

groupy CMS

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What is Groupy?

Groupy is a content management system that allows groups within an organization to share content on the web. Groupy provides a unique tool for organizing diverse content types (Text, Files, Images, Media, Events, etc...) in an easy to use rich editing environment. GroupyCMS also provides a development platform that allows a great number web applications to be created.

Core Concepts

Content

Content is anything that a user can create on a web site. It can be a simple piece of HTML, an image, a calendar event, multimedia, really it could be anything (for list of content included in Groupy see Content Types). Each piece of content is viewable in its own URL. All content in Groupy has certain common fields like a title and description. Every time you save a piece of content, a new version of that content is created which must be published before becoming visible. You can always revert to previous versions of content if you make a mistake.

Groups

All content in Groupy is divided into folders called Groups. Any piece of content can appear in one or more group. Groups exist in a hierarchy (tree) so that groups can have sub-groups. Each group has the ability to control how content inside the group looks. There are different 'Group Templates' which restrict the types of content you can add to the group, as well as make it easier to display the content in that group.

Modules

Modules are programmed pieces of HTML. They can display pieces of content, have forms and, display items from an RSS feed, really just about anything. They have an option form that can control various aspects of what they do. The difference between a module and content is that in order to create a new module you have to know how to program in PHP.

Content Views

Content Views are a way of displaying a piece of content. They are somewhat like a module but always display exactly one piece of content. It can be the entire content, a link, or something in-between. Different types of content have different views available. Any time you see a piece of content you are seeing it through a view. Most views have options that control exactly what you see.

Roles

Roles determine who can do what on your website. Users can be part of several roles. Roles grant the ability to do certain things to all content, or to particular pieces of your web site.

The Groupy Interface

As soon as you log in to Groupy, the first thing you will notice is a bar with icons that appears at the top of the screen. This is called the action bar. Below the action bar you will see your website.

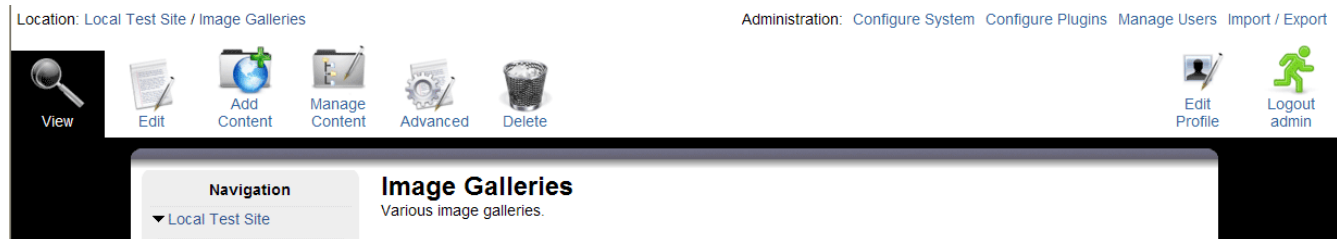


Illustration 1: Every possible action you can take is on the action bar.

There are two basic parts to the action bar. On the left, everything is context specific, and on the right there are non-context (system wide) tools and actions. At the top left, there are breadcrumbs that let you know where in your site you are, and allow you to navigate within the hierarchy of groups in your site. Below the breadcrumbs there are actions that you can perform on the content or group you are currently viewing. What you are currently doing is highlighted in this area. On the top right, there are administrative-type tools (if you have the proper permissions), and below those are actions that are non context specific. Examples include viewing the trash, viewing all unpublished content, viewing unapproved comments, editing your user profile, and logging out.

Moving your mouse over everything in the action bar will give you a short description of what that item is and does. Throughout Groupy many things (form inputs, check boxes etc...) have descriptions that will appear when you mouse over the item. This is the first way you can to learn more about a particular action or option.

Creating and Editing Content

The Content Life Cycle

All content in Groupy goes through several phases. First content is created / edited, then it is previewed, and if the content is satisfactory it is published and becomes visible to everyone. If the content is not satisfactory, you may edit again, or discard the draft to return the content to it's original condition. When content is removed, it is first deleted, and finally purged from the system entirely. Purging and discarding a draft are the only content operation that cannot be undone.

