

Blog Guides Snippets Contact About

Change status message text

Let's say that a contrib module is showing a message like this: *Your message has been created*, and you want to change it to something like this: *Message created*. To do this you don't have to hack the contrib module, you can use the *hook_preprocess_HOOK()* to alter the message.

```
/**
 * Implements hook_preprocess_HOOK().
 */
function MY_MODULE_preprocess_status_messages(&$variables) {
   if (isset($variables['message_list']['status'])){
      $status_messages = $variables['message_list']['status'];
      foreach($status_messages as $delta => $message) {
      if (strpos((string) $message, 'Your message has been created.') !== FALSE) {
            $variables['message_list']['status'][$delta] = t('Message created.');
      }
    }
   }
}
```

How to alter the page title?

One way to alter the page title is to use *hook_preprocess_HOOK()* and then set the new page title depending on the current route name.

```
function MY_MODULE_preprocess_page_title(&$variables) {
   $route_name = \Drupal::routeMatch()->getRouteName();
   if ($route_name === 'entity.user.edit_form') {
      $variables['title'] = 'Edit My Account';
   }
}
```

This will only change the title in the Page title block. To actually change the <title> HTML tag you can use the following code snippet:

```
function MY_MODULE_preprocess_html(&$variables) {
   $route_name = \Drupal::routeMatch()->getRouteName();
   if ($route_name === 'entity.user.edit_form') {
```

```
$variables['head_title']['title'] = t('Edit My Account')
}
```

Hide fields in Inline Entity Form

```
■ OCT 13, 2020 DRUPAL
```

If you want to hide a field inside the Inline Entity Form you have to use the hook_inline_entity_form_entity_form_alter() hook – standard form alter hook won't work. For example, to hide the status field you can do something like this:

```
/**
 * Implements hook_inline_entity_form_entity_form_alter().
 */
function MY_MODULE_inline_entity_form_entity_form_alter(&$entity_form, &$form_state) {
   if (in_array($entity_form['#entity_type'], ['YOUR_ENTITY_TYPE_1', 'YOUR_ENTITY_TYPE_2'])) {
     $entity_form['status']['#access'] = FALSE;
   }
}
```

Disable Add to Cart button based on flag

```
■ OCT 10, 2020 DRUPAL
```

Hiding the Add to Cart button in Drupal Commerce 2.x is easy. Just alter the **commerce_order_item_add_to_cart_form** form, and set the disabled property of the button to true.

```
use Drupal\Core\Form\FormStateInterface;

function MY_MODULE_form_alter(&$form, FormStateInterface $form_state, $form_id) {
    if (strpos($form_id, 'commerce_order_item_add_to_cart_form') !== FALSE) {
        $product = $form_state->getFormObject()->getEntity()->getPurchasedEntity()->getProduct();

    $flag_service = \Drupal::service('flag');
    $flag = $flag_service->getFlagById('sold_out');

    $flagging = $flag_service->getFlagging($flag, $product);

    if ($flagging !== NULL ) {
        $form['actions']['submit']['#value'] = t('Out of stock');
        $form['actions']['submit']['#disabled'] = TRUE;
    }
}
```

Always show payment methods

```
■ OCT 10, 2020 DRUPAL
```

If you have only one payment method, then Drupal Commerce 2.x will hide it. We can change that behavior in the form alter hook.

```
use Drupal\Core\Form\FormStateInterface;

function MY_MODULE_form_alter(&$form, FormStateInterface $form_state, $form_id) {
   if ($form_id == 'commerce_checkout_flow_multistep_default') {
     if (isset($form['payment_information']['payment_method']['#access'])) {
        $form['payment_information']['payment_method']['#access'] = TRUE;
     }
   }
}
```

Programatically add recaptcha to Drupal Commerce checkout form

```
苗 SEP 10, 2020 🗣 DRUPAL
```

If you are using the UI you can add a Recaptcha only to the entire checkout form, and that usually is not what you want. Fortunately, adding a Recaptcha to a certain step is easy:

Add a role on user create

```
■ SEP 5. 2020 DRUPAL
```

In some cases, you may want to add a role when a new user is created regardless of how the user is created (UI, GraphQL, Rest API, or something else). The *hook_ENTITY_TYPE_presave()* hook is perfect for this.

```
use Drupal\user\UserInterface;
function MY_MODULE_user_presave(UserInterface $user) {
  if ($user->isNew() && !$user->hasRole('frontend_app')) {
    $user->addRole('frontend_app');
  }
}
```

Add a menu link to existing menu

Adding a menu link to some existing menu programmatically (for example in an update hook) is something I have to do fairly often. Here's how you can add a new menu link to the main menu:

```
use Drupal\menu_link_content\Entity\MenuLinkContent;
function MY_MODULE_update_8001() {
   MenuLinkContent::create([
    'title' => 'About',
    'link' => ['uri' => 'internal:/about'],
    'menu_name' => 'main',
    'weight' => -50,
   ])->save();
}
```

And if you want to add a submenu link you first have to load the parent link and then create a submenu link:

```
use Drupal\menu_link_content\Entity\MenuLinkContent;
function MY_MODULE_update_8001() {
 $menu_link_parents = \Drupal::entityTypeManager()
   ->getStorage('menu link content')
   ->loadByProperties([
     'title' => 'Dashboard',
      'menu name' => 'main',
   ]);
 $menu link parent = reset($menu link parents);
 if ($menu_link_parent) {
   MenuLinkContent::create([
      'title' => 'Add tasks',
      'link' => ['uri' => 'internal:/add-task'],
      'menu_name' => 'main',
      'weight' => -50,
      'parent' => $menu link parent->getPluginId(),
    ])->save();
 }
}
```

Render a menu in a form

Rendering a menu in a form requires a little bit more lines of code than rendering a View, but it is also very easy thanks to the *menu.link_tree* service. In the following example, we are rendering the main menu.

```
use Drupal\Core\Menu\MenuTreeParameters;

$menu_parameters = new MenuTreeParameters();

$manipulators = [
    ['callable' => 'menu.default_tree_manipulators:checkNodeAccess'],
    ['callable' => 'menu.default_tree_manipulators:checkAccess'],
    ['callable' => 'menu.default_tree_manipulators:generateIndexAndSort'],
];

$tree = \Drupal::menuTree()->load('main', $menu_parameters);
$tree = \Drupal::menuTree()->transform($tree, $manipulators);

$form['content'] = \Drupal::menuTree()->build($tree);
```

Render a View in a form

```
■ AUG 25, 2020 DRUPAL
```

Rendering Views in a form is super easy thanks to the *buildRenderable()* method, which builds the render array for the given display. To render a View, you just need to know the machine name of the View and display ID (usually page_1 or block_1). To render the Content View do this:

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