Liferay Community BugSquad

Liferay 6.2 CE Feature Review

This document is intended to be used to review and record observations for a specific Liferay Portal feature in an upcoming release of Liferay. The intention of the results is to ensure that there are not high impact bugs or usability gaps in new features coming into the next Liferay CE Release.

Instructions

1. Insert your name, email, and date into the table below.
2. Read the description of the feature and how to exercise the feature.
3. Obtain one of the latest Liferay+AppServer bundles from the below Download Links(s), extract, and run.
4. For help on getting started with installation and running Liferay, see the Quick Start Guide at http://www.liferay.com/quick-start.
5. Once Liferay is up and running, proceed with the guide.
6. Enter your review notes either inline or at the bottom of the form (if entering inline, be sure to highlight your comments for easy discovery).
7. When complete, return the completed form to james.falkner@liferay.com or post it on the BugSquad forum.
8. The completed forms will be entered into a document collaboration system and you will be notified and will be able to subscribe to updated by Liferay engineering for any follow-up conversations.

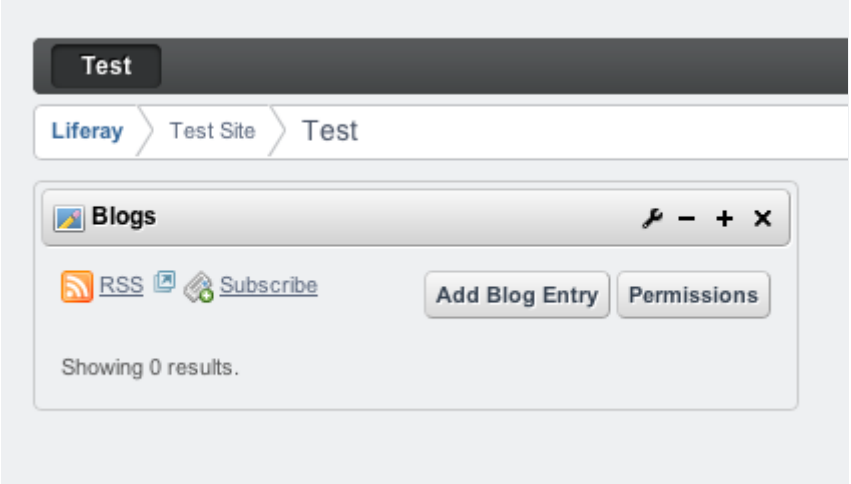
Review comments are open-ended and no specific format is needed. The Liferay engineering team is most interested in whether you are able to use the feature as intended, its controls are intuitive, menu titles make sense, and it is possible to complete the tasks for which it was designed.

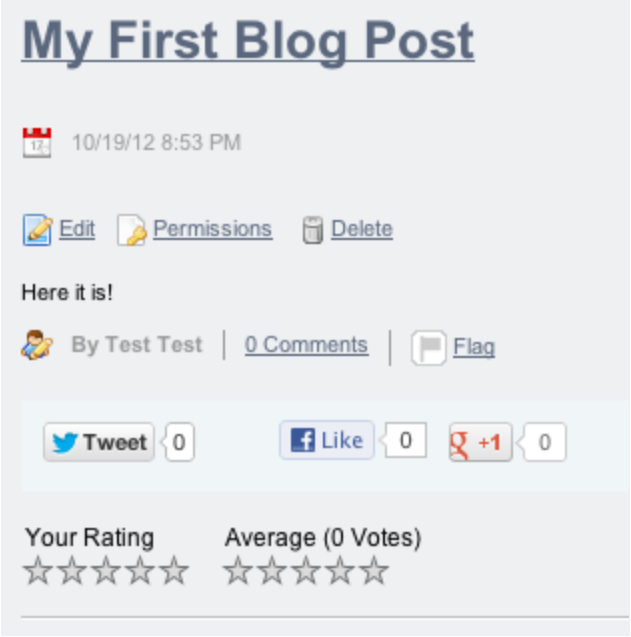
While unrelated bugs you encounter are useful, you are not required to document any minor bugs you encounter that are not related to the feature being reviewed, however you are more than welcome to file these as well, and include them in your reports. Major bugs that prevent usability should be reported.

If you have questions, comments, or suggestions about what you are supposed to do or what you are experiencing, please post on the Community Forum under the “BugSquad” forum here: http://www.liferay.com/community/forums/-/message_boards/category/11406472 . You can also find many Liferay developers and BugSquad members on **IRC** (a public chat room). Details for connecting to IRC can be found on the Participate page at http://www.liferay.com/community/welcome/participate.