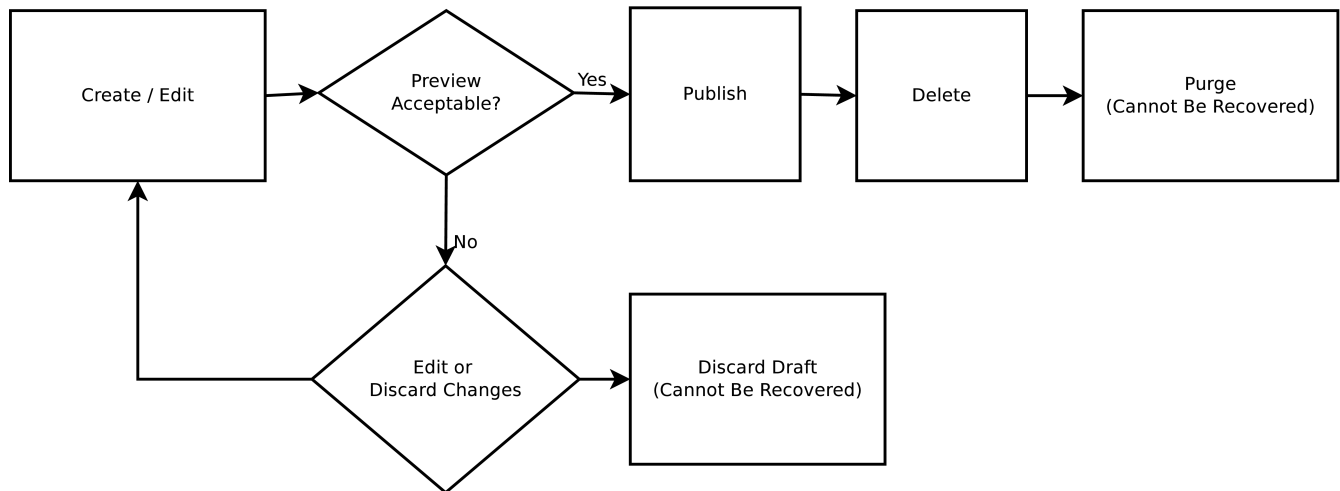


Illustration 2: A flowchart of the content life cycle
Creating Content

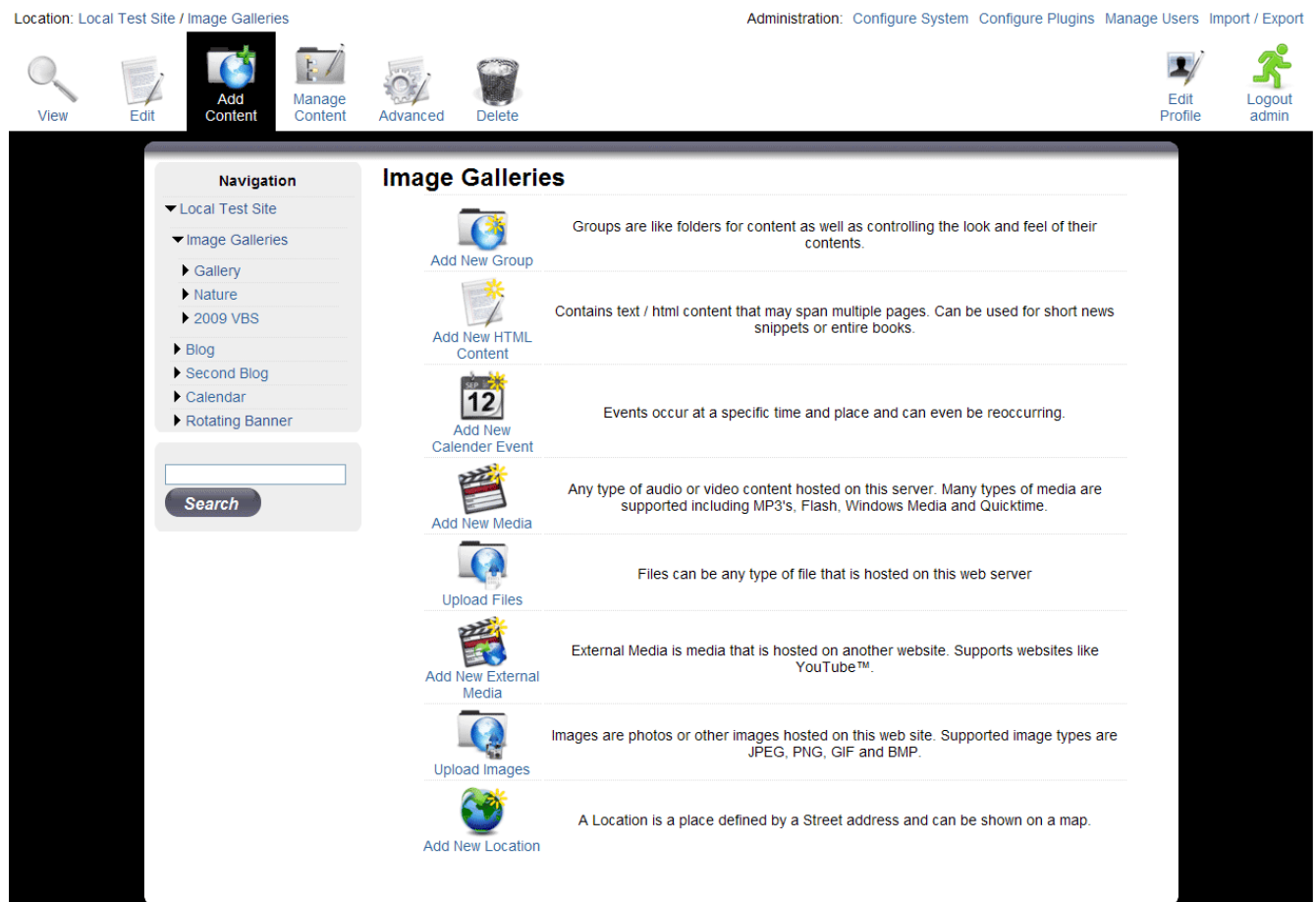


Illustration 3: The add content page lets you select the type of content you would like to add. To create content you must have a group that you add the content to. If you see a 'Add Content' link in the action bar, then you may create new content in this group. The first thing you must do is select the

type of content you want to add. The link and content type icon is on the right, and a short description of the content type is on the left. Some group templates may essentially make this decision for you, but this is what you should see on a generic group.

After clicking on the type of content you would like to add, a form like the following will appear. This is the form for HTML content. HTML content serves as the basis of all other content types. If you select a different content type, additional options will appear specific to that content type.

Local Test Site / Image Galleries /

Text Body

B *I* U ABC | x_2 x^2 | Paragraph | Font family | Font size |

You can put anything you want in here!

Path: p

Advanced

Posts: : : Now

Expires: : : Never Expires




URL Name:

Hide:

Save

Illustration 4: The HTML content form

The first thing on the form you will notice is the Title. A breadcrumb trail of the group hierarchy lets you know where you are placing the new content. The title is the only required field on the form and is used to create the text for links, the title tag in the head of the page.

The next major section is a the rich editor, where the user can write or paste in a section of HTML which represents the body of the article or content description. The interface for the rich editor should be familiar to most users of Microsoft Word or similar software and should be fairly straight forward for most users. Of special note is the page break button (a horizontal line) which allows you to split a piece of content into multiple pages, and the Groupy logo buttons (, , ) which allow you to

insert Groupy content and modules into the body of the content. We will cover more about embedding other pieces of content and modules in the next section. For more advanced users, you may edit the HTML source directly by clicking on 'html'.

In the 'Advanced' accordion you will find the following options:

Posts and Expires are used to determine when the content will be visible. Content will only be visible after the content posts, and before the content expires.

The URL Name is used to embed content in the text body, as well as for pretty URLs. If you do not specify a URL Name one will automatically be generated for you from the title. If you change the name all content that embeds the content will automatically be updated to reflect the change. Only English letters, numbers, and the dash (-), underscore (_) are allowed in the URL Name. The URL Name must be unique for all content.

The check box labeled 'Hidden' determines whether the content can be accessed via it's own URL or can only be embedded in other pieces of content.

The save button at the bottom of the form will save the content and redirect you to a preview of the content. You must then publish the content before it becomes visible to the world.

Publishing

There are two places where you can publish content. First in the action bar on the left you will see a publish icon if you like your changes you can click that, or if you do not you can click the discard drafts icon.

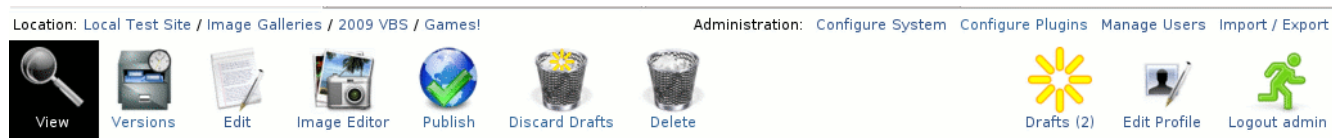


Illustration 5: The action bar with publish and discard drafts actions and a link to the draft page

Secondly you may go to the drafts page. If there are any drafts in the system you will see the draft icon on the right side of the action bar. In the drafts page it will show you all the drafts on the system, from there you can publish or discard multiple drafts at once.

Drafts



Illustration 6: The drafts page

Versions

If at any time you would like to go back to a previous version of content. You may click “Versions” to see all the versions of the content. Here the currently published version is highlighted in blue. If you click on an old version and decide that it is better than the current version you can revert to that version by clicking “Revert” on the left side of the action bar.



The screenshot shows the 'Versions' page for 'Local Test Site'. The navigation menu on the left includes 'Local Test Site', 'Image Galleries', 'Blog', 'Second Blog', 'Calendar', 'Rotating Banner', and 'Media'. A search bar is located below the navigation menu. The main content area displays a table of versions for 'Local Test Site'.

Id	Title	Language	Modified	User
231	Local Test Site	en_US	Jan 2nd 7:57pm	Michael O'Connell
212	Local Test Site	en_US	Dec 27th 2009 9:04pm	Michael O'Connell
174	Local Test Site	en_US	Nov 11th 2009 9:37pm	Michael O'Connell
168	Local Test Site	en_US	Nov 4th 2009 2:55pm	Michael O'Connell
167	Local Test Site	en_US	Nov 4th 2009 2:54pm	Michael O'Connell
166	Local Test Site	en_US	Nov 4th 2009 2:30pm	Michael O'Connell
165	Local Test Site	en_US	Nov 4th 2009 2:24pm	Michael O'Connell
163	Local Test Site	en_US	Nov 4th 2009 1:45pm	Michael O'Connell
34	Local Test Site	en_US	Aug 5th 2009 1:16pm	Michael O'Connell
33	Local Test Site	en_US	Aug 4th 2009 5:13pm	Michael O'Connell

Navigation: Local Test Site, Image Galleries, Blog, Second Blog, Calendar, Rotating Banner, Media

Search:

Local Test Site

Id Title Language Modified User

231 Local Test Site en_US Jan 2nd 7:57pm Michael O'Connell

212 Local Test Site en_US Dec 27th 2009 9:04pm Michael O'Connell

174 Local Test Site en_US Nov 11th 2009 9:37pm Michael O'Connell

168 Local Test Site en_US Nov 4th 2009 2:55pm Michael O'Connell

167 Local Test Site en_US Nov 4th 2009 2:54pm Michael O'Connell

166 Local Test Site en_US Nov 4th 2009 2:30pm Michael O'Connell

165 Local Test Site en_US Nov 4th 2009 2:24pm Michael O'Connell

163 Local Test Site en_US Nov 4th 2009 1:45pm Michael O'Connell

34 Local Test Site en_US Aug 5th 2009 1:16pm Michael O'Connell

33 Local Test Site en_US Aug 4th 2009 5:13pm Michael O'Connell

« (1-10) / 12 » Show: 10 | 20

Illustration 7: The versions page shows all versions for content

Embedding Content and Modules

Embedding Content

Within the body text, content can embed links to or images from other content. The general form is like this: `[[content_name:View#option_name=Option Value]]`. You can view the content_name / URL name by going to the edit page for a piece of content. The View is a class that determines the way that the content will be displayed, and the option name and value are options for that view. Some of the commonly used views are:

- Link: A link to the content
- Summary: A short synopsis of the content
- Full: The entire content item
- DownloadLink: A link to download a file
- Thumb: An Image thumbnail
- Mid: A mid-sized version of an Image
- Img: A full-sized Image

Player: A Media player

Thankfully, you don't have to remember any of these cryptic codes. To insert a new content simply click the Groupy icon to open up a dialog which will allow you to insert a new piece of content. The first screen will allow you to select the type of content you want to insert, the second will take you to the content form, and finally a form to select which view you would like to use and enter options. In the view options dialog a preview appears at the top of the dialog to let you know what the html you will insert will look like. Below the preview there is a select that allows you to choose which view you would like to use, followed by a description of the type of view you have selected. Any options below that are specific to the view you have selected. To search for existing content click the icon next to it with a magnifier, search, click select on the content you want to embed, and then select the view. You may edit or these pieces of content, or change how they appear by right clicking on them and selecting Insert / Edit or Find Existing content.

