User Interface customization for AEM 6

CQ Gems May 7th, 2014

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Gilles Knobloch, Engineering Manager

4 years of AEM experience working on AEM/Granite/Coral architect of the Sling Resource Merger



@gilknob



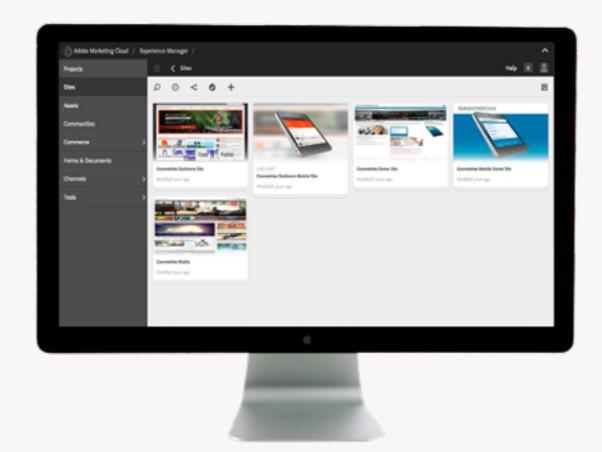
Damien Antipa, Senior UX Engineer working on AEM/Granite/Coral and wherever Javascript is used



@visiongeist



Introduction







New UI: Mobile first, Desktop in mind



Introduction

- Granite UI introduced in 5.6.0
- Now spread across multiple UIs of the product
- UI framework provides base components

Challenges
Extensible technology for partners/customers

Goal of the session Understand how to extend admin screens and page authoring



Extending the Administration pages



- Sling Resource Merger
- Extend existing admin screen
- Create a custom admin screen
- Includes



https://issues.apache.org/jira/browse/SLING-2986

- Custom resource provider
- Overlays of resources using resource resolver search paths
- Working as a diff
- Custom Sling vocabulary

Overall goal: override in /apps, never touch /libs

- Guarantees upgradability
- Easier for customers to debug



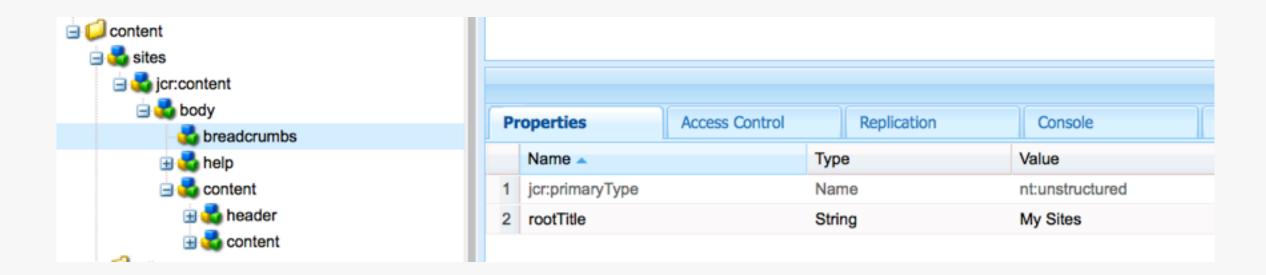
Add or override a property

Create the corresponding property within /apps (the property will have priority based on Sling Resource Resolver configuration)

Changing the type of the property is supported



Add or override a property





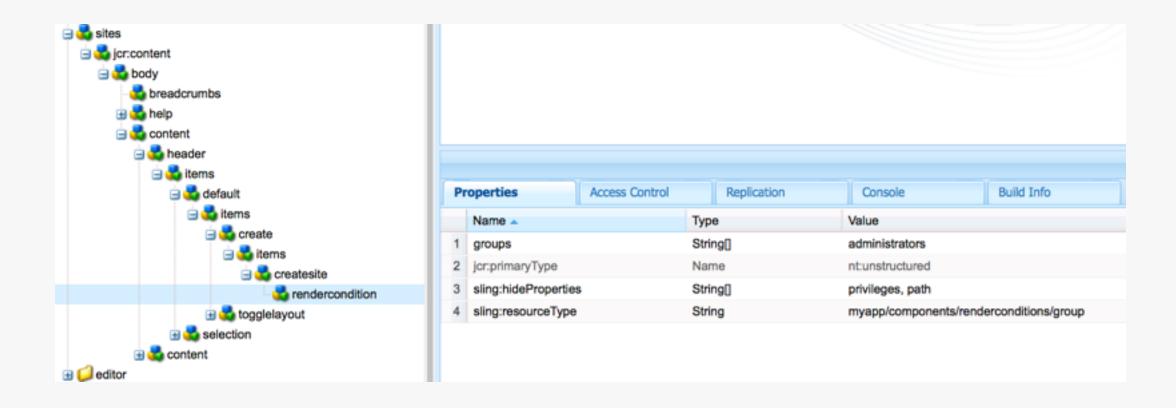
Delete one or more properties

Create the corresponding node within /apps,
Add sling:hideProperties property: list of properties to delete (String[])

* wildcard can be used to delete all the properties



Delete one or more properties



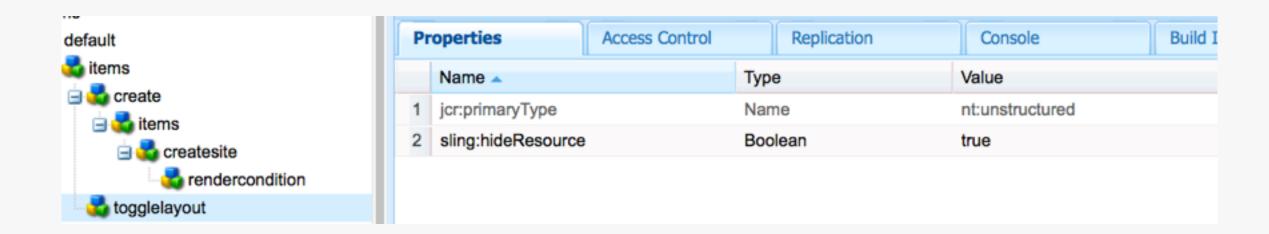


Delete a node (and its children)

Create the corresponding node within /apps Set sling:hideResource to true (Boolean)



Delete a node (and its children)





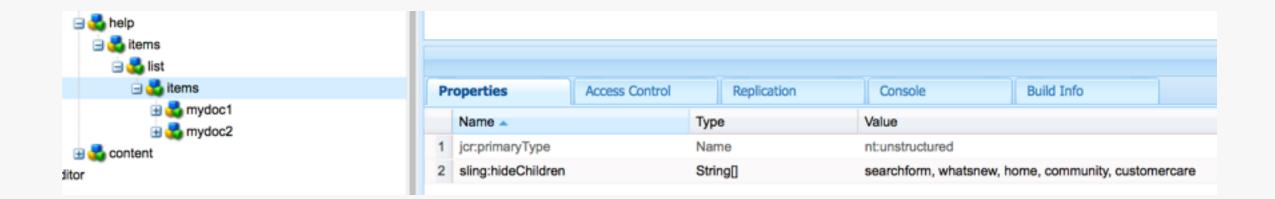
Delete children of a node (but keep the properties of the node)

