

The Page Field Type

Deprecated

The Page Field Type has as of first stable releases of eZ Platform 15.12 and eZ Studio 15.12 been deprecated. A replacement called [LandingPage](#) is provided with eZ Studio and tools for migration are planned to be provided together with 16.02/16.04 release. At that point Page Field Type will not be bundled anymore.

- [Description](#)
- [Configuration](#)
 - [Defining a zone layout](#)
 - [Available blocks](#)
 - [Block template selection](#)
 - [Available matchers](#)
- [Displaying the Page content](#)
 - [Variables passed to the layout template](#)
 - [Rendering blocks](#)
 - [Using ez_page:viewBlock](#)
 - [Available arguments](#)
 - [Variables exposed to the block template](#)
 - [Using pageView:viewBlockById](#)
 - [Available arguments](#)
 - [Rendering Block items](#)
 - [The PageService object](#)
 - [Main methods](#)
 - [Example](#)


Description

With the Page Field Type, in legacy part of "ezflow" extension, editors can define a **layout** with **multiple zones** within a single front- or landing-page.

Within each zone, editors create **blocks** that contain particular content categories. Specific content can be added to these blocks, they are called **block items**.

This is particularly useful for managing homepages/landing pages.

The Page Field Type has limited write support with the Public API as of

 [EZP-25413](#) - Page FieldType Public API should save custom attributes and rotation **CLOSED** with 16.04 (v1.3.0) release, before this it where read-only. In all versions it is still possible to edit content with it through the admin interface (*which runs through the legacy stack*).

Name	Internal name	Expected input	Output
Page	ezpage	N/A	eZ\Publish\Core\FieldType\Page\Parts\Page

Configuration

Warning

You still need to define your available layouts and blocks in the legacy part to get them available in the admin interface. Please refer to [eZ Publish legacy documentation](#) to learn how to do so.

Defining a zone layout

A layout is a combination of zones that are placed on a page. The placement of the zones is defined in a template that is specified as part of the layout configuration. You can define as many layouts as you need.

You can define a new layout and enable it in your main YAML configuration:

ezplatform.yml

```
ezpublish:
  system:
    my_siteaccess:
      ezpage:
        layouts:
          myLayoutIdentifier:
            name: "My über cool layout"
            template:
"AcmeDemoBundle:page/zonelayouts:my_template.html.twig"
        enabledLayouts: [myLayoutIdentifier]
```

Then, when rendering a Page Field Type using `myLayoutIdentifier`, `Resources/views/page/zonelayouts/my_template.html.twig` from `AcmeDemoBundle` will be used (see [how to use template identifiers in Symfony documentation](#)).

Tip

You can specify a legacy template in your layout definition.

```
ezpublish:
  system:
    my_siteaccess:
      ezpage:
        layouts:
          myLegacyLayout:
            name: My legacy layout
            template: "design:zone/my_legacy_template.tpl"
        enabledLayouts: [myLayoutIdentifier]
```

However, doing so will defer block display to the legacy templates as well.

Available blocks

The blocks need to be defined and enabled in the YAML configuration as well:

ezplatform.yml

```
ezpublish:
  system:
    my_siteaccess:
      ezpage:
        blocks:
          myBlockIdentifier:
            name: "My über cool block"
          myBlockIdentifier2:
            name: "My über cool block 2"
        enabledBlocks: [myBlockIdentifier, myBlockIdentifier2]
```

Block template selection

Template selection rules are applied only when you render a block with the PageController (using `ez_page:viewBlock` from templates), see below.

Like you are able to [define template selection rules when displaying Location and Content objects](#), you can also define rules for blocks, with dedicated matchers.

Configuration is a hash built in the following way:

```
ezplatform.yml
ezpublish:
  system:
    my_siteaccess:
      block_view:
        # A simple unique key for your matching ruleset
        my_rule_set:
          # The template identifier to load, following the Symfony bundle
          notation for templates
          template: AcmeTestBundle:block:campaign.html.twig
          # Hash of matchers to use, with their corresponding values to
          match against
          match:
            # Key is the matcher "identifier" (class name or service
            identifier)
            # Value will be passed to the matcher's setMatchingConfig()
            method.
            Type: Campaign
          another_rule:
            template: AcmeTestBundle:block:custom_block.html.twig
            match:
              Type: CustomBlock
```

Tip
You can define your template selection rules in a different configuration file. [Read the cookbook recipe to learn more about it](#).