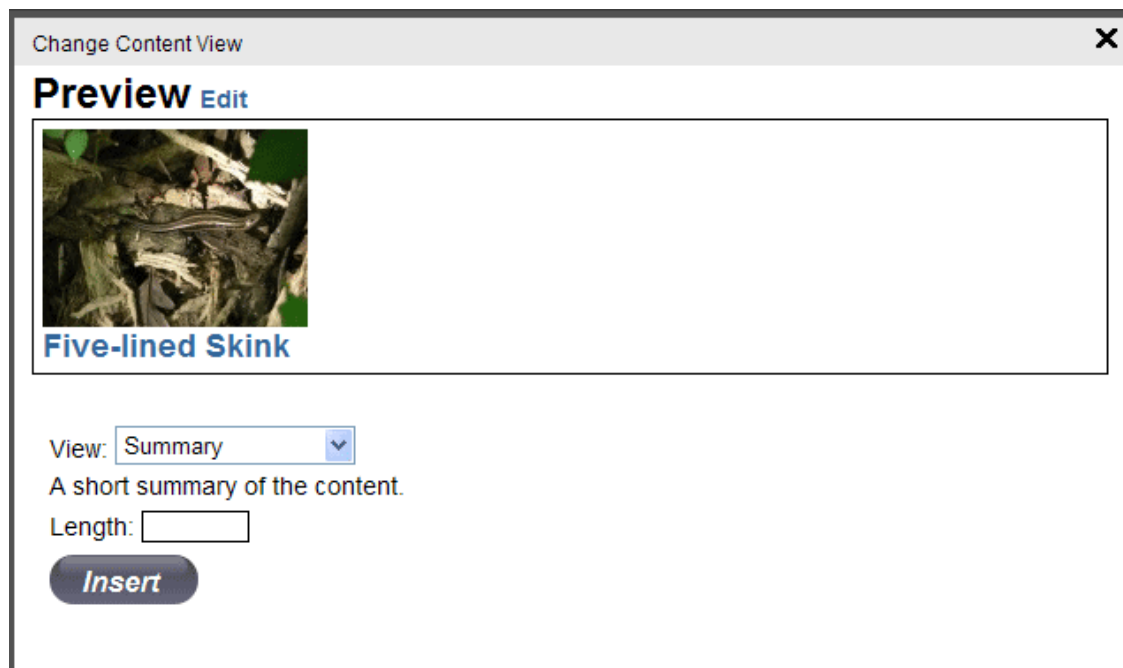


Illustration 8: The view option dialog

Embedding Modules

You may also insert modules into the body of a page. They can list other pieces of content comments, show a form, or do any number of other interesting things. Clicking on the insert Groupy module icon will open up a dialog that allows you to select a module, and fill out the appropriate module options. The syntax for embedding a module is: [(module_name#option1=option1 value|option2=option 2 value)]. Right clicking on an existing module will open the same dialog to allow you to edit the module options. See Modules for a complete listing of modules included in Groupy.

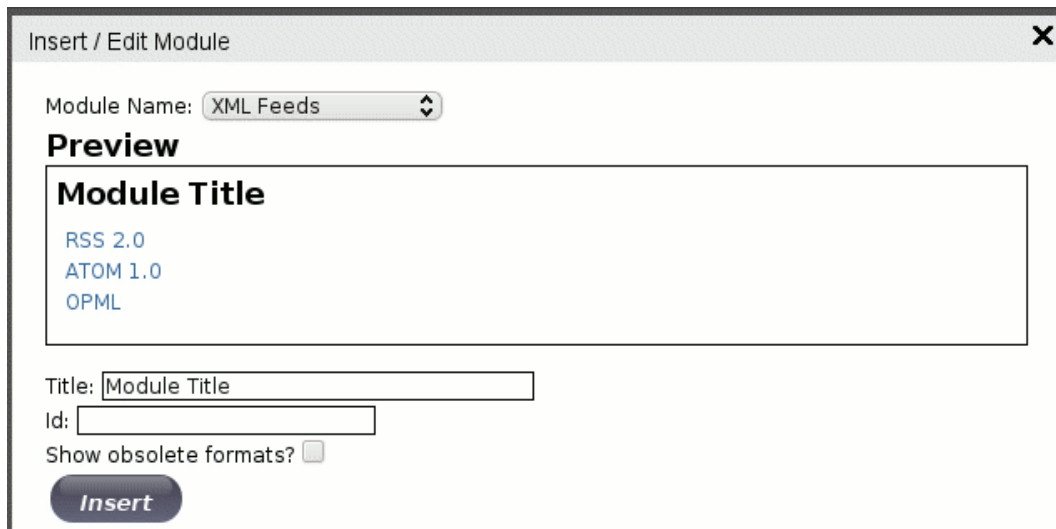


Illustration 9: The module option dialog

Deleting and Purging

When a content item is deleted, it is simply inactivated. It will no longer show up in any searches or in any modules. It can later be undeleted. The Trash page (which appears on right side of the action bar if the user has deleted content) displays deleted content that can be undeleted if desired. The “Check All” link is a quick way to select everything in the trash and either purge it from the system or remove it from the trash.

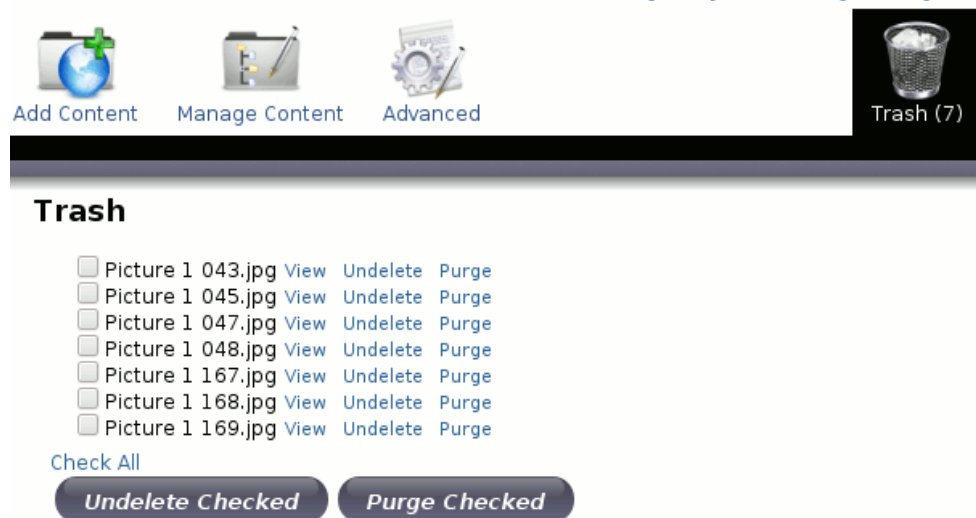


Illustration 10: The trash page

Content Types

HTML Content

HTML Content can contain small news articles or even entire book. Inserting a page break splits up the content into multiple pages. The first page is the cut of point for a summary view of the content.

