



Share your information

**eZ Publish 4.3**  

---

**User Manual**

©1999 – 2012 eZ Systems AS

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license can be downloaded from <http://www.gnu.org/copyleft/fdl.html>.

Corrections and/or suggestions might be sent to [info@ez.no](mailto:info@ez.no).

This PDF file is generated automatically from the online documentation available at <http://doc.ez.no>.

This version was generated on September 30, 2014.

# Contents

<b>1</b>	<b>The administration interface</b>	<b>7</b>
1.1	The login page . . . . .	9
1.1.1	User registration . . . . .	11
1.2	Overview . . . . .	15
1.3	The Dashboard tab . . . . .	20
1.4	The "Media library" tab . . . . .	22
1.5	The "User accounts" tab . . . . .	24
1.6	The object edit interface . . . . .	31
1.6.1	Version management . . . . .	39
1.6.2	Preview . . . . .	42
1.6.3	Related objects . . . . .	44
1.6.4	Grouping attributes . . . . .	48
1.6.5	Creating help texts/help descriptions . . . . .	51
<b>2</b>	<b>Daily tasks</b>	<b>53</b>
2.1	Changing your user account . . . . .	55
2.2	Navigating the node tree . . . . .	57
2.3	Adding content . . . . .	60
2.4	Editing content . . . . .	63
2.5	Previewing content . . . . .	66
2.6	Undoing changes . . . . .	68
2.7	Dealing with edit conflicts . . . . .	70
2.8	Publishing at multiple locations . . . . .	73
2.9	Copying content . . . . .	75
2.10	Moving content . . . . .	77

---

2.11	Removing content . . . . .	78
2.12	Restoring content . . . . .	81
2.13	Hiding and revealing content . . . . .	83
2.14	Using bookmarks . . . . .	86
2.15	Swapping nodes . . . . .	88
2.16	Managing users . . . . .	89
2.17	Managing sections . . . . .	93
2.18	Creating a protected area . . . . .	95

## List of Figures

1.1	.....	9
1.2	.....	10
1.3	.....	11
1.4	.....	13
1.5	.....	14
1.6	.....	15
1.7	.....	20
1.8	.....	22
1.9	Object relations. ....	23
1.10	.....	24
1.11	.....	25
1.12	Users, groups, policies and roles. ....	26
1.13	Object attribute edit interface for the "User account" datatype. ....	27
1.14	.....	27
1.15	.....	29
1.16	.....	30
1.17	.....	31
1.18	.....	32
1.19	.....	33
1.20	.....	34
1.21	.....	34
1.22	.....	35
1.23	.....	35
1.24	.....	36

1.25	.....	37
1.26	.....	37
1.27	.....	39
1.28	.....	42
1.29	.....	44
1.30	.....	45
1.31	.....	45
1.32	.....	46
1.33	.....	48
1.34	.....	48
1.35	.....	49
1.36	.....	50
1.37	.....	50
1.38	.....	50
1.39	.....	51
1.40	.....	52
2.1	.....	55
2.2	.....	55
2.3	.....	58
2.4	.....	58
2.5	.....	59
2.6	.....	59
2.7	.....	60
2.8	.....	61
2.9	.....	64
2.10	.....	66
2.11	.....	68
2.12	.....	70
2.13	.....	72
2.14	.....	73
2.15	.....	74
2.16	.....	74

2.17	.....	78
2.18	.....	81
2.19	.....	82
2.20	.....	84
2.21	.....	84
2.22	.....	84
2.23	.....	86
2.24	.....	87
2.25	.....	89
2.26	.....	92
2.27	.....	93
2.28	.....	95

Share your information

# Chapter 1

## The administration interface

The purpose of this chapter is to present a walk-through of the most commonly used parts of the administration interface that comes with eZ Publish. Please note that the administration interface consists of many parts. This chapter does not cover advanced topics, instead it focuses on the parts that are most likely to be used by people who simply want to manage content.

### Introduction

eZ Publish comes with a web based administration interface that makes the everyday tasks of site and content management an easy matter. The interface can be reached and used regardless of location and/or operating environment as long the following requirements are fulfilled:

- The client must be able to reach the eZ Publish server through a network
- The client must be equipped with a modern/supported web browser

The administration interface is implemented using the XHTML 1.0 Transitional standard combined with Cascading Stylesheets. In addition, JavaScript (a technology that goes beyond the limitations of (X)HTML) is used in order to create a more friendly environment. However, support for JavaScript on the client side is not required. If JavaScript is unavailable, the administration interface will automatically fallback to static HTML pages with alternate solutions and thus it will function correctly in non-JavaScript browsers.

### Supported browsers

eZ Publish is developed to work properly and support the following browser configurations (2010):

- Firefox 3.0.+ on Windows XP and Mac OSX.5.+
- Firefox 3.5.+ on Windows XP, Windows Vista, Mac OSX.5.+ and Linux

- Opera 9.6.+ on Windows XP
- Internet Explorer 8.0 on Windows XP and Windows Vista
- Safari 4.0.+ on Mac OSX.5.+
- Chrome 4.0+ on Windows XP

Please note that the interface should work in any browser that is capable of rendering XHTML 1.0 Transitional and supports CSS. If CSS is not supported, the system will appear without design/layout but will still be accessible through standard/default HTML elements.

## 1.1 The login page

Whenever a siteaccess that uses the built-in administration design is accessed for the first time, the login page will be displayed. This page provides a security mechanism that prevents unauthorized users from accessing the system. In order to get past the login page, the visitor must provide a valid username and password.

The following screenshot shows the login page.

(see figure 1.1)

Figure 1.1:

*The login window*

### (1) - Username field

This is where the user must enter a valid user name. The default user name for the "Administrator User" is "admin".

### (2) - Password field

This is where the user must enter a valid password. The default password for the "Administrator User" is "publish".

### (3) - Log in check-box

- Tick this check-box to access the Administration Interface
- If you do not tick, you will access the Web admin interface, and get the Web admin interface toolbar integrated with the web page you wish to edit. The web admin interface toolbar looks like this:

(see figure 1.2)



Figure 1.2:

**(4) - Log in button**

Once a valid user name/password combination has been entered, the user may attempt to log in by pressing this button.

**(5) - Register button**

This button gives access to a mechanism that allows new users to register themselves on the system. Please refer to the "User registration" (page [11](#)) section for more information about this feature.

### 1.1.1 User registration

The user registration mechanism provides a form that allows new users to register themselves on the system. It can be reached by pressing the "Register" button on the login page. In order to register, the user must fill out the fields which are marked required and click the "OK" button. The following screenshot shows a filled out version of the registration form.

(see figure 1.3)

The screenshot shows a web form titled "Register new user" with the "eZ" logo in the top right corner. The form contains the following fields and elements, each with a red numbered callout:

- (1)** First name (required) : John
- (2)** Last name (required) : Connor
- (3)** User ID: 175
- (4)** Username: JCO
- (5)** Password: \*\*\*\*\*
- (6)** Confirm password: (empty)
- (7)** Email: (empty)
- (8)** Signature : (empty)
- (9)** Current image: There is no image file. (Remove image button)
- (10)** New image file for upload: (Choose File button) no file selected
- (11)** Alternative image text: (empty)

At the bottom of the form are "OK" and "Cancel" buttons.

Figure 1.3:

#### (1) - First name field

This is where the user must enter his/her first name (for example "John").

**(2) - Last name field**

This is where the user must enter his/her last name (for example "Connor").

**(3) - User ID**

This number reveals the identification number of the user account that will be created.

**(4) - User name field**

This is where the user must enter a desired user name (for example "jconnor"). The user name may consist of any character. This field is case insensitive, in other words "JConnor" will be the same as "jconnor".

**(5) - Password field**

This is where the user must enter a desired password (for example "T-1000"). The password must be at least three characters long. This field is case sensitive, in other words "t-1000" is not the same as "T-1000".

**(6) - Confirm password field**

This field must contain the exact same password that was typed into the password field. It allows the system to avoid scenarios where the user accidentally registers the account with a mistyped password.

**(7) - E-mail field**

This is where the user must enter his/her E-mail address. The entered address will be used whenever eZ Publish attempts to communicate with the user. For example, the system will send the registration confirmation mail to this address.

Please note that the default behavior/configuration of eZ Publish does not allow multiple users to be registered with the exact same E-mail address.

**(8) - Signature field**

This field is not required. It can for example be used to store additional information about the user.

**(9) - Image cluster**

This interface allows the user to upload an image of himself/herself. An image can be selected by clicking the "Choose" button. Once an image has been selected, the "New image file for upload" field will contain the location and the name of the selected image. This field can also be filled out manually instead of using the convenience that the "Choose" button provides. The "Alternative image text" field allows the user to specify a short text that will be used whenever the image is not accessible or when the registered information is viewed in an alternate way (for example text-only).

**(10) - OK button**

This button allows the user to submit the registration form. Once the button is clicked, the system will attempt to register the user.

**(11) - Cancel button**

This button can be used to cancel the user registration. When clicked, the system will get rid of the entered information and bring the user back to the login page.

**Successful registration**

If all fields have been filled out correctly, the "OK" button is clicked and the system is able to register the new user account, the following dialog will be displayed:

(see figure 1.4)

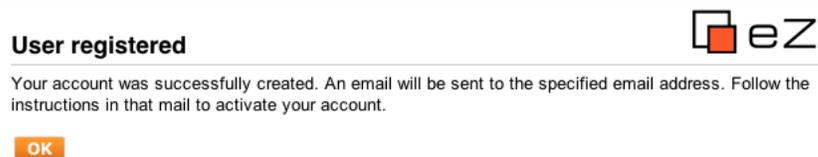


Figure 1.4:

The newly generated user account will be disabled until the user checks his/her mail and clicks on the registration link. Once this link is accessed, the registered account will be activated. Newly registered accounts will be placed inside the "Guest accounts" user group which is located under the "Users" top level node:

(see figure 1.5)

If something goes wrong, the system will show an error message explaining what went wrong and what can be done in order to fix the problem.

Share information

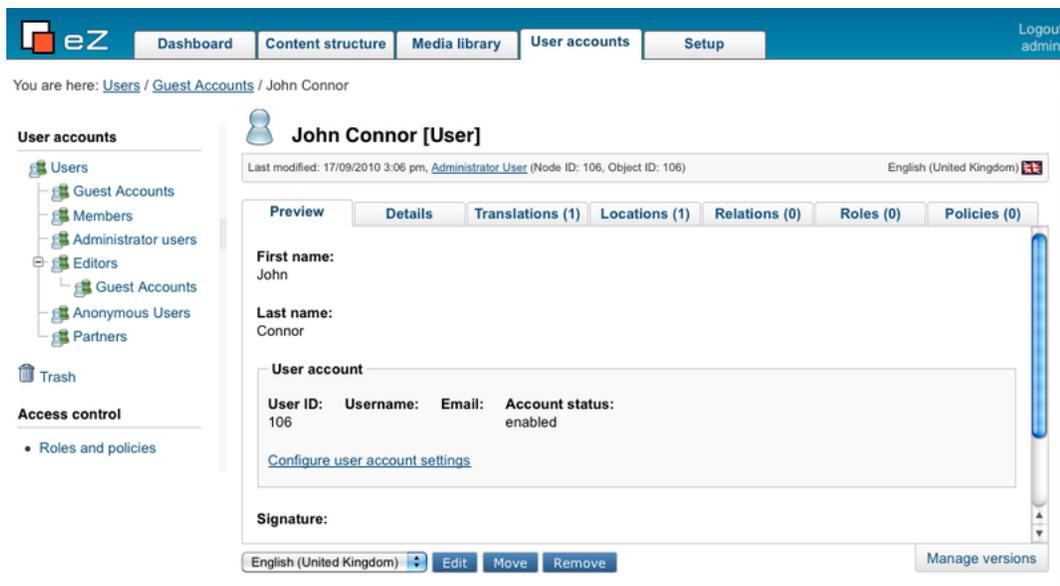


Figure 1.5:

## 1.2 Overview

Upon a successful login, the administration interface will default to the "Dashboard" page. The Dashboard is the users personal area. This area gives access to miscellaneous elements and interfaces that belong to the user who is currently logged in.

**Note:** The next time you log in, the start page will default to the page you last worked in.

The following screenshot shows the page that will appear depending on the rights of the user logging in.

(see figure 1.6)

The screenshot displays the administration interface for a website. The top navigation bar includes links for Dashboard, Content structure (1), Media library, User accounts, Setup, and Logout admin. A search bar is located on the right. The main content area shows the 'Home [Frontpage]' page, which was last modified on 28/11/2007 at 5:51 pm by Administrator User (Node ID: 2, Object ID: 57). The page is in English (United Kingdom). The interface includes a 'Preview' tab, 'Details' tab, 'Translations (1)', 'Locations (1)', and 'Relations (0)'. A table lists the version history:

Creator	Created	Section	Versions	Translations	Node ID	Object ID
Administrator User	19/11/2007 2:54 pm	Standard	1	1	2	57

The 'Content state' section indicates that no content object state is configured. Below this, there are buttons for 'Set states', 'Edit', 'Move', 'Remove', and 'Manage versions'. The 'Sub Items (5)' section shows a list of items with columns for Name, Type, and Priority:

Name	Type	Priority
Global zone	Global layout	0
Conference	Frontpage	10
Conference Blog	Blog	20
Live Video	Folder	30
Discussion Forum	Forum	40

The 'Current user (6)' section shows the user is Administrator User, with options to change information or password. The 'User preferences' section shows 'Locations: on | off' and 'Preview tab: on | off'. The 'Bookmarks' section has an 'Add to bookmarks' button. The 'Clear cache' section shows 'All caches' and a 'Clear' button. The 'Quick settings' section includes checkboxes for 'Debug output', 'Debug redirection', 'Template debug', 'Inline template debug' (checked), 'List of used templates', and 'SQL debug output'. The 'Siteaccess' section shows 'Global (override)' and a 'Set' button.

Figure 1.6:

Overview of the administration interface

As shown above, the interface can be divided into 7 zones. These zones are interactive and will always be present. They are the primary elements of the administration interface. Please note that some zones will be automatically disabled when a user triggers a specific action (for example, some parts of the interface are non-interactive during editing).

The interface consists of the following elements:

1. Main menu
2. Path
3. Secondary menu
4. Main area
5. Sub items
6. Right area/Collapsible right menu
7. Search interface

**Note:** The red arrows points to adjustable areas of the screen. The upper right arrow points to the angel quotes that collapses/expands the right menu. The left arrow points to a field where you can adjust the margins of the left menu.

### (1) - Main menu

The main menu is a collection of tabs located below the "eZ Publish" logo and the search interface. The left / secondary menu (3) and the main area (4) will display elements that belong to the selected tab. In addition, the path (2) will also be updated. The right area which contains the personal bar and the optional debug tools will remain unchanged regardless of which tab that is selected. Please note that the first three tabs function in the very same way. The only difference is that they give access to different parts of the node tree. The remaining tabs function in a different way. The following table gives a brief overview of the available menu items along with a short description.

