

## CoE Version Control

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| Version | Date | Author | Comments | Related BCI ID |
| 1.0 | 3/16/2011 | Barbara Fordyce | Document branded |  |
| 1.1 | 5/17/2011 | Michael Wheeler | Shortened initial setup process. Fixed a few typos. |  |
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## Use Case:

Approval has been received for a JavaScript enhancement to a Client’s site, and your Client’s site doesn’t have the JavaScript infrastructure already in place.

## Initial Setup

### Steps to Implement

1. Upload all the files from “GS.COE.JA.09 - Javascript.zip” file in this Starter Kit into the “javascript” folder in the file manager.
2. These files **must** go into the folder “javascript”. All lower case, no spaces or special characters.
3. Follow the steps below to add JavaScript to specific sections of the site.

### How to Enable Unit Tests

We highly recommend that you enable unit testing when you install modules. The unit tests will run only if the following conditions are met:

1. The user login is “superuser”
2. The following tag is present on the page (e.g. site header):

<input type=”hidden” id=”mod\_mgr\_run\_tests” value=”true”/>

## Including Javascript

### How to Add Javascript to Commerce

1. Create a Read Only/HTML Quote Level Attribute called “includeJavascript\_quote”. In the default function for this attribute, put this code:

<script type="text/javascript" src="$BASE\_PATH$/javascript/allplugins-require.js"></script>

<script type="text/javascript">require("commerce");</script>

1. Add the attribute to the Commerce layout. Hide the label of the attribute, and put it onto a tab that will be visible when the page loads. You can make this unobtrusive by using the attribute in the place of a spacer.
2. Put code for this section in the file manager: javascript/commerce.js

### How to Add Javascript to Commerce Line Items

1. Create a Read Only/HTML Line Item Attribute called “includeJavascript\_line”. In the default data for this attribute, put this code:

<script type="text/javascript" src="$BASE\_PATH$/javascript/allplugins-require.js"></script>

<script type="text/javascript">require("commerce\_line");</script>

1. Add the attribute to the Commerce layout. Hide the label of the attribute, and put it onto a tab that will be visible when the page loads. You can make this unobtrusive by using the attribute in the place of a spacer.
2. Put code for this section in the file manager: javascript/commerce\_line.js

### How to Add Javascript to Config

1. Create a Read Only/HTML Attribute called “Include Javascript”. In the default data for this attribute, put this code:

<script type="text/javascript" src="$BASE\_PATH$/javascript/allplugins-require.js"></script>

<script type="text/javascript">require("config");</script>

1. Add the attribute to the Config Flow. Hide the label of the attribute, and put it onto the default tab, or else in another place where it will be visible when the page loads. You can make this unobtrusive by using the attribute in the place of a spacer.
2. Put code for this section in the file manager: javascript/config.js

### How to Add Javascript to the Homepage

1. Under Admin > Homepage > Define XSL Template, download the Alternate Javascript File.
2. Add the code from homepage\_alt\_js.js file, outside of any other function that may exist already.
3. Upload the file, Update the template page, and then deploy the homepage.
4. Put code for this section in the file manager: javascript/homepage.js

### How to Add Sitewide Javascript

STOP!

Why do you want to include your JavaScript in a sitewide setting? Most use cases can be met by including JavaScript using the other ways enumerated above.

If you’ve explored your options and find that it is absolutely necessary that the JavaScript exist on every page:

1. In the header of your site, add this tag:

<script type="text/javascript" src="$BASE\_PATH$/javascript/allplugins-require.js"></script>

<script type="text/javascript">require("sitewide");</script>

1. Put code for this section in the file manager: javascript/sitewide.js