Tips and Tricks C# CMS Optimizely (Episerver)

EPISERVER FORMS: ADDING CUSTOM VALIDATORS TO **EXISTING ELEMENTS**

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GET IN TOUCH

It's easy to extend Episerver forms with custom validation types. But it's a little bit harder to add the new validation types to the existing elements. In this blog post I'll add an ultra simple letter-only validation option to the existing TextboxElement.



Want to get more out of **Episerver Forms?**

We are experts in optimizing and extending Episerver forms. Reach out and let's talk

REACH OUT

I got this request from a customer yesterday, and I figured more could probably benefit from this

Challenge: Add a number of custom form input validation options to existing form elements.

Now, Episerver Forms is **very** extendable. And it is quite easy to add your own validation - you simply have to create something that inherits ElementsValidatorBase or one of it's descendents. But in order to attach it to a form element type, the typical approach is to create a new element type.

There are numerous examples of this - and Episerver offers one as well: https://world.episerver.com/documentation/developer-guides/forms/creating-form-element-withvalidator/

However, what if you are perfectly happy with the built-in types, and simply want to extend it with another validation type - but you can't since it's already locked down by the [AvailableValidatorTypes] attribute (as most of the built-in are)?

Sure, you could inherit the class and make a minimalistic new type, but soon you'll get buried in a lot of elements - and getting the editors to pick the right one might not be easy. Of course there are hacks to hide the built-in elements, but I prefer this approach.

It's pretty straight forward. The IValidationService is in charge of getting the validators, and in the example below, I extend it with a dictionary of additional validators that'll get added after the regular logic.

The example validator I have added is a very simple LettersOnly validator for the textbox element - but it could have been any kind of validator.

The only code not included in the Gist here is the language text for UI display.

```
1 using System
   using EPiServer.Forms.Core.Validation;
   using EPiServer.Forms.Implementation.Elen
using EPiServer.Framework;
    using EPiServer.Framework.Initialization
       public class FormValidationInit : IConfigurableModule, IInitializableModule
           ce.ForSingletonOf<IValidationService>().Use<ValidationServiceWithCustomValidators>())
          var validationService = ServiceLocator.Current.GetInstance<IValidationService>();
        public void Uninitialize(InitializationEngine context)
```

```
using EPiServer, 2
using EPiServer.Forms.Core.Validation;
using EPiServer.Forms.EditView.Internal;
  6 using System;
  7 using System.Collections.Generic;
8 using System.Linq;
  9 using System.Web;
 10 namespace AlloyExperiments.Forms
 12 (
         [ServiceConfiguration(typeof(IValidationService), Lifecycle = ServiceInstanceScope.Singleton)]
          {\color{red} \textbf{public class}} \ \textbf{ValidationServiceWithCustomValidators}: \textbf{ValidationService}
            private Dictionary<Type, List<Type>> _additionalValidators;
 18
19
20
            protected Dictionary<Type,List<Type>> AdditionalValidators
             .. t_additionalValidators == ni
return _additionalValidators;
)
                if (_additionalValidators == null) _additionalValidators = new Dictionary<Type, List<Type>>>();
23
24
25
26
27
            public void AddAdditionalValidator(Type ElementType,Type ValidatorType)
              if (!AdditionalValidators.ContainsKey(ElementType)) AdditionalValidators.Add(ElementType, new List<Type>());
 30
31
              AdditionalValidators[ElementType].Add(ValidatorType);
32
33
              var rt=base.GetValidatorTypesForAnElementTypeInEditView(elemei
if (AdditionalValidators.ContainsKey(element.GetOriginalType()))
 35
36
37
38
39
                rt = rt.Union(lst).Distinct();
39
40
41
42
43 )
44 )
ValidationServiceWithCustomValidators.cs hosted with ♥ by GitHub
```

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CodeArt ApS

Teknikerbyen 5, 2830 Virum, Denmark
Email: info@codeart.dk
Phone: +45 26 13 66 96
CVR: 39680688
in Q

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