Menu item	Description
Dashboard	The "Dashboard" tab brings the user to his/her personal area. This area gives access to miscellaneous elements and interfaces that belong to the user who is currently logged in.
Content structure	The "Content structure" tab will bring the user to the top of the content tree. This tree can be used to create a tree-structure representation of the content that should be on the public site. If enabled, the left menu (3) will display an interactive tree containing the nodes that belong to the content tree. The main area (4)

	will display information about the top level node itself along with a list of the nodes that are directly below it.
Media library	The "Media library" tab will bring the user to the top node of the media tree. This tree can be used to store data that is frequently used by other nodes. It is typically used to store images, animations and documents that are related to nodes located in the content tree. If enabled, the left menu (3) will display an interactive tree containing the nodes that belong to the media tree. The main area will display information about the top level node itself along with a list of the nodes that are directly below it.
User accounts	The "User accounts" tab will bring the user to the top of the user tree. The purpose of this tree is to store users and user groups in a structured way. If enabled, the left menu (3) will display an interactive tree containing the nodes that belong to the user tree. The main area will display information about the top level node itself along with a list of the nodes that are directly below it.
Webshop	The "Webshop" tab brings the user to a dedicated area that makes it possible to view and modify information that is related to the built-in e-commerce engine. This section should only be used if the solution is set up to host a webshop.
Design	The "Design" tab brings the user to a dedicated area that makes it possible to view and modify design related issues.
Setup	The "Setup" tab brings the user to the main configuration area. This area is for advanced users. In other words, regular users / content authors should not tamper with this part of the system.

## (2) - Path

There is an interactive path (2) located just below the tabs that provide the main menu (1). This path will always reveal the location that the user is currently at regardless of the content/functionality that is being accessed. The path is built up of words separated by slashes. All but the last element are links, this means that the path can be used to navigate backwards.

### (3) - Secondary menu

The secondary menu gives access to content and/or interfaces that are associated with the tab that was selected in the main menu (1). The left menu of the first three tabs ("Content structure", "Media library" and "User accounts") look and behave in the very same way. These menus provide access to different parts of the node tree. When the "Content structure" tab is selected, the left menu will give access to the content tree, when the "Media library" is selected, the left menu will give access to the media tree, etc. These menus can be enabled/disabled using the +/- buttons. The left menu for the remaining tabs behave differently and give access to various interfaces. Unlike the tree representations, these menus can not be disabled and thus they will always be displayed.

### (4) - Main area

The main area is the most dynamic and most important part of the administration interface. It displays the actual content and/or the interfaces that are associated with the last menu / link selection. This is where most of the work is done. In the screenshot above the main area displays the contents of the content top level node.

### (5) - Sub items

The sub items area displays the subpages, folders, forums aso of the content you are working on.

### (6) - The collapsible right menu

The right area is dedicated to the user who is currently logged in. This is a collapsible menu. Click the button with the angel quotes shown in the print screen above to expand/collapse the menu. It reveals the name of the user and provides links that can be used to change the user's name, password, etc. In addition, it provides the "Logout" link that can be used to end the session by logging out of the system. The "Bookmarks" section contains a list of the current user's bookmarks. These are internal / eZ Publish bookmarks to different nodes in the tree (not the same as the bookmarks of the web browser). It also provides a button that can be used to bookmark the node that is currently being displayed. Please note that the last/lower part of the right area may also contain developer tools, Quick settings (requires additional configuration). Under Quick settings you will quickly be able to make configuration changes to the siteaccesses of your eZ Publish installation. Look to the bottom of your page for the results of your changes.

### (7) - Search interface

The search interface is located in the upper right corner. It is always present and can be used to search regardless of which part of the administration interface that is being accessed. However, it is disabled whenever the interface is in edit mode (for example, when an object is being edited). The default behavior is that the system will search for the specified word(s) within the entire

node tree. The "Current location" radio button makes it possible to limit the search only to the node (and all items below) that is being displayed. This feature is only available when the user is navigating the node three (when one of the first three tabs are selected). The "Advanced" link brings the user to the advanced search interface.

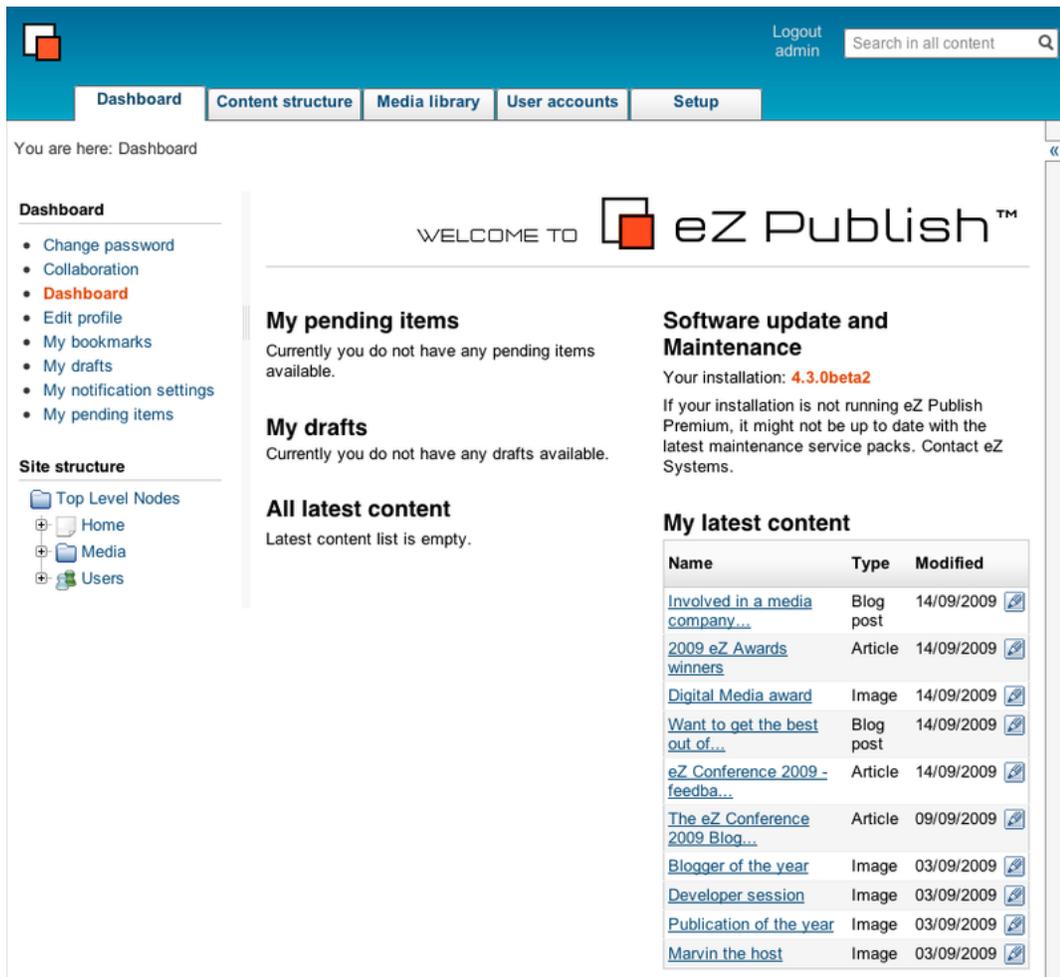
## 1.3 The Dashboard tab

Upon a successful login to the eZ Publish Administration interface you are presented with your new, personal interface. The Dashboard is a new interface containing information pertaining to the user currently logged in. In the Dashboard you will get an overview of all pending items, drafts and latest contents you have been working on. You will also get information about which version of the system you are running on.

Furthermore you have access to interfaces where you can edit your passwords, set up the system for collaboration, edit your profile, manage your drafts, manage your notification settings for email notification, manage your pending items, and get a full view of the site structure of the web-site you are working in.

When you log on to the system, you will be presented with The Dashboard screen:

(see figure 1.7)



You are here: Dashboard

Logout admin Search in all content

Dashboard Content structure Media library User accounts Setup

WELCOME TO  eZ Publish™

**Dashboard**

- Change password
- Collaboration
- Dashboard**
- Edit profile
- My bookmarks
- My drafts
- My notification settings
- My pending items

**Site structure**

- Top Level Nodes
- Home
- Media
- Users

**My pending items**

Currently you do not have any pending items available.

**My drafts**

Currently you do not have any drafts available.

**All latest content**

Latest content list is empty.

**Software update and Maintenance**

Your installation: **4.3.0beta2**

If your installation is not running eZ Publish Premium, it might not be up to date with the latest maintenance service packs. Contact eZ Systems.

**My latest content**

Name	Type	Modified	
<a href="#">Involved in a media company...</a>	Blog post	14/09/2009	
<a href="#">2009 eZ Awards winners</a>	Article	14/09/2009	
<a href="#">Digital Media award</a>	Image	14/09/2009	
<a href="#">Want to get the best out of...</a>	Blog post	14/09/2009	
<a href="#">eZ Conference 2009 - feedba...</a>	Article	14/09/2009	
<a href="#">The eZ Conference 2009 Blog...</a>	Article	09/09/2009	
<a href="#">Blogger of the year</a>	Image	03/09/2009	
<a href="#">Developer session</a>	Image	03/09/2009	
<a href="#">Publication of the year</a>	Image	03/09/2009	
<a href="#">Marvin the host</a>	Image	03/09/2009	

Figure 1.7:

*The Dashboard screen*

The Dashboard will give you access to the following interfaces or information. Please find more information in separate chapters:

- Pending items
- My drafts
- Software updates and maintenance
- My latest contents
- Collaboration
- Edit profile
- Bookmarks
- My drafts
- My notification settings
- My pending items
- Site structure

**Note:** Please note that the system will start up where you last exited the Administration interface.

## 1.4 The "Media library" tab

The "Media library" tab makes it possible to browse and manage the nodes that belong to the "Media" top level node. This part of the tree should be used as a library for storing different kinds of media. For example, it can be used to store banners, images, animations/movies, documents, etc. that are referenced by news articles, information pages, product pages and so on. The following screenshot shows what the administration interface displays when the "Media library" tab is selected.

(see figure 1.8)

**Media [Folder]**

Last modified: 12/08/2003 3:37 pm, [Administrator User](#) (Node ID: 43, Object ID: 41) English (United Kingdom)

Preview Details Translations (1) Locations (1) Relations (0)

Creator	Created	Section	Versions	Translations	Node ID	Object ID
<a href="#">Administrator User</a>	12/08/2003 3:37 pm	<a href="#">Media</a>	1	1	43	41

**Content state**  
No content object state is configured. This can be done [here](#).  
Set states

English (United Kingdom) Edit Move Remove Manage versions

Sub items [4] Create File in English (United Kingdom) Here  
10 25 50 List Thumbnail Detailed

Name	Type
<input type="checkbox"/> <a href="#">Banners</a>	Folder
<input type="checkbox"/> <a href="#">Files</a>	Folder
<input type="checkbox"/> <a href="#">Images</a>	Folder
<input type="checkbox"/> <a href="#">Multimedia</a>	Folder

Remove selected Move selected Update priorities

Sorting: Name Ascending Set

Figure 1.8:

### The "Media library" tab

This part of the administration interface functions almost exactly in the same way as the "Content structure" tab. The "Create here" interface at the bottom will allow the creation of all classes except the ones that belong to the "Users" and the "Setup" class groups.

## Access

Unlike the "Content" tree, the nodes of the "Media" branch can not be accessed directly from the outside. The entire branch belongs to a section which the anonymous user does not have access to by default (please refer to the documentation page dealing with "Sections" in the technical manual for more information). Although this behavior can be easily changed by granting read access to the "Media" section for anonymous users, the original idea is to keep this part of the site protected. The following text reveals how the "Media library" should be used together with content that is organized within the "Content structure" part.

## Usage

As pointed out earlier, the "Media library" tab functions in the very same way as the "Content structure" tab. It makes it possible to arrange and manage the Media nodes within a sub-tree. The purpose of this sub-tree is to serve as a container for content (typically media, hence the name) that is often reused. For example, it can contain a large collection of images that are referenced by different nodes found under the "Content structure" tab.

The following illustration shows this concept.

(see figure 1.9)

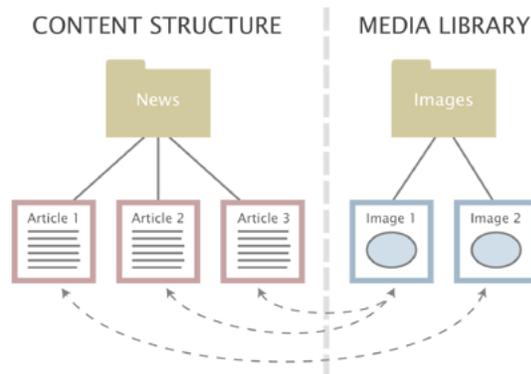


Figure 1.9: Object relations.

The illustration above shows three news articles located in the "Content structure" part and two images located in the "Media library" part. While the second and the third article makes use of the first image, the first article makes use of the second image. As the illustration shows, the images are completely independent of the articles and thus they can be easily changed, re-used or removed. This functionality can be achieved by making use of a technique often referred to as "object relations" or "related objects".

The content model of eZ Publish makes it possible to create relations between different objects. Any type of object can be connected to any other type of object with a click of a button. This is usually done when an object is being edited. Please refer to the "Object relations" documentation page in the technical manual for more information about this feature.

## 1.5 The "User accounts" tab

The "User accounts" tab makes it possible to browse and manage nodes that belong to the "Users" top level node. This part of the tree is reserved for organizing user accounts and user groups. In addition, the interface gives access to the built-in permission system, making it possible to manage roles and policies. The following screenshot shows how the administration interface looks like when the "User accounts" tab has been selected.

(see figure 1.10)

**Users [User group]**  
 Last modified: 06/10/2002 5:19 pm, [Administrator User](#) (Node ID: 5, Object ID: 4) English (United Kingdom)

Preview Details **Translations (1)** Locations (1) Relations (0) Roles (0)  
 Policies (0)

Creator	Created	Section	Versions	Translations	Node ID	Object ID
<a href="#">Administrator User</a>	06/10/2002 5:19 pm	<a href="#">Users</a>	1	1	5	4

**Content state**

State group Available states

Object state

English (United Kingdom)

Sub items [6] Create  in

10 25 50

Name	Type
<input type="checkbox"/> <a href="#">Members</a>	User group <input type="button" value="edit"/>
<input type="checkbox"/> <a href="#">Administrator users</a>	User group <input type="button" value="edit"/>
<input type="checkbox"/> <a href="#">Editors</a>	User group <input type="button" value="edit"/>
<input type="checkbox"/> <a href="#">Partners</a>	User group <input type="button" value="edit"/>
<input type="checkbox"/> <a href="#">Guest accounts</a>	User group <input type="button" value="edit"/>
<input type="checkbox"/> <a href="#">Anonymous Users</a>	User group <input type="button" value="edit"/>

Sorting:

Figure 1.10:

The "User accounts" tab.

Please note that in eZ Publish, user accounts and user groups are stored using nodes. In other words, when dealing with users and groups, the system works in the very same way as when dealing with other content like articles, folders, images, information pages, etc.

This part of the administration interface works in a similar way as the "Content structure" tab. It basically allows the user to organize and edit nodes. However, the "Create here" interface at the bottom will only allow the creation of classes that belong to the "Users" class group.