Matchers for `block_view` follow the same behavior than [matchers for regular location_view / content_view](#), except that their relative namespace will be `eZ\Publish\Core\MVC\Symfony\View\BlockViewProvider\Configured\Matcher`.
Hence you can combine matchers with AND and OR capabilities ([see main matchers' documentation page](#)).

Available matchers

Identifier	Description
Type	Matches the unique block identifier defined in the legacy <code>block.ini</code> file (see legacy documentation). For example with the following configuration in legacy <code>block.ini</code> , it will match against <code>Manual3Items</code> : <pre>[Manual3Items] Name=3 Column News</pre>

View	<p>Matches the view's unique identifier defined in the block definition in the legacy <code>block.ini</code> (see legacy documentation).</p> <p>For example with the following configuration in legacy <code>block.ini</code>, it will match against <code>3_items1</code>:</p> <pre>[Manual3Items] Name=3 Column News ViewList[]=3_items1</pre> <p>When no view is defined, the default value is default.</p>
Id\Block	Matches against the block ID, as stored in <code>ezm_block</code> table
Id\Zone	Matches against the zone ID a block belongs to, as stored in <code>ezm_block</code> table

Displaying the Page content

This section focuses on how to display blocks from zone/layout templates.

Render of these templates are triggered when using `ez_render_field()` helper, like for any other field type.

See [field rendering documentation](#) for more information.

Layout template

Goal of a **layout** template is to display **zones** for the given layout, depending on your layout configuration.

Variables passed to the layout template

Variable name	Description	Type
<code>zones</code>	Zone objects for this Page field	Array of <code>ez\Publish\Core\Fieldtype\Page\Parts\Zone</code> objects
<code>zone_layout</code>	The layout identifier (e.g. "2ZonesLayout1")	string
<code>pageService</code>	The PageService object (read more below).	<code>ez\Bundle\EzPublishCoreBundle\Fieldtype\Page</code>

Rendering blocks

Each zone contain blocks that hold your content as block items. To render blocks from a layout template, you need to do a sub-request.

Tip

You can use a custom controller to display a block.

However, if you do so, you might need to get access to the [PageService](#). You can get it via the service container with identifier `ezpublish.fieldtype.ezpage.pageService`.

Using `ez_page:viewBlock`

This controller is responsible of choosing the right template for your block, [depending on the rules you defined](#).

You can use this controller from templates with the following syntax:

```
{{ render( controller( "ez_page:viewBlock", {'block': myBlock} ) ) }}
```

Available arguments

Name	Description	Type	Default value
block	The block object you want to render	eZ\Publish\Core\FieldType\Page\Parts\Block	N/A
params	Hash of variables you want to inject to sub-template, key being the exposed variable name. <pre> {{ render(controller("ez_page:viewBlock", { 'block': myBlock, 'params': { 'some_variable': 'some_value' } })) }} </pre>	hash	empty
cacheSettings	Hash of cache settings to use by the sub-controller (useful if you use ESI or Hinclude strategies). <pre> {{ render_esi(controller("ez_page:viewBlock", { 'block': myBlock, 'params': { 'some_variable': 'some_value' }, 'cacheSettings': { 'smax-age': 600 } })) }} </pre>	hash (accepted keys are max-age and smax-age)	empty

Variables exposed to the block template

Variable name	Type	Description
block	eZ\Publish\Core\FieldType\Page\Parts\Block	The block to display
valid_items	Array of eZ\Publish\Core\FieldType\Page\Parts	Displayable block items
valid_contentinfo_items	Array of eZ\Publish\API\Repository\Values\Content\ContentInfo	Displayable block items, as ContentInfo objects.
pageService (deprecated as of v5.2)	eZ\Bundle\EzPublishCoreBundle\FieldType\Page\PageService	The PageService object (deprecated)

And of course, all the additional variables you injected in the `params` argument .

`valid_items` and `valid_contentinfo_items` variables are available as of **v5.2 / 2013.11**.

Usage of `pageService` is deprecated as of **v5.2 / 2013.11**.

Using `pageView:viewBlockById`

>= EZP 5.3.2

You can render Blocks with ESI strategy in all contexts, ie including using Varnish with the controller `viewBlockById`.

This feature is available from eZ Platform 5.3.2.

