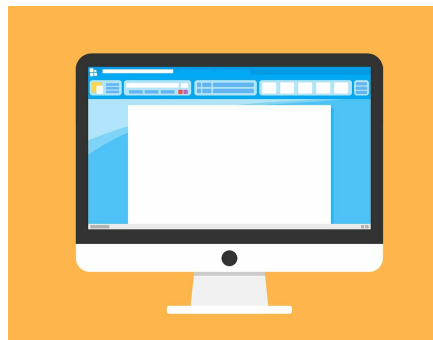ALLAN THRAEN | 🕒 5 years ago | 📄 PDF | 📝

Optimizely (Episerver)   C#   CMS   Tips and Tricks   Vision Demos & Prototypes

ATTRIBUTE TO SET XHTML PROPERTY SETTINGS IN EPISERVER

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:

Get the whole team involved in the project!

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"
        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 @lucgosso:
https://devblog.gosso.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, IMetadataAware
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   view raw

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