(see figure 1.11)



Figure 1.11:

*The "Create here" interface at the bottom right of the "User Accounts" tab*

### Access

Unlike the "Content" tree, the contents of the "Users" branch can not be accessed directly from the outside. The entire branch belongs to a section which the anonymous user does not have access to by default (please refer to the documentation page dealing with "Sections" in the technical manual for more information). Although the default behavior can be changed, it is highly recommended to keep this branch protected because it contains sensitive information.

### Concepts

The built-in permission system is based on the following elements:

- Users
- User groups
- Policies
- Roles

The following illustration shows the relations between the elements in the list above.

(see figure 1.12)

*Data model of relations between Role, Policies, User, User Group*

A user defines a valid user account on the system. A user group consists of users and other user groups. A policy is a rule that grants access to content or a certain system function. For example, a policy may grant read access to a collection of nodes. A role is a named collection of policies. A role can be assigned to users and user groups.

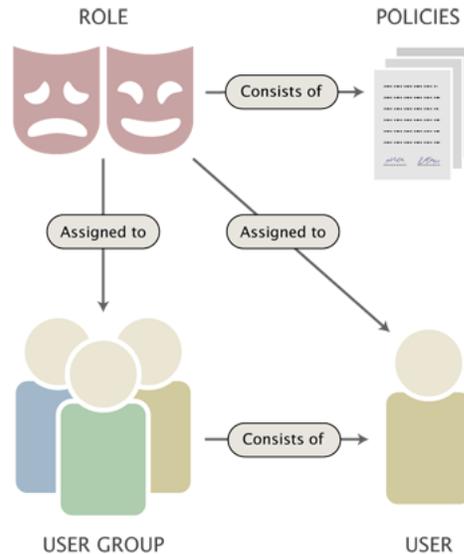


Figure 1.12: Users, groups, policies and roles.

### Usage

In particular, there are two things that the "User accounts" tab allows you to do. First of all, it allows you to manage your users and user groups using the node tree. Secondly, it allows you to manage your roles and policies plus have the roles assigned to different users and/or user groups. User and user group management works in the very same way as when you're dealing with articles, information pages and so on. Role and policy management is done using a separate interface.

### Managing user accounts and user groups

As pointed out earlier users and groups are managed using nodes. This means that you can create, edit, delete, move, etc. your users and nodes in the same way as you would do when dealing with articles, folders, etc.

The built-in "User" class makes use of the "User account" datatype. This is a special data-type that plugs more deeply into the system. All objects that are using this datatype will automatically become valid users on the system. The "User account" datatype makes it possible to store a user name/password combination and an E-mail address. The following screenshot shows the edit interface for this datatype.

(see figure 1.13)

Changing a user's password or E-mail address can be done by simply editing the user's node. Please note that it is not possible to change the user name once it has been initially entered into the system.

**User account (required)**

User ID:  
77

Username: Password: Confirm password: Email:  
allman \*\*\*\*\* \*\*\*\*\* allman@example.com

Current account status: **enabled**

Figure 1.13: Object attribute edit interface for the "User account" datatype.

### Enabling and disabling users

By default, all user accounts are enabled. When disabled, an account will continue to exist, but the user will not be able to log in until the account is re-enabled. The enable/disable feature can be accessed by following the "Configure user account settings" link which is displayed in the preview window when a user is being viewed. The following screenshot shows the interface that will be displayed when the link is accessed.

(see figure 1.14)

**User settings for <Administrator User>**

Maximum concurrent logins:  
10

Enable user account:

OK Cancel

Figure 1.14:

#### The "Configure user account settings" screen

It is recommended to use this feature whenever a user is to be removed from the system. The reason is because most likely, the user has relations to some nodes. For example, the user might have posted forum messages, written news articles and so on.

Removing the user account will result in a state with broken relations. If the user has posted forum messages, it will not be possible to see that it was actually that user who wrote those messages.

#### Removing a User Account

*/!\ WARNING : delete a user account can lead to serious malfunctions.*

Be cautious considering deleting a user account. In most cases, it is better to disable a user account than to delete a user account.

Disabling a user account prevents the user from logging in and does not remove the user's association with the user's content. Deleting the account destroys the link between the user and the user's content.

### Unlocking user accounts

A user account can also be automatically locked by the system if the number of failed log-in attempts is exceeded (this is controlled by the "MaxNumberOfFailedLogin" setting located in the "[UserSettings]" section of the "settings/site.ini" configuration file or its override). Once the account is locked, the user will not be allowed to log in until his account is unlocked by another user with administrator privileges.

### User groups

User groups may contain user accounts and other user groups. In other words, a user group is just a collection similar to the concept of directories that contain files and sub directories on a file system.

### Additional windows

As in the "Content structure" and "Media" tabs, the horizontally aligned switches in the upper part of the main area control the visibility of the different windows. When the "User accounts" tab is selected, the system gives access to two additional windows called "Roles" and "Policies". When enabled, these windows will reveal detailed information about the roles and the policies that are valid for the user account or the user group that is being viewed. The following screenshot shows the "Roles" window.

(see figure 1.15)

*The "Members" user group shown with assigned roles*

In this case, two roles have been assigned to the user/group that is being viewed. The name of the role is "Anonymous" and "Member" and it has been assigned with no limitations. It is possible to directly edit the role by clicking on the edit icon(s). The following screenshot shows the "Policies" window.

(see figure 1.16)

*The "Members" user group shown with assigned policies*

In this case, the group that is being viewed has access to several policies. All policies are defined in the "Anonymous" user group role. The policies apply for several modules and functions, and several limitations apply.

Share information

**Members [User group]**

Last modified: 12/02/2010 2:01 pm, [Administrator User](#) (Node ID: 12, Object ID: 11) English (United Kingdom)

Preview Details Translations (1) Locations (1) Relations (0) Roles (2) Policies (21)

Name	Limitation
<a href="#">Anonymous</a>	No limitation
<a href="#">Member</a>	No limitation

English (United Kingdom) Edit Move Remove Manage versions

Sub items [2] Create [User](#) in [English \(United Kingdom\)](#) [Here](#)

10 25 50 List Thumbnail Detailed

Name	Type
<input type="checkbox"/> <a href="#">Geir Arne Waaler</a>	User
<input type="checkbox"/> <a href="#">John Connor</a> (disabled)	User

Remove selected Move selected Sorting: [Class identifier](#) [Ascending](#) [Set](#) [Update priorities](#)

Figure 1.15:

Share your information

 **Members [User group]**

Last modified: 12/02/2010 2:01 pm, [Administrator User](#) (Node ID: 12, Object ID: 11) English (United Kingdom) 

[Preview](#) | [Details](#) | [Translations \(1\)](#) | [Locations \(1\)](#) | [Relations \(0\)](#) | [Roles \(2\)](#) | [Policies \(21\)](#)

Role	Limited to	Module	Function	Limitation
Anonymous	content		read	Section( Standard )
Anonymous	content		pdf	Section( Standard )
Anonymous	rss		feed	No limitations
Anonymous	user		login	SiteAccess( ezwebin_site )
Anonymous	user		login	SiteAccess( eng )
Anonymous	user		login	SiteAccess( nor )
Anonymous	content		read	Class( Flash , Image , Quicktime , Windows media , Real video , Banner ) , Section( Media )
Anonymous	comment		read	No limitations
Anonymous	comment		add	No limitations
Anonymous	comment		activate	No limitations

English (United Kingdom)  [Edit](#) [Move](#) [Remove](#) [Manage versions](#)

[Sub items \[2\]](#) Create [User](#) in [English \(United Kingdom\)](#) [Here](#)

10 25 50 [List](#) [Thumbnail](#) [Detailed](#)

<input type="checkbox"/>	Name	Type
<input type="checkbox"/>	 <a href="#">Geir Arne Waaler</a>	User 
<input type="checkbox"/>	 <a href="#">John Connor</a> (disabled)	User 

[Remove selected](#) [Move selected](#) **Sorting:** [Class identifier](#) [Ascending](#) [Set](#) [Update priorities](#)

Figure 1.16:

## 1.6 The object edit interface

You can access the content object edit interface from the main tabs "Content structure", "Media library" and "User accounts". This interface makes it possible to edit the actual contents of objects. In addition it allows you to manage the object's versions and preview the version that is being edited. The content object state interface is also accessible from the "Setup" menu - "States". The following screenshot shows what this interface typically looks like.

(see figure 1.17)

The screenshot displays the content object edit interface with several panels and controls:

- Object information (1):** Shows ID: 172, Created: 23/02/2010 10:33 am Administrator User, Modified: 05/03/2010 11:09 am Administrator User, and Published version: 1. Includes a "Manage versions" button.
- Current draft (2):** Shows Created: 05/03/2010 12:52 pm Administrator User, Modified: 05/03/2010 12:52 pm Administrator User, and Version: 2. Includes a "Preview" button.
- Translate from (3):** Shows "No translation" selected, with "English (United Kingdom)" as an option. Includes a "Translate" button.
- Section: Standard [6] (4):** Shows "Choose section:" with "Standard" selected. Includes a "Set" button.
- States (5):** Shows "Object state" with a dropdown menu. Includes a "Set" button.
- Top navigation:** Buttons for "Send for publishing", "Store draft", "Store draft and exit", and "Discard draft".
- Header:** "Edit <Class aptent taciti> [Article with comment] (6)".
- Title:** A text input field.
- Summary:** A rich text editor with a toolbar (Format, Bold, Italic, Underline, etc.) and a "Disable editor" button.
- Path:** A text input field.
- Body:** A rich text editor with a toolbar and a "Disable editor" button.
- Comments:** Shows "Show comments" and "Enable commenting" checked. Includes buttons for "Send for publishing", "Store draft", "Store draft and exit", and "Discard draft".
- Related objects [0] (7):** Shows "There are no objects related to the one that is currently being edited." Includes buttons for "Remove selected", "Add existing", and "Upload new".

Figure 1.17:

*The "Object edit interface*

The object edit interface usually consists of 7 windows:

- Object information (1)
- Current draft (2)
  - Translate from (3)
- Section (4)
- States (5)
- The main edit window (6)
- Related objects (7)

### The "Object information" window

The "Object information" window reveals information about the object that is being edited. The following image shows how this window looks like.

(see figure 1.18)



Figure 1.18:

#### *The "Object information" window*

The screenshot reveals that the ID of the object which is being edited is 172. The object was initially created on the February 23, 2010 by Administrator User at 10:33 AM. The object was last modified by the same user on March 5, 2010 at 11:09 PM. The object exists in several versions and it is the 1st version that is the currently published version. In other words, it is the 1st version that will be displayed when the object is being viewed.

The "Manage versions" button brings up the version interface (page 39) which makes it possible to administer the versions of the object that is being edited.

### The "Current draft" window

The "Current draft" window reveals information about the version that is currently being edited. The following image shows what this window looks like.

(see figure 1.19)



Figure 1.19:

#### *The current draft window*

Every time an object is created or edited, eZ Publish will automatically create a new draft. A draft only contains the language that is being edited by the user. If a new object is being created or new translation is being added to an existing object then the draft will be empty. However, if an existing language/translation of an object is edited then the system will create a draft which contains this translation copied from the last published version.

This window simply reveals information about when the draft (which is being edited) was originally created, who created it and when it was last modified (stored). In addition, the window also reveals the actual version number of the draft.

Please note that the version number of the current draft differs from the version number of the published version (shown in the "Object information" window). The reason for this is because eZ Publish does not allow the editing of published and archived versions. It only allows you to edit drafts. When an object is edited, a new draft will be created and it is this draft that you will be able to edit.

The "View" button brings up the preview interface (page 42) which can be used to generate a preview of the content that is being edited without having to publish it. When the "Store and exit" button is clicked, the system will store the draft and exit the object edit interface. The draft will be available in the "My drafts" list located under the "Dashboard" tab. It can be re-edited at any time.

#### **The "Translate from" window**

The "Translate from" window reveals information about the existing languages and allows to select the language which the edited translation should be based on. The following image shows how this window looks like for an object that exists in the English and Norwegian languages.

(see figure 1.20)

#### *The "Translate from" window*

If the user selects a language using the radio buttons located in this window and clicks the "Translate" button then the main edit window will be switched to a special "translator mode" in



Figure 1.20:

order to make it easier to translate an object from the selected existing language.

### The "translator" mode

The main edit window can be switched to a special "translator mode" so that the actual content in the selected existing language will be displayed above all the attribute fields. This makes it easier to translate an object from an existing language into a new one. The following image shows what this window looks like when a page is being translated.

(see figure 1.21)

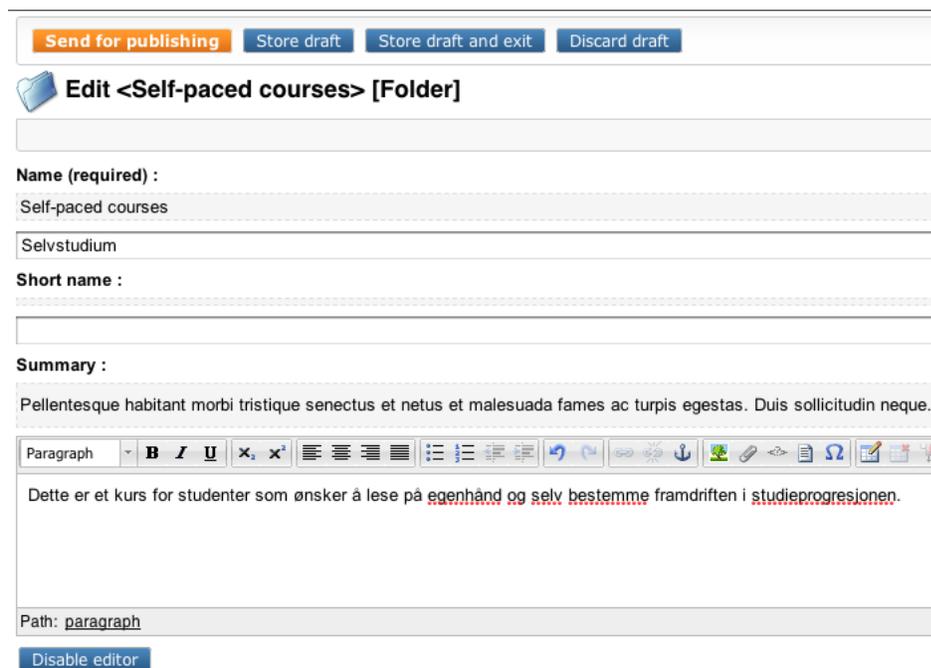


Figure 1.21:

*The "translation mode" widow*

### The "Section" window

By means of a drop down list you are able to select the section to which the object should belong. Possible sections are: Design, Media, Restricted, Setup, Standard, Users. Press "Set" to confirm your selection.

(see figure 1.22)



Figure 1.22:

*The "Section" window*

### The "States" window

This window allows you to define object states for the object. Press "Set" to confirm your selection.

(see figure 1.23)



Figure 1.23:

*The "States" window*

### The "Main edit" window

The main edit window is where you can modify the contents of the different attributes that make up the object which is being edited. For example, if a news article is being edited, this window will most likely allow you to change the title of the article, the intro text and the body. The attributes will be displayed in the same order as they were set up when the class (which defines the actual data structure) was created. Required fields will have additional text "required" in the label. The following image shows how this window looks like when a documentation page is being edited.

**Note:** Toggle to full-screen editing by clicking "Toggle to full-screen editing" on the upper right side of the screen.