Available arguments

Name	Description	Type	Default value
<code>id</code>	The block ID of the block you want to render A <code>\eZ\Publish\API\Repository\Exceptions\NotFoundException</code> will be thrown, if block could not be found	string	N/A
<code>params</code>	Hash of variables you want to inject to sub-template, key being the exposed variable name. <pre> {{ render(controller("ez_page:viewBlockById", { 'id': 42, 'params': { 'some_variable': 'some_value' } })) }}</pre>	hash	empty

cacheSettings	Hash of cache settings to use by the sub-controller (useful if you use ESI or Hinclude strategies).	hash (accepted keys are max-age and smax-age)	empty
	<pre> {{ render_esi(controller("ez_page:viewBlockById", { 'id': 42, 'params': { 'some_variable': 'some_value' }, 'cacheSettings': { 'smax-age': 600 } })) }} </pre>		

Rendering Block items

As said above, a **block holds your displayable content as block items** which consists of `ez\Publish\Core\Fieldtype\Page\Parts\Item` objects. Among [the available properties](#), you will find `contentId` and `locationId` which reference the content/location you want to display. All you have to do then is to **render it view** `ez_content:viewLocation` or `ez_content:viewContent` (see full example below).

The PageService object

The PageService object (`ez\Bundle\EzPublishCoreBundle\Fieldtype\Page\PageService`) is a helper giving the possibility to get current zone/block definitions and to retrieve block items.

Main methods

Method name	Description	Return type
<code>getZoneDefinition()</code>	Returns zone definition (all defined zones for the current siteaccess) as an array	array
<code>getZoneDefinitionByLayout()</code>	Returns a zone definition for a given layout. It consists of a configuration array for the given layout.	array
<code>getBlockDefinition()</code>	Returns block definition as an array	array
<code>getBlockDefinitionByIdentifier()</code>	Returns a block definition for a given block identifier.	array
<code>getValidBlockItems()</code>	Returns valid items (that are to be displayed), for a given block.	<code>ez\Publish\Core\Fieldtype\Page\Parts\Item[]</code>

getLastValidBlockItem()	Returns the last valid item, for a given block.	eZ\Publish\Core\Fieldtype\Page\Parts\Item null
getWaitingBlockItems()	Returns queued items (the next to be displayed), for a given block.	eZ\Publish\Core\Fieldtype\Page\Parts\Item[]
getArchivedBlockItems()	Returns archived items (that were previously displayed), for a given block.	eZ\Publish\Core\Fieldtype\Page\Parts\Item[]
getValidBlockItemsAsContentInfo()	Returns valid block items as content objects	eZ\Publish\API\Repository\Values\Content\ContentInfo[]

Example

2zoneslayout1.html.twig

```

<h2>Twig Template for 2 zoneslayout1 zone</h2>
<div class="zone-layout-{{ zone_layout|lower }} row">
  <div class="span8">
    <section class="content-view-block">
      {% if zones[0].blocks %}
        {# Rendering blocks with default PageController #}
        {% for block in zones[0].blocks %}
          {{ render( controller( "ez_page:viewBlock", {'block': block} ) ) }}
        {% endfor %}
        <div class="block-separator"></div>
      {% endif %}
    </section>
  </div>
  <div class="span4">
    <aside>
      <section class="content-view-block content-view-aside">
        {% if zones[1].blocks %}
          {# Still rendering with default PageController, but passing specific
cache value (TTL of 100 seconds) and using ESI #}
          {% for block in zones[1].blocks %}
            {{ render_esi( controller( "ez_page:viewBlock", {'block': block,
'cacheSettings': {'smax-age': 100}} ) ) }}
          {% endfor %}
          <div class="block-separator"></div>
        {% endif %}
      </section>
    </aside>
  </div>
</div>

```


campaign_block.html.twig

```
<h3>Twig Template for Campaign Block type</h3>
{% set validContentInfoItems = pageService.getValidBlockItemsAsContentInfo( block ) %}
{% set validItems = pageService.getValidBlockItems( block ) %}
<!-- BLOCK: START -->
<div class="block-type-campaign">
  <div class="campaign">
    <a href="#" class="navig prev" style="opacity:0;"><span
class="hide">&lt;</span></a>
    <a href="#" class="navig next"><span class="hide">&gt;</span></a>
    <ul class="indicator">
      {% for contentInfo in validContentInfoItems %}
        <li><span>{{ contentInfo.name }} (#{ {{ contentInfo.id }}}</span></li>
      {% endfor %}
    </ul>
    <ul class="images">
      {# Rendering valid items with regular view controller, with
"block_item_campaign" view type #}
      {# Also passing an "image_class" parameter which will be available in
sub-template. #}
      {% for item in validItems %}
        {{ render(
          controller(
            'ez_content:viewLocation',
            {
              'locationId': item.locationId,
              'viewType': 'block_item_campaign',
              'params': {'image_class': 'campaign'}
            }
          )
        ) }}
      {% endfor %}
    </ul>
  </div>
</div>
<!-- BLOCK: END -->
```