Files and Images

Groupy allows you to attach files to content, and stores those files on the server. Images and Media are sub-types of files. Groupy automatically creates thumbnails and mid sized version for uploaded images. Currently Groupy supports jpg, gif, and png images through the gd2 or imagemagik image library. You may mass upload file, images, and media by editing a group and clicking on 'Upload Files'. A new File, Image, or Media content is created (but not published) for each file uploaded. You will probably want to edit the file to add a good title and description before publishing. Some file extensions (for instance php files) cannot be uploaded because they may represent a security risk.

Upload Queue

<p>Picture 1 167.jpg Edit</p>  <p>Complete</p>	<p>Title: <input type="text" value="Picture 1 167.jpg"/></p> <p>Description: <input type="text"/></p>
<p>Picture 1 168.jpg Edit</p>  <p>Complete</p>	<p>Title: <input type="text" value="Picture 1 168.jpg"/></p> <p>Description: <input type="text"/></p>
<p>Picture 1 169.jpg Edit</p>  <p>Complete</p>	<p>Title: <input type="text" value="Picture 1 169.jpg"/></p> <p>Description: <input type="text"/></p>

3 file(s) uploaded as drafts. Drafts must be published before becoming visible.

[Save and Publish](#)

Thumbnail Size (px):

Maximum Image Size (px):

Illustration 11: The file uploader allows you to upload multiple files at once.

Remote Files

Another way that files can be handled is by first uploading them via FTP, and then selecting the file which you have uploaded. Web servers have limits on the size of files that can be uploaded via HTTP (aka your web browser), but much larger files can be uploaded through FTP. In order for files to be selectable in the edit file form, you must upload them to the public_html/files directory. After uploading the file, click “Select Remote File” and in the dialog select the file that you would like to use. You may limit the number of files you see by searching.

Image Editor

Images can also be edited in the image editor. The image editor allows you to crop, resize and rotate images that are uploaded. To get to the image editor you can click on the image editor icon on the action bar when viewing an image or click the link inside the edit image form. Inside the image editor, the mode drop down allows you to choose which tool you are using. You can either use the text fields to input the dimensions you would like, or you may click and drag to move the cropping rectangle or resize the image. The image is not cropped or rotated until you click the button. Like all other changes in Groupy, a draft is created so that your changes are non-destructive.

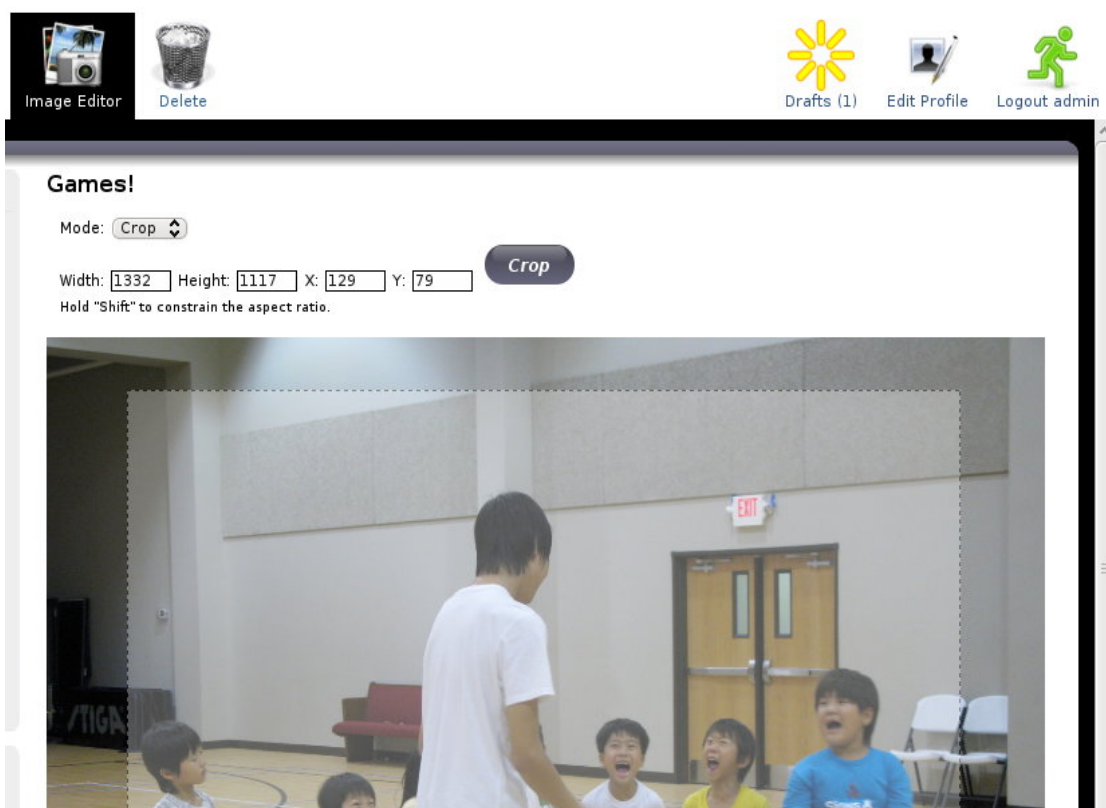


Illustration 12: The image editor lets you crop, resize, and rotate images.

Media and External Media

Media content is anything that plays audio or video. Currently Groupy supports Windows Media, Quicktime, Real Player, Macromedia Flash, and Flash Video (flv). Simply upload the media file or select a remote file and Groupy will automatically figure out what it is and how to embed it. Some media may require that you enter the width and height, though Groupy will attempt to read the dimensions from the file itself. There are also optional fields for Author, Album, Duration which will also be read from the file if possible.

january 1979

Local Test Site / Media /

Media Options

Current File: 02-january 1979.mp3 4.54MB

Select File: (Max Size 64MB) [Select Remote File](#)

Width:

Height:

Artist:

Album:

Duration:

Auto Start:

Show Download Link:

Description

Advanced

Illustration 13: The form for editing media.

External Media is used to link to videos hosted on services like Google Video and YouTube. The URL for an External Media content should point directly to the swf/avi/mov/whatever and NOT the URL to the page that plays the file. Generally this will involve pasting from the 'embed' tag provided by Google Video or Youtube. If you paste the embed tag from a video sharing site into the URL field, then the url, width, and height will automatically be entered in the appropriate places.

Locations

A location is a physical location that can be mapped. Every location has a link to the address in Google Maps. The default implementation is somewhat specific to the United States but that can be modified (see Plugin Classes). Any upcoming events that occur at the location are listed so that you don't overbook a room!

Events

Events have a beginning and ending time, and a location. The location is another piece of content (presumably with directions), which is selected via a dialog. Every event has a link to the day calendar for the closest date in which it occurs, the daily calendar then has links to both a full sized weekly and monthly calendar. All day events (such as holidays) do not have start or end time.

Recurrence

The following fields control how events repeat:

Rekurs: What type of recurrence to use Yearly (e.g. Birthdays, Anniversaries), Monthly, Weekly, and Daily

Which day(s) of week Sunday, Monday etc...

For Monthly recurrence: 1st, 2nd, 3rd, 4th, last (e.g. the 1st Monday of the month).

Frequency: every, every other, every 3rd.

Stop Date: After this date the event does not recur.

Groups

Groups technically are a type of content, but there are several aspects of groups that make them unique enough to warrant their own section. Groups contain other content, similar to how a directory or folder holds files. Every time you are adding content you are adding it to a group.

Group Templates

Group templates are essentially a tool to make it easier to create specialized groups. For instance you can only add HTML Content to a Blog, and it comes with a chronological list of your blog entries. An Image Gallery only lets you upload images, and has some navigational tools to help people see the images within. A calendar only lets you add events and displays a calendar or list of upcoming events. Which group template you have selected can change what the edit form looks like, and can give shortcuts in the process of adding content. You select which template your group uses when you create the group, but you can change it by going to the “Advanced” edit on the action bar and opening the “Advanced” accordion.