(see figure 1.24)

Figure 1.24:

### The "main edit" window

In this case, there are 3 attributes that can be edited: "Title", "Body" and "Show children".

The "Send for publishing" button will attempt to validate the contents of the attributes and send the draft for publishing. If there are problems (for example invalid or missing data) then the system will indicate this using a yellow frame over the main edit window. If everything is okay, the draft will become the current/published version for the object and the previously published version will become archived. Since the draft only contains data for one language, the system will copy other languages from the last published version of this object to the draft when publishing it.

The "Store draft" and the "Store draft and exit" button make it possible to store the information that has been entered. This button is particularly useful when you're working on something and want to save your work from time to time. In addition, since eZ Publish will attempt to validate

the input, this button can also be used to verify that the inputted data is correct according to the definitions that were set up when the class (the data structure definition) was created. Please note that the published version of the object will not change.

The "Discard draft" button makes it possible to get rid of the draft that is currently being edited. The draft will not be validated or stored, it will simply be thrown away. The "Show children" check-box can be used to show the child objects in the published version.

The disable editor buttons means that you can close the editor panes if you don't need them.

**Note:** If you have eZ Comments system installed you will get two check-boxes towards the bottom of the screen.

(see figure 1.25)

Comments :  
 Show comments  Enable commenting

Figure 1.25:

With these you can manage commenting on this article. Please see the eZ Comments system for more information on this functionality.

### The "Related objects" window

In the related objects window you will find all the objects that are used on this content page, images that you use in an article will typically be stored here. You can add existing objects to the article, upload new objects or remove objects by selecting them and pressing "Remove selected".

(see figure 1.26)

**Related objects (2)**

---

**Related images (1)**



eZ Teamroom screenshot

```
<embed href='ezobject://9'
<link href='ezobject://94'><
```

(Common)

**Related content (1)**

Name	Type	XML code	Relation type
<input type="checkbox"/>  Conference Photos	Gallery	<pre>&lt;embed href='ezobject://6' &lt;link href='ezobject://62'&gt;&lt;</pre>	Common

Figure 1.26:

*The "Related objects" window*

Share your information

## 1.6.1 Version management

The version interface makes it possible to view, manage and compare all versions that belong to the object which is being edited. It can be accessed by clicking the "Manage versions" button located inside the "Object information" window of the object edit interface (page 31). Another way to access it is by clicking on an icon located in the title bar of the preview window when viewing the target node/object and selecting "Manage versions" from the pop-up menu. It is also possible to select the "Manage versions" item from the "Advanced" section of the context sensitive menu found in the node tree (menu on the left) or the "Sub items" window.

The following image shows the version interface.

(see figure 1.27)

**Versions for <Boxes> [2]**

Version	Status	Modified translation	Creator	Created	Modified
<input type="checkbox"/> 1	Published	English (United Kingdom)	Administrator User	19/03/2007 12:06 pm	19/03/2007 12:06 pm
<input type="checkbox"/> 2	Draft	English (United Kingdom)	Administrator User	09/03/2010 3:59 pm	09/03/2010 3:59 pm

Remove selected      English (United Kingdom)      1      2      Show differences

Back

**Published version**

Version	Translations	Creator	Created	Modified	Copy translation
1	English (United Kingdom)	Administrator User	19/03/2007 12:06 pm	19/03/2007 12:06 pm	English (United Kingdom)

**New drafts [1]**

Version	Modified translation	Creator	Created	Modified
2	English (United Kingdom)	Administrator User	09/03/2010 3:59 pm	09/03/2010 3:59 pm

Figure 1.27:

*The version management interface*

The purpose of this interface is to provide an overview of the versions that belong to an object. In addition, it makes it possible to remove, duplicate, edit existing and view differences between versions.

The interface consists of the following three windows:

1. Versions
2. Published version
3. New drafts

As the screen-shot indicates, the "Versions" window shows the different version numbers, the modified translation for each version, the name of the creators, the date/time when the versions were initially created and last modified. Note that the version numbers and the modified translations are represented as links. These links will instruct the system to display the different versions/translations using the preview interface (page 42).

In the example above, there are 2 versions in the "Versions" window. The *published* (sometimes also referred to as "current") version is 1. This is the one that the system displays when the object is viewed. The last version is usually the one that is currently being edited. It is a *draft* because it has not been published yet. This draft only contains the translation that is being edited by the user. When version 2 gets published, the system will copy all other translations from version 1 to this one and version 1 will become archived.

The "Published version" window is displayed below the "Versions" window. It reveals information that is related to the current version: the version's number, translations, the creator's name, the date/time when the version was initially created and last modified. In addition, there is a drop-down list containing the available translations for the purpose of copying. It contains the same translations that are listed in the "Translations" column.

The "New drafts" window contains information about newly created drafts that belong to the object. The window shows the current version's number, the edited translation, the creator's name, the date/time when the draft was initially created and last modified. After copying a translation from a version, the new draft will appear in this window.

### **Adding new translations**

If version 2 gets published and then somebody translates the object into a new language, the system will create a new draft containing only the new translation. The draft will be version 3. Version 2 will remain the published version until the draft is published. When the draft is published, the system will copy all existing translations from version 2 and thus version 3 will consist of the the latest translations.

### **Changing existing translations**

If version 2 gets published and then somebody edits one of the object's translations, the system will copy this translation from the published version (in this case version 2). The copy will be version 3 and it will be a draft.

### **Removing versions**

The check-boxes and the "Remove selected" button makes it possible to remove unneeded versions from the system. Both archived and draft versions can be removed. The published version can never be removed (this is the version that the system will show when the object is viewed).

### Editing versions

A version can be edited by clicking on its corresponding edit icon (on the right hand side). Note that eZ Publish will only allow you to edit drafts. Published and archived versions can not be edited.

### Copying a translation from a version

It is possible to copy the modified translation from any version regardless of the version's type (published, archived, draft, etc). This can be done by clicking the copy icon located in a version's corresponding row in the table. The generated copy will become a draft and it will be possible to edit it. While being edited, the draft will only contain the copied translation. When the draft is published, the system will automatically copy all other translations from the published version and thus the resulting version will contain all the latest translations.

In addition, you can use the "Published version" window to copy any translation from the published version. This can be achieved by selecting the desired translation using the drop-down list located in the "Copy translation" field and clicking the copy icon.

### Comparing different versions

It is possible to request an overview of changes between different versions of an object. This can be done by selecting the language and the two versions that need to be compared from the drop-down lists at the bottom right of the "Versions" window. Clicking the "Show differences" button will reveal the differences between the selected versions.

## 1.6.2 Preview

The preview interface makes it possible to generate a real preview of any version that exists on the system. This interface is typically used to create a preview of the draft that is currently being edited. It can be reached by clicking the "View" button in the object edit interface (page 31) or by following the version/translation links in the version interface (page 39). The following screen-shot shows the preview interface.

(see figure 1.28)

The screenshot shows the Joomla! Preview interface for the Home [Frontpage] object. The interface includes a navigation menu at the top with options like Dashboard, Content structure, Media library, User accounts, and Setup. A search bar and user information (Logout admin) are also present. The main content area is divided into a left sidebar with a content structure tree and a main preview area. The preview area shows the page content, including a main story block, a 2 items block, and a multimedia carousel block. Below the preview area is a table of sub items.

Name	Type	Priority
<input type="checkbox"/> Global zone	Global layout	0
<input type="checkbox"/> Conference	Frontpage	10
<input type="checkbox"/> Conference Blog	Blog	20
<input type="checkbox"/> Live Video	Folder	30
<input type="checkbox"/> Discussion Forum	Forum	40

Figure 1.28:

### *The preview interface*

The purpose of this interface is to generate a real presentation of how the actual page (based on the contents of the object being previewed) will look like using different designs. In particular,

this interface is typically used to get an impression of how the page that somebody is working on will look like on the site (what the visitors will see). The screen-shot above shows how a folder called "Products" will look like using the design that is associated with the "news\_user" siteaccess.

A full-screen preview can be generated using the button which is located just above the preview area (it looks like a small window with four red arrows in its corners). The "Manage versions" and the "Edit" buttons bring the user back to either the version interface (page 39) or the object edit interface (page 31) (depending on where they came from).

### **The "View control" window**

The "View control" window makes it possible to control which design that should be used to generate the preview. In eZ Publish, the different designs are associated with siteaccesses. Selecting a siteaccess will instruct the system to use the design of that siteaccess. The locations list can be used to check what the object will look like when viewed at different locations (if it in fact exists at different locations in the node tree). The "Update view" button simply re-generates the preview based on the selections made in the "View control" window.

### 1.6.3 Related objects

The "Related objects" window in the object edit interface (page 31) makes it possible to relate other objects to the one that is being edited. Any type of object can be connected to any other type of object. This feature is typically useful in situations when there is a need to bind and/or reuse information that is scattered around in the system.

For example, the concept of related objects makes it possible to add images to news articles. The images can be stored as separate objects outside the article. They can be related to the article and used from within the attributes of the article itself. This approach is quite flexible because it does not enforce any limitations when it comes to the amount and the type of information that is to be included. Please note that if you link to another object (for example you insert a link to a product page in a news article), the object that you link to will be related to the one that is being edited.

The following image shows the "Related objects" window when relations have been made.

(see figure 1.29)

**Related objects (2)**

---

**Related images (1)**

Thumbnail. Screen shot of Teamroom



eZ Teamroom screenshot

`<embed href='ezobject://9...`

`<link href='ezobject://94'><`

(Common)

**Related content (1)**

Name	Type	XML code	Relation type
<input type="checkbox"/>  Conference Photos	Gallery	<code>&lt;embed href='ezobject://6...</code> <code>&lt;link href='ezobject://62'&gt;&lt;</code>	Common

[Remove selected](#) [Add existing](#) [Upload new](#)

Figure 1.29:

#### *The related objects screen*

The screen-shot indicates that the object which is currently being edited makes use of two other objects. Related images are displayed as thumbnails. Related files will be displayed with additional information (file type and size). All other objects will be displayed as the one in the "Related content" list as shown in the screen-shot above.

The check-boxes and the "Remove selected" button can be used to remove the relations. Please note that it is only the relations that will be removed and not the objects themselves.

The embed links can be copied and pasted into attributes that are using the XML block datatype. For example, if you relate images to an article and would like to have them displayed somewhere in the text, you can just copy & paste the suggested links into the body of the article. Please note

that this process becomes much more simple when the Online Editor is installed.

The "Add existing" button makes it possible to browse the node tree and select multiple objects that should be related to the one which is currently being edited. Depending on the user's permissions, the browse functionality will allow the user to select objects located in different parts of the system (Content, Media, Users, etc.). The following image shows what happens when the "Add existing button" is clicked.

(see figure 1.30)

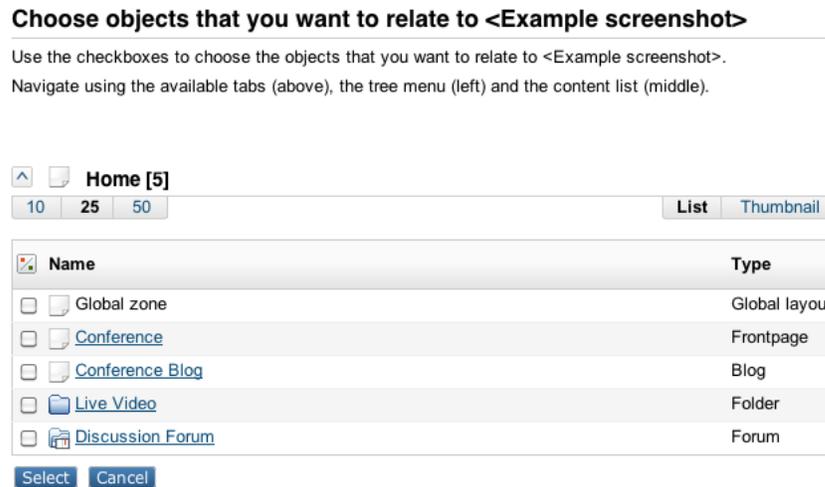


Figure 1.30:

*The select objects to relate to screen*

The image above shows the main area of the browse interface. This interface makes it possible to select objects that have been placed somewhere in the node tree. Please note that in addition it is possible to use the first three tabs (Content, Media and Users), the path, the left menu and the bookmarks section for navigation.

Note also the inline search function that makes it possible to search directly for objects to relate to the article/object you are currently working with.

(see figure 1.31)

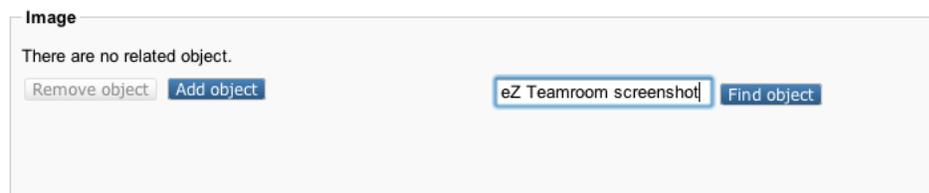


Figure 1.31:

*The inline search function*

The "Upload new" button makes it possible to upload new content to the system and automatically relate it to the object that is currently being edited. This button is typically useful when you for example want to relate an image that has not yet been added to the system. The following image shows what happens when this button is clicked.

(see figure 1.32)

**Upload a file and relate it to <Example screenshot>**

---

This operation allows you to upload a file and add it as a related object.

- When the file is uploaded, an object will be created according to the type of the file.
- The newly created object will be placed within the specified location.
- The newly created object will be automatically related to the draft being edited (<Example screenshot>).

Select the file you want to upload then click the "Upload" button.

**Upload file**

---

**Location:**

**Name:**

**File:**  
 Screen shot 2010... at 11.35.40 AM

Figure 1.32:

*The upload new related object screen*

The "Choose" button allows the selection of a file for upload from the local file system. The "Name" field allows the user to set a custom name for the object being uploaded. The "Location" drop-down makes it possible to control where the uploaded file should be placed in the node tree. The "Automatic" setting will let eZ Publish decide the location based on the extension and/or the MIME type of the uploaded file.

When the "Upload" button is clicked, the file will be uploaded to eZ Publish. The system will create an object, the type of the object will be determined using the extension and/or the MIME type of the file. Finally, the object will be related to the one that is being edited and thus it will be visible in the "Related objects" window.

The "Cancel" button aborts the operation and brings the user back to the object edit interface.

**Adding related objects as children**

When uploading new related objects, you can place them beneath the object that is currently being edited. This can be done by selecting the object's name from the "Location" drop-down in the upload dialog. However, it can only be achieved if the parent object has already been

published (otherwise it does not appear in the content tree and can not have any sub items). For example, if a new article is created as a draft, it will not be possible to add related images as children until the draft is published. The following steps demonstrate a solution to this problem:

1. Publish an unfinished article as hidden node.
2. Re-edit the article and upload related images as children.
3. Reveal the article when it is finished.

This procedure can be optimized by checking the "Back to edit" check-box located in the bottom of the object edit interface (refer to "The object edit interface" section for details).

## 1.6.4 Grouping attributes

eZ Publish now comes with the possibility of grouping attributes on content classes. This is in order to group the attributes shown to get an better overview in the object edit interface. The system comes with two pre-defined grouping categories "Content" and "Meta". You can also configure new categories using the ini settings.

