

Codex Wiki Plugins

Contents

Introduction

Codex comes bundled with a set of custom wiki plugins that can be used in any wiki page by following the following syntax:

```
<nowiki>{{PluginName arg1= " " arg2= " " ...}}</nowiki>
```

Basically, you create a tag with the name of the plugin to use and then just create arguments of name-value pairs of whatever arguments the plugin's **renderit()** method takes in.

A Wiki Plugin

Creating wiki plugins are very easy. Just drop them in the **/App/plugins/wiki** folder and you are ready to start using them in your wiki pages.

A wiki plugin is exactly just like any other ColdBox plugin. [ColdBox Plugin Guide](#).

Rules

1. Plugin component must extend *coldbox.system.plugin* and implement the coldbox plugin `init()` method.
2. Plugin can just implement the ColdBox `init()` method with no inheritance, but will not be able to tap into the framework's supertype's methods. It will have to do everything via the injected controller.
3. Plugin must implement a method called **renderit()**.
 1. This method can have 1 or more arguments.

Example

So if we have a plugin called **DateTime**, it's source code can look like this:

```
<cfcomponent name="DateTime"
  hint="A datetime wiki plugin"
  extends="coldbox.system.plugin"
  output="false"
  cache="true">

<----- CONSTRUCTOR ----->

  <cffunction name="init" access="public" returntype="DateTime" output="false">
  <cfargument name="controller" type="any" required="true">
  <cfscript>
    super.Init(arguments.controller);
    setpluginName( "DateTime" );
    setpluginVersion( "1.0" );
    setpluginDescription( "A date time wiki plugin" );
    //My own Constructor code here

    //Return instance
    return this;
  </cfscript>
  </cffunction>

<----- PUBLIC ----->

  <---- today ---->
  <cffunction name="renderit" output="false" access="public" returntype="string" hint="print today" >
  <cfargument name="format" type="string" required="true" default="full" hint="Full,Short, Medium" />
  <cfreturn dateformat(now(),arguments.format) >
  </cffunction>

<----- PRIVATE ----->

</cfcomponent>
```

And we can use it in our wiki pages like so:

```
//Initial space is left so wiki doesn't match and you can see the source
<nowiki>{{Messagebox message= "Hello World!"}}</nowiki>
```

That's it. Welcome to the world of Codex Wiki Plugins. Now go out and start coding your very own plugins. Below you can see a plugin at work:

Installed Plugins

Below is a listing of all installed plugins that can be found in the following directory:
/var/www/vhosts/codexplatform.com/httpdocs/plugins/wiki

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•Include

- Version:** 1.0
- Description:** A plugin to include other wiki pages as content.
- Hint:** Include other pages as content, all you need is the page name to include. If the page name does not exist, it will be replaced with a message saying the page does not exist
- Renderit Arguments:**

Argument	Type	Required	Default Value	Hint
page	string	true		The page name to render content
args	string	true		The name-value pairs for token replacements, please add the values in single quotes. Ex: name='luis',age='20'. The name will be replaced in the template by looking at {{{[name]}}} and {{{[age]}}} token.

•WikiPlugins

- Version:** 1.0
- Description:** This plugin will help you document all the installed wiki plugins in the system. It is also used to install and remove wiki plugins.
- Hint:** print today
- Renderit Arguments:**

Argument	Type	Required	Default Value	Hint
title	string	true	Installed Plugins	A default title for the h2

•Messagebox

- Version:** 1.0
- Description:** A messagebox plugin. Valid Types are info, warning, error
- Hint:** This plugin will create a simple messagebox on the page. Look at the output classes so you can skin them.
- Renderit Arguments:**

Argument	Type	Required	Default Value	Hint
message	string	true		The message to display
type	string	true	info	The type of messagebox: info, error, warning

•Timestamp

- Version:** 1.0
- Description:** A time stamp wiki plugin
- Hint:** print today's date and time in a specific format
- Renderit Arguments:**

Argument	Type	Required	Default Value	Hint
format	string	true	full	Full,Short, Medium
noTime	boolean	false	false	Flag to print also the time or not

•Revision

- Version:** 1.0
- Description:** A revision wiki plugin that tells you revision information about the current displayed page
- Hint:** A revision wiki plugin that tells you revision information about the current displayed page
- Renderit Arguments:**

Argument	Type	Required	Default Value	Hint
format	string	true	full	The revision information type to render: full, medium, short, timestamp-full or timestamp, timestamp-medium, timestamp-short, useronly
content	codex.model.wiki.Content	true		This argument is passed automatically by codex, DO NOT PASS THIS.

•Redirect

- Version:** 1.0
- Description:** A plugin to redirect a page to another page.
- Hint:** Redirect to another page, just tell it what wiki page to redirect to.
- Renderit Arguments:**

Argument	Type	Required	Default Value	Hint
pageName	string	true		The page name to redirect to

•Flash

- Version:** 1.0
- Description:** A plugin to embedd flash movies in a wiki page
- Hint:** Embed a flash movie in a wiki page
- Renderit Arguments:**

Argument	Type	Required	Default Value	Hint
movie	string	true		The movie path
name	string	false		The name of the movie
id	string	false		The default id for the movie
align	string	false	left	left,center,right
width	string	false	100%	Width of the movie
height	string	false	100%	Width of the movie
quality	string	false	best	The video quality

<code>bgColor</code>	<code>string</code>	<code>false</code>		A background color
<code>wmode</code>	<code>string</code>	<code>false</code>	<code>transparent</code>	The wmode of the movie
<code>allowFullScreen</code>	<code>boolean</code>	<code>false</code>	<code>true</code>	Allow full screen
<code>allowScriptAccess</code>	<code>string</code>	<code>false</code>	<code>sameDomain</code>	The allow script access arguemnt
<code>scale</code>	<code>string</code>	<code>false</code>	<code>showAll</code>	The scale of the movie
<code>data</code>	<code>string</code>	<code>false</code>		A data string to add to the object element
<code>FlashVars</code>	<code>string</code>	<code>false</code>		A flashvars string to add to the object element