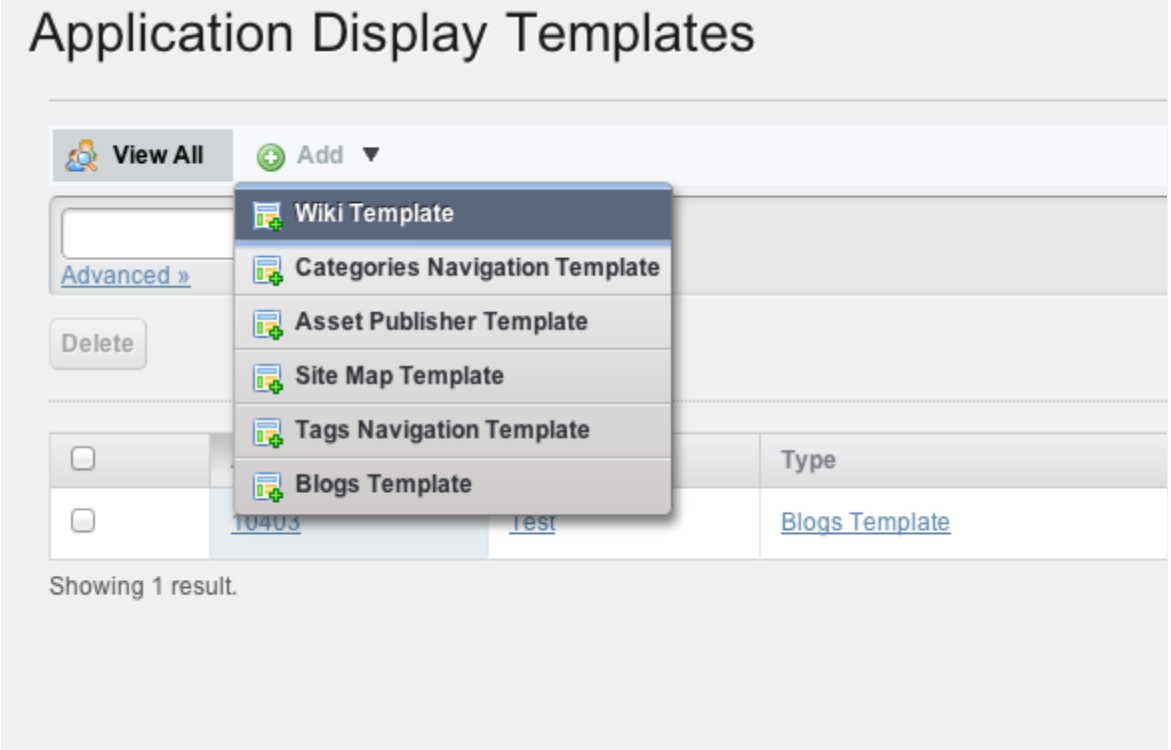
Feature	**Application Display Templates**
Reviewer’s Name	Joe Bloggs (Replace this)
Reviewer’s Email	joebloggs@somewhere.com (Replace this)
Review Date	November 5, 2012 (Replace this)

Download Link(s)	Liferay Portal 6.2 CE M1 (bundled with Tomcat 7) Liferay Portal 6.2 CE M1 (bundled with GlassFish 3) Liferay Portal 6.2 CE M1 (Source Code) Liferay Portal 6.2 CE M1 Reference Docs (JavaDocs and more) Liferay Portal 6.2 CE M1 Plugins SDK Other Builds and Files (SQL Upgrade scripts, other app server bundles, standalone WARs, etc)

Feature Description	Liferay's new ADT Framework allows portal administrators to define custom display templates used to render various applications such as Blogs, Wikis, Asset Publisher, and other asset-centric applications, overriding the default display template. For example, you may want to show blog entries horizontally, or you want to list your assets in the asset publisher in different sizes depending on where they are going to be shown. With ADT, you define one or more display templates for the built-in content and collaboration applications within Liferay, then select which templates to use when displaying the application on the portal. Templates can be written in Velocity (the default) or FreeMarker.
How to Review	This feature currently supports the following content/collaboration apps: Blog, Wiki, Asset Publisher, Categories Navigation, Tags Navigation, and Site Map. It is also possible to define templates for out of box or custom applications. 1. Choose an application / content type from the above list for which to use as your test. In the example below we use Liferay's Blogs application, but you can choose any of the application types supported by ADT, and modify these instructions accordingly. Create a new page (or just use an existing page in the Guest community), and add your chosen application type. In this example, we will add the Blogs portlet to our page:  2. Create some sample content using the above application. For example, if using the Blogs app, click "Add Blog Entry" and create a few Blog posts.



