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Attribute to set XHTML property settings in Episerver

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A pretty normal task is to have an XHTML property that uses only a very specific subset of the normal TinyMCE functionality. For example a text field that also allows the editors to create links - but nothing else. I came up with what I think is an elegant solution here.

Often, you'll be in a situation where you have a string property on a content type, that needs a bit of additional functionality - but not the full XHTML editor. Obviously, today it is possible to modify the configuration of an XHTML field - but the classic approach calls for you to do it in a separate initialization script, defining a rule for properties on a given page to use something else than the standard configuration. That is useful when you are making a general rule - but in the cases where it's just a single property you want to adjust, I would much prefer to keep the configuration in an attribute on the same property.

So, in the case where you'd simply like a small editor that only allowed for text and links, like this:



You would just have to add an attribute to it's property - like this:

```
[CultureSpecific]
[Required(AllowEmptyStrings = false)]
Display(
    GroupName = SystemTabNames.Content,
    [
        Order = 2
    ]
    [XhtmlSettings(ToolBars=new string[] { "epi-link", "", "" }, Plugins =new string[] { "epi-link" }, Width =150, Height =150)]
    public virtual XhtmlString Text { get; set; }
```

What is really cool, is that it's actually extremely easy to add functionality like that into an attribute - As long as you make it IMetadataAware, you'll be able to change the metadata (including configuration) passed on to the UI for the property it attaches to.

Below is a gist of the attribute I wrote - it would be pretty easy to add additional configuration elements from the TinyMCE documentation.

Parts of this code is inspired by an alternate approach, described here by @lucgossa:
<https://devblog.gossa.se/2018/09/customize-tinymce-at-runtime-in-episerver-11/>

Enjoy, and leave a comment if you think this could be useful in a nuget package.

```
1 using Episerver.Shell.ObjectEditing;
2 using System;
3 using System.Collections.Generic;
4 using System.Linq;
5 using System.Web;
```

```

6 using System.Web.Mvc;
7
8 namespace CodeArt.Episerver.Tools
9 {
10     [AttributeUsage(AttributeTargets.Property, AllowMultiple = false)]
11     public class XhtmlSettingsAttribute : Attribute, MetadataAware
12     {
13         /// <summary>
14         /// Should the menu be enabled
15         /// </summary>
16         public bool EnableMenu { get; set; }
17         /// <summary>
18         /// List of (up to 3) toolbars, separated with |
19         /// </summary>
20         public string[] ToolBars { get; set; }
21         /// <summary>
22         /// List of plugins to load
23         /// </summary>
24         public string[] Plugins { get; set; }
25         /// <summary>
26         /// Height of editor
27         /// </summary>
28         public int Height { get; set; }
29         /// <summary>
30         /// Width of editor
31         /// </summary>
32         public int Width { get; set; }
33         /// <summary>
34         /// Path to CSS to use for content
35         /// </summary>
36         public string ContentCss { get; set; }
37         public void OnMetadataCreated(ModelMetadata metadata)
38         {
39             ExtendedMetadata extendedMetadata = metadata as ExtendedMetadata;
40             if (extendedMetadata == null) return;
41             if (extendedMetadata.EditorConfiguration["settings"] is Dictionary<string, object> settings)
42             {
43                 if (ToolBars != null) settings["toolbar"] = ToolBars.ToList();
44                 settings["menubar"] = EnableMenu.ToString().ToLower();
45                 if (Plugins != null) settings["plugins"] = Plugins.ToList();
46                 if (Height > 0) settings["height"] = Height;
47                 if (Width > 0) settings["width"] = Width;
48                 if (ContentCss != null) settings["epi_content_css"] = ContentCss;
49             }
50         }
51     }
52
53 }

```

XHTMLSettingsAttribute.cs hosted with ❤ by GitHub

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