2014

Templar Deployment Service Developer Guide

The purpose of this document is to:

- Understand how to use Templar deployment service.
- This document is intended for Developers.

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If you have comments /queries about this documentation, email them to:

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Introduction

As the name suggests Templar Deployment Service (TDS) is used to programmatically manage all deployment related activities for a Templar deployment.

At a high level it provides release enabling features like the ability to deploy sites, themes, cultures on the deployment. It also provides features for viewing, comparing and downloading sites, themes and culture on the deployment. This service is the recommended way to build automation tools for easing Templar deployments within and across environments. (Currently widgets are not handled by this service so for cross environment deployment the assumption is that the all widgets are available in the destination environment)

How to access it?

The TDS can be accessed at /Templar/Services/TemplarDeploymentService.svc URL on the base Templar deployment.

To use TDS, you will need to create a client and use it to call the TDS. You can do this using the svcutil.exe tool from the command line with the following syntax:

```
svcutil.exe http://templarDeployment.com/Templar/Services/TemplarDeploymentService.svc?wsdl
```

This will generate a configuration file and a code file that contains the client class. Add the two files to your client application and use the generated client class to call the Service. For example:

```
class Sample
{
    static void Main()
    {
        TemplarDeploymentServiceClient client = new TemplarDeploymentServiceClient();

        // Use the 'client' variable to call operations on the service.

        // Always close the client.
        client.Close();
    }
}
```

Recommendations

1. Always host it on SSL as clear-text password is sent as part of request.
2. Avoid using it on production environment as some methods may be time consuming.

Common Parameters

Common Request Parameters

Every request to the service must contain authentication information described below.

Name	Type	Description
Username	String	Templar username for the deployment
Password	String	Password for the above specified username

Common Response Parameters

Every response from the service contains following information related to the status of operation performed.

Name	Type	Description
IsSuccessful	Bool	Is true if operation was performed successfully, else false.
Message	String	Contains message corresponding to status of the operation performed.
ResponseCode	Int	Response code corresponding to the status of service call.

Common Error Messages

Code	Message	Description
401	Authentication failed	Server was not able to authenticate using username and password provided.
500	Error occurred while processing your request	Some unexpected error occurred while performing the operation on server. Check server exception logs for further details.

Service Methods

1. GetArtifactList

Returns list of entities of requested type from specified server. In case no server was specified, entities are fetched from current server.
Can be used to fetch list of following type of entities:

- Site
- Template
- Widget
- Global culture
- Global theme

Request Object Structure: GetArtifactListRQ

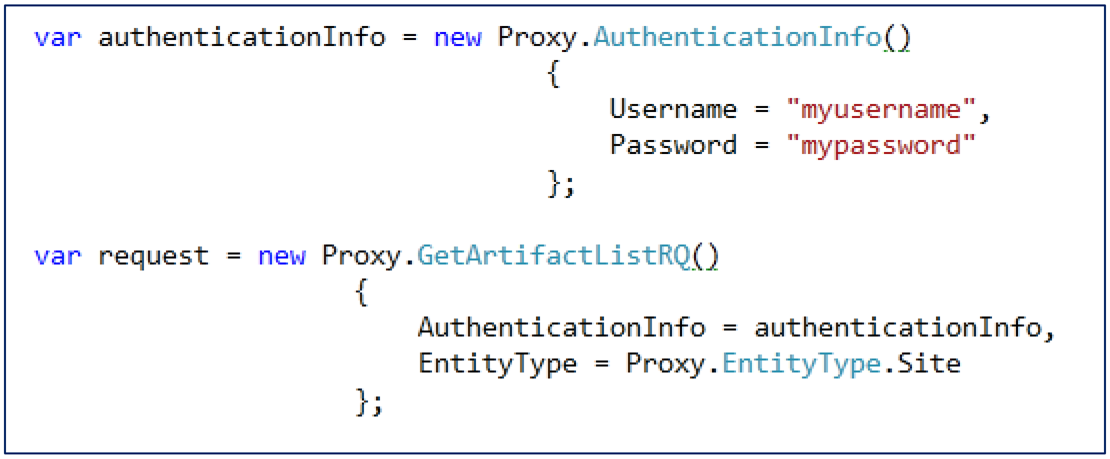
Along with common request parameters described above, following information is also expected by the service.

Name	Type	Description
Server	EnvironmentInfo	Deployment details from where to fetch the list of entities. Passing null will fetch list from current server.
EntityType	Enum	Type of entity list to be fetched. Allowed types are Site, Templates, Global cultures, Global themes and Widgets.

Response Object Structure: GetArtifactListRS
Along with common response parameters, following information is also returned as a part of response object.

Name	Type	Description
Entities	List<EntityMetaData>	List containing meta data of the entities.