Create the corresponding node within /apps,
Add sling:hideChildren property: list of children to delete (String[])

* wildcard can be used to delete all the children



Delete children of a node





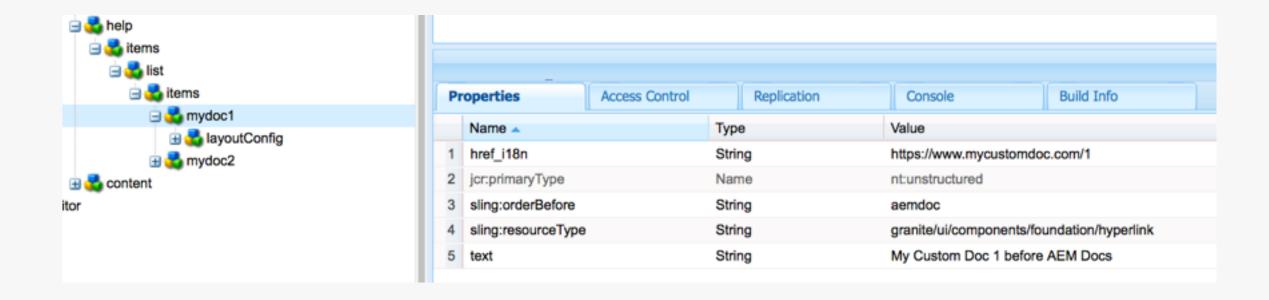
Reorder nodes

Create the corresponding node within /apps Set sling:orderBefore to the name of the sibling where that node should be reordered before (String)

TODO: support redefining the whole list of children



Reorder nodes





Extend existing admin screen

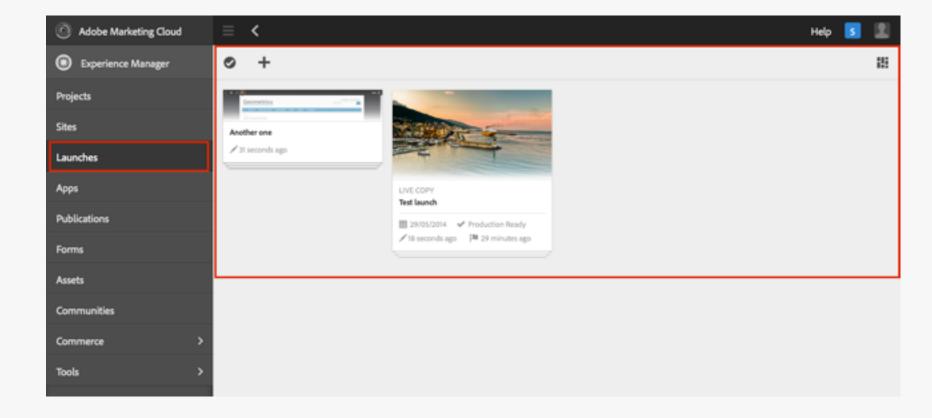
Sling Resource Merger is our friend!

- Update root title for breadcrumb
- Custom documentation links (sling:hideChildren, sling:orderBefore)
- Additional toolbar action
- Restrict Create Site to administrators (custom rendering condition)
- Default layout to list view, removed toggle to card view (sling:hideResource)