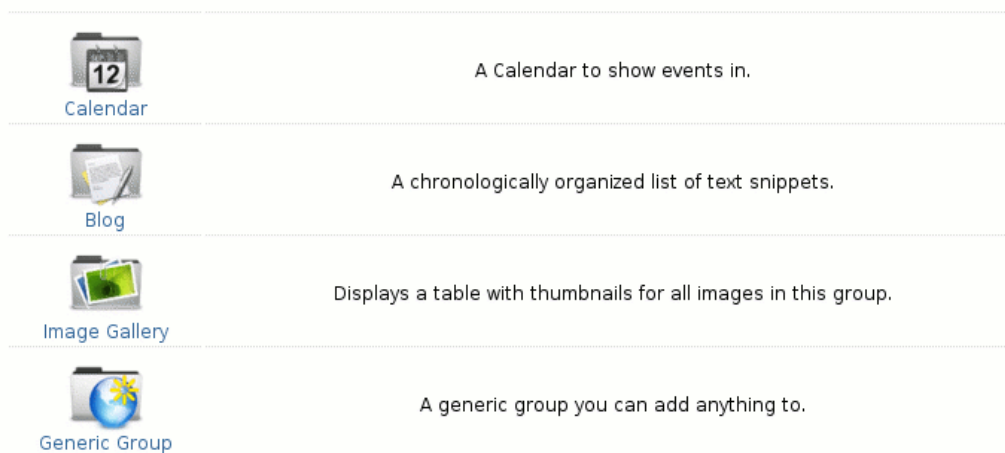
Add New Group to Media

Illustration 14: Selecting a group template after clicking "New Group"

Manage Content

If you want to see all the content inside of the current group, move content to other groups, or arrange content within a group then click on “Manage Content” on the left side of the action bar.

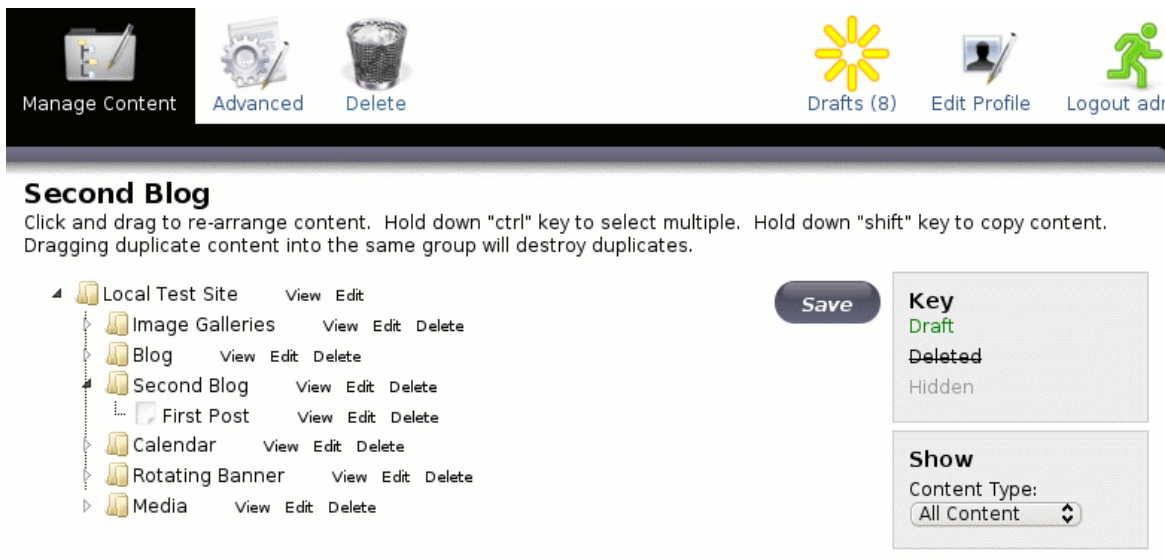


Illustration 15: The manage content page

You can click and drag content to rearrange content and groups within a group as well as moving them to other groups. The order within the group is called the “Default Sort” and is often used by modules that list content. The triangles on the left allow you to expand and collapse the groups. Holding down control (or option on the mac) will allow you to make multiple selections. Holding down shift will copy instead of move content. If you drag a duplicated piece of content into the same group with another copy the content you moved will be removed from the group you dragged it from.

Next to each piece of content you will notice several links, which allow you to view, edit or delete the content. Please note that these will navigate you away from this page briefly and therefore unsaved drag and drop operations will be lost.

On the right side you will notice a key, this simply lets you know the status of the content. Drafts are green, deleted content have a strike-through, and hidden content are grayed out. Below the key there is a box labeled show. This lets you show only certain types of content. If you are managing a very large site, expanding this tree will result in an overwhelming number of items. Selecting “Image” for instance will hide everything that is not an image.

Appearance

To manage the appearance of your group and items in your group you can open the “Advanced” edit page. This section has several important functions, but the most prominent is the ability to change the layout and appearance of everything within the group or site you have selected. The first thing you will notice is that several dotted green boxes. Moving your mouse over these boxes will reveal controls for adding and modifying items in that area.

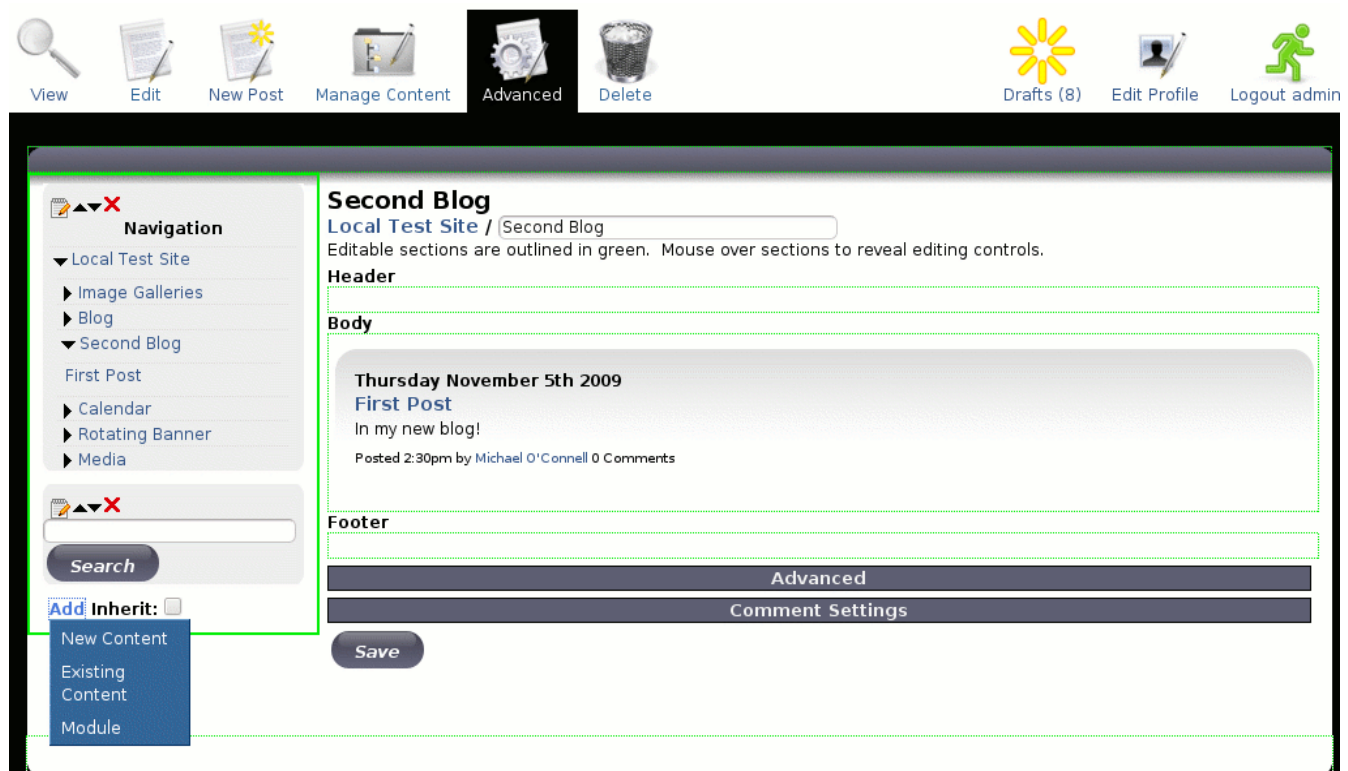


Illustration 16: The Advanced edit page for a group controls appearance.