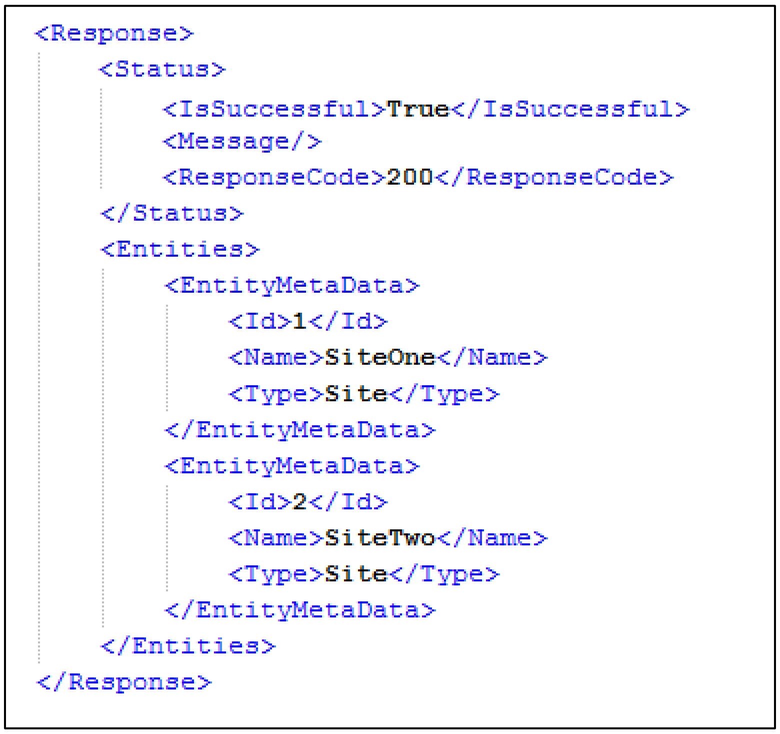
Sample Request Object



```
var authenticationInfo = new Proxy.AuthenticationInfo()
                                {
                                    Username = "myusername",
                                    Password = "mypassword"
                                };

var request = new Proxy.GetArtifactListRQ()
                    {
                        AuthenticationInfo = authenticationInfo,
                        EntityType = Proxy.EntityType.Site
                    };
```

Sample Response Object



```
<Response>
    <Status>
        <IsSuccessful>True</IsSuccessful>
        <Message/>
        <ResponseCode>200</ResponseCode>
    </Status>
    <Entities>
        <EntityMetaData>
            <Id>1</Id>
            <Name>SiteOne</Name>
            <Type>Site</Type>
        </EntityMetaData>
        <EntityMetaData>
            <Id>2</Id>
            <Name>SiteTwo</Name>
            <Type>Site</Type>
        </EntityMetaData>
    </Entities>
</Response>
```

2. GetArtifactDetail

Returns the details of entity corresponding to metadata provided from specified server. In case no server was specified, entity details are fetched from current server.
Can be used to fetch detail of following type of entities:

- Site
- Template
- Widget
- Global culture
- Global theme

Request Object Structure: GetArtifactDetailRQ
Along with common request parameters described above, following information is also expected by the service.

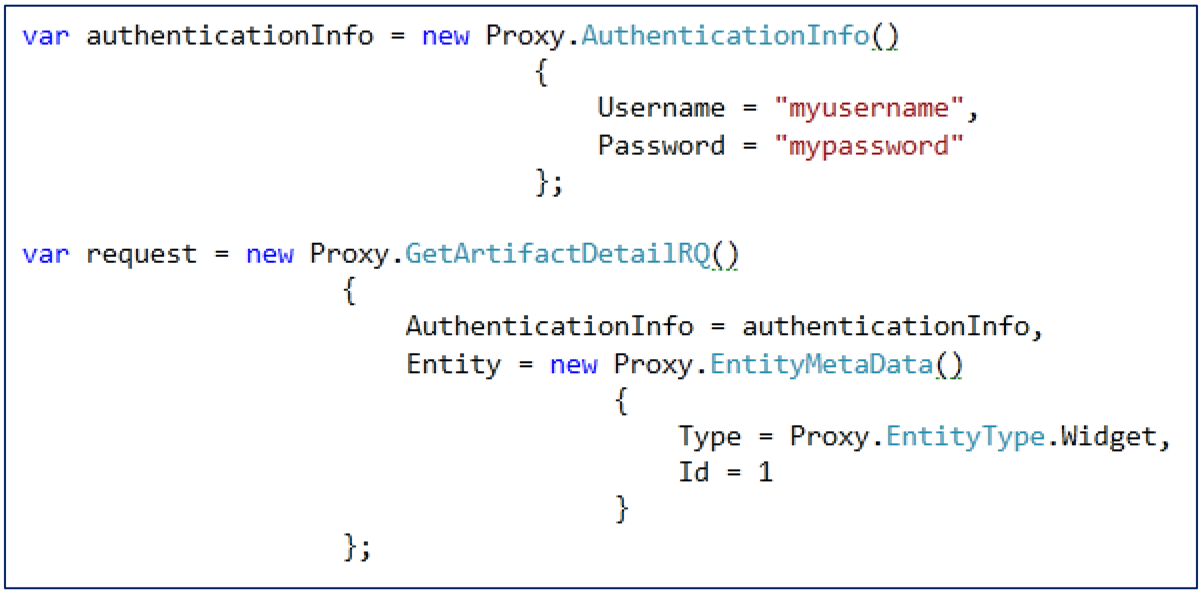
Name	Type	Description
Server	EnvironmentInfo	Deployment details from where to fetch the list of entities. Passing null will fetch details from current server.
Entity	EntityMetaData	Metadata for entity whose details are to be fetched. Only Type and Id are used to identify an entity.

Response Object Structure: GetArtifactDetailRS

Along with common response parameters, following information is also returned as a part of response object.

Name	Type	Description
Entity	Entity	Object containing the detailed information of the requested entity.

