

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)

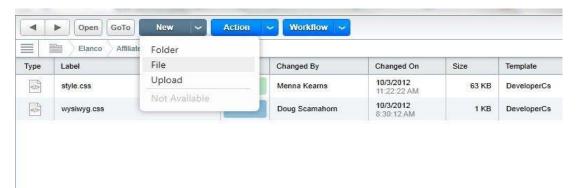
Third party css and javascript files, like jQuery libraries, can just be uploaded as text files, since the code will not need to be modified.

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Creating Assets

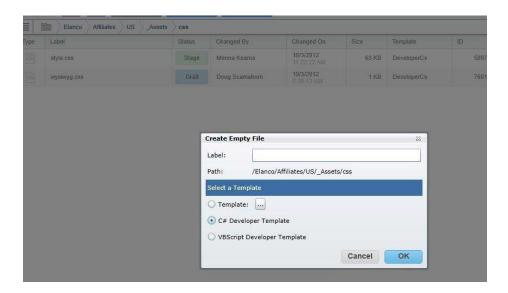
Here is the easiest way to create a single asset using the developer template:

1. Select New > File



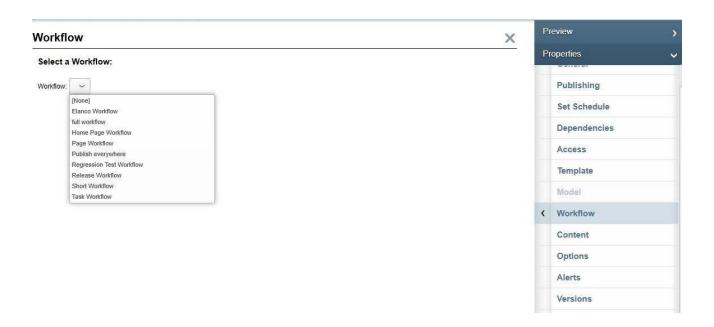
2. At the

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

Using the Classic UI Method

Alternatively, in the Classic UI, admins and developers now have the capability of turning on the developer template model, so the user action would be:

File > New > VBScript Developer Template

OR

File > New > C# Developer Template

This eliminates step 2 in the above example, as the asset will already be associated with a developer template.

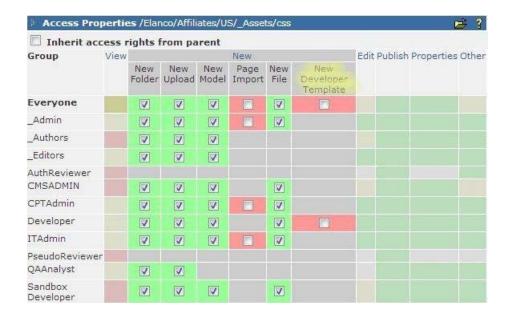
If this option is not visible to the user, the group to which they belong will have to be updated to allow users to create developer templates (an option under Edit Group > Asset Capabilities) and the folder's Access Properties will need to updated to enable New Developer Template. This can be enabled by an administrator with the correct access. A CrownPeak admin can usually enable this. This steps are:

1. Enable group permission to create developer template by navigating to System > Users/Groups > Groups and choosing the group you want to edit.



2. Navigate back to the folder where the asset will be create. Enable access in the folder to create new developer templates by selecting View > Properties > Access. Click New to expand column then check New Developer Template.

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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.

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