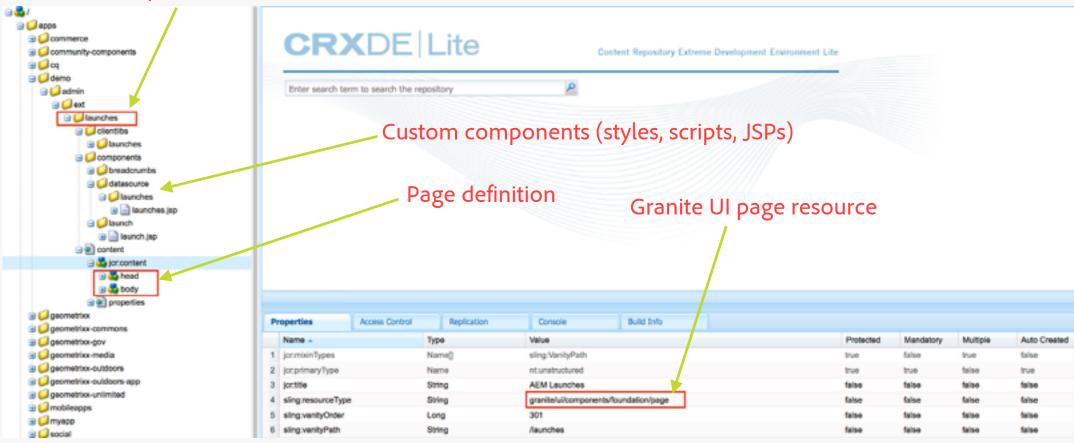
Launches Console

- Custom console
- Custom menu entry
- Specific actions

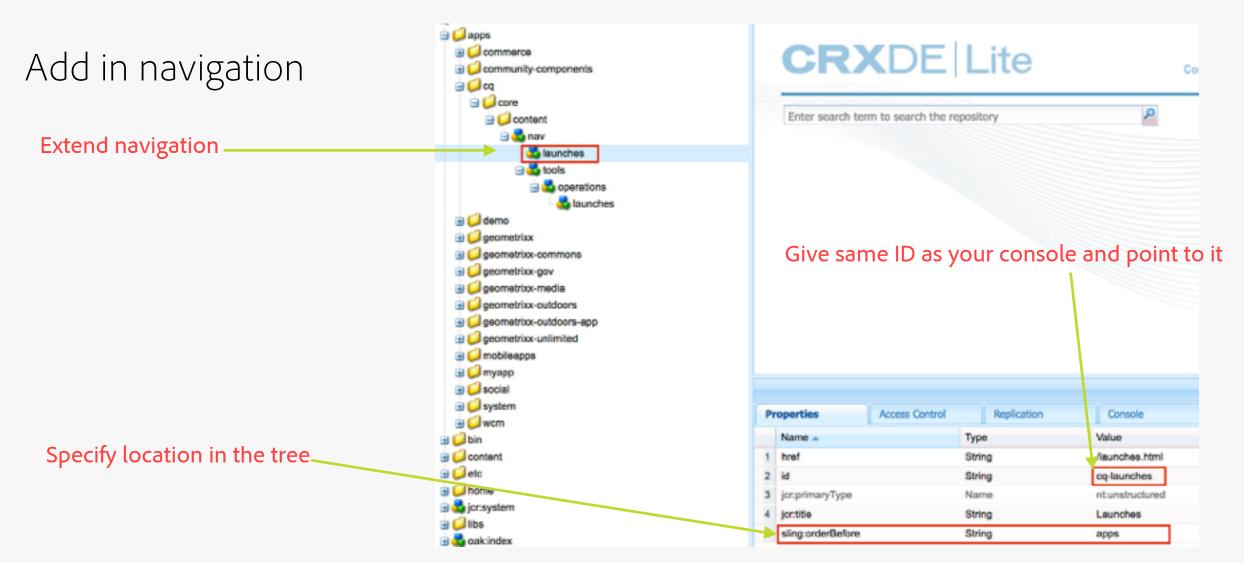




Root space for Launches console



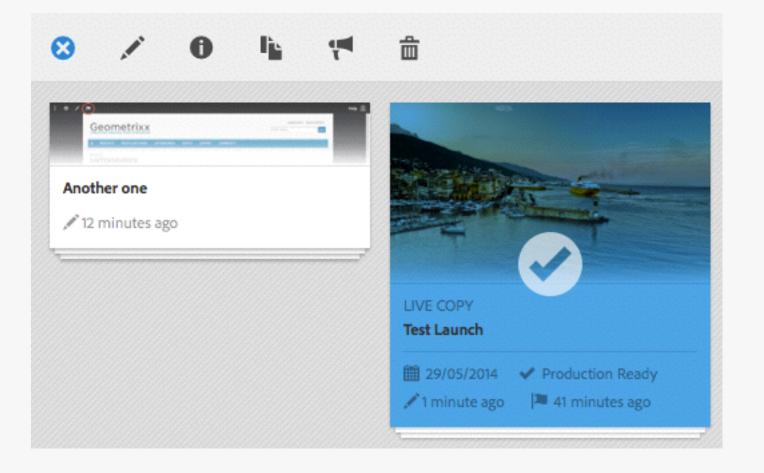






Custom action bar

- Build your own components
- Include the corresponding client libraries for custom actions

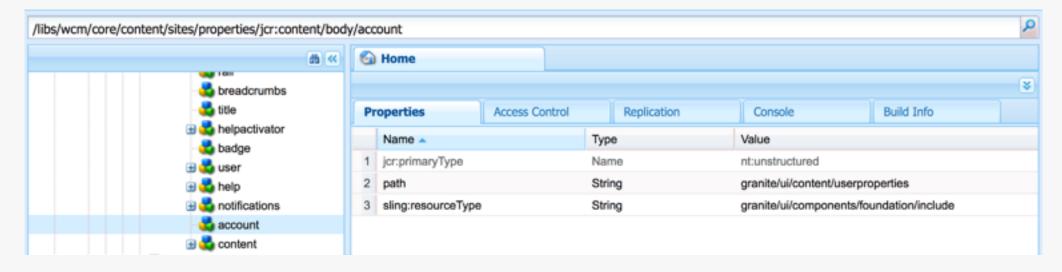




Granite UI Includes

granite/ui/components/foundation/include

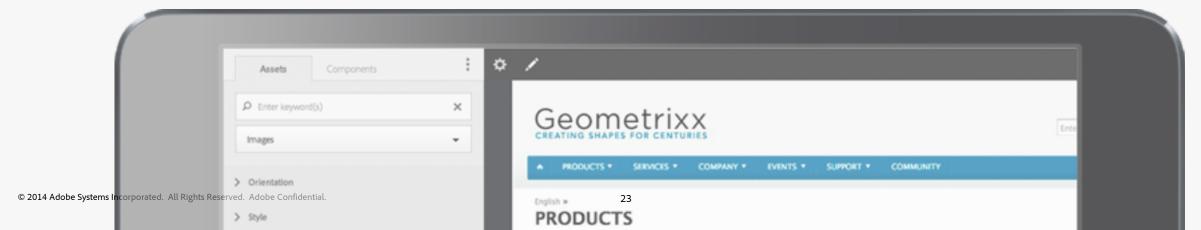
- Specify path to include



Can be used to extend component dialogs



The new Page Authoring in AEM 6.0









PRODUCTS * SERVICES * COMPANY * EVENTS * SUPPORT ▼ COMMUNITY

English >

×

•

Assets

Images

> Orientation

> Style

D Enter keyword(s)