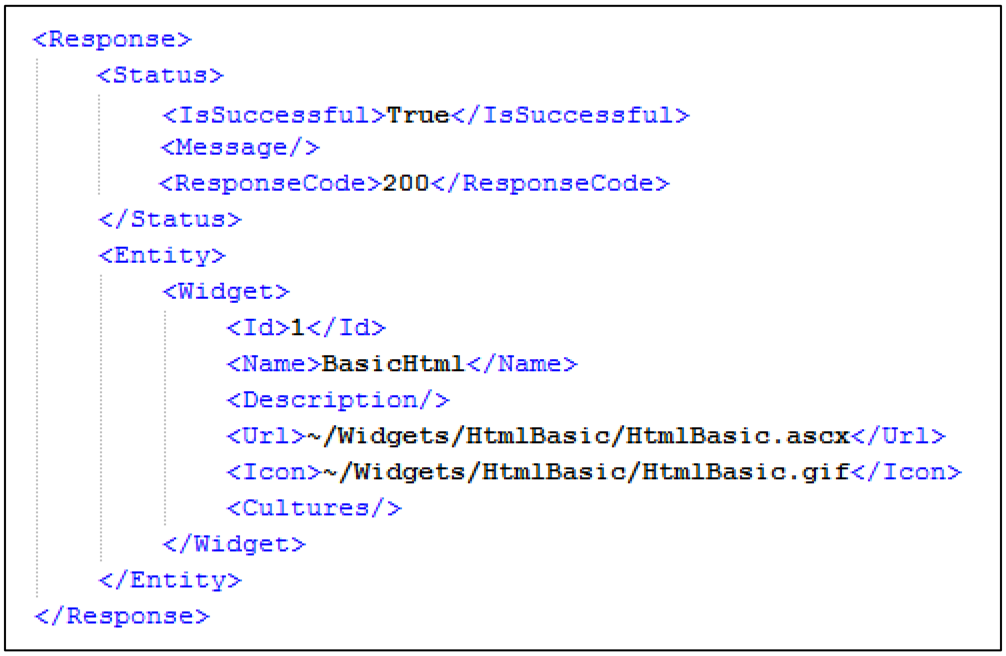
Sample Request Object



```
var authenticationInfo = new Proxy.AuthenticationInfo()
                                {
                                    Username = "myusername",
                                    Password = "mypassword"
                                };

var request = new Proxy.GetArtifactDetailRQ()
                    {
                        AuthenticationInfo = authenticationInfo,
                        Entity = new Proxy.EntityMetaData()
                                    {
                                        Type = Proxy.EntityType.Widget,
                                        Id = 1
                                    }
                    };
```

Sample Response Object



```
<Response>
    <Status>
        <IsSuccessful>True</IsSuccessful>
        <Message/>
        <ResponseCode>200</ResponseCode>
    </Status>
    <Entity>
        <Widget>
            <Id>1</Id>
            <Name>BasicHtml</Name>
            <Description/>
            <Url>~/Widgets/HtmlBasic/HtmlBasic.ascx</Url>
            <Icon>~/Widgets/HtmlBasic/HtmlBasic.gif</Icon>
            <Cultures/>
        </Widget>
    </Entity>
</Response>
```

3. GetArtifactDiff

Returns list of differences between two entities of same type (site and template can be used to view diff with one another) corresponding to requested details. In case no server was specified for entity to be updated from, entity is fetched from current server.
Can be used to fetch list of following type of entities:

- Site
- Template
- Widget
- Global culture
- Global theme

Request Object Structure: GetArtifactDiffRQ
Along with common request parameters described above, following information is also expected by the service.

Name	Type	Description
Server	EnvironmentInfo	Deployment details from where to fetch the entity to be updated. Passing null will fetch details from current server.
EntityToBeUpdated	EntityMetaData	Metadata for entity which is to be updated. Only Type and Id are used to identify an entity. Entity is fetched from current server.

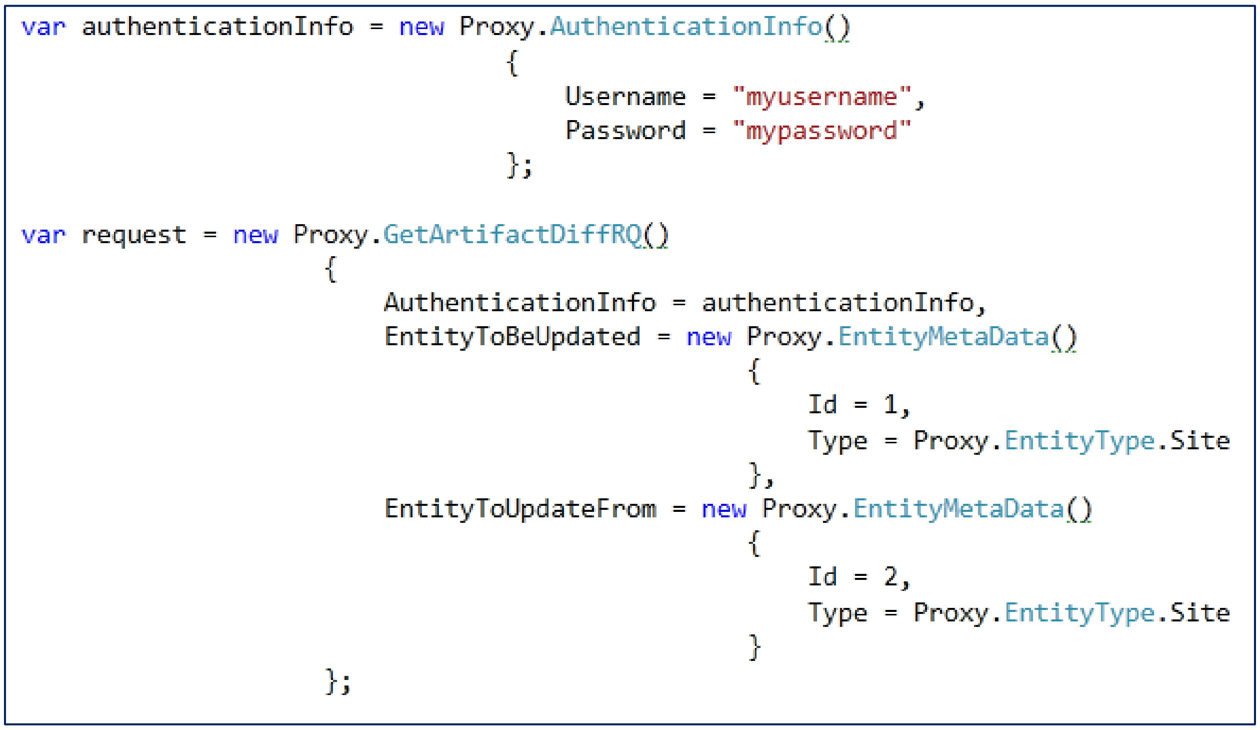
EntityToUpdateFrom	EntityMetaData	Metadata for entity from which other entity is to be updated. Only Type and Id are used to identify an entity. Entity is fetched from specified server.