Note that "Default (Content)" is the default category and implies that no attribute grouping is defined and the configuration is set to fall back on the predefined group "Content". In order to group attributes select either the "Meta" category, or use one of your own defined categories as described below. Also note that the function is now available from the eZ WebIn interface.

### Grouping based on predefined categories

In order to group the attributes in the edit screen according to the pre-defined categories, go to "Setup"->"Classes"->"Content class", then select the object class that you want to group attributes on, and open it in edit mode. In the "Category" field you select the category to group by. In the example below the attribute "Tags" is grouped to the "Meta" category. That attribute is part of the class "Article", and this activates attribute grouping on the "Article" object.

See screenshot below:

(see figure 1.33)

11. Tags [Keywords] (id:193)

Name:  
Tags

Identifier:  
tags

Description:

Required  Searchable  Information collector  Disable translation Meta Category

Figure 1.33:

Attributes for this object will now be grouped and collapsed under the tag "Meta" when you edit on this object. This is shown in the screen below. Any other attribute grouping that you have configured will also show the same way in the edit object screen for this object.

(see figure 1.34)

Meta

Figure 1.34:

Click "Meta" to expand the attributes for the object, when you are in the object edit screen.

### Configure new category for grouping

In order to configure a new category for grouping of attributes you need to create the category. New categories will make it possible for an editor to get access to the fields that are relevant for that editor only. Configuring a new category is done in the "content.ini" settings file, in the "[ClassAttributeSettings]CategoryList" setting, for example:

```
<i>[ClassAttributeSettings]</i>
<i>CategoryList[publish]=Publish settings</i>
```

**Note:** Clear template cache to be able to get the new option in the class edit interface.

Then; go to "Setup"->"Classes"->"Content class", select the object class that you want to group attributes on, and open it in the edit mode. In the "Category" field you select the category to group by. In the example below the attribute "Publish date" is grouped to the "Meta" category. That attribute is part of the class "Article", and this activates attribute grouping on the "Article" object.

See screenshot below:

(see figure 1.35)

Figure 1.35:

Attributes for this object will now be grouped and collapsed under the tag "Publish settings" when you edit this object. This is shown in the screen below. Any other attribute grouping that you have configured will also show the same way in the edit object screen for this object.

(see figure 1.36)

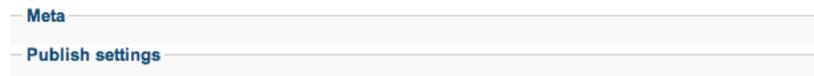


Figure 1.36:

Click "Publish settings" to get the attributes for the object, when you are in the object edit screen. See an example of an expanded view of the "Publish settings" category in the screen below.

(see figure 1.37)

Figure 1.37:

In this example you can set publish and un-publish dates for articles in the article edit screen.

### Starting from eZ WebIn/Website Interface

For those who prefer using eZ WebIn as their editing tool, the categories for grouping will be accessible in the "Edit object interface", the same way as if you logged in to the administration interface. In the eZ WebIn start menu, please select the class where you grouped attributes, as shown in the screen below:

(see figure 1.38)



Figure 1.38:

Then follow the description under "Grouping based on predefined categories" to activate attribute grouping on an object using the predefined categories. If you would like to make a new category and activate that, then follow the description under "Configure new category for grouping".

## 1.6.5 Creating help texts/help descriptions

The description fields on the object and the object attribute is used to create help texts or help description for your editors when they work on a specific class or its attributes. This will then help the end-users to understand the significance of the fields in their daily work. Go to "Setup" - "Classes" - "Content Classes" to find the specific class where you want to add help text.

In the example below we have put in a description of the "Frontpage" class in the description fields for the class and the name attribute, both marked with read in the screenshot below:

(see figure 1.39)

**Edit <Frontpage> (2)**  
 Last modified: 11/05/2010 1:46 pm, Administrator User English (United Kingdom)

**Name:**  
 Frontpage

**Identifier:**  
 frontpage

**Description:**  
 This is an eZ Flow front page for managing front page layouts and news scheduling, rotation and flow.

**Object name pattern:**  
 <name>

**URL alias name pattern:**

**Container:**

**Default sorting of children:**  
 Path String Ascending

**Default object availability:**

**Class attributes:**

1. Name [Text line] (id:236)

**Name:**  
 Name

**Identifier:**  
 name

**Description:**  
 Defines the name of the front page for use in headers and url's

Required  Searchable  Information collector  Disable translation  
 Default (Content) Category

Figure 1.39:

After saving it by clicking "OK", help text will appear on objects created from this class; for instance on front pages, as in this example.

The next time an editor creates a new front page, the new help descriptions will appear on the frontpage object. An example of how the help texts will work in the object edit interface is shown below:

(see figure 1.40)

The screenshot shows a web interface for editing a frontpage object. At the top, there is a toolbar with buttons: 'Send for publishing' (orange), 'Store draft' (blue), 'Store draft and exit' (blue), and 'Discard draft' (blue). Below the toolbar is a header area with a document icon and the title 'Edit <Home> (Frontpage)'. Underneath the title, there is a text box containing the class description: 'This is an eZ Flow front page for managing front page layouts and news scheduling, rotation and flow.' To the right of this text box is a language selector showing 'English (United Kingdom)' with a flag icon. Below the class description, there is a 'Name (required) :' label followed by a text input field containing 'Home'. The label and the input field are both highlighted with a red box. Below the name field, there is a 'Layout :' label followed by a text input field containing 'For managing front page layouts and news scheduling, rotation and flow.' This label and input field are also highlighted with a red box.

Figure 1.40:

*Examples of help texts added for the Frontpage class, the first one is a class description and the others are class attribute descriptions*

## Chapter 2

# Daily tasks

The purpose of this chapter is to explain how daily tasks can be carried out using the eZ Publish administration interface. It is written for non-technical people who are simply using the system to manage content.

The following topics are covered:

- Changing your user account
- Navigating the node tree
- Adding content
- Editing content
- Previewing content
- Undoing changes
- Dealing with edit conflicts
- Publishing at multiple locations
- Copying content
- Moving content
- Removing content
- Restoring content
- Hiding and revealing content
- Using bookmarks
- Swapping nodes
- Managing users

- Managing sections
- Creating a protected area

Share your information

## 2.1 Changing your user account

There are 2 places where you can change your user account; profile information and password. From the "Dashboard" you can edit this information by clicking "Edit profile" to change personal information. Click "Change password" from the "Dashboard" tab to change to a new password. The collapsible "Current user" panel on the right hand side displayed in the "Content structure", "Media library" and "User account" tabs also provides a collection of links that you can use to quickly change your user account. If needed use the ">>" to show or hide the right menu. The following image shows this panel.

(see figure 2.1)



Figure 2.1:

The "Change information" link allows you to edit the node that represents your user account. When this link is clicked, the system will bring up the object edit interface (page 31). You can then change all your details except for the user name. When done, simply click the "Send for publishing" button and your user account will be updated.

### Changing your password

The easiest way to change your own password is to use the "Change password" link located in the "Current user" panel. When this link is clicked, the system will bring up an interface that allows you change your password, other user information will remain untouched. The following image shows what this interface looks like.

(see figure 2.2)

A screenshot of a web form titled 'Change password for <admin>'. The form has four input fields: 'Username:' with the value 'admin', 'Old password:', 'New password:', and 'Confirm new password:'. At the bottom of the form are two buttons: 'OK' (orange) and 'Cancel' (blue).

Figure 2.2:

*The "Change password interface"*

Type in your old password, the new password (twice) and click the OK button - the system will then update the password for your user account.

Share your information

## 2.2 Navigating the node tree

In eZ Publish, all content is stored using *nodes*, the nodes can be thought of as pages on the site. For example, a node can be a news article, an information page, a forum message and so on. The nodes are organized in a big tree. The tree is divided into three major parts: "Content", "Media" and "Users". The first three tabs in the administration interface bring you to the top / start of these subtrees.

### Standard navigation: clicking around

When looking for a certain node (typically because you wish to do something with it; edit, move, etc.), you'll have to navigate the tree. The red frames in the following screenshot show the primary navigation zones (the interfaces that can be used to navigate the node tree).

(see figure 2.3)

The most convenient way is to use the menu on the left hand side, which makes it possible to explore the tree by opening the different branches just like you would do when navigating a local file system. The first three tabs allow you to select the different parts of the tree (content, media, users). The tree can also be navigated using the path and the "Sub items" window. When using the "Sub items" window, you'll have to click on the names of the nodes that lead to the one that you wish to edit. Please note that this takes much more time than using the tree menu on the left, because every click requires a page reload.

### Alternate navigation: searching

It is possible to use the built-in search interface to locate the node (page) that you wish to edit, move, remove or the place where you wish to publish new content. The search interface is located in the upper right corner of the administration interface. The following image shows the search interface.

(see figure 2.4)

This interface allows you to search for any content (as long as it is indexable) within the node tree. By default, the system will search the entire tree. However, you can limit the search to a specific part of the tree starting with the node (page) which you are currently looking at. This can be achieved by selecting the "Current location" radio button.

Please note that the content that you're looking for must be marked searchable or else it will not be indexed by the search engine. You can just type in the name or a part of the content that is stored inside the target node (page) and click the "Search" button. The available matches will be listed and you can simply click on the name of the node that you for example wish to edit. The system will then bring up the node and then you can click the "Edit" button to edit it.

If there are no results of your search criteria the following screen is shown, giving hints as to how to narrow your search:

(see figure 2.5)

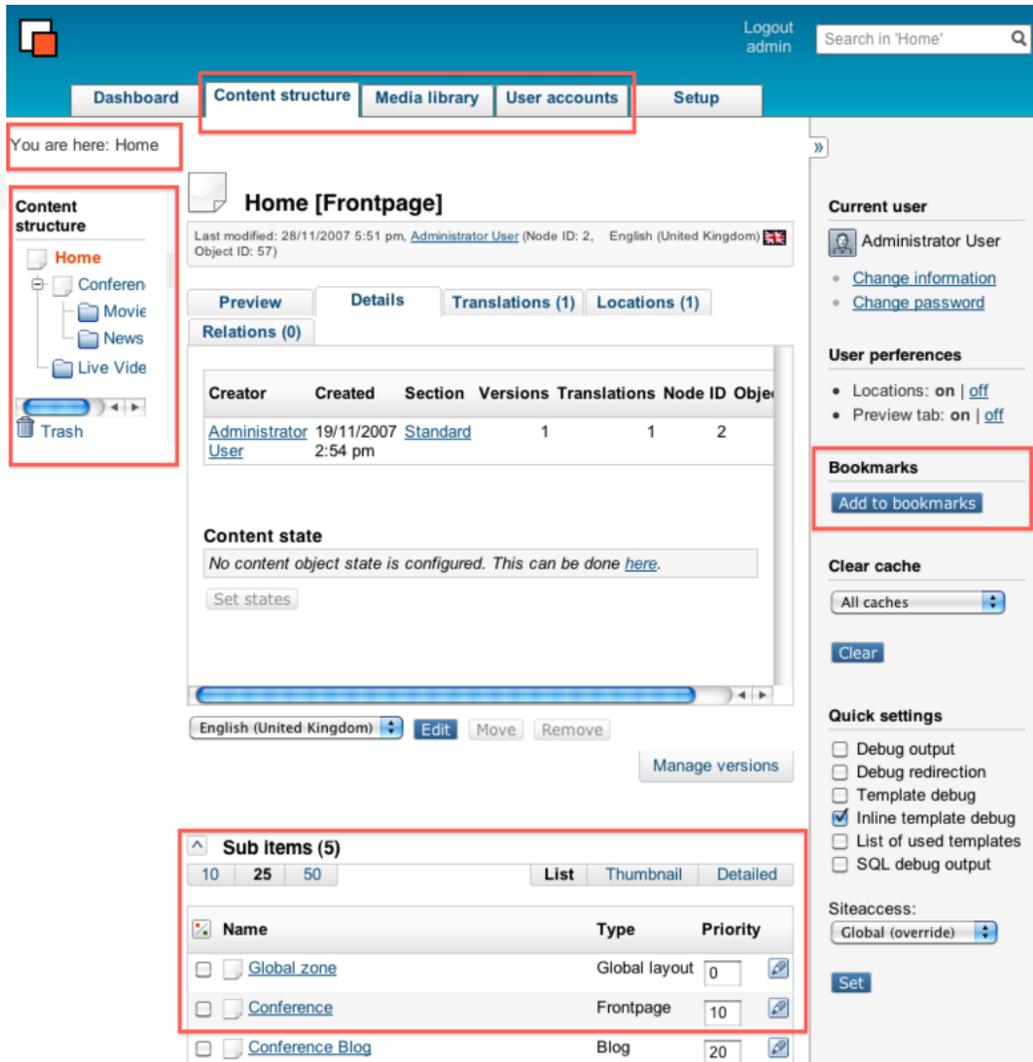


Figure 2.3:

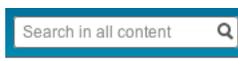


Figure 2.4:

The following screen is shown when you hit an element of your content with your search criteria:  
(see figure 2.6)

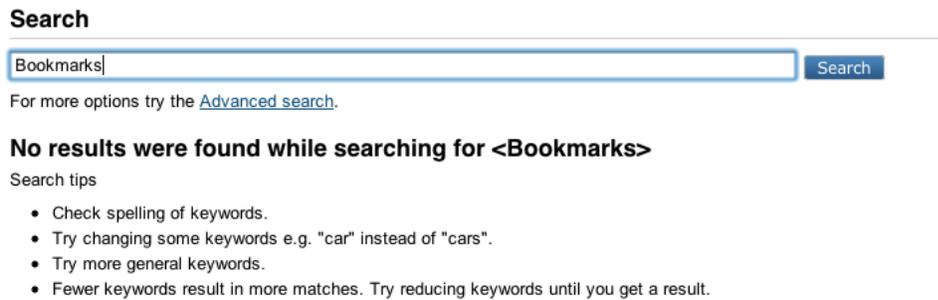


Figure 2.5:

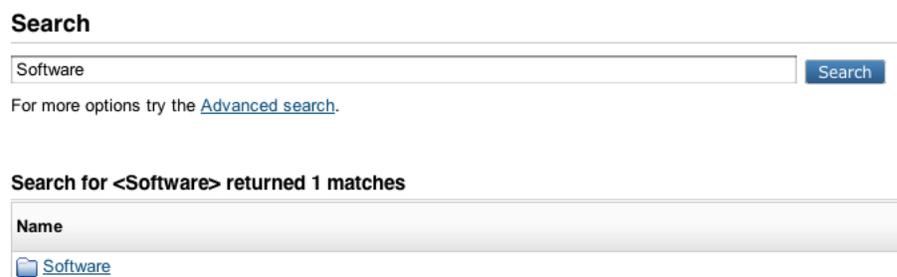


Figure 2.6:

## 2.3 Adding content

When you have found the location where you wish to add content (a new page by the way of a new node), use the two drop-down menus to select an object type and language in the "Create \_ in \_" fields and press the "Here"-button, located in the lower left corner of the "Sub items" window.

**Note:** Selecting another language is only possible when there are several languages available in your installation.

More information is provided below. In the following screenshot a red frame is used to indicate where you create new content.

