



Netpet Programmer – Getting Started

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The Structure and most important files

Folders

Your Netpet comes to you in 3 main folders:

MDB (Media Database)

Here is everything stored. From simple Media-File upload to your uploaded Images sliced in the needed Size for your Website.

frontend (Your actual Website)

This is your Website. If you doing a Netpet Customization this is where you will work for some days.

netpet (The Administration Panel)

This is where all the magic happens! From configuration to customization to content maintenance, every single component runs into this folder.

Files

config.php (Configuration File)

Located in your `netpet` Folder, this is the most important file in the system. Everything, from the Titel of your Website to the sizes of you images is configured in this file. It is crucial for your system to keep the setting in your `config.php` right, or most of your Netpet systems won't work correct. But have no fear, all crucial settings are commented in the file.

functions.php

In your `netpet` folder as well as in your `frontend` folder you will find a `functions.php`. In this Files are the needed functions for Database access, search-eninge friendly links and other main features of your Netpet.

The Template-Engine

The whole Netpet system works with a HTML-Template Engine. There are always 2 corresponding Files. One is a .php File containing the logic of each template or function, and a .html Files which contains the HTML Scripting. To find the corresponding .html file of each .php Files open the .php file in your favourite editor and look for something like this:

```
//START - CONFIG VIEW-TEMPLATE LOADER

$sTemplateDirectory = "html_templates"; // Name of template directory

$sTemplateFileName = "view.html"; //Filename HTML-Template

$sPictureDirectory = "data"; // Name of picture directory

$sTemplateCutOut="VIEW"; //Name of cut out tag

$sTemplateCutOutParts="structure,page_title,page_logout,meta_menu";
    //Names part tags

$sHideSubstituteSymbol = "hide"; // Hide substitute symbol (show/hide)

$aTemplateView=phps_readTemplate($sTemplateFileName,$sTemplateCutOut,$sTemplat
eCutOutParts,$sPictureDirectory,$sTemplateDirectory,$sHideSubstituteSymbol);
//Read template cut out

$sTemplateView=$aTemplateView[temlate];

//END - CONFIG VIEW-TEMPLATE LOADER
```

After this the HTML file is loaded into a php variable and you can simple use `str_replace` to alter the code.

For the most common Website designs, alteration of the .php files is not necessary, so just start with experimenting with the html files!

Creating new Content Possibilities

Quick and Dirty

As the headline states this is the quickest way to introduce new features to your Website.

For such jobs the **INCLUDE- Article** should be your first choice.

You can include a completely self written HTML or PHP code into your Website by simply entering its address into the **INCLUDE-Article**. The content of the File is included by Output-Buffering, which means you can forget all the template engine stuff, and program the way you know it. You can use all Netpet variables and functions in this includes, but there is no way to give them options for administrators.

For Example:

The Teaser on the www.netpet.at Startpage is a simple included HTML-File containing an Image-Map!

For those who already have gained some Netpet-Programming experience, the **INCLUDE-Article** can be a useful way to quickly develop highly advanced features, especially in combination with the more powerful Netpet-Components like **PLUGINS** and **TABS** (see the section "**The skilled one**")

The hard way

If the **INCLUDE-Article** doesn't fit your needs it's time to advance to more complex system of adding features. You are about to write a **TEMPLATE**. The **TEMPLATES** are the common content elements. For Example: the Text-Image-Article, the Media-Article and the List-Article are **TEMPLATES**.

Although the standard **TEMPLATES** have all the features like 'copy', 'view' and 'delete', it isn't necessary to program all this features to get your **TEMPLATE** working. All you really need are this files:

```
frontend/template_<templatename>.php  
frontend/html_templates/template_<templatename>.html
```

```
netpet/template_<templatename>/admin_<templatename>_search.php  
netpet/template_<templatename>/admin_<templatename>_edit.php  
netpet/template_<templatename>/admin_<templatename>_template.php
```

And of course your **TEMPLATE** needs a database table which simple name is:

"<templatename>"

For the start it would be the best idea to study the already written **TEMPLATES** and try to copy and alter them!

Once you have written you **TEMPLATE** and want to test it, proceed to the "System-Manager", described in the next Section of this little course.

The skilled one

Once you have mastered writing **TEMPLATES** and using **INCLUDE-Articles** you can advance to the highest level of Netpet Customization.

There are various ways to write and include content into your site. You can write **PLUGINS**, **TABS** for the main page or **SIDEBAR-Elements** to fit every requirement of your Website. You can even add your own **DOCK** Section.

PLUGINS

Plugins are useful helpers to develop features which are not necessarily bound to a single page of your Website. Like the already implemented **PLUGINS**, the Media-Browser and the Image-Browser, this **PLUGINS** can ether be popping up, or opening in the content window. If you have already written a feature for another system or a stand-alone management for any data, you can simply link that administration to the Netpet via the "System-Manager"

TABS

The **TABS** are meant to provide options for each page. The currently installed **TABS** like the "Menu Properties" or the "Page Properties" provide the option forms for the already written features of the Netpet-CMS.

If you want to write something like a complex color schema which is different on every page of your Website, this is the place to put it.

SIDEBAR-Elements

Similar to writing a **TEMPLATE** you have to create an edit-form and a frontend implementation of your new **SIDEBAR-element**. The only difference is, that sidebar elements all share one database table and so can be developed much quicker than a full **TEMPLATE**

DOCK-Sections

If you have the feeling, that the feature you want to create on your website, or even beyond the bonds of your own website, is too big to hide it somewhere in the PLUGIN section or as a TEMPLATE you can add your own DOCK-Section. Just for example our "Newsletter-Tools" would fit that requirement.

The System-Manager

The first step of making your new Netpet-Component working is to add it into the System-Registry. Although the System-Manager provides some other useful Options for your Netpet-System, the "Software-Manager" is the core feature.

In the end it comes down to 2 things you have to consider working with the "Software-Manager"; Folder-Names and correct Spelling.

If you have written a new Component upload it to your Netpet folder, go to the "Software-Manager" and add the Component name to the right section. And this is where the spelling joins the game. If you misspell your folder name, the system will try to include a file that doesn't exist, and as you can imagine this COULD cause trouble.

Please keep in mind, that every Component has its place in the folder structure of your Netpet-System. PLUGINS are in a folder called "plugin_<pluginname>" same as each template has a folder called "template_<templatename>". This is one of the most important things, because the system uses this folder names automatically, which means, if you do not name the folders correctly, you'll have the misspelling trouble again.

Have fun experimenting with your new gained Netpet, and watch out for updates and extensions on www.netpet.at.

the
www.netpet.at
team