Response Object Structure: GetArtifactDiffRS

Along with common response parameters, following information is also returned as a part of response object.

Name	Type	Description
DiffList	List<DiffEntityCategory>	Contains diff status of various details of entities.
DiffStatus	DiffEntityStatus	Contains aggregated status of all the entity details. Can be either SAME or DIFFERENT.

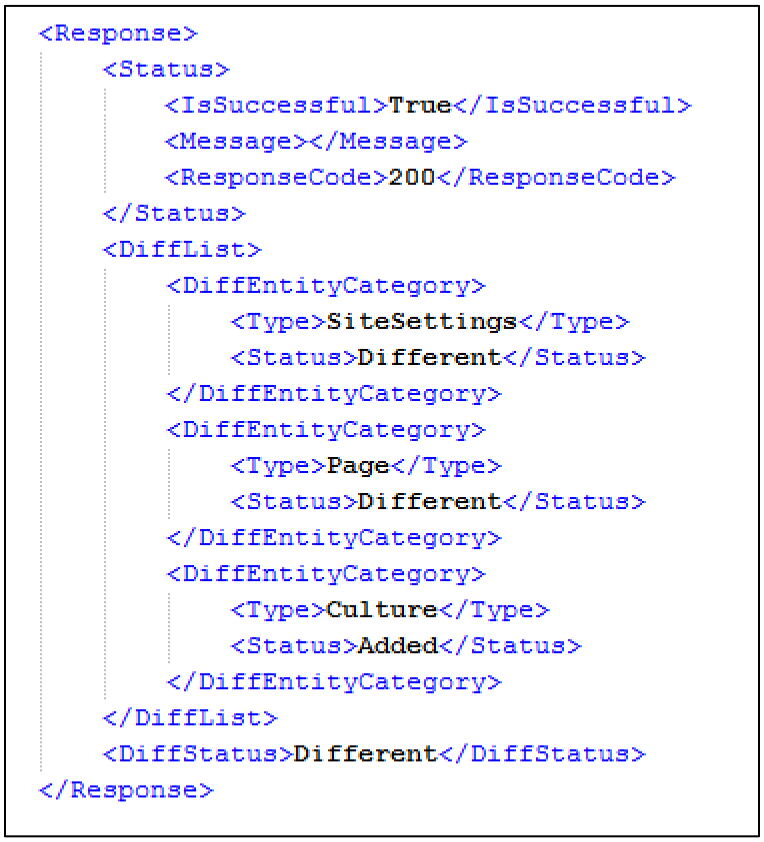
Sample Request



```
var authenticationInfo = new Proxy.AuthenticationInfo()
                                {
                                    Username = "myusername",
                                    Password = "mypassword"
                                };

var request = new Proxy.GetArtifactDiffRQ()
                    {
                        AuthenticationInfo = authenticationInfo,
                        EntityToBeUpdated = new Proxy.EntityMetaData()
                                            {
                                                Id = 1,
                                                Type = Proxy.EntityType.Site
                                            },
                        EntityToUpdateFrom = new Proxy.EntityMetaData()
                                            {
                                                Id = 2,
                                                Type = Proxy.EntityType.Site
                                            }
                    };
```

<u>Sample Response</u>



```
<Response>
    <Status>
        <IsSuccessful>True</IsSuccessful>
        <Message></Message>
        <ResponseCode>200</ResponseCode>
    </Status>
    <DiffList>
        <DiffEntityCategory>
            <Type>SiteSettings</Type>
            <Status>Different</Status>
        </DiffEntityCategory>
        <DiffEntityCategory>
            <Type>Page</Type>
            <Status>Different</Status>
        </DiffEntityCategory>
        <DiffEntityCategory>
            <Type>Culture</Type>
            <Status>Added</Status>
        </DiffEntityCategory>
    </DiffList>
    <DiffStatus>Different</DiffStatus>
</Response>
```

4. UpdateArtifact

Updates entity specified to be updated at current server from entity specified to update from using specified server. Either set the *CompleteUpdate* property in entity detail to update complete entity or provide specific details to be updated.
Can be used to update following type of entities:

- Site
- Global culture
- Global theme

<u>Request Object Structure: UpdateArtifactRQ</u>
Along with common request parameters described above, following information is also expected by the service.

Name	Type	Description
Server	EnvironmentInfo	Deployment details from where to fetch the entity to be updated. Passing null will fetch details from current server.

