



Developer Template Design Pattern

Introduction

This article outlines when to use the developer template. This feature is used by admin and developers to create standalone templates with executable code, such as a CSS or JS file. If a user were to try and edit such an asset, it would open up directly into the template code.

When would I use the developer template?

Ideal scenarios for using the developer template are the following:

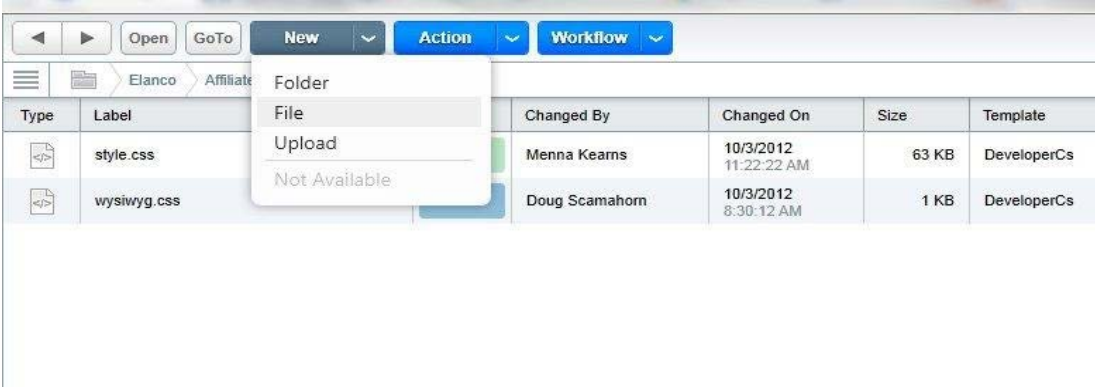
- CSS files - for CSS files that don't define grid/layout, but make calls to images and may require modifications and adjustments
- JS files - for non-library JS files that call functions that may require modifications
- Testing a page - when you just want to publish a page out of the CMS (for example HTML)

Third party css and javascript files, like jQuery libraries, can just be uploaded as text files, since the code will not need to be modified.

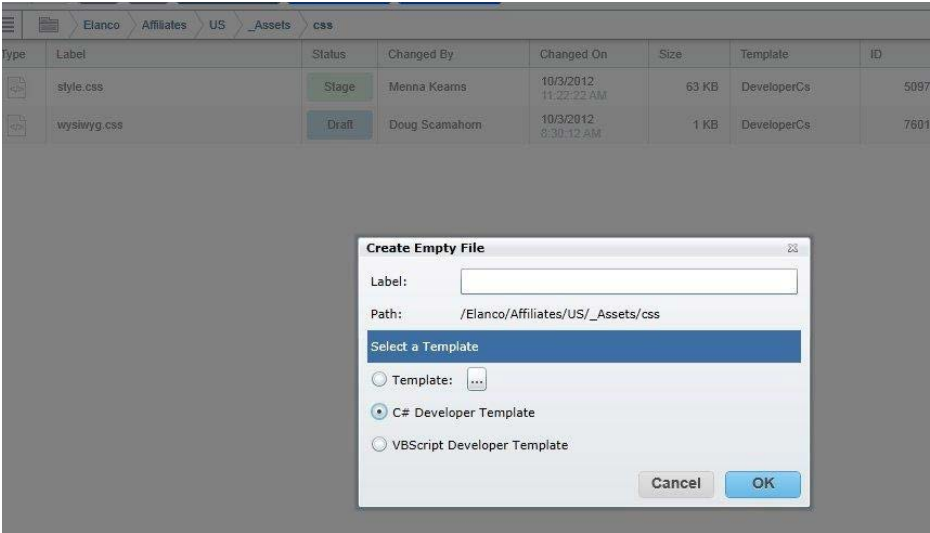
Creating Assets

Here is the easiest way to create a single asset using the developer template:

- 1. Select New > File



- 2. At the prompt, enter a filename and check "C# Developer Template". (The VBScript Developer template is available for backwards compatibility with the Classic API.)



You will notice your asset has no workflow. You will have to assign one to it.

- 3. Select the asset, then in the right panel select Properties > Workflow.



4. Select the workflow you want to use for this asset. You should also set the access properties by selecting **Properties > Access**, so the correct groups have access to view or edit this file

Group	View	New					Edit	Publish	Properties	Other
		New Folder	New Upload	New Model	Page Import	New File				
Everyone		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>			
_Admin		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>				
_Authors		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
_Editors		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>						
AuthReviewer										
CMSADMIN		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>				
CPTAdmin		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>				
Developer		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			<input type="checkbox"/>			
ITAdmin		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>				
PseudoReviewer										
QAAnalyst		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>							
Sandbox Developer		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>				

From there you can create your new asset by selecting File > New > VBScript Developer Template or File > New > C# Developer Template

TIP: Administrators and developers can also create their own model using the developer template. This is especially useful when there are multiple css and js files. A model can have workflow and access properties applied so they do not have to be set manually.