolders of an existing module to /modules/abc/
 - enter abc/do/, rename dataobj xml file to AbcDO.xml and modify ("Name", "Title", "Table") attributes and "BizField" elements
 - o enter abc/form, rename form xml file to Abc...Form.xml and modify ("Name", "Title", "BizDataObj") attribute and "Element" elements
 - o enter abc/view, rename view xml file to Abc...View.xml and modify ("Name", "Title") attributes and "Reference" elements
- 5. Test a view with url like http://host/cubi/index.php/abc/abc_list.
- 6. Add ACL, Menu, Dependency elements in mod.xml

Create module with metadata generator

This was described in the Cubi Quick Start chapter.

SQL to install

A typical module will have database schema change (e.g. add tables). The database SQL statements need to be copied to /cubi/modules/mod_name/mod.install.sql. The file can include "create table" statements for table creation and "insert into" statements for data initialization.

▶ Sign in to add a comment