3. Observe how the new content appears - this is the default display for your chosen application. Now, let's override that with ADT! Navigate to Control Panel -> Application Display Templates. Notice that you have not yet defined any templates. Click 'Add' and choose a particular type of template to create:

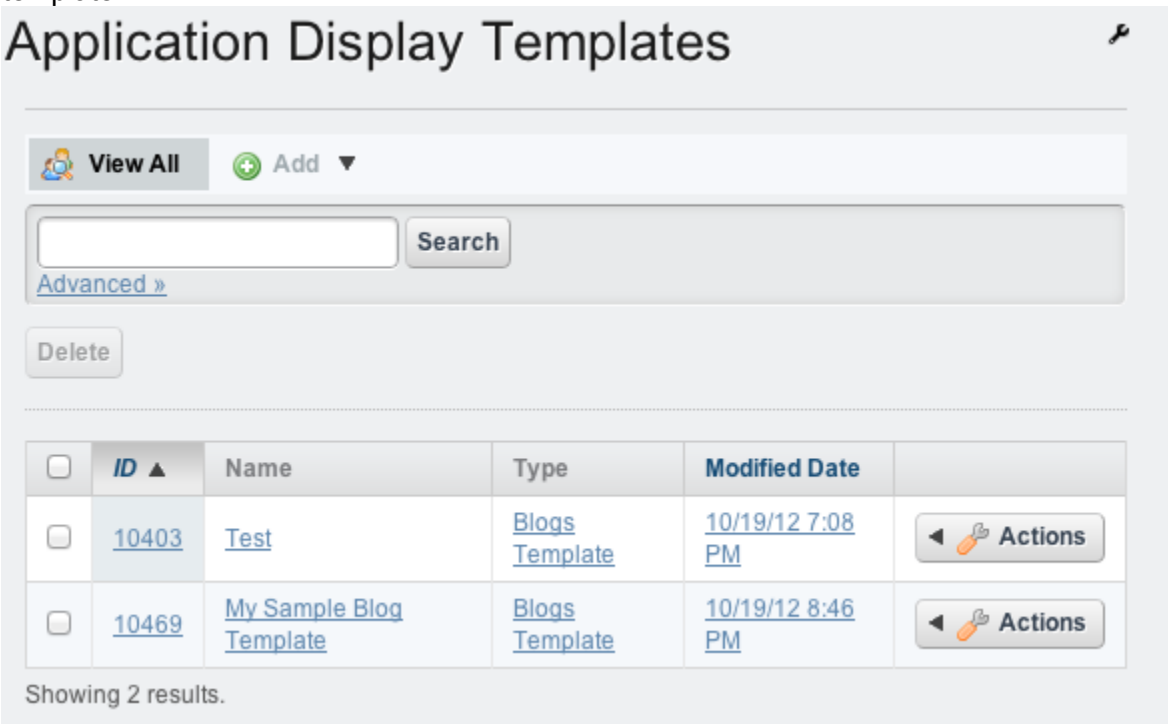


4. Provide a name for the template (in the example below, the template is named "My Custom Blog Template"), and choose a language in which to write your template. The default is 'Velocity'. Click "Launch Editor" to define your custom template.

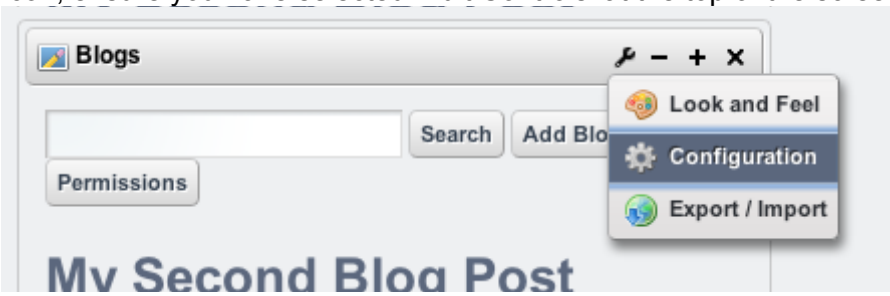
5. Observe the helpful template provided by default, listing some of the more common (and application-specific) variables that you have at your disposal while developing your custom template. Here is an example template that displays a simple listing of blog posts utilizing the `$entries` variable (which contains a listing of all of the blog posts that should be displayed):

```
<h1>My Custom ADT Blog Template</h1>
#foreach ($blog in $entries)
  #set ($url = $renderResponse.createRenderURL())
  #set ($V = $url.setParameter("struts_action", "/blogs/view_entry"))
  #set ($V = $url.setParameter("urlTitle", $blog.getUrlTitle()))
  <p><a href="$url">$htmlUtil.escape($blog.getTitle())</a></p>
#end
```