Components

PRODUCTS

June 23-26 | San Diego, CA SHAPE SUMMIT RESERVE YOUR PLACE TODAY

SQUARE

Square

Our Bestsellers

TRIANGLE







GET THE GEOMETRIXX APP

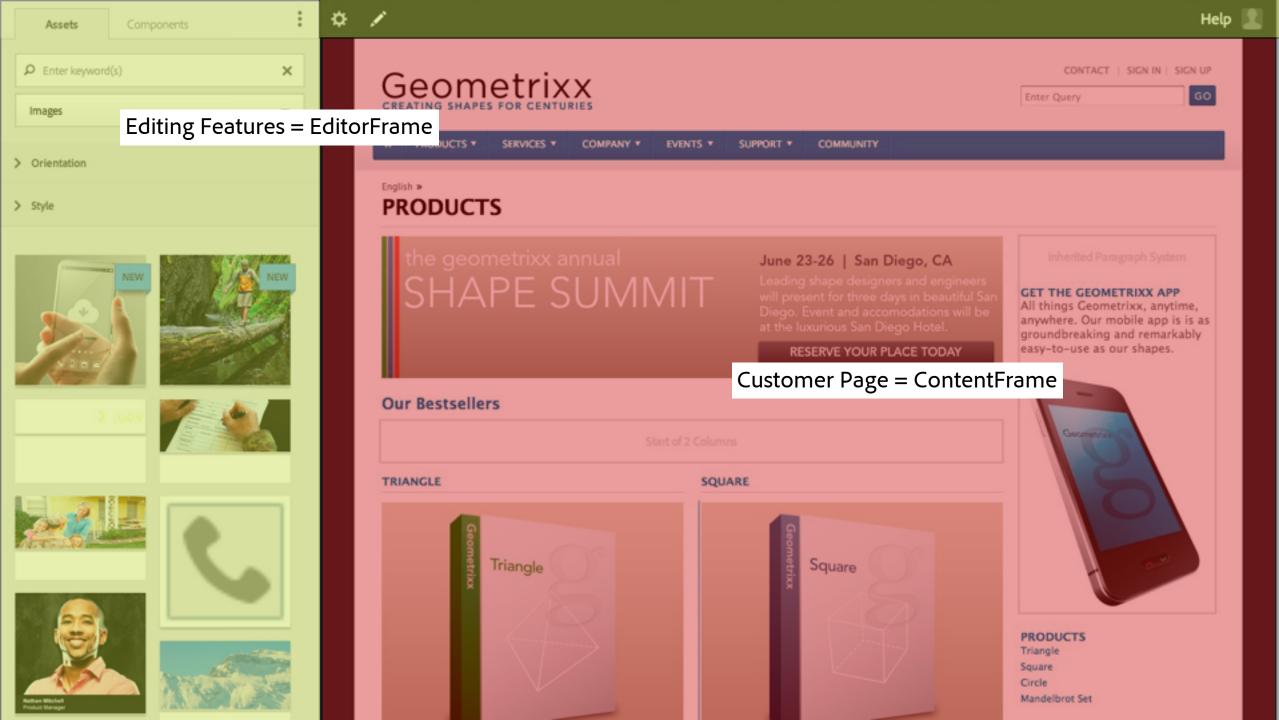
Enter Query

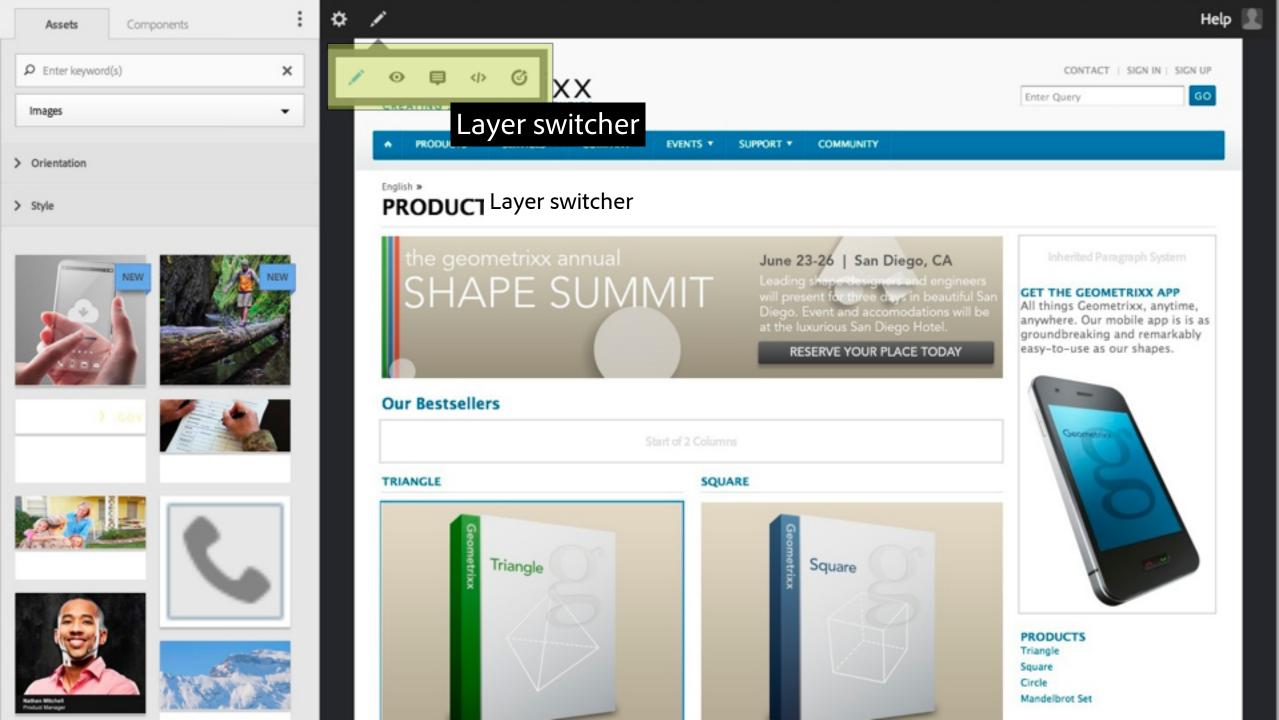
All things Geometrixx, anytime, anywhere. Our mobile app is is as groundbreaking and remarkably easy-to-use as our shapes.