At the bottom of each section, clicking the “Add” link will bring up a menu that allows you to insert content and modules into the section. These bring up the same new content, search, view, and module dialogs that were covered in Embedding Content and Modules. Above each module or piece of content, there are controls to edit the item, move it up and down in relation to the other items.

There are a few different types of sections. First, the skin or theme of the group will have certain sections that are editable these are generally on the outside of the main portion of your site. These sections have a single check box labeled “Inherit”. Checking this means that section will contain exactly what that section contains on the parent group or site. If inherit is checked then nothing will be saved for that section and the contents of the parent group will be used. Each group also has a header, footer, and body. The header and footer appear within the main section of each group. There are two check boxes on these sections, “Show Header/Footer” and “Show Parent”. By default the header and footer only shows on the children, but checking this box makes it appear when viewing the group as well. The “Show Parent” option will cause the header of the parent group to show as well as the header for this group.

The screenshot shows the 'Advanced' settings for a content group. The fields are as follows:

- URL Name:** second_blog
- Hide:**
- Template:** Blog
- Skin:** Inherit from Parent
- Additional CSS:**

```
.SearchForm {
padding: 5px;
}
```
- Meta Keywords:** Groupy CMS, Content Management System, Web Design, Hosting
- Meta Description:** New Xion Interactive provides custom web design, hosting, and programming at an affordable price. Our flagship product is the Groupy Content Management System.

Illustration 17: The advanced accordion has more options that affect appearance.

In the “Advanced” accordion the following options are available:

The URL Name field and Hide check box are covered in Creating Content.

Template: This lets you change the template for a group.

Skin: Change the theme that this group and items in this group have. Using this you can have completely different looks for different parts of you site.

Additional CSS: Add additional CSS to further refine the styles in the group. This CSS will overwrite styles defined in the skin.

Meta Keywords and Description: These fields are used by search engines.

Sites

Sites are a specific type of Group that have no parent. Sites make it possible to manage more than one website from the same instance of Groupy. Just point any domain or subdomain to the directory where Groupy is installed and create a separate Site by clicking link on the “Manage Content” page. Only Administrators have the ability to create a new Site. A site has a domain field to determine which domains it handles. You can use an asterisk to let a site handle groups of domains. For example “*mydomain*” will serve www.mydomain.com, www.mydomain.org, and subdomain.mydomain.com. At least one Site in the Groupy installation must have the domain set to “*” so that visitors will always see something. You cannot delete your default site. By using the content manager with multiple sites, and holding the control key you can share content (and even whole groups of content) on multiple websites!

Comments

Groupy allows users to give comments about each and every piece of content. When a comment is stored the current language is saved with it, so comments written in one language do not show up when viewing the content in other languages. Who can comment on which pieces of content are controlled by roles, for more information see Comment Actions. Before becoming visible to other users, comments must be approved. If there are unapproved comments on the system a link to the unapproved comment page will appear. From there you can view, approve, and delete multiple comments at once.

Two options are available that affect comments display in the group “Advanced” edit in the “Comment Settings” accordion.

Comments: Open or close the comments. Closed groups will not show the comment form.

Comment Display: Groupy can display comments in a flat list, or in threads.

Modules

Modules can be embedded inside the text of content (see Embedding Modules) or can be placed in the editable sections in a Skin (see Appearance). The following modules are included in

Blog

A Blog module shows a chronological list of Summary views of the content within the group it is placed. In addition to the text included with the Summary it shows the number of comments and the author of the content. You can configure the number of items that appear on each page. If goes over that amount controls will appear to allow you to page through the results.

Breadcrumbs

Breadcrumbs are a standard means of providing navigation in a website. It shows a series of links (separated by a character of your choice) that represent the trail of links that lead to the current page.

Calendar

This shows events in one of four ways, there is an upcoming event view that shows all the events for the next month, a daily view, weekly view, and a monthly view.

Content List

This module produces a list of content. The content can be either an unordered, or an ordered (numbered) list. If the number of content goes over the page limit, paging controls will appear. The options that control which content is shown you will see repeated in several different kinds of modules.

Show Content In: Show content in which group? Clicking on the select group icon will open a menu that lets you select a Group. You can also click the “Show Content in the Current Group”

check box to show the content in whatever group the module happens to be showing in at the time.

Content Type: Only show content of one particular type.

View: What view should be used to display the content. Below this field options for the view appear.

Sort: How should the content be sorted? The default sort is the order that content appears in the Manage Content page.

Content Gallery

This module displays a table of content with one piece of content per cell. In addition to the controls that this module shares with the content list, you can configure the number of columns and the total number of content that appear per page. If the number of content goes over the page size, paging controls will appear.

Content Menu

This module produces a Javascript menu that represents a portion of the content hierarchy (as visible in the Manage Content page). Moving your mouse over the menu items expands the tree, while clicking on the menu item takes you to the content. You can determine the group that contains the menu items, what order the content appears in, as well as restricting the type of content shown.

Content Show

This module produces a slide show type effect. In addition to the options that determine which pieces of content are shown it has the following options:

What type of transition is used from one content to the next.

How long the transition takes.

How long between transitions.

If moving your mouse over the content pauses the show.

Content Tree

This module shows a tree of content based on the content hierarchy. Each group containing content has a control to allow you to expand and collapse the tree. You can select which group forms the base of the tree, how the content are sorted, as well as restricting the types of content show.

Date Tree

Similar to a content tree except organized by posted date (year, and month) rather than the content hierarchy.

XML Feeds

This module shows a set of links to the various feed formats that Groupy produces. You can choose to show just a link to the RSS2.0 feed, the current feed formats (RSS 2.0, ATOM 1.0, and OPML) or all supported formats (adds RSS 1.0, and ATOM 0.3). You can also add a link to show all supported formats.

Feed Reader

There are a lot of interesting things you can do with this module. If you point this module to an RSS or ATOM feed it will take the items in the feed and display them in a list. There are several options that control how the feed items are displayed and how many are displayed.

Language Selector

Shows links that lets your users select which language they would like to view content in.

Latest Comments

Produces a list of the latest comments throughout the site. You can change the number of comments that are shown.

Login / Logout

This module produces a set of links or a form that allows users to log in to the system.

Navigator

The navigator module outputs arrows that allow you to move up the content hierarchy and within the content (back and forwards) in the current group. You can show the parent link, the back and forwards links, or both.

Search Form

This produces a small form that allows the users to search through content.

Text Block

A Text Block simply contains some HTML written using the rich text editor.

Users and Security

Users

Everything about users and security is handled from the “Manage Users” page which is accessible by a

link in the upper right portion of the action bar.



Illustration 18: The manage users page

From here you can do several important tasks, you can reset users password should someone lose their password, you can activate inactive users and inactivate active users. Also, in the actions box on the right you can create new users.

Roles

Users can belong to one or more roles. Each role has rules that grant the ability to perform certain actions either on all content or on certain content. These content and role based rules you to open up or close down different parts of your site on a very fine grained level.

Granting and Revoking Roles

First, roles can only be granted and revoked by members of that role with the grant option. If you create a role then you automatically are given the ability to grant and revoke that role, edit it's rules, and delete it. There are two ways to grant a role to a user. The first is in the "Grant / Revoke Roles" menu in the manage users page. The second is in the manage roles page in the "Users" accordion. In that section you can see all the users who have been granted the role, and give or take away the grant option. The last user with the grant option cannot have the grant option removed, as this would prevent anyone from being able to edit or grant the role.

Editing Roles

To modify roles click on the Manage Roles link in the actions box to the right of the manage users page. This will open the manage roles page where you can edit existing roles and create new roles.