EntityToBeUpdated	EntityMetaData	Metadata for entity which is to be updated. Only Type and Id are used to identify an entity.
EntityToUpdateFrom	Entity	Details of entity from which other entity is to be updated.

Response Object Structure: UpdateArtifactRS

Only common response parameters containing information about the update operation are returned as part of response from server.

Sample Request

```
var authenticationInfo = new Proxy.AuthenticationInfo()
                                {
                                    Username = "myusername",
                                    Password = "mypassword"
                                };

var request = new Proxy.UpdateArtifactRQ()
                    {
                        AuthenticationInfo = authenticationInfo,
                        EntityToBeUpdated = new Proxy.EntityMetaData()
                                {
                                    Id = 163,
                                    Type = Proxy.EntityType.GlobalTheme
                                },
                        EntityToUpdateFrom = new Proxy.Entity()
                                {
                                    CompleteUpdate = true,
                                    GlobalTheme = new Proxy.Theme() { Id = 33 }
                                }
                    };
```

Sample Response

```
<Response>
    <Status>
        <IsSuccessful>True</IsSuccessful>
        <Message></Message>
        <ResponseCode>200</ResponseCode>
    </Status>
</Response>
```

5. CreateArtifact

Create an entity on current server using provided details. Can be used to create following type of entities:

- Site
- Template
- Global culture
- Global theme
- Widget

Different request objects have to be used for creating different types of entities. Along with common request parameters described above, following information is also expected by the service.

Request Object Structure: CreateSiteRQ

Name	Type	Description
Name	String	Name of the site to be created.
Description	String	Description of the site to be created.
TemplateId	int?	Id of the template from which the site is to be created. Leave blank while creating empty site.

Request Object Structure: CreateTemplateRQ

Name	Type	Description
Name	String	Name of the template to be created.
Description	String	Description of the template to be created.
SiteId	Int?	Id of the site from which the template is to be created.
ZipContent	Byte[]	Contents of zip in case of creating template from zip.

Request Object Structure: CreateGlobalCultureRQ

Name	Type	Description
CountryCode	String	2 letter country code for the culture.
LangaugeCode	String	2 letter language code for the culture.
ZipContent	Byte[]	Contents of zip in case of creating culture from zip.

Request Object Structure: CreateGlobalThemeRQ

Name	Type	Description
Name	String	Name of the theme to be created.
Description	String	Description of the theme to be created.
ZipContent	Byte[]	Contents of zip in case of creating theme from zip.

Request Object Structure: CreateWidgetRQ

Name	Type	Description
Name	String	Name of widget to be created.
Description	String	Description of widget to be created.
Url	String	Url of the widget.
Icon	String	Relative image file url to be used as icon for the widget.
State	String	Default state to be saved with the widget.
CultureZipContent	Byte[]	Contents of zip in case of creating widget cultures from zip.

Response Object Structure: CreateArtifactRS

Along with common response parameters, following information is also returned as a part of response object.

Name	Type	Description
ArtifactId	Long	Id of the newly created artifact.

Sample Request

```
var authenticationInfo = new Proxy.AuthenticationInfo()
                                {
                                    Username = "myusername",
                                    Password = "mypassword"
                                };

var request = new Proxy.CreateGlobalCultureRQ()
                    {
                        AuthenticationInfo = authenticationInfo,
                        LanguageCode = "en",
                        CountryCode = "us"
                    };
```

Sample Response

```
<Response>
    <Status>
        <IsSuccessful>True</IsSuccessful>
        <Message></Message>
        <ResponseCode>200</ResponseCode>
    </Status>
    <ArtifactId>4</ArtifactId>
</Response>
```

6. PublishArtifact

Publish entities on current server using artifact id provided in request. Following types of entity are supported:

- Site – by passing site id
- Global theme – by passing theme id
- Global culture – by passing culture instance id of global culture
- Widget culture – by passing widget id corresponding to the cultures

Request Object Structure: PublishArtifactRQ

Along with common request parameters described above, following information is also expected by the service.

Name	Type	Description
Type	Enum	Type of the artifact to be published.
ArtifactId	Long	Above described id corresponding to the artifact to be published.

Response Object Structure: PublishArtifactRS

Only common response parameters containing information about the update operation are returned as part of response from server.

Sample Request

```
var authenticationInfo = new Proxy.AuthenticationInfo()
                                {
                                    Username = "myusername",
                                    Password = "mypassword"
                                };

var request = new Proxy.PublishArtifactRQ()
                    {
                        AuthenticationInfo = authenticationInfo,
                        ArtifactId = 1,
                        Type = Proxy.EntityType.Site
                    };
```

Sample Response

```
<Response>
    <Status>
        <IsSuccessful>True</IsSuccessful>
        <Message></Message>
        <ResponseCode>200</ResponseCode>
    </Status>
</Response>
```

7. DownloadArtifact

Download entities as zip from current server. Following types of entity are supported:

- Template – by passing template id
- Global culture – by passing culture instance id of global culture
- Global theme – by passing global theme id
- Widget culture – by passing corresponding widget id.

Request Object Structure: DownloadArtifactRQ

Along with common request parameters described above, following information is also expected by the service.

Name	Type	Description
Entity	EntityMetaData	Metadata of the entity to be downloaded.

Response Object Structure: DownloadArtifactRS

Along with common response parameters, following information is also returned as a part of response object.

Name	Type	Description
Data	Byte[]	Byte array containing contents of the specified entity in zip format.