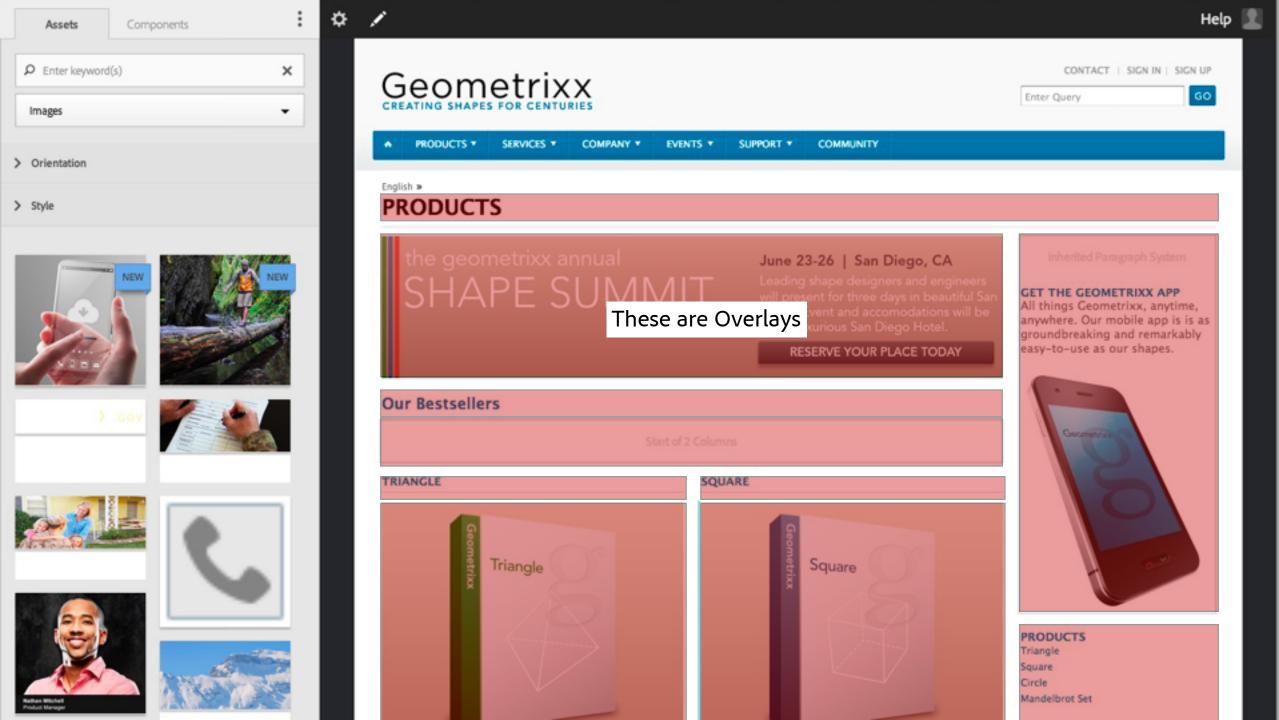


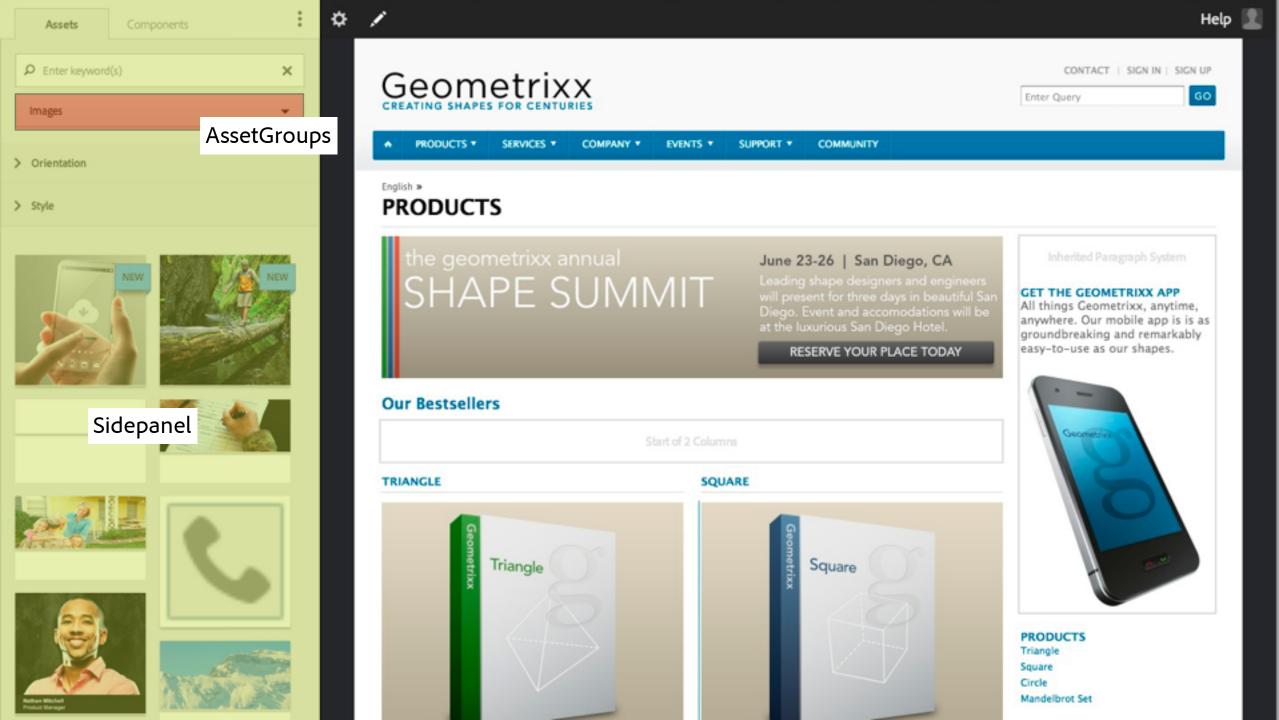
PRODUCTS

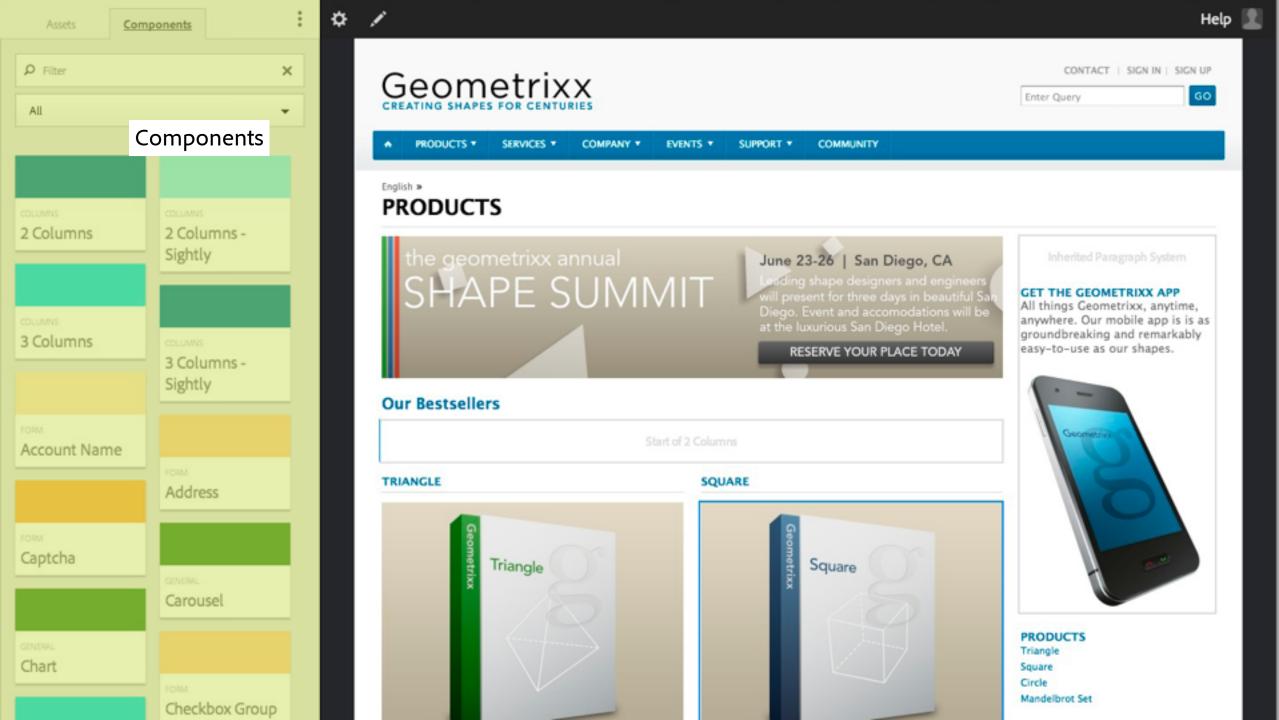
Triangle Square Circle Mandelbrot Set

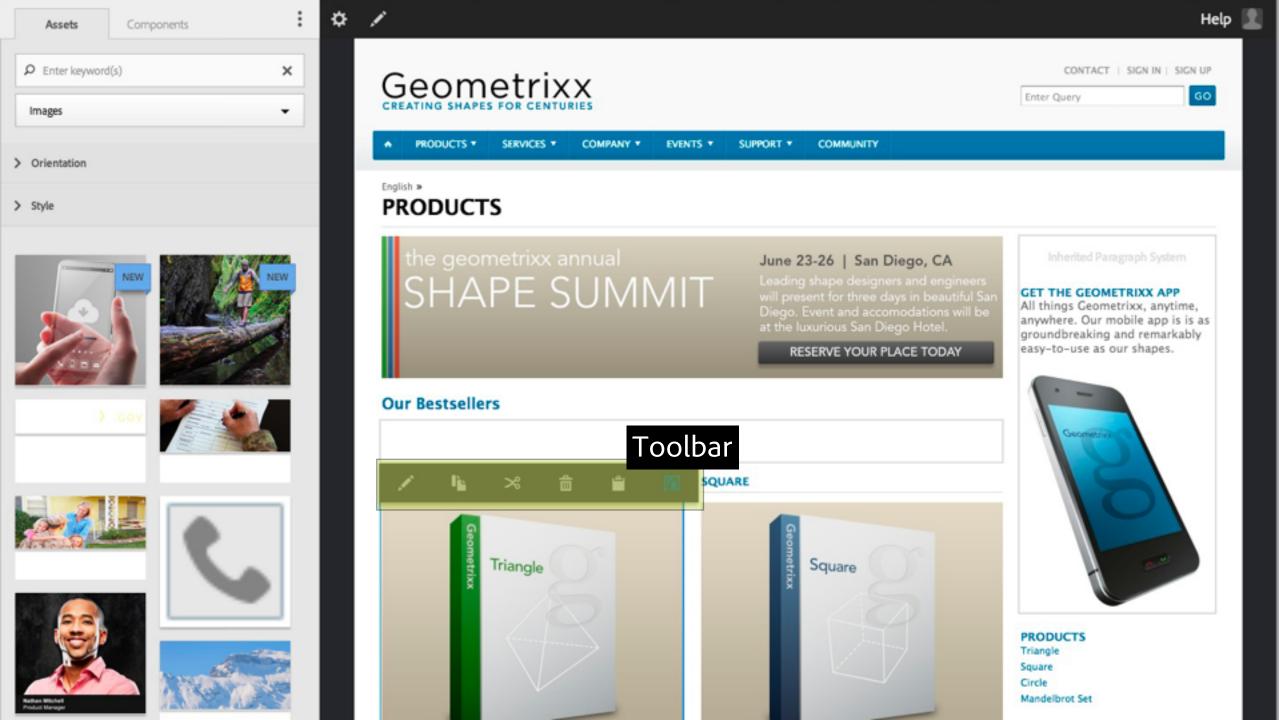












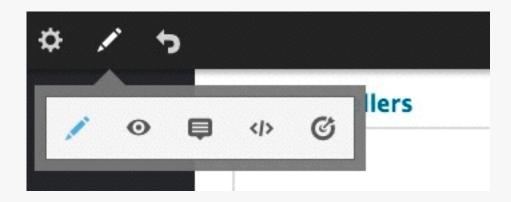
What is an Editable?

- Constructor: Granite.author.Editable
- inherits from Granite.author.Inspectable
- is an instance of a component on a page
- allows access to the page's DOM and its overlay
- is aware of its JCR path and edit configuration
- all Editable's of the current page are accessible through Granite.author.store



What is a layer?