(see figure 2.7)

**News [Folder]**  
Last modified: 22/11/2007 2:38 pm, Administrator User (Node ID: 74, Object ID: 72) English (United Kingdom)

Preview Details Translations (1) Locations (1) Relations (0)

Creator	Created	Section	Versions	Translations	Node ID	Object ID
Administrator User	22/11/2007 2:38 pm	Standard	1	1	74	72

**Content state**  
No content object state is configured. This can be done [here](#).  
Set states

English (United Kingdom) Edit Move Remove Manage versions

**Sub Items (6)**  
10 25 50 List Thumbnail Detailed

Name	Type
<input type="checkbox"/> New article	Article
<input type="checkbox"/> eZ Conference & Awards 2010 in Berlin	Article
<input type="checkbox"/> eZ Conference 2009 - feedback from attendees	Article
<input type="checkbox"/> Video summary of eZ Conference and Awards 2009	Article
<input type="checkbox"/> 2009 eZ Awards winners	Article
<input type="checkbox"/> The eZ Conference 2009 Blog is out !	Article

Remove selected Move selected Update priorities

**Create**  
Article in English (United Kingdom) Here

**Published order**  
Published Descending Set

Figure 2.7:

As the screenshot indicates, we navigated into a folder called "News". There are two drop-down lists at the bottom. The first one allows us to select the type of node (page) that should be created. Please note that the contents of this list depends on the available classes (the data structures that have been set up for the site) and the permissions of the user who is currently logged in. This drop-down typically allows you to create generic information pages, news articles, product pages, forums and so on. The second drop-down list allows us to select the language which should be used when creating an object (page). In the screenshot above "Article" is selected from the first drop-down list and "English (United Kingdom)" is selected from the second one. This means that when you click the "Here" button, the system will go ahead and create an article in English inside the "News" folder.

There are no limitations whatsoever when it comes to the different types of nodes. In other words, you can create any type of node under any other node as long as the class is configured as a container. When you click the "Here" button, the system will display the object edit interface.

(see figure 2.8)

Send for publishing Store draft Store draft and exit Discard draft

Edit <Class aptent taciti> [Article with comment]

English (United Kingdom)

Title :  
Class aptent taciti

Summary :

Format **B** *I* U  $x$ ,  $x^2$  [Rich text editor icons]

Vivamus venenatis, turpis sed nonummy posuere, lacus diam laoreet magna, vitae fringilla tortor libero at nisi. Cras sodales dolor sed diam.

Path:

Disable editor

Body :

Format **B** *I* U  $x$ ,  $x^2$  [Rich text editor icons]

Quisque massa sapien, bibendum vitae, imperdiet in, tempor at, lacus. Morbi eu augue. Nunc sagittis sem vitae risus. Nullam eu dolor. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Sed quis est non massa rhoncus lacinia. Fusce lacus tellus, facilisis condimentum, porttitor pulvinar, laoreet at, nulla.

Path:

Disable editor

Comments :  
 Show comments  Enable commenting

Send for publishing Store draft Store draft and exit Discard draft

Figure 2.8:

### *The object edit interface*

The following list of steps sum up what you should do when you want to add/create new content:

- Make sure that you're logged into the administration interface.
- In the tabs "Content structure", "Media library" and "User Accounts", the left menu and the "Sub items" window to find the location where you want to add new content.
- Select the type of content you wish to add (article, information page, user, etc.) and the preferred language in the In "Create \_ in \_" drop-down list.
- Click the "Here" button, the system will bring up the edit interface.
- Use the edit interface to add the content. Please refer to the editing content page for details.
- When done, click the "Send for publishing" button, the content will be published at the location that was chosen in step 2.

**Note:** "Store draft" will store this version and stay in the "Edit interface". "Store draft and exit" will take you out of the "Edit interface", but save the draft you were working on. "Discard draft" will delete what you were working on and take you out of the "Edit" interface.

## 2.4 Editing content

In eZ Publish all content editing is done through the object edit interface (page 31). This interface will automatically be displayed whenever you select "Edit" from the context menu, click the "Edit" buttons/icons or create a new node using the "Create \_ in \_" and press the "Here" button. The following text reveals how you can edit a node using different approaches.

### Using the tree menu and the context menu

1. Use the tree menu on the left to locate the node that you wish to edit.
2. Click on the node's icon in order to bring up the context menu.
3. Select "Edit" from the context menu. The system will display the edit interface.

### Using the "Edit" button

1. Use the administration interface to navigate (page 57) to the node (page) that you wish to edit. In other words, make sure that the node is being displayed.
2. Click the "Edit" button which is located in the preview window. The system will bring up the edit interface.

### Using the edit icons

1. Use the administration interface to navigate (page 57) to the node (page) which contains the one that you wish to edit. In other words, make sure that the parent node is being displayed.
2. Look at the "Sub items" window and locate the node that you wish to edit. Click on the node's corresponding edit icon (on the right hand side). The system will bring up the edit interface.

### Using the bookmarks

1. Select a bookmark from either the "My bookmarks" menu in the "Dashboard" tab, or click on the bookmark in the Bookmark section in the collapsible right menu. (Make the menu visible by clicking the angel quotes button in the right upper part of the main menu).
2. Locate the node that you wish to edit and click on its icon to bring up the context menu.
3. Select "Edit" from the context menu and click it. The system will bring up the edit interface.

These steps will work for monolingual sites. If you use several languages on your site, please refer to this section for instructions about editing objects in different languages.

Using the object edit interface (page 31) you can edit the contents of the object which is encapsulated by the node (page) that was selected for editing. This is where most of the work is usually done. You'll use this interface to add, modify or remove existing content. For example, you'll use this interface to publish new articles, edit the contents of existing articles and so on. The following image shows the part which is used to edit the different attributes.

(see figure 2.9)

**Article with comment [1]**

English (United Kingdom)

Last modified: 23/02/2010 10:09 am, Administrator User

<b>Name:</b> Article with comment	<b>Container:</b> No
<b>Identifier:</b> article_with_comment	<b>Default object availability:</b> Not available
<b>Description:</b>	<b>Default sorting of children:</b> Path String / Ascending
<b>Object name pattern:</b> <title>	<b>Object count:</b> 1
<b>URL alias name pattern:</b>	

**Attributes**

1. Title [Text line] (id:344)				
Name:	Identifier:	Category:	Description:	Flags:
Title	title	Default (Content)		Is not required Is searchable
<b>Default value:</b> Empty	<b>Max string length:</b> 0 characters			Does not collect information Translation is enabled
2. Summary [XML block] (id:346)				
Name:	Identifier:	Category:	Description:	Flags:
Summary	summary	Default (Content)		Is not required Is searchable
<b>Preferred number of rows:</b> 10				Does not collect information Translation is enabled
<b>Tag preset:</b> Default				
3. Body [XML block] (id:347)				
Name:	Identifier:	Category:	Description:	Flags:
Body	body	Default (Content)		Is not required Is searchable
<b>Preferred number of rows:</b> 10				Does not collect information Translation is enabled
<b>Tag preset:</b> Default				
4. Comments [Comments] (id:349)				
Name:	Identifier:	Category:	Description:	Flags:
Comments	comments	Default (Content)		Is not required

Figure 2.9:

#### *Editing attributes on a content object in the object edit interface*

The image above shows how the main part of the edit interface looks like when someone is editing a class group called "Article with comment". An article with a comment consists of four attributes: title, summary, body and comments. Please note that you'll probably be working with a different set of attributes. As the image shows, you can use the input fields to change the values

of the content. Once you're finished you should click the "Send for publishing" button. If you just want to save your work without publishing it use the "Store draft" button. This will simply validate your input, store it and allow you to keep editing. The "Discard draft" button can be used to exit the interface and get rid of the changes. Please refer to the documentation of the object edit interface (page [31](#)) for more information about how to use this interface.

**Note:** The online editor can be disabled by clicking the "Disable editor" button. This can be handy if the content you are working on does not require online editing.

## 2.5 Previewing content

The object edit interface (page 31) makes it possible to preview content before it is published. This means that you can for example generate a real preview of an article while you're typing it up. There is no need to publish it first in order to view it. The preview feature can be reached from both the edit and the version management interface. In the edit interface it can be accessed by clicking the "View" button, in the version management interface you can click on the different version numbers and translations.

The following image shows the preview interface:

(see figure 2.10)

The screenshot shows the eZ CMS administration interface. At the top, there is a navigation bar with tabs for 'Dashboard', 'Content structure', 'Media library', 'User accounts', and 'Setup'. Below this, a breadcrumb trail reads 'You are here: Home / Solutions'. The main content area is divided into two sections. On the left, under 'Object information', the following details are listed: ID: 74; Created: 20/03/2007 12:16 pm by Administrator User; Modified: 02/04/2007 9:57 am by Administrator User; Published version: 1. A 'Manage versions' button is located below this information. Under 'Version information', it shows: Created: 09/03/2010 11:23 am by Administrator User; Last modified: 09/03/2010 11:24 am by Administrator User; Status: Draft; Version: 2. The 'View control' and 'Translation' sections are currently empty. The right section, titled 'Solutions [Frontpage]', displays a preview of the page. It features a blue header with 'COMPANY LOGO' and 'Your company slogan here'. Below the header is a navigation menu with 'Solutions' highlighted. The main content area contains a large image of a woman looking upwards, followed by a text block titled 'Fusce sagittis sagittis' with a small image of a woman and placeholder text: 'Nulla tortor. Suspendisse ut diam in mauris faucibus rutr sagittis sagittis urna. Pellentesque nec quam. Sed pretiu ornare gravida, neque orci malesuada lacus, et interdurr tellus.'

Figure 2.10:

### *The preview interface*

Please note that it is possible to generate a preview without the administration interface around it. This can be done by clicking on the icon with arrows in its corners, it is located at the top of the preview window.

### **Previewing the object which is being edited**

1. Make sure that you're editing an object.
2. Click the "View" button in the "Current draft" window. The system will bring up the preview interface.
3. Select the siteaccess which uses the design that should be used to generate the preview. You'll probably have to select the one which has the same name as your actual site.
4. Click the "Update view" button to regenerate the preview.
5. When done, click the "Edit" button to get back to edit mode.

### **Previewing a version**

1. Make sure that you're using the version interface (click the "Manage versions" button in edit mode).
2. Click on one of the version numbers or one of the translations. The system will bring up the preview interface.
3. Select the siteaccess which uses the design that should be used to generate the preview. You'll probably have to select the one which has the same name as your actual site.
4. Click the "Update view" button to regenerate the preview.
5. When done, click the "Manage versions" button to get back to the version management interface.

## 2.6 Undoing changes

The built-in version management system makes it possible to undo unwanted changes. This can be done by reverting the contents of an object back to a previous version. In eZ Publish all content is version controlled. Every time you edit an object, a new version (a copy of the existing content) will be created. The existing version will remain untouched. The versions can be administered using the version management interface which can be reached from the object edit interface.

The following image shows what the version management interface looks like.

(see figure 2.11)

**Versions for <Boxes> [2]**

Version	Status	Modified translation	Creator	Created	Modified
<input type="checkbox"/> 1	Published	English (United Kingdom)	Administrator User	19/03/2007 12:06 pm	19/03/2007 12:06 pm
<input type="checkbox"/> 2	Draft	English (United Kingdom)	Administrator User	09/03/2010 3:59 pm	09/03/2010 3:59 pm

Remove selected      English (United Kingdom)      1      2      Show differences

Back

**Published version**

Version	Translations	Creator	Created	Modified	Copy translation
1	English (United Kingdom)	Administrator User	19/03/2007 12:06 pm	19/03/2007 12:06 pm	English (United Kingdom)

**New drafts [1]**

Version	Modified translation	Creator	Created	Modified
2	English (United Kingdom)	Administrator User	09/03/2010 3:59 pm	09/03/2010 3:59 pm

Figure 2.11:

*The "Manage versions" window*

The following text explains how you can undo changes by reverting the contents of an object back to an older version.

1. Navigate the tree to locate a node containing changes that you wish to undo.
2. Edit the node (use either the "Edit" button, the context menu or the edit icons in the "Sub items" window).
3. Click the "Manage versions" button in the "Object information" window. You will see a list of versions.
4. Locate the version that you wish to revert to. You can view the different versions by clicking on them - click the "Manage versions" button again to get back to the version management interface.

5. Copy the version that you wish to revert to by using its corresponding "Copy" button.
6. Edit the newly created copy by clicking its corresponding "Edit" button. You'll be taken back to the object edit interface.
7. Click the "Send for publishing" button. The system will then publish the copied version, the previous/unwanted version will be archived.

## 2.7 Dealing with edit conflicts

Because of the nature of eZ Publish, sometimes there will be conflicts when it comes to content editing. This usually happens when two people are attempting to work on the same object. Another scenario is when somebody exits the edit interface without publishing the object that is being edited. Regardless of the actual reason, you'll sooner or later encounter warnings titled "Possible edit conflict". The following text reveals the different conflicts along with explanations and solutions.

### Unpublished draft problem - same user

Sometimes when you edit an object, you might accidentally close the browser or simply click the "Store and exit" button. What will happen then is that the object will have a draft that is not published. Whenever you try to re-edit the object the system will warn you about this. The following image shows what this warning looks like.

(see figure 2.12)

**Possible edit conflict** [11/03/2010 2:33 pm]

This object is already being edited by you.  
Your most recently modified draft is version #2, last changed: 11/03/2010 2:33 pm.

Possible actions:

- Continue editing one of your drafts.
- Create a new draft and start editing it.
- Cancel the edit operation.

**Current drafts (1)**

Version	Translations	Creator	Created	Modified
2	English (United Kingdom)	Administrator User	11/03/2010 2:33 pm	11/03/2010 2:33 pm

Edit selected New draft Cancel

Figure 2.12:

*The "Possible edit conflict" screen - one user*

The system is simply trying to tell you that you've already started editing this object but have not published the content yet. Please note that you might have left several drafts. If so, the window below the warning will show all your unpublished drafts for this object.

### Possible solutions

- You can select one of the drafts and edit it. This is the most commonly used approach since usually there is only one unpublished draft. If there are several unpublished drafts then you should remove them to avoid further conflicts. Also, you should select the most recent draft for editing in order to keep working on the most updated version.
- You can create a new draft by clicking the "New draft" button and edit it. However, keep in mind that the new draft will be a copy of the published version. The draft which is causing the conflict may contain updated/new information. If you create a new draft, you should also make sure that you remove the one that is causing the conflict.
- The "Cancel" button will simply cancel the entire edit operation and the system will be left in the same state as when you tried to edit the object. In other words: no changes will be made.

### Unpublished draft problem - different user

Sometimes somebody else may be editing the same object that you wish to edit. It might be that the other person is editing it at the same time, or that the other person left an unpublished draft. No matter what, when you try to edit the same object, the system will display a warning indicating that there is a conflict.

The system is simply trying to tell you that you should be careful, because somebody else is working on the same object. Please note that there might be several drafts in the list. However, the usual case is that there is just one. Unlike in the previous scenario, you can not edit the draft (which is causing the conflict) because it belongs to a different user.