Modify Role

Role:

Editable Roles

[Administrator](#)

[Publisher](#)

[NewRole](#)

[Public](#)

[Registered User](#)

[Create New Role](#)

Rules

Applies To: [Gallery](#) [Select Content](#) [Clear](#)

Cascade:

Edit:

[Check All](#)

View ViewVersions Edit EditImage EditGroup AddContent ManageContent

EditAdvanced Publish DiscardDrafts Delete Revert Undelete Purge

Applies To: * [Select Content](#)

Edit:

[Check All](#)

View ViewVersions Edit EditImage EditGroup AddContent ManageContent

EditAdvanced Publish DiscardDrafts Delete Revert Undelete Purge

Users

[Michael O'Connell Grant](#)

[Tester McTest Grant](#): [Revoke](#)

[Add User](#)

Illustration 19: The manage roles page lets you control every aspect of security

On the right of the manage roles page there is box labeled “Editable Roles” that contains all the roles on your system. Clicking on a role will load the role into the rest of the form. There are two parts of the role the rules that determine which actions the role allows the users to perform, and a list of users that have the selected role. The first save button simply saves the name of the role. To add a new rule to a role, you must first have saved the role, then click the “New Rule” button. Deleting a role cannot be undone so be careful.

By default a rule applies to all content. If you would like to select some content to grant additional privileges, click “Select Content” to open up a dialog which will allow you to search for a piece of content. If you would like to expand the rule so it applies to all content simply hit clear. If the “Cascade” check box is selected it applies not only to the selected content but all it's children as well. The edit select switches between the four main groups of actions. System Action and User actions only make sense at a system wide level, so they are only available when no content is selected. Nothing is saved for a rule until you hit the save button. You cannot undo deleting a rule so delete with caution.

System Actions

Configure System: Gives users access the “Configure System” page. Users with this permission can break your system by entering incorrect database information and see database passwords to be able to view your entire database.

ConfigurePlugins: Allows users configure and install plugins.

ImportExport: Allows access to the import export page where they can retrieve and XML dump of the entire system as well as bring in new content and comments (as drafts) by uploading xml files.

User Actions

CreateUser: Create a new user.

ActivateUser: Activate a new user or a user that has been deactivated.

ResetPassword: Reset a user's password.

EditRole: Allows you to edit roles. Be very careful with this. Anyone with this permission and one role that they have the grant option can give any permission to any registered user. Users can only edit roles that they have the grant option for.

CreateRole: Create a new role. Again be careful with this one.

InactivateUser: Deactivate a user.

Content Actions

View: View content.

ViewVersions: Access to the “Versions” page which shows all versions of content, both past versions, drafts, and other languages.

Edit: Edit content.

EditImage: Use the image editor.

EditGroup: Edit a group in the basic edit form.

AddContent: Add content to a group.

ManageContent: Access to the manage group page which allows you to reorder content and make duplicates.

EditAdvanced: Access the advanced edit page for groups this allows you to open comments, and change appearance for a group.

Publish: Make content visible to everyone with the proper permissions.

DiscardDrafts: Discard all unpublished versions of content.

Delete: Move content to the trash.

Revert: Make previous version of content the currently published version.

Undelete: Remove content from the trash.

Purge: Completely remove content from the system after it has been deleted.

Comment Actions

ViewComment: See comments.

Comment: Add a comment to content.

ApproveComment: Make a comment visible to all users.

DeleteComment: Delete a comment.

Predefined Roles

There are three special rules that are built in to Groupy that work somewhat differently than other rules.

Public

The Public role is automatically granted to everyone who visits your site. You can modify this rule so that only certain sections of your site are visible to visitors, or for instance allow visitors to comment on parts of your site. Only administrators can modify this role.

Registered User

The Registered User role is automatically granted to every registered user on the system. By default registered users can comment on content and view all the various version of a piece of content. Only administrators can modify this role.

Administrator

The Administrator role is automatically granted to the first user that is created when you set up Groupy. It is unique in the fact you cannot edit it's rules. The Administrator role can always to do every possible action defined by the system.

Publisher

There is nothing really special about this role, it can be edited and granted like any other role, but none the less is useful for running any multi-user site. By default, publishers can publish, edit, delete, and undelete any piece of content as well as approve and delete any comment.

System Configuration

User Settings

Registration:

New User Activation:

Content Lock Length:

Advanced Settings

Image Library:

Servers to Ping:

XML Syndication Format:

Use Pretty URLs:

Show Stack Traces:

Passthrough Directories:

Database and Locale Settings

Changing these settings can completely break Groupy, so make sure you know your database information! If Groupy displays an error after changing database information, edit config.php

Database Name:

Database User Name:

Database Password:

Database Host:

Default Language:

Time Zone:

UTC Time is: Jan 01 2010 23:01:16 Localized time is: Jan 01 2010 17:01:16
(You must reload the page to see changes.)

Illustration 20: The system configuration page

Several system settings are available by clicking on 'Configure System' in the upper right portion of the action bar. This page contains two forms, the first allows you to has a number of “higher level” settings while the second allows you to change database information. The user settings accordion contains the following options:

User Registration: Can new users register? If registration is closed only users with the “Create User” permission will be able to add users to the system.

User Activation: Users must be activated before they sign in. The manual setting requires a user with the “Activate User” permission to go and activate users that register. If set to “email confirmation” users will receive an email with a link to activate their user. With automatic activation, users are immediately activated upon signing up.

Content Lock Length: Groupy locks content when editing in order to prevent users from overwriting each others changes. The longer the content lock length, the more time is reserved and therefore the possibility that a user will edit a piece of content and overwrite someone else's changes are reduced. This however may create situations where users are prevented from editing content.

The Advanced accordion has the following settings:

Image Library: Which library is used to resize, rotate and crop images? Use the Imagemagick

library if possible. The GD2 library can run into memory size limitations when dealing with large images.

Sites to Ping: This determines which sites should be notified when you update content, via a XMLRPC ping.

Feed Format: Determines what type of XML feed is linked to. Not all web browsers pay attention to this option. In order for users of older versions Internet Explorer users to see your feeds you must include a FeedList module in your layout.

User Pretty URLs: This provides nice human readable URLs for content based on the URL name of the groups and content. This requires `mod_rewrite` to be enabled.

Show Stack Traces: Helpful in fixing errors.

Passthrough Directories: These are directories which Groupy allows apache to serve bypassing the petty URLs. This allows you to put other content management systems in a directory inside the directory where Groupy is installed.

The Database and Locale settings are written to an external file, and therefore you must hit reload to see changes.

Other Topics

Posting Using Desktop Clients

It is possible to post content to Groupy using desktop clients like Scribfire, BloGTK, Adobe Contribute, w.bloggar, or any other program that supports the metaWeblog API. Currently, I recommend Scribfire which allows excellent drag and drop between what you are reading in Firefox and what you are writing.

To set up a blogging client, point it to `http://yourdomain.com/groupy_dir/?page=XMLRPC` and configure the client to use the MetaWeblog API or (if available) Wordpress API. From there, you may write a post, edit existing posts, and delete posts. Other content types are not supported. Groupy currently does not support the `newMediaObject`, `uploadFile`, and `suggestCategory` methods nor is every attribute populated exactly as specified in the MetaWeblog, MovableType, and Wordpress APIs. Groupy's XMLRPC interface is simply "good enough" to get the blog writing clients I tested working.

Import and Export

Groupy provides an XML dump file that saves the current state and comments for every piece of content in Groupy.

In addition to this format you can import from Wordpress using their extended RSS format. Simply upload the XML file and new content will be created. No attempt will be made to merge with existing content. Content will be saved as a draft.

Customizing Groupy

Skins

Skins (A.K.A. Themes) determine every aspect of the look and feel of your site. There are two main parts of a skin, the skin class, and the directory that contains the static files (CSS, Images, Javascript) that the skin uses. To configure which skin your site (or even part of a site) navigate to a group and click the advanced edit icon, then open the advanced accordion.

The recommended procedure to create a new skin is as follows.

1. Create a new class that extends DefaultSkin in a php file in the skin directory with the same name as the class.
2. Overwrite methods of DefaultSkin to create the structure needed by your theme. Most commonly the “body”, and or the “top” method will need to be overwritten.
3. Create a directory inside skins that has the same name as your class.
4. Copy main.css and the images directly referenced by main.css into your new directory from the DefaultSkin directory. Many images (such as those for the action bar, and select content type page) will be taken from the DefaultSkin directory if they do not exist in your skin directory.
5. Customize main.css and add and remove images as necessary.