- A layer is an independent bundle of functionality which can be activated in order to manipulate or interact with the page
- What can I do with a layer? What ever you want. (but please cleanup:-)





Extending the Page Authoring



- Toolbar action
- Page action
- Inplace Editor
- Custom Layer
- Assetfinder Group



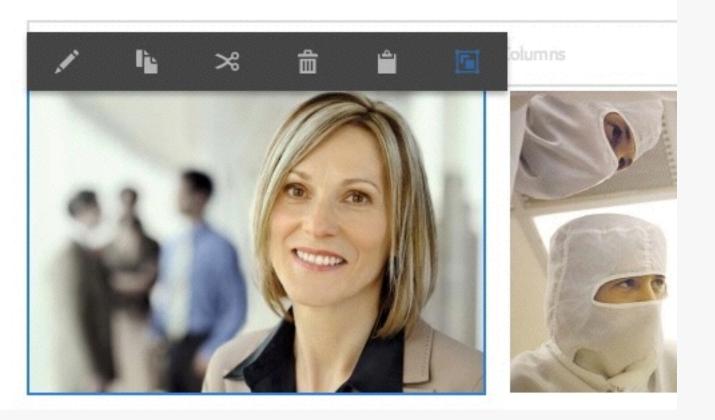
Before we start...

- Javascript Namespace: Granite.author
- ClientLib category hook: cq.authoring.editor.hook
- Overlays are managed by overlayManager
- Current page's Editables are in Granite.author.store
- A lot of page data is in Granite.author.page