Sample Request

```
var authenticationInfo = new Proxy.AuthenticationInfo()
                                {
                                    Username = "myusername",
                                    Password = "mypassword"
                                };

var request = new Proxy.DownloadArtifactRQ()
                {
                    AuthenticationInfo = authenticationInfo,
                    Entity = new Proxy.EntityMetaData()
                                {
                                    Id = 2,
                                    Type = Proxy.EntityType.Template
                                }
                };
```

8. DeleteArtifact

This can be used to delete artifact at current server. Following types of entity are supported:

- Site – by passing site id
- Template – by passing template id
- Global culture – by passing culture instance id of global culture
- Global theme – by passing global theme id
- Widget culture – by passing corresponding widget id.

Request Object Structure: DeleteArtifactRQ

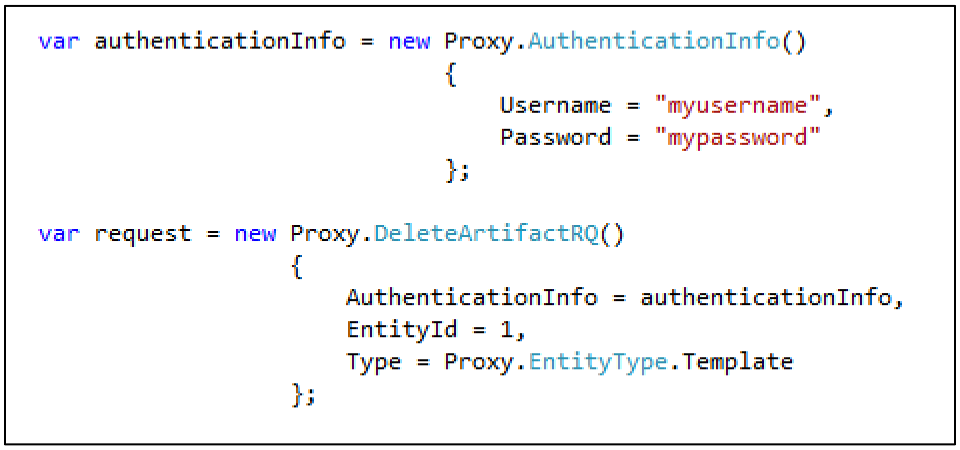
Along with common request parameters described above, following information is also expected by the service.

Name	Type	Description
Type	Enum	Type of the entity to be deleted.
ArtifactId	Long	Id of the artifact to be deleted.

Response Object Structure: DeleteArtifactRS

Only common response parameters containing information about the delete operation are returned as part of response from server.

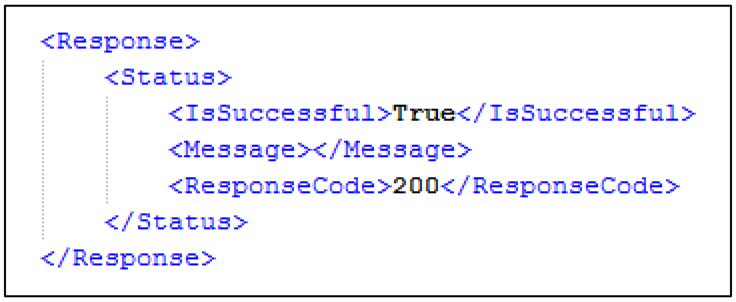
Sample Request



```
var authenticationInfo = new Proxy.AuthenticationInfo()
                          {
                              Username = "myusername",
                              Password = "mypassword"
                          };

var request = new Proxy.DeleteArtifactRQ()
                  {
                      AuthenticationInfo = authenticationInfo,
                      EntityId = 1,
                      Type = Proxy.EntityType.Template
                  };
```

Sample Response



```
<Response>
    <Status>
        <IsSuccessful>True</IsSuccessful>
        <Message></Message>
        <ResponseCode>200</ResponseCode>
    </Status>
</Response>
```

9. SyncWidgetList

This can be used to sync and update widgets at current server with the server information provided in EnvironmentInfo object of request.

Request Object Structure: SyncWidgetListRQ

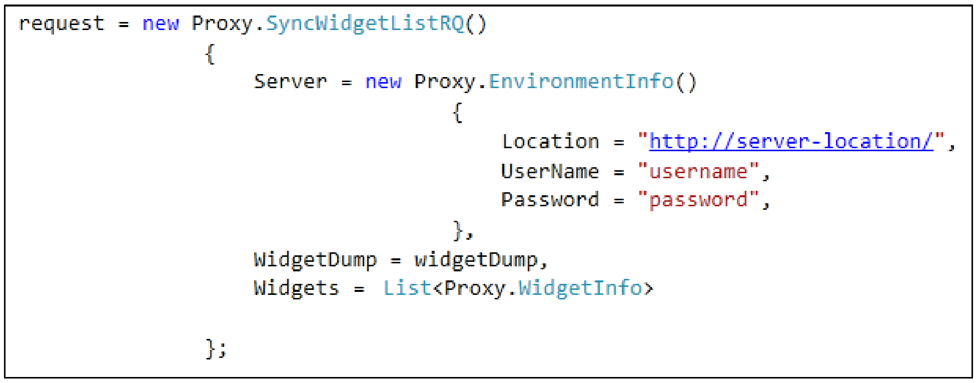
Along with common request parameters described above, following information is also expected by the service.

Name	Type	Description
Server	EnvironmentInfo	Information about the Server like Server location, username and password to connect.
Widgets	List<WidgetInfo>	List of the widget information contains Name and Id
WidgetDump	Byte[]	Array of byte of widget dump

Response Object Structure: SyncWidgetListRS

Only common response parameters containing information about the sync operation are returned as part of response from server.