Internationalization

All the text in Groupy is run through an internationalization function, this checks external files for replacement strings before displaying them. To replace any string you can simply edit the file in the “lang” directory that contains the strings for your language. To determine exactly what string and to create the code to modify that string, it may be helpful to enable the i18n_helper plug-in included with Groupy. If you would like to allow users to change the language that they are using, insert a Language Selector module somewhere in your site.

Plug-ins

Groupy's plug-in infrastructure allows developers to extend Groupy without modifying core source code. Plugins must extend the Plugin base class and be contained within a file of the same name as the class. Plugins must be enabled before taking effect. You can enable and configure plugins by clicking on “Configure Plugins” on the top left portion of the action bar. Two simple example plugins are provided: one to capture all untranslated strings called i18n_helper, and another to capture very basic performance stats for the current page. What follows is a fairly complete list of plugin hooks that are scattered throughout the application.

```
index.php:21:      ('http_headers');
core/cache.php:31: ('cache_get', array($cache_name, $id));
core/cache.php:39: ('cache_get_mem_hit', array($cache_name, $id, $value));
core/cache.php:50: ('cache_get_db_hit', array($cache_name, $id, $value));
```

```

core/cache.php:83:      ('cache_mget_mem_hit', array($cache_name, $id, $value));
core/cache.php:104:    ('cache_mget_db_hit', array($cache_name, $id, $value));
core/cache.php:124:    ('cache_set', array($cache_name, $id, $value));
core/cache.php:157:    ('cache_delete', array($cache_name, $id));
core/cache.php:175:    ('cache_clear', array($cache_name, $id));
core/comment.php:193:   $query = ('comment_save', array($query, $this));
core/comment.php:208:   $query = ('comment_save', array($query, $this));
core/comment.php:255:   ('comment_show', array($this));
core/comment.php:263:   $url = ('comment_url', array($url, $this));
core/comment.php:272:   $link = ('comment_link', array($link, $this));
core/comment.php:318:   ('comment_approve', array($this));
core/comment.php:392:   return ('comment_to_xml', array($xml, $this));
core/comment.php:427:   ('comment_xml_tag_parse', array($tag, $attrs, $data, &$this));
core/content.php:114:   $options = ('content_get', array($options, $this));
core/content.php:229:   $from = ('content_get_from', array($from, $this, $options));
core/content.php:230:   $where = ('content_get_where', array($where, $this, $options));
core/content.php:231:   $order = ('content_get_order', array($order, $this, $options));
core/content.php:232:   $limit = ('content_get_limit', array($limit, $this, $options));
core/content.php:366:   $sql = ('content_get_by_instance_id', array($sql));
core/content.php:421:   $sql = ('content_get_instances', array($sql, $this));
core/content.php:747:   ('content_form_advanced', array($this));
core/content.php:750:   ('content_form', array($this));
core/content.php:1120:  $query = ('content_save', array($query, $this));
core/content.php:1467:  $done = ("content_saction", array($this));
core/content.php:1791:  $text = ('content_split_text', array($text, $this, $part));
core/content.php:1831:  $url = ('content_url', array($url, $this));
core/content.php:1847:  $author = ('content_author', array($author, $this));
core/content.php:1864:  $owner = ('content_owner', array($owner, $this));
core/content.php:1879:  $modified = ('content_created', array($modified, $this));
core/content.php:1893:  $modified = ('content_modified', array($modified, $this));
core/content.php:1906:  $comments = ('content_comment_count', array($comments, $this));
core/content.php:1975:  return ('content_to_xml', array($xml, $this));
core/content.php:2029:  ('content_xml_tag_parse', array($tag, $attrs, $data, &$this));
core/db.php:82:      $sql = ('db_query', array($sql));
core/db.php:181:      ('db_close');
core/error.php:26:      ('unhandled_exception', array($exception));
core/error.php:36:      ('unhandled_error', array($errno, $errstr, $errfile, $errline, $errcontext));
core/html_util.php:63:  $bypass = ('htmlutil_rich_editor_head', array());
core/i18n.php:40:      ('i18n_g', array($trans, $string));
core/user.php:95:      ('user_login', array($login, $pass));
core/user.php:165:      $from = ('user_get_from', array($from, $this));
core/user.php:166:      $where = ('user_get_where', array($where, $this));
core/user.php:336:      ('user_form', array($this));
core/user.php:382:      $pass_ok = ('test_password', array($pass));
core/user.php:416:      $url = ('user_send_email_url', array($url, $this));

```

```

core/user.php:432:      $link = ('user_send_email_link', array($link, $this));
core/user.php:450:      $url = ('user_url', array($url, $this));
core/user.php:474:      $link = ('user_link', array($link, $this));
core/user.php:503:      $link = ('activate_user_link', array($link, $this));
core/user.php:519:      $link = ('delete_user_link', array($link, $this));
core/user.php:535:      $link = ('reset_password_user_link', array($link, $this));
core/user.php:560:      $query = ('user_save', array($query, $this));
core/user.php:578:      $query = ('user_save', array($query, $this));
core/user.php:632:      ('user_activate', array($this));
core/user.php:648:      ('user_delete', array($this));
core/user.php:673:      $message = ('email_confirmation', array($message, $email, $user_id));
core/user.php:722:      ('user_send_email', array($this, $subject, $body, $from));
core/userrole.php:198:  $query = ('user_role_save', array($query, $this));
core/userrole.php:251:  ('user_role_grant', array($this, $user_id, $grant_option));
core/userrole.php:283:  ('user_role_revoke', array($this, $user_id));
core/userrole.php:301:  ('user_role_delete', array($this));
core/userrole.php:601:  ('user_role_rule_save', array($this));
core/modules/CalendarModule.php:160:  $link = ('calendar_event_link', array($link, $event));
core/pages/ConfigureSystem.php:67:    ('configure_system');
core/pages/Feeds.php:43:  $item = ('feed_item', array($item, $content));
core/pages/Feeds.php:46:  $rss = ('feed_output', array($rss));
core/pages/ImportExport.php:59:  $formats = ('import_formats', array($formats));
core/pages/ImportExport.php:83:  ('export_formats');
core/pages/Profile.php:71:  ('user_profile', array($user));

```

Plugin Classes

New pages, modules, content types, group templates, and actions can be added simply by placing them in the appropriate directory inside of /plugins. Each of these classes must extend the appropriate base class and reside in a php file with the same as the class. Groupy searches the plugin directory first, so adding a page/module/content type that already exists to the plugin directory is an easy way to modify existing pages and modules. Using this method it is possible to re-write nearly every aspect of Groupy without tampering with existing code. The following types of classes can be added / overwritten.

Pages

Pages appear in the main portion of your skin, where content would ordinarily appear. Exactly one page is loaded at a time. Literally everything you see, and many things you don't are pages. Each page is available at <http://yourdomain.com/?page=PageClass>. Pages have a \$skin variable that determines if the page is rendered inside the current theme, uses a different skin, or has no skin at all (=false).

Unskinned pages are useful for rendering HTML fragment or XML.

Modules

See Modules for a basic description. Options are automatically loaded to and saved from \$options array.

Content Types

Content types are specialized classes of content, for a description of the various types included in Groupy see the Content Types section. A typical content type would have an extended table that would contain additional attributes, and methods to write form inputs, and save those attributes.

Content Views

See Content Views for a basic description. Different content types use different classes to render the same view. ImageSummary would render the summary view for images, while MediaSummary would render the summary for Media. If no specialized view class exists, the parent class view is used. For example, if ImageSummary did not exist, and FileSummary did not exist, the summary for an image would be rendered using ContentSummary.

Action Links

Action links represent some sort of action that can be taken. All the icons and links on the action bar are action links. Actions that take place on a piece of content should extend ContentActionLink. In order for new actions to appear on the action bar they must be placed in the Content::\$actions array. Or included by overwriting methods on the DefaultSkin.

Group Templates

See Group Templates for a basic description. Group templates can modify the group in the modify_group method and modify the list of actions in the action_links method.