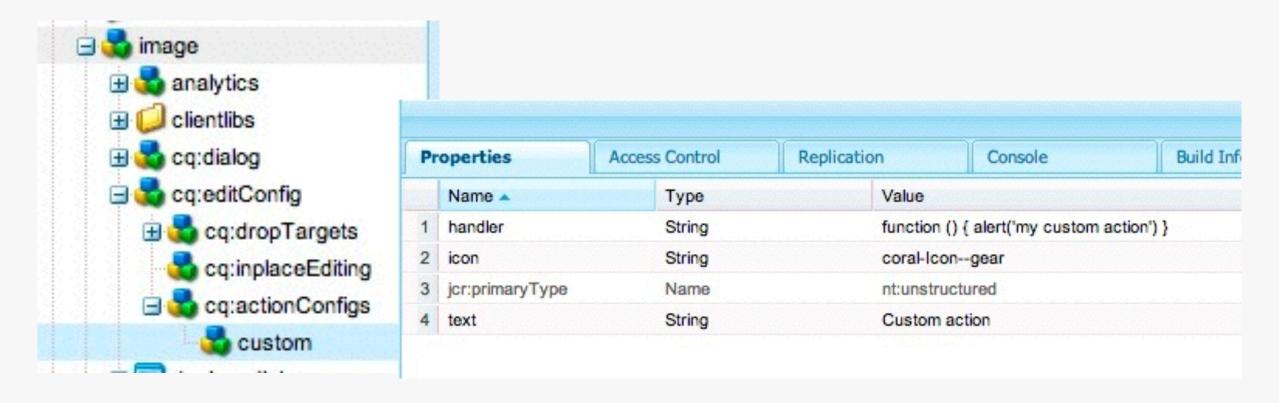
Custom toolbar action

provider of platonic solids and fractals. Join us as we lead geometr



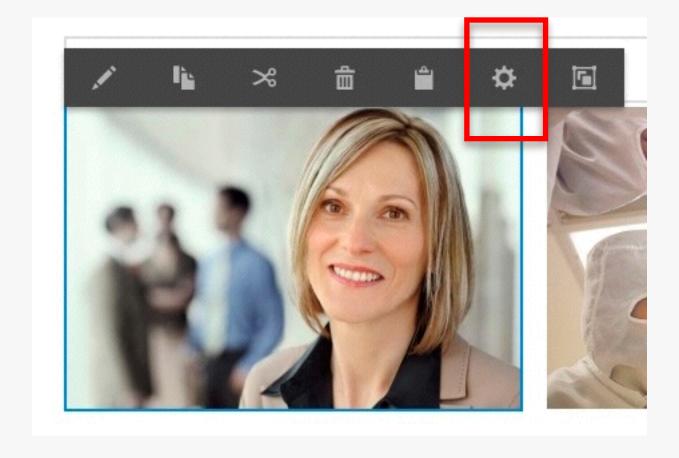


Still working: Adding custom actions to components





Still working: Adding custom actions to components





New: Manipulating the toolbar with Javascript

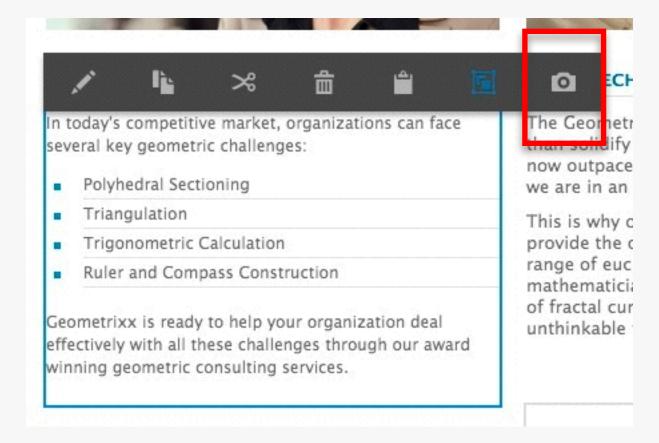
- component independent actions
- understand eventing in the authoring channel
- use global objects
- toolbar entry definition



```
'CUSTOM': {
   icon: 'coral-Icon--gear',
   text: Granite.I18n.get('Custom'),
   handler: function (editable, param, target) {
       alert('my custom action');
       // do not close toolbar
       return false;
   },
   condition: function (editable) {
        // optional condition to show action
       return !!editable.config.orderable;
   },
   render: function (dom) {
       // custom rendering
       return dom;
   // could be executed when only one editable is selected
   // default: false
   isNonMulti: true
```



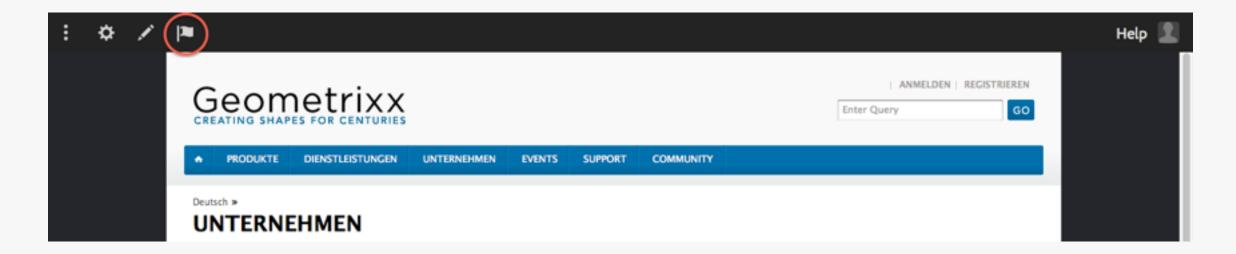
Adding a screenshot functionality





Custom page action

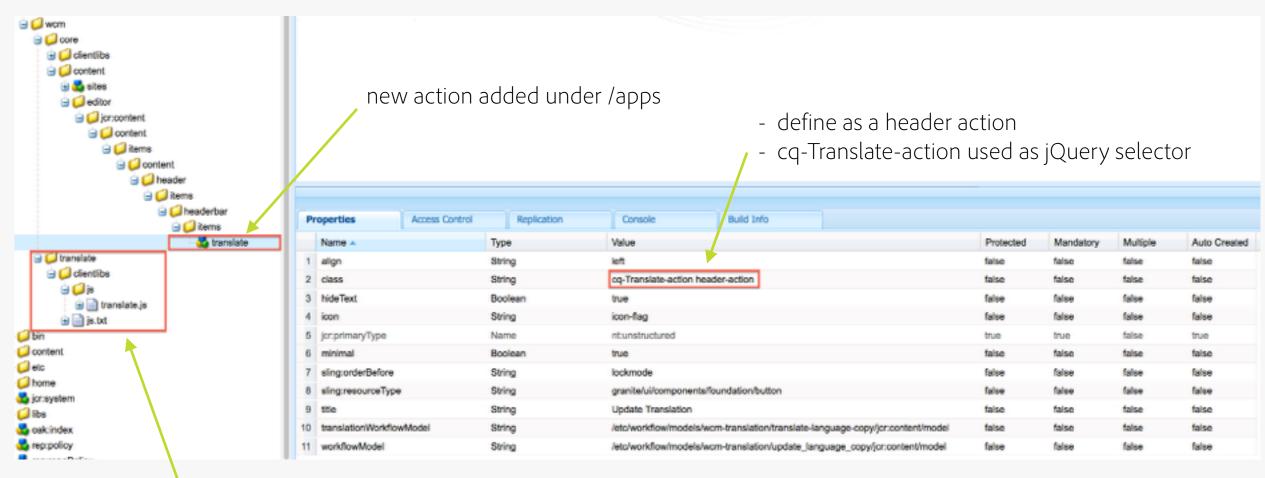
Add an action to page authoring toolbar



Example: a button to translate the page



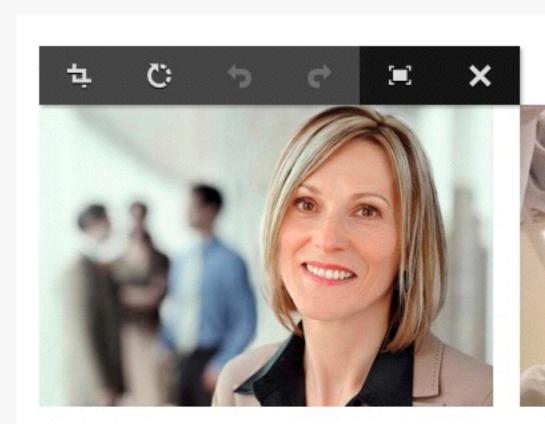
Custom page action



extension to cq.authoring.editor client library



Inplace Editors



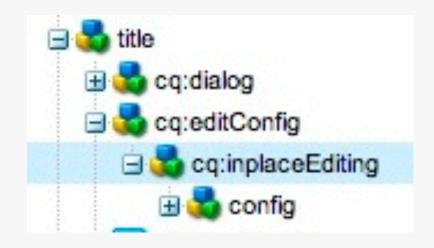


The Geometrixx investment in R&D has done more than solidify our industry leadership role, we have now outpaced our competitors to such an extent that we are in an altogether new space.

This is why our high quality polygons and polyhedra provide the only turnkey solutions across the whole range of euclidean geometry. And our mathematicians are working on the next generation of fractal curves to bring you shapes that are unthinkable today.