### Possible solutions

- You can create a new draft by clicking the "New draft" button and edit it. However, keep in mind that the new draft will be a copy of the published version. The draft which is causing the conflict may contain updated/new information. You should contact the person that the existing draft belongs to before doing anything else.
- The "Cancel" button will simply cancel the entire edit operation and the system will be left in the same state as when you tried to edit the object. In other words: no changes will be made.

### Unpublished draft problem - multiple users including you

Sometimes somebody else may be editing the same object that you wish to edit. In addition, there might be drafts that you have left on the system. In this case, the administration interface will display a warning that is similar to the ones shown in the previous cases.

(see figure [2.13](#))



Figure 2.13:

This is the worst case scenario and you should really contact the other person(s) before doing anything else. In addition, you should get rid of your own drafts.

## 2.8 Publishing at multiple locations

The content structure of eZ Publish makes it possible to publish the same object at different locations in the tree. This means that you can for example have the same news article appear at different places on your site. Please note that this feature only works with single nodes. If you add a new location for a folder that contains several news articles, the system will only make a new location for the folder itself but not the articles.

You can either add a new location to an object that has already been published or you can publish an object at multiple locations at the same time. Please note that the first approach requires that the information has already been published. The second approach does not have this requirement because you can control the locations where the information should be published from the edit interface. The following text explains both approaches.

### Adding a new location to a published object

This approach allows you to publish an already published object at a new location in the tree. For example, if you have a news article that you also wish to make available somewhere else on the site, you can simply add a new location (a node) to the object that contains the article. For this to work, you'll need to enable the "Locations" window. This can be done by clicking on the "Locations" button in the toolbar located in the top/middle of the main area. The following image shows what this window looks like.

(see figure 2.14)



Figure 2.14:

The following text explains how you can add new locations.

1. Navigate the node tree until you find the node (page) that you wish to make available at an alternate location. Make sure that you're actually looking at the node.
2. Click the "Add locations" button in the "Locations" window. The system will bring up the browse interface.
3. Use the browse interface to select the alternate location(s) where the object should be published.

4. Click OK - the object will be published at the selected location(s) and thus it should appear at different locations in the tree.

### Controlling the locations before publishing

First of all, you'll need to enable the "Locations" window. This can be done by clicking the "On" link for "Locations" in the "User preferences" settings in the collapsible right menu.

(see figure 2.15)

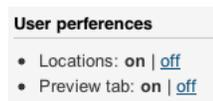


Figure 2.15:

When done, the object edit interface (page 31) will contain an additional window at the bottom. This window will allow you to control where the object that is being edited should be published. The following image shows what this window looks like.

(see figure 2.16)

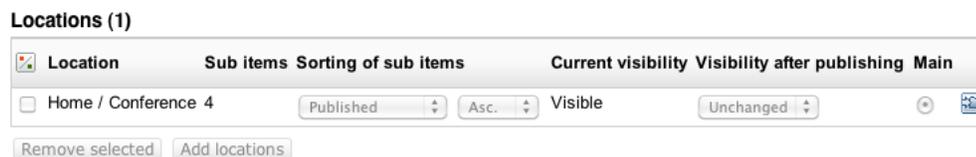


Figure 2.16:

You can use this window to control where the object should be published and how it should be published (sorting settings, visibility status and so on.).

In order to avoid possible conflicts when an object is edited by multiple users at the same time, the system will no longer allow to change locations via the object edit interface except the first object's version. This means that you can control locations when creating a new object but not when editing an existing one. However, it is still possible to modify location(s) of existing objects using the locations window (described in the "Content structure" tab) that is displayed when viewing an object.

## 2.9 Copying content

The administration interface allows you to copy nodes (pages). Please note that when you make copies, the information will be duplicated. This means that if you edit the original node, the copy will not be updated and if you edit the copy, the original will not be changed. The following text explains how you can copy a single node from one location to another.

1. Navigate the node tree until you find the node that you wish to make a copy of. If you're using the "Sub items" window, make sure that the target node is displayed in the list.
2. Click the node's icon (either in the tree menu on the left or in the "Sub items" window) in order to bring up the context menu.
3. Select "Copy", the system will bring up the browse interface.
4. Use the browse interface to choose a location for the copy that will be made.
5. Click OK - the node will be copied to the selected location.

Please note that the instructions above will only make a copy of the selected node. Any additional nodes that are located below the selected node will not be copied. For example, if you use this method to copy a folder called "News" which contains several articles, the system will only make a copy of the "News" folder itself, but not the articles. Please refer to the following section for details about how to copy an entire subtree of nodes.

### Copying a subtree of nodes

An entire subtree of nodes can be copied using the "Copy subtree" function. This function can be reached using the context menu. Please note that the default configuration setting only allows you to copy up to 30 nodes within one operation. If you attempt to copy a subtree that contains more than 30 nodes, the system will display a warning and refuse to carry out the operation. This can be solved by increasing the value of the "MaxNodesCopySubtree" directive in a configuration override for "content.ini". The following list of steps explain how you can copy an entire collection of nodes from one location to another.

1. Navigate the node tree until you find the node that you wish to make a copy of. If you're using the "Sub items" window, make sure that the target node is displayed in the list.
2. Click the node's icon (either in the tree menu on the left or in the "Sub items" window) in order to bring up the context menu.
3. Select "Copy subtree", the system will bring up the browse interface.
4. Use the browse interface to choose a target location for the copy that will be made.
5. Click OK - the node and its underlying nodes will be copied to the selected location.

Please note that it is not recommended to use the administration interface for copying large subtrees. The browser might time out in the middle of the operation and thus the database would be left in an inconsistent state. To solve this issue you can either increase the timeout or simply use the "ezsubtreecopy.php" script instead which is located in the "/bin/php" directory of an eZ Publish installation (you'll need to have [PHP CLI](#) installed and access to the command line).

**Note:** When using the command "Copy subtree", and you receive the error message "Subtree was not copied" with a warning "Cannot publish object", the reason might be the following: The object is set up with an event approval work-flow in order to publish it. In this case, you can disable the work-flow\*, redo the copy, and then enable the work-flow\* again.

\*Click the "Setup" tab, go to the "Triggers" menu, and then select "No workflow" in rows with content module and publish function. You enable it again by going back to the same screen and connect the work-flow again.

## 2.10 Moving content

The administration interface allows you to move a node along with its underlying nodes from one location to another. This can be achieved by using either the "Move" button in the preview window or the "Move" item in the context menu. The following text explains how you can do this.

1. Navigate the node tree until you find the node that you wish to move.
2. If the node is displayed in the preview window, click the "Move" button. If the node is displayed in the node tree or the "Sub items" window, click the node's icon to bring up the context menu and choose "Move". The system will display the browse interface.
3. Use the browse interface to select a new location for the node.
4. Click OK - the node (and it's underlying nodes) will be moved to the selected location.

Please note that if you move a node using this approach, the system will also move it's underlying nodes. For example, if you move a folder containing news articles from one location to another, the articles will also be moved.

## 2.11 Removing content

You can remove nodes from the system using several approaches. This operation works in a similar way as when you remove files and directories from a file system. If you remove a node which has underlying nodes, all the nodes will be removed. For example, if you remove a folder that contains several articles, both the folder itself and the articles in it will be removed.

If the node that is being removed has underlying nodes, the administration interface will warn about this. In most cases, the system will ask for confirmation and if you want to keep the removed objects in the trash. (This default behavior is controlled by the configuration settings located in the [RemoveSettings] section of "content.ini".) The following image shows the removal confirmation dialog.

(see figure 2.17)

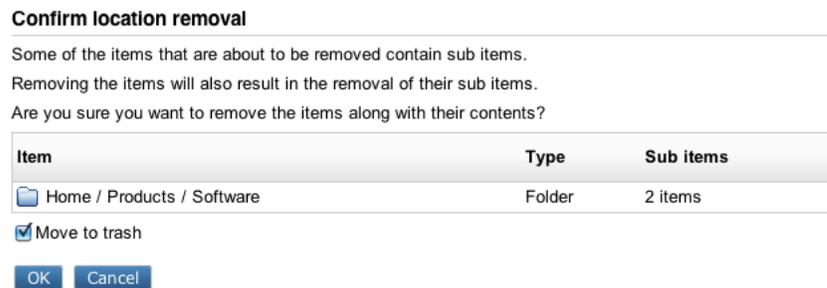


Figure 2.17:

In the example above, the user is trying to remove a node which contains 4 other nodes (sub items). If the "Move to trash" check-box is checked, the objects will be moved to the trash instead of being permanently deleted.

Note that it is not recommended to remove large sub-trees using the administration interface. The browser might time out in the middle of the operation and thus the database would be left in an inconsistent state. To solve this issue you can either increase the timeout or use the "ezsubtreeremove.php" script located in the "bin/php/" directory (you'll need to have PHP CLI installed and access to the command line).

The following text explains different approaches that can be used in order to remove a single or multiple nodes from the system.

### Removing the node which is currently being viewed

You can remove the node that is being viewed by simply clicking the "Remove" button in the preview window.

### Removing a single node using the context menu

Another way of removing a single node is by making use of the context menu. Simply click on a node's icon either in the tree menu or in the "Sub items" window and select "Remove".

### Removing multiple nodes

The "Sub items" window makes it possible to remove several nodes within the same operation. Use the check-boxes to select the nodes that you wish to remove and click the "Remove selected" button

### The trash

It is important to understand that the trash in eZ Publish is a flat structure. This is different from what people are used to from modern operating systems. When a node is deleted and the "Move to trash" check-box is checked, it is only the object itself that will be moved to the trash. From version 3.8, the system also remembers the object's last location in the tree and thus objects in the trash can be recovered to their original locations. However, this is only possible if their original parent nodes have not been deleted. Otherwise, the user must specify new/alternate locations for the objects during recovery. Note that specifying an alternate/new location can be done regardless if the system is able to restore a deleted object at its original location or not.

Furthermore, if a folder containing some news articles is deleted, both the folder and the articles will appear on the same level within the trash. Recovering the folder itself will not bring back the articles since the links between the folder and the articles got lost when the nodes were deleted. In this case, the folder needs to be recovered first. After that, each article has to be recovered and manually given a location.

### A note about permissions

In eZ Publish prior to 3.9, objects that were moved to the trash were available to all users regardless of their access rights. From 3.9, objects in the trash are only available to users with sufficient privileges. Users that are granted access to both "restore" and "read" functions of the "content" module without any limitations will be able to access all objects in the trash. In case the user is only granted limited access to the "read" function of the "content" module, the system will select which objects to show based on the user's access rights.

For example, let's say that a folder called "Company" contains two folders called "News" and "About", each with a set of articles inside, and you delete one of the articles from the "News" folder so that it ends up in the trash. If the user's access to the "read" function of the "content" module is limited to the "Company" folder and its sub items (subtree limitation), the user will be allowed to access the removed article. However, if the user's access to the "read" function of the "content" module is limited to the "About" folder and its sub items (subtree limitation), the removed article will not be available for that user.

### A note about related objects

Please note that when you remove an object that is embedded in a different object, you will not be able to publish that object unless you remove the embedding reference from the object that embeds the removed object. We strongly recommend the procedure in the example below:

An example:

- A=Embedded link&nbsp;
- B=Removed object embedded in C
- C=Object with embedded object

In the case where you have an object C, with an embedded object B, related with the embedding link A, and you wish to remove object B, we strongly recommend to remove A=the embedded link, then remove the embedded object B in order to avoid problems with re-publishing object C.

## 2.12 Restoring content

The trash makes it possible to recover objects that were previously removed from the system. Whenever a node is about to be removed, eZ Publish will ask the user if the object that is associated with that node should be placed in the trash (note that this only happens if the object has only one location, which is the usual case). If the "Move to trash" check-box is checked, this is exactly what will happen. If not, the object will be lost forever. The contents of the trash can be inspected by accessing the "Trash" link which is located below the tree menu on the left.

The following image shows the trash interface.

(see figure 2.18)



Figure 2.18:

An object in the trash can be put right back to the location from where it was deleted. However, this is only possible if the original parent node is still in the tree. If the original parent node of the object is removed (and even if it is restored), you will have to manually specify a location during recovery. The following text explains how you can recover an object from the trash.

1. Bring up the trash interface by clicking the "Trash" link. The system will display a list of objects that have been put into the trash.
2. Locate the object that you wish to put back into the node tree.
3. Click the object's corresponding edit icon (on the right hand side). The system will bring up the "Object retrieval" interface and suggest either to restore the object at its original/previous location (this feature is available only if the parent node of the object was not removed from the tree) or to select a new location where the object should be placed. The following screenshot demonstrates what the "Object retrieval" interface looks like.  
(see figure 2.19)
4. If you wish to restore the object at its original location, select the corresponding radio button and click "OK". If you need to specify a new/alternate location to the object being recovered, select the corresponding radio button and choose the desired location using the browse interface; the object will be recovered at the selected location. Note that the system will automatically ask for a new/alternate location if the original parent node has been

**Object retrieval**

Specify the location where you want to restore <Class aptent taciti>.

- Restore at original location (below <Software>).
- Select a location.

**OK** **Cancel**

Figure 2.19:

deleted (furthermore, it does not matter if it was restored, once the original parent node is removed, the relation between the objects is gone).

## 2.13 Hiding and revealing content

Once an object is published, it can not be unpublished because eZ Publish does not provide such a feature. Instead, the system provides a hiding mechanism which you can use to change the visibility of your nodes (pages). The hide feature makes it possible to prevent the system from displaying the contents of published objects on your site.

This feature is typically useful when you do not want visitors to see that you're working on something. You can simply hide a single node or a bunch of nodes. You'll still be able to access them in the administration interface, but they will not show up on your site. Please note that when you hide a node, the system will automatically hide the nodes that are below it. For example, if you hide a folder that contains a bunch of news articles, both the folder itself and the articles will be hidden.

### Hiding nodes

The simplest way of hiding a node (or a subtree of nodes) is by clicking on its icon in the tree menu. You'll need to select the "Hide/Unhide" item from the "Advanced" submenu. The system will then change the visibility status of the target node. By default all nodes are visible. When you do this for the first time, the target node (and the nodes below it, if any) should become hidden.

### Revealing nodes

A hidden node (or subtree of nodes) can be revealed using the same technique that was described under "Hiding nodes". You'll have to click on the icon of the node that you wish to reveal and select the "Hide/Unhide" item from the "Advanced" sub-menu. When this is done, the system will reveal the node (and its underlying nodes, if any).

### Checking the visibility status of nodes

The visibility status of the nodes is indicated by their text-background in the tree menu. A visible node has white/transparent background. The names of hidden nodes have grey backgrounds. To check the visibility of a node you can also hover your mouse over the node's name for example in the "Sub items" window. The tooltip will reveal the node's visibility status. A third way is to enable the "Locations" window, which contains detailed information (including visibility status) about the locations of the node that is being viewed.

The following image shows what this window looks like.

*(see figure 2.20)*

Please note that the title of the preview window (showing the node that is currently being viewed) will indicate if the node is hidden or not.



Figure 2.20:

### Hiding before publishing

Sometimes you want to publish a node but you do not want it to be visible on the site when it is published. Maybe it contains unfinished work or maybe you do not want to publish it before a given date/time. You can simply change the visibility status in the edit interface while editing before clicking the "Send to publish" button.

First of all, you'll need to enable the "Locations" window. This can be done by clicking the "On" link for "Locations" in the "User preferences" settings in the collapsible right menu.