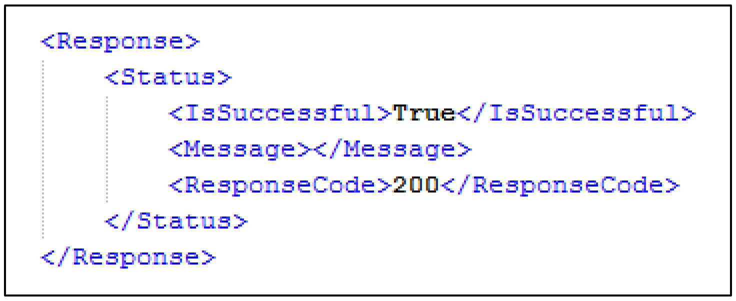
Sample Request



```
request = new Proxy.SyncWidgetListRQ()
                {
                    Server = new Proxy.EnvironmentInfo()
                                {
                                    Location = "http://server-location/",
                                    UserName = "username",
                                    Password = "password",
                                },
                    WidgetDump = widgetDump,
                    Widgets =  List<Proxy.WidgetInfo>

                };
```

Sample Response



```
<Response>
    <Status>
        <IsSuccessful>True</IsSuccessful>
        <Message></Message>
        <ResponseCode>200</ResponseCode>
    </Status>
</Response>
```

Detailed Object Model

AuthenticationInfo

Name	Type	Description
Username	String	Templar username for the deployment
Password	String	Password for the above specified username

Culture

Name	Type	Description
Id	Long	Id of the culture
CultureCode	String	Culture code in format LC-CC, where LC is corresponding language code and CC is country code.
CountryCode	String	2 letter country code. Can be empty.
CountryName	String	Full country name.
LanguageCode	String	2 letter language code. Cannot be empty.
LanguageName	String	Full language name.
Resources	List<CultureResource>	List of resources associated with the culture
ResourcesHash	String	Combined hash of all the resources associated with the culture.
ResourceCount	Long	Count of the resources associated with the culture
Contents	List<CultureContent>	List of contents associated with the culture
ContentsHash	String	Combined hash of all the content associated with the culture
ContentCount	Long	Count of the contents associated with the culture
Setting	CultureSetting	Object containing details of culture setting for current culture

CultureContent

Name	Type	Description
Id	Long	If of the content
Key	String	Key for the content
BinaryData	Byte[]	Binary data for the content
ContentType	String	Content type fetched from the uploaded content file

CultureResource

Name	Type	Description
Id	Long	Id of the resource
Key	String	Key for the resource
Value	String	Value for the resource
Comment	String	Comment specified with the resource
TranslationSetting	String	Translation setting for the resource

CultureSetting

Name	Type	Description
DateTimeFormat	DateTimeFormat	Settings for culture corresponding to date and time
NumberFormat	NumberFormat	Settings for culture corresponding to number formatting and currency
TextDirection	String	Direction for displaying text in current culture, can be either left to right or right to left
MetricSystem	String	Metric system to be used with current culture
Yes	String	Text representing ‘Yes’ in current culture
No	String	Text representing ‘No’ in current culture

DateTimeFormat

Name	Type	Description
ShortDateFormat	String	Format to be used while displaying short date
LongDateFormat	String	Format to be used while displaying long date
TimeFormat	String	Format to be used while displaying time
DateSeparator	String	Separator to be used while displaying date
TimeSeparator	String	Separator to be used while displaying time
AMDesignator	String	Text representation of ‘am’ in current culture
PMDesignator	String	Text representation of ‘pm’ in current culture
Day	List<DayName>	List of day names corresponding to current culture
Month	List<MonthName>	List of month names corresponding to current culture

DayName

Name	Type	Description
AbbreviatedName	String	Abbreviated name of the day
FullName	String	Full name of the day

Entity

Name	Type	Description
Site	Site	Contains details of site entity
Template	Template	Contains details of template entity
GlobalCulture	Culture	Contains details of global culture entity
GlobalTheme	Theme	Contains details of global theme entity
Widget	Widget	Contains details of widget entity
CompleteUpdate	Bool	Used while updating an entity. If set to true, complete entity is updated from specified entity.

EntityMetaData

Name	Type	Description
Type	Enum	Type of entity
Id	Long	Id for the entity
Name	String	Name of entity

EnvironmentInfo

Name	Type	Description
Location	String	URL of home page of Templar deployment
Username	String	Templar username for the deployment
Password	String	Password for the above specified username

ErrorPage

Name	Type	Description
StatusCode	Int	Status code for the error page e.g. 404, 500
Redirect	String	Relative url of the page to be redirected to in case of corresponding error code occurs

EventInfoMapping

Name	Type	Description
SourceKey	String	Key in source event
MappedKey	String	Key in destination event
DefaultValue	String	Default value to be used in case none is provided

EventMapping

Name	Type	Description
Type	String	Type of event
SourceWidgetId	Long	Id of widget raising the event
SourceWidgetName	String	Name of widget raising the event
SourceWidgetEventName	String	Name of the event in widget raising the event
DestinationWidgetId	Long	Id of widget listening the event
DestinationWidgetName	String	Name of widget listening the event
DestinationWidgetEventName	String	Name of the event in widget listening the event
EventInfoMappings	List<EventInfoMapping>	List of parameter mappings between the two events

KeyValuePair

Name	Type	Description
Key	String	Contains key
Value	String	Contains value

MonthName

Name	Type	Description
AbbreviatedName	String	Abbreviated name of the month
FullName	String	Full name of the month

