Archetypes Tutorial

Plone Conference 1

Agenda

- Overview of Features
- Building a Sample Project
- Question/Answer

Overview of Features

- Schema
- Generated Views
- Shared Metadata
- Multi-Cataloging
- References/Relationships
- Transforms

Schema

- Fields
- Widgets
- Vocabularies
- Custom Methods

Generated Views

- base_view/base_edit
- custom views using widgets
- manual views

Shared Metadata

- Extend Dublin Core
- Share Application Specific Data among types

Multi-Cataloging

- Associate 1 or more additional indexed with your datatypes.
- Efficient Application Specific Data
- Very useful with project specific metadata

References/Relationships

- UID support
- Named Relationships between objects that track move/copy/delete
- Forward and backwards references

Transforms

- Integrate Rich Content sources such as Office Products at the field level
- External Editor is supported

ACME Motivated Movers
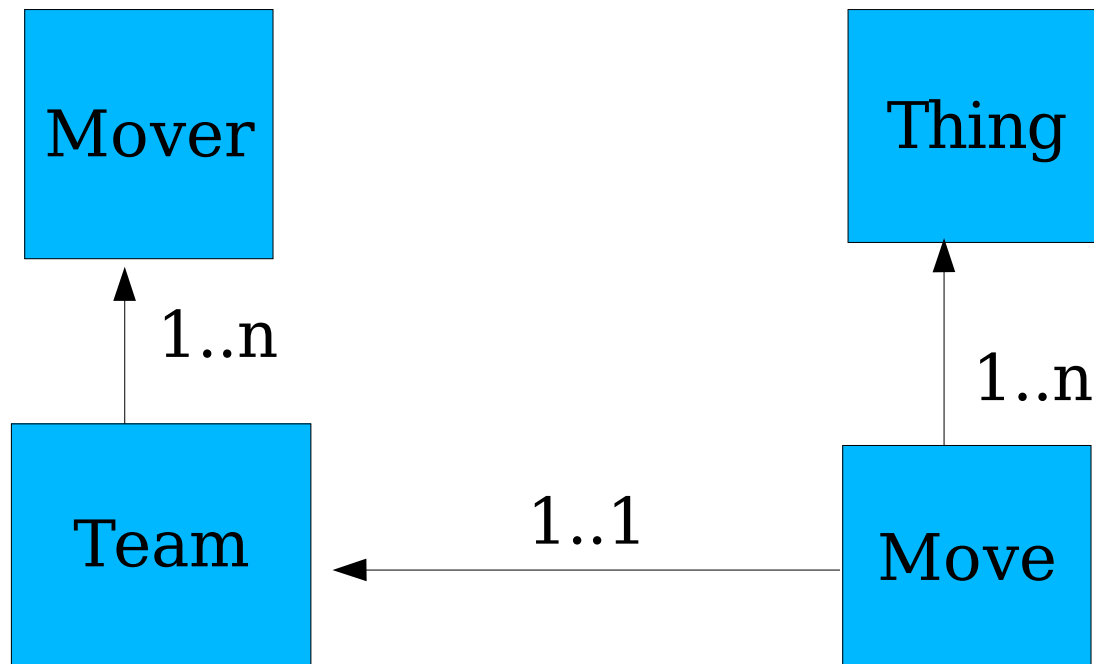

- When A to B isn't a two step process.

Initial Design

- Decide on data types
- Model data and its relationships
  - (see ArchXMLGen)
- Bootstrap the Product
- Introduce custom queries
- Produce custom views

Data Types

- Mover – person
- Team – A collection of movers
- Move – Things to be moved by a team
- Thing – Something moved

Data Relationships

Bootstrapping

Code Overview
__init__.py
config.py
types/*.py
skins/acme/
tests/

Custom Queries

- Efficient Dynamic MenuGeneration based on indexed data/metadata
    - Custom catalog query
    - Custom menu generator
    - Standard Emitter with Styles (and Dynamic Font Support)

Customized Data Views

- Simple ways to customize views
  - Per Instance view selection
  - custom widgets
  - widget reuse in manual forms
- Good enough for now...

Question/Answer?