Create an Inplace Editor







```
var MyEditor = function () {
};
MyEditor.prototype.setUp = function (editable) {
};
MyEditor.prototype.tearDown = function (editable) {
};
Granite.author.editor.register('myeditor', new MyEditor());
```



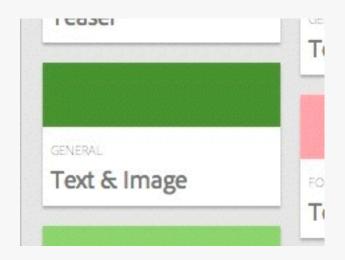
How we created the title editor

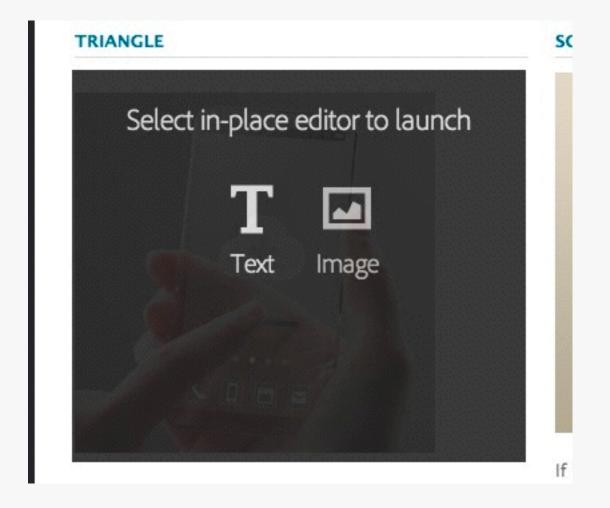


- manipulate the Editable's DOM



Create a Hybrid Editor







```
var textImageEditorConfig = {
    editors: [
            editorType: "text",
            imageClass: "coral-Icon coral-Icon--text coral-Icon--sizeL"
        },
            editorType: "image",
            imageClass: "coral-Icon coral-Icon--image coral-Icon--sizeL"
Granite.author.editor.TextImageEditor = function () {
};
Granite.author.editor.TextImageEditor.prototype =
    new Granite.editor.HybridEditor(textImageEditorConfig);
// register the editor to the editor registry
Granite.author.editor.register('textimage', new Granite.editor.TextImageEditor());
```



Creating a layer

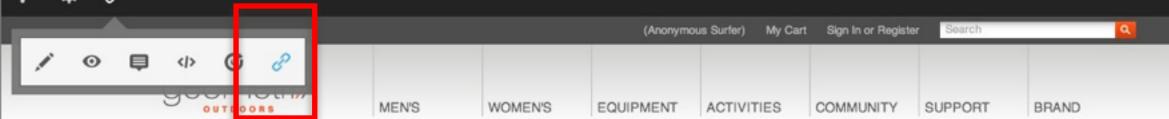
- Build-in layers: Edit, Preview, Annotation, Developer, Target
- Important objects: layerManager, overlayManager, persistence
- Change the view and actions

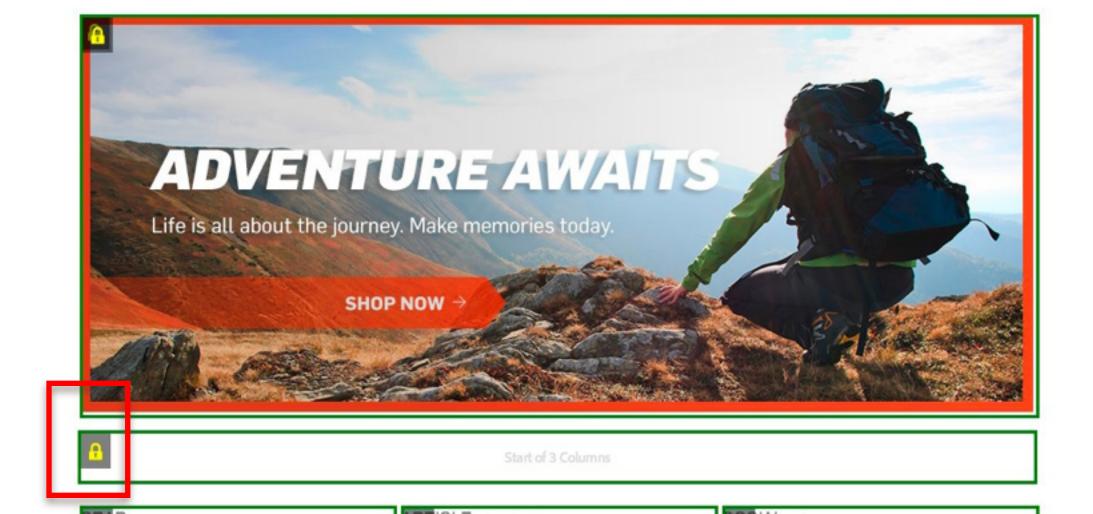


```
var MyLayer = function () {
    // Call super constructor
    this.constructor.prototype.constructor.call(this, "MyLayer", "coral-Icon--buq");
};
MyLayer.prototype = new author.Layer();
MyLayer.prototype.setUp = function () {
    // allow user interaction with the iframe content (e.g., click on links)
    author.ContentFrame.showFullScreenMask(false);
    // Close the sidepanel
    author.SidePanel.close();
};
MyLayer.prototype.tearDown = function () {
    // prevent user interaction with the iframe content (e.g., click on links)
    author.ContentFrame.showFullScreenMask(true);
};
// register at the manager
author.layerManager.registerLayer(new MyLayer());
```



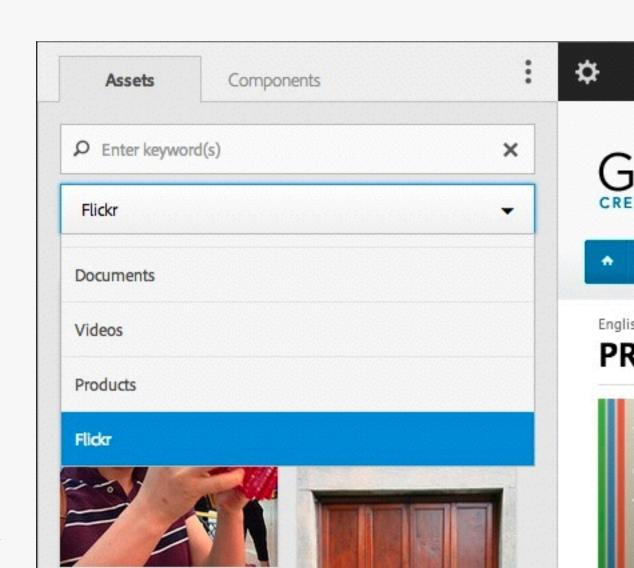






Assetfinder

- Adding a new asset group
- Handling the rendering Granite.author.ui.assetFinder
- Handling the Drag&Drop Granite.author.dropController
- Handling the Persistence
 Granite.author.edit.actions or
 Granite.author.persistence



Resources

Upcoming resources on Package Share

- Sample packages
- CRXDE Lite extension tool
- Dialog conversion tool

Extension points currently being documented



Questions & Comments?