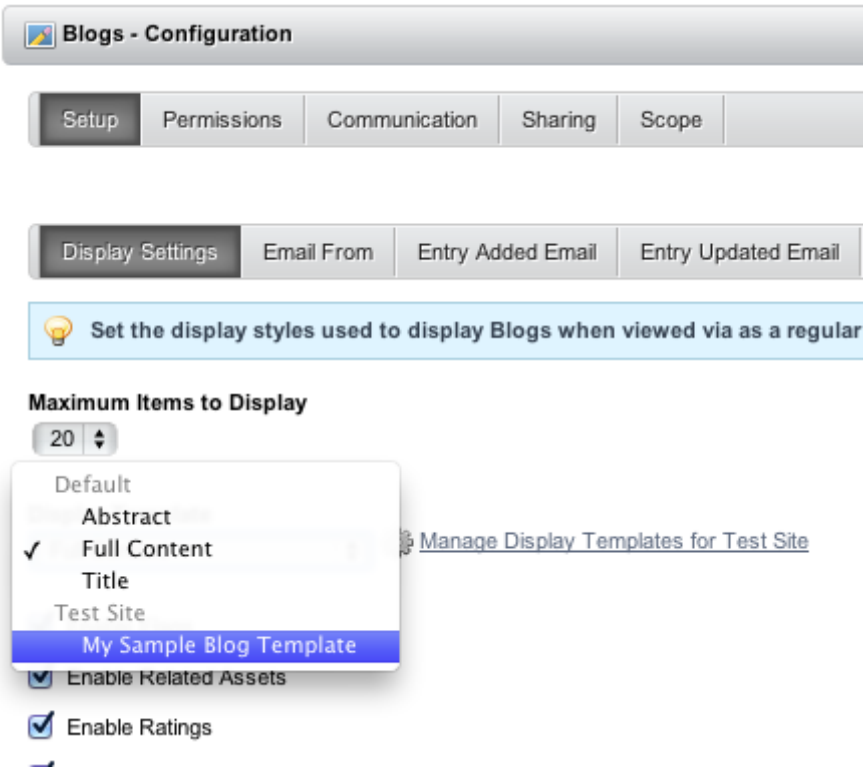
Other application types contain similar kinds of variables. Enter your custom template and click “Update” and then “Save”, to save the template. You should now see at least one template:



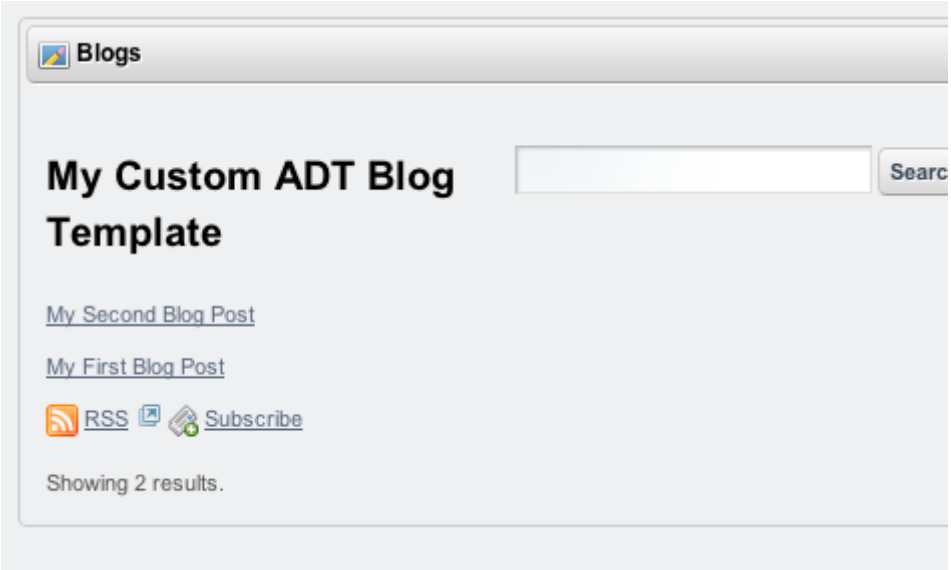
6. Now that you have created your template, go back to your page of blog posts by clicking ‘Back to <site_name>’ at the upper left. On the Blogs application, click the small “Wrench” icon at the upper right and choose “Configuration” (if you do not see the wrench icon, ensure you have selected ‘Edit Controls’ at the top of the screen):



This screen allows you to configure the Blogs application. It is here you will choose which ADT to use. On the ‘Display Template’ drop-down, select your newly created display template:



Once you have selected your new template, scroll to the bottom of the popup and click 'Save', and then close the popup using the X at the upper right. Your blogs application should now be displayed with your chosen template, and look something like this:



That's it! You have just created your first ADT! Congratulations!

Feel free to experiment with other asset types (e.g. Wikis, Categories Navigation, etc). Or, write a more complex template using the variables available (see the example template given when you first created the template). The concepts introduced here are the same for other content types (e.g. wiki, tags, categories, etc), but the variables available for your template development vary depending on the content type.

Reviewer's Comments:

(Your comments go here).