NumberFormat

Name	Type	Description
DecimalDigits	Int	Number of decimal digits to be displayed
DigitGrouping	Int[]	Digit grouping format for current culture
DecimalSymbol	String	Decimal symbol to be used in current culture
GroupSeparator	String	Group separator to be used in current culture
CurrencySymbol	String	Current symbol corresponding to current culture
CurrencyCode	String	Current code corresponding to current culture
PositiveSymbol	String	Symbol to denote positive number in current culture
NegativeSymbol	String	Symbol to denote negative number in current culture
PositiveCurrencyFormat	String	Format to be used while displaying positive currency in current culture
NegativeNumberFormat	String	Format to be used while displaying negative number in current culture
NegativeCurrencyFormat	String	Format to be used while displaying negative currency in current culture

Page

Name	Type	Description
Id	Long	Id of the page
Name	String	Name of the page
Title	String	Title of the page
RelativeUrl	String	Url of the page
LayoutType	Int	Layout type of the page
PageAlign	Int	Alignment of the page
IsDirty	Bool	Is true if changes are made in the page after last publish
IsLogin	Bool	Is true if the page is set as login page for site
IsAuthenticationRequired	Bool	Is true if page requires user to logged in
IsMaster	Bool	Is true for master pages
MasterPageId	Long	Contains id of master page in case one exists
State	String	State of the page
ConnectionType	String	Connection type specified for the page
WidgetInstances	List<WidgetInstance>	List of widget instances present on the page
PageData	List<KeyValuePair>	List of page data associated with the page
MetaData	List<KeyValuePair>	List of meta data associated with the page
EventMappings	List<EventMapping>	List of event mappings associated with the widget instances present on the page

PageLayouts

Code	Layout
0	3 – Panel
1	Small Left Panel
2	Small Right Panel
3	Small Side Panels
4	Single Panel

Site

Name	Type	Description
Id	Long	Id of the site
Name	String	Name of the site
Url	String	Url of the site
MappedToDomain	String	Vanity urls specified for the site
Description	String	Description of the site
Status	String	Current status of the site, can be offline or online
DefaultPage	Long	Id of default page for the site
DefaultPageUrl	String	Url of default page for the site
DefaultPageLayout	String	Default layout of pages in site
EnvData	List<SiteSettingsGroup>	List of groups containing site level environment data
MetaData	List<KeyValuePair>	List of meta data specified with the site
Pages	List<Page>	List of pages in current site
Themes	List<Theme>	List of themes for current site
CurrentThemeName	String	Name of theme currently used by the site
HeaderCode	String	Code to be included on header of every page
FooterCode	String	Code to be included on footer of every page
Cultures	List<Culture>	List of cultures defined at site level
DefaultCultureCode	String	Code of culture currently set as default for the site
CultureSelection	String	Culture selection to be used during a page request, can be auto-detect or enforced
InheritedCultures	List<Culture>	List of global cultures inherited by the site
CustomErrorPages	List<ErrorPage>	List of custom error pages defined by the site
Resources	List<SiteResource>	List of site level resources defined

SiteResource

Name	Type	Description
Id	Long	Id of the resource
Key	String	Key for the resource
ContentType	String	Content type of the resource
IsPublic	Bool	Is true if resource can be accessed publicly using url

SiteSettingsGroup

Name	Type	Description
Name	String	Name of group in site settings
Settings	List<KeyValuePair>	List of various groups in site settings

Template

Name	Type	Description
Id	Long	Id of the template
Name	String	Name of the site in template
Url	String	Url of the site in template
MappedToDomain	String	Vanity urls specified for the site in template
Description	String	Description of the site in template
Status	String	Current status of the site, can be offline or online
DefaultPage	Long	Id of default page for the site in template
DefaultPageUrl	String	Url of default page for the site in template
DefaultPageLayout	String	Default layout of pages in site in template
EnvData	List<SiteSettingsGroup>	List of groups containing site level environment data
MetaData	List<KeyValuePair>	List of meta data specified with the site in template
Pages	List<Page>	List of pages in current site in template
Themes	List<Theme>	List of themes for current site in template
CurrentThemeName	String	Name of theme currently used by the site in template
HeaderCode	String	Code to be included on header of every page
FooterCode	String	Code to be included on footer of every page
Cultures	List<Culture>	List of cultures defined at site level in template
DefaultCultureCode	String	Code of culture currently set as default for the site in template
CultureSelection	String	Culture selection to be used during a page request, can be auto-detect or enforced
InheritedCultures	List<Culture>	List of global cultures inherited by the site in template
CustomErrorPages	List<ErrorPage>	List of custom error pages defined by the site in template
Resources	List<SiteResource>	List of site level resources defined in template

Theme

Name	Type	Description
Id	Long	Id of the theme
Name	String	Name of the theme
Description	String	Description of the theme
Path	String	Path of the theme

Widget

Name	Type	Description
Id	Long	Id of the widget
Name	String	Name of the widget
Description	String	Description of the widget
Url	String	Url corresponding to the widget
Icon	String	Path for icon file for the widget
State	String	State for the widget
Cultures	List<Culture>	List of cultures defined for the widget

WidgetInstance

Name	Type	Description
Id	Long	Id of widget instance
BaseWidget	Widget	Object containing details of base widget
Title	String	Title of widget instance
Row	Int	Row number of widget instance
Column	Int	Column number of widget instance
Visible	Bool	Is true if widget is visible
State	String	State corresponding to the widget instance

WidgetInfo

Name	Type	Description
Name	String	Name of the widget
Id	Long	Id of widget