(see figure 2.21)

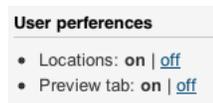


Figure 2.21:

When done, the object edit interface will contain an additional window at the bottom. This window will allow you to control how and where the object that is being edited should be published. The following image shows what this window looks like.

(see figure 2.22)

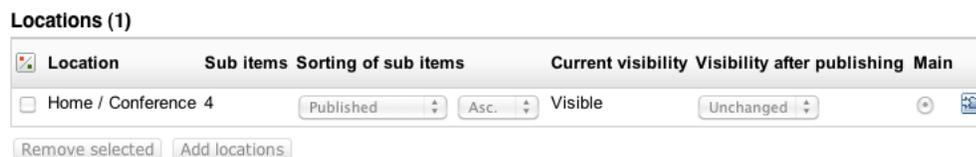


Figure 2.22:

You can use this window to control where the object should be published and how it should be

published (sorting settings, visibility status and so on.).

### **Related children**

One of the reasons for publishing a newly added object as hidden can be that you wish to add related content directly beneath the corresponding node in the content tree. This is not possible until the object is published for the first time. Once an object is published, a corresponding node (visible or hidden) will appear in the content node tree and thus you will be able to place content beneath it.

For example, you can publish an unfinished article as a hidden node, upload related images as children, re-edit the hidden article and reveal it when finished. In this case, you may wish to continue editing the object right after publishing it the first time (or continuously for that matter) - meaning that you want to get back to the object edit interface after clicking the "Send for publishing" button. This can be done by checking the "Back to edit" check-box located in the bottom of the object edit interface. Note that by default, the "Back to edit" check-box is not a part of the object edit interface. It can be added by clicking the "On" link for "Re-edit" in the "Edit mode settings" window in the "My account" tab.

## 2.14 Using bookmarks

eZ Publish comes with a built-in bookmark mechanism that allows each user to store a bunch of links to different nodes (pages). For example, this system can be used to bookmark and access pages that you keep updating/editing all the time. Please note that the bookmark system can only be used with nodes in eZ Publish. In other words, you can not bookmark special items (like for example an item in the "Setup" tab) and you can not bookmark external pages (located outside of the eZ Publish node tree).

The following text explains how to manage and use your bookmarks.

### Adding bookmarks

There are actually three ways of adding bookmarks. The easiest way is to navigate to the target node and simply click the "Add to bookmarks" button located inside the "Bookmarks" section of the collapsible menu on the right hand side. Please note that the interface must be enabled using the ">>" sign if it is not visible on your screen.

The following image shows this panel.

(see figure 2.23)



Figure 2.23:

The "Add bookmarks" option will simply add the bookmark of the node you are working on.

In the "Dashboard" menu choose "My bookmarks" to go to the "My bookmarks" interface. This interface allows you to organize your personal bookmarks (delete existing and add new ones). The bookmarks listed in the window are internal links to different nodes. Clicking on them will bring you to the nodes themselves. Please note that you can also click on the icons in order to bring up a context menu that will allow you to view or edit the node and to remove the bookmark itself. The "Add to bookmarks" button simply allows you to add the node that is currently being viewed to your personal bookmarks.

It is also possible to use the context menu to add bookmarks. You can do this by simply clicking on the icon of a node either in the tree menu or in the "Sub items" window and select "Add to

my bookmarks”.

### My bookmarks

The ”My bookmarks” interface located in the ”Dashboard” tab allows you to manage your bookmarks. With this interface you can remove or add multiple bookmarks at the same time. The following image shows this interface.

(see figure 2.24)

**My bookmarks [7]**

Name	Type	Section
<input type="checkbox"/> Administrator User	User	Users
<input type="checkbox"/> Members	User group	Users
<input type="checkbox"/> Anonymous Users	User group	Users
<input type="checkbox"/> Editors	User group	Users
<input type="checkbox"/> News	Folder	Standard
<input type="checkbox"/> Company	Folder	Standard
<input type="checkbox"/> Products	Frontpage	Standard

Remove selected   Add items

Figure 2.24:

The image above shows a collection of bookmarks that have already been added. If you click on the names, the system will bring up the different nodes. You can edit the nodes directly by using the edit icons located at the right hand side. The check-boxes and the ”Remove selected” button can be used to delete one or more bookmarks. Please note that this operation will simply delete the bookmarks themselves but not the actual nodes.

### Adding multiple bookmarks

You can use the ”Add items” button to add multiple bookmarks. When clicked, the system will allow you to browse the different node trees (Content, Media, Users) and select multiple nodes that should be bookmarked. Simply navigate the tree, select the nodes and click ”OK”, the bookmark list will be updated and your new bookmarks will be available for use.

## 2.15 Swapping nodes

The administration interface makes it possible to swap (replace) a certain node (page) with another one. Please note that this feature is considered to be advanced functionality. It is typically useful when you wish to change the type of a node but keep the structure which is below it. For example, there might be a situation where you wish to replace a folder that contains several news articles (or even a complex hierarchy) with a different type of node (for example a special kind of folder).

This feature is also useful when there is a need to change one of the top level nodes (Content, Media, User). In eZ Publish, a top level node can not be removed from the system, but it may be swapped/replaced with another node. For example, if you want to use a news article instead of a folder (which is the default) as the top level node, you could simply swap the folder with an existing article node.

The following text explains how you can swap a node with another one.

1. Navigate the tree until you find the node that you wish to replace with another node.
2. Click on the node's icon in order to bring up the context menu.
3. Select the "Swap with another node" item from the "Advanced" sub-menu, the browse interface will be displayed.
4. Use the browse interface to locate the node that should be used instead of the one you found in step 1.
5. Click OK - the target node will then be swapped with the one you selected using the browse interface.

## 2.16 Managing users

The "User accounts" tab allows you to manage the users and user groups that have been added to the system. In eZ Publish users and groups are managed in a similar way as if they were on a file system. Users can be put into groups and groups can contain other groups. The following screenshot shows what the administration interface looks like when you select the "User accounts" tab.

(see figure 2.25)

**Users [User group]**

Last modified: 06/10/2002 5:19 pm, [Administrator User](#) (Node ID: 5, Object ID: 4) English (United Kingdom)

Preview Details **Translations (1)** Locations (1) Relations (0) Roles (0) Policies (0)

Creator	Created	Section	Versions	Translations	Node ID	Object ID
<a href="#">Administrator User</a>	06/10/2002 5:19 pm	<a href="#">Users</a>	1	1	5	4

**Content state**

State group Available states

Object state

English (United Kingdom)

**Sub items [6]** Create  in

10 25 50

Name	Type
<input type="checkbox"/> <a href="#">Members</a>	User group
<input type="checkbox"/> <a href="#">Administrator users</a>	User group
<input type="checkbox"/> <a href="#">Editors</a>	User group
<input type="checkbox"/> <a href="#">Partners</a>	User group
<input type="checkbox"/> <a href="#">Guest accounts</a>	User group
<input type="checkbox"/> <a href="#">Anonymous Users</a>	User group

**Sorting:**

Figure 2.25:

*The "User accounts" tab*

Use the ">>" to show or hide the right menu containing Current user, Bookmarks, Clear cache and Quick settings. The following text explains how you can carry out daily tasks related to users on the system.

### Adding a new user group

You can add new user groups in the same way as you add other content (articles, folders, etc.).

1. Click the "User accounts" tab.
2. Navigate the node tree until you find the location where you wish to add the new user group.
3. Select "User group" and the preferred language in the "Create \_ in \_" drop-down list, and click the "Here"-button. Next the object edit interface will be displayed.
4. Fill in the necessary information (name and description) and click the "Send for publishing" button. The user group will be published at the selected location. You can then go ahead and add new users and/or additional groups to this group.

### Adding new user accounts

You can add new users in the same way as you add other content (articles, folders, etc.).

1. Click the "User accounts" tab.
2. Navigate the node tree until you find the location (typically a user group) where you wish to add the new user.
3. Select "User" and the preferred language in the In "Create \_ in \_" drop-down list, and click the "Here"-button. The object edit interface will be displayed.
4. Fill in the necessary information (E-mail, user name, password, etc.).
5. Click the "Send for publishing" button - the user will be published at the selected location.

Please note that a newly created user might not be able to log in and/or access information on the site. This is controlled by the roles that are assigned to the user or the group that the user is a member of. For example, a user put into the "Administrator Users" group will have unlimited access to all functions on the system. You can modify and assign roles using the interface which can be reached by clicking on the "Roles and policies" link located below the user tree.

### Changing a user's details

You can change a user's E-mail, password, etc. by editing the node that represents the user. In other words, you can change the user's details in the same way as when you for example change the contents of a news article.

1. Click the "User accounts" tab.
2. Find the node that represents the user that you want to change by navigating the node tree.

3. Edit the user in the same way as you would edit a folder, article, etc.
4. Use the edit interface to make the changes and click the "Send for publishing" button.

### Enabling and disabling users

A user account can be enabled or disabled. A disabled user account can not be used to log into the system. It is recommended to disable users instead of deleting them in order to keep existing relations. The following text explains how you can enable/disable a user account.

1. Click the "User accounts" tab.
2. Find the user account that you wish to enable/disable by navigating the node tree.
3. Make sure that the user is displayed in the main area (it must be the object that is currently being viewed).
4. In the preview window, locate and click the "Configure user account settings" link. The system will bring up the "User settings" interface.
5. Use the interface to enable/disable the user and click the "OK" button to finish.

### Unlocking user accounts

If the maximum number of failed login attempts is exceeded, a user account is automatically locked by the system. The user will not be allowed to log in until the account has been unlocked by another user with administrator privileges. The following text explains how user accounts can be unlocked.

1. Click the "User accounts" tab.
2. Find the user account that you wish to unlock by navigating the node tree.
3. Make sure that the user is displayed in the main area (it must be the object that is currently being viewed).
4. In the preview window, locate and click the "Configure user account settings" link. The system will bring up the "User settings" interface.
5. Click the "Reset" button. The number of failed log in attempts for this user will be reset to zero and the account will be unlocked. Click "OK".

(see figure 2.26)

The "User settings" interface can also be accessed by requesting `"/user/setting/<user_id>"` in the URL, where `<user_id>` is the ID number of the user account that needs to be unlocked.

**User settings for <Administrator User>**

Maximum concurrent logins:

Enable user account:

Figure 2.26:

## 2.17 Managing sections

The administration interface allows you to segment your content into different parts. This can be done by making use of *sections*. A section is nothing more than an ID number. By assigning different sections to different nodes (pages), you can easily split your site into several parts. Please note that a node can only belong to one section. The idea behind this is that you can make parts of your site behave differently. For example, you can use sections to create a protected area (page 95) on your site which can only be accessed by a group of users.

The sections can be administered using the section interface. This interface can be reached by clicking on the "Sections" link under the "Setup" tab. The following image shows how this interface looks like.

(see figure 2.27)

Name	ID
<input type="checkbox"/> Design	5
<input type="checkbox"/> Media	3
<input type="checkbox"/> Restricted	6
<input type="checkbox"/> Setup	4
<input type="checkbox"/> Standard	1
<input type="checkbox"/> Users	2

Figure 2.27:

### *The sections screen*

The "New section" button will add a new section. You'll just have to fill in the name and click "OK". You can view more details about a section (along with the content, roles, etc. that belong to it) by clicking on a section's name. The edit icons on the right hand side allow you to rename the sections. The other icons (the ones with a small plus sign) make it possible to assign the sections to different parts of the node tree. If you click an assign icon, the system will bring up the browse interface and let you select a part of the site which should use that section.

Please note that when you assign a section to a node, all nodes below it will also be assigned to the same section. For example, if you create a new section called "Hot news" and assign it to a folder containing news articles, both the folder and the articles will belong to the "Hot news" section.

The "Remove selected" button allows you to remove the sections that are selected using the check-boxes. You should be very careful with this because removing a section might corrupt the system. Make sure that the section you're about to remove is not in use.

**Creating a new section**

1. Bring up the section interface (click the "Setup" tab and then "Sections").
2. Click the "New section" button.
3. Type in a name for the section, for example "My section" and click the "OK" button.

**Assigning a section to a node (or a collection of nodes)**

1. Bring up the section interface (click the "Setup" tab and then "Sections").
2. Locate the section that you wish to assign and click on its corresponding assign icon. The system will display the browse interface.
3. Select the nodes that you want to assign the section to and click "OK". The section will then be assigned to the selected nodes (and their children, if any).

## 2.18 Creating a protected area

The standard behavior of eZ Publish is that everything that is published under the "Content" top level node becomes a visible part of your site. For example, if you publish a news article, any user (including anonymous visitors) will be able to read that article unless the entire site requires all users to log in.

By default all content that goes under the "Content" top level node will belong to the "Standard" section. In eZ Publish, sections are used to segment the node tree. You can easily create a protected area by introducing a new section and assign it to a node. Furthermore, you can set up the built-in permission system so that it only allows a group of users to access your "secret" section.

All this can be done using only the administration interface; the following text explains how.

1. Create a folder called "Secret documents" somewhere under the "Content" top level node.
2. Go to "Setup", then "Sections" and create a section called "Secret section" using the "New section" button.
3. Assign the newly created section to the "Secret documents" folder that you created in step 1.  
(see figure 2.28)

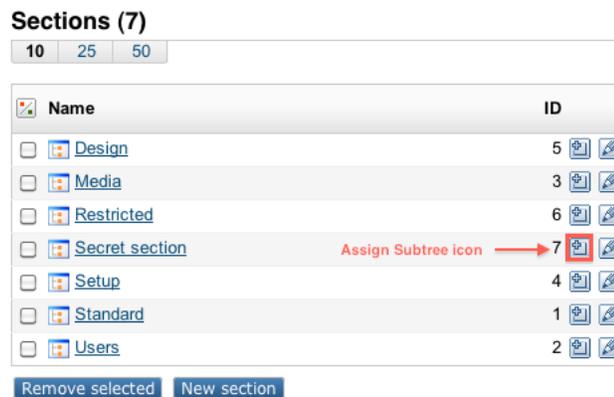


Figure 2.28:

4. Bring up your site in another browser window/tab and attempt to access the "Secret documents" folder. You should not be able to access it.
5. Go to the "User accounts" tab and create a new user group called "Secret users".
6. Create a new user within the "Secret users" group, for example "John Connor".
7. Click on the "Roles and policies" link (located under "Access control" in the "User accounts" tab).

8. Create a new role called "Secret role" - you should see the role edit interface.
9. Add a new policy to the role.
10. When asked about which module the policy should grant access to, select "content". When asked about which function the policy should grant access to, select "read". During the final step, make sure that the policy grants access to the "Secret section". Click OK (twice).
11. Assign both the "Anonymous" and the newly created role to the "Secret users" group (use the assign icons on the right hand side of the list).
12. Bring up your site and attempt to log in with the user that was created inside the "Secret users" group. The user should be able to access the "Secret documents" part of the site while anonymous users will still be blocked.

If you want the users of the "Secret users" group to be able to add and edit content inside the "Secret documents" area, you'll have to add some extra policies to the "Secret role" role. Repeat steps 9 and 10, make sure that the role grants access to the "create" and "edit" functions. You can use the limitation interface to limit the users' actions in different ways.

# Shyare

information