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Leverage entities!

by Wolfgang Ziegler // fago

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Who am I?

- Wolfgang Ziegler // fago
- Drupal developer from Vienna, Austria; working for epiqo.
- Form API co-maintainer, Maintainer of Entity API, Rules, Content Access, Content Profile, Profile2, Auto nodetitle, Field-collection, RestWS, ...
- Co-founder and active member of Drupal-Austria <http://drupal-austria.at> 
- <http://wolfgangziegler.net>



Overview

- Short introduction
- What are entities?
- How to develop with entities?
- How to provide a new entity type?



Entity API

- So this talk is about the
 - Drupal 7's entity API
 - and the Entity API module

<http://drupal.org/drupal-7.0>

<http://drupal.org/project/entity>



What are entities?

- Entities are the foundation for fields, but

Entity != Fieldable Entity

- While most entity types are fieldable, not all are. Fields are optional.
- Entity types defined in core: nodes, users, taxonomy terms, vocabularies, comments, files.



If not fields, what else is it about?

Entities are required to be

- Loadable (via `entity_load()`)
 - Identifiable (what should be loaded?)
-
- That's it.
 - It's not even required for an entity to live in the local database.



But there is more...

- But core provides more. There is support for
 - Looking up labels (via `entity_label()`)
 - Looking up URIs (via `entity_uri()`, view only)
 - View modes – define multiple view modes
- And there are common hooks:
 - `hook_entity_load()`, `hook_entity_presave()`,
 - `hook_entity_insert()`, `hook_entity_update()`,
 - `hook_entity_delete()`, `hook_entity_prepare_view`,
 - `hook_entity_view()`.
- And...



EntityFieldQuery

- API for querying entities
 - Supports conditions on entity properties as well as fields
 - Supports queries across multiple entity types (for fields).
 - Covers entity properties in the local database and querying fields in a single storage
- Extendable via `hook_entity_query_alter()`.



Fields !

- Optionally, entity types are fieldable!
- The field API requires a numeric identifier ('id' key)
- Optionally, you may define bundles and revisions.
- Bundles define which fields are available.
 - Default bundle == entity type
 - Node types for nodes, Vocabularies for terms.



Entity API module...

- So far, this all is in Drupal 7.
- The Entity API module builds upon that to
 - ease dealing with any entity type
 - easy providing new entity type
(optionally fieldable, exportable)



Working with entities...

- entity_load(), entity_save(), entity_create(), entity_delete()
- entity_view(), entity_access(), entity_label(), entity_uri()
- entity_id(), entity_extract_ids()
- entity_export(), entity_import()
- entity_get_info(), entity_get_property_info()

core



Entity property info // Metadata

- A hook defined by the Entity API module.
- Allows modules to describe entity properties (including fields).
- Properties have to be described by a set of defined data types ('text', 'date', 'user', ..)
- Includes human readable description, 'getter callback', optionally a setter, access permissions.



Property info example

```
// Add meta-data about the basic node properties.
$properties = &$info['node']['properties'];

$properties['title'] = array(
  'label' => t("Title"),
  'type' => 'text',          // Default!
  'description' => t("The title of the node."),
  'setter callback' => 'entity_property_verbatim_set',
  'query callback' => 'entity_metadata_table_query',
  'required' => TRUE,
);
$properties['author'] = array(
  'label' => t("Author"),
  'type' => 'user',
  'description' => t("The author of the node."),
  'getter callback' => 'entity_metadata_node_get_properties',
  'setter callback' => 'entity_metadata_node_set_properties',
  'setter permission' => 'administer nodes',
  'required' => TRUE,
);
```



Entity metadata wrappers

- Some useful wrapper classes that ease dealing with entities and their properties.

```
$wrapper = entity_metadata_wrapper('node', $node);  
$wrapper = entity_metadata_wrapper('node', $nid);
```

```
$wrapper->author->profile->field_name->value();  
$wrapper->author->profile->field_name->set('New name');
```

```
$wrapper->language('de')->body->summary->value();
```

```
$wrapper->author->mail->access('edit') ? TRUE : FALSE;  
$wrapper->author->roles->optionsList();
```

```
$wrapper->field_files[0]->description = 'The first file';  
$wrapper->save();  
$node = $wrapper->value();
```



How to provide a new entity type?

- Implement `hook_entity_info()`.
- Specify your controller class.
 - Make use of the entity API controller to get full CRUD support, via `entity_{CRUD}()` out of the box.
 - Define your schema via `hook_schema()`.
- Best practice:
 - add `{entity_type}_load()`, `{entity_type}_create()`, `{entity_type}_delete()`, `{entity_type}_save()`,



Entity CRUD API

→ EntityApiController : For entity types stored in the local db.

- Invokes all usual CRUD related hooks for you. Document them using the documentation template (→ handbooks).
- Supports entities based on class, e.g. derived from the class “Entity”
- Having class eases
 - customizing labels, URIs, display or saving.
 - Is just useful:

```
$entity->entityType();  
$entity->identifier();  
$entity->view();  
$entity->delete();  
$entity->save();  
$entity->label(), $entity->uri(), $entity->entityInfo(), ..
```




Entity CRUD API & Fields

- Define the entity type as fieldable and you are done (controller invokes FieldAPI for you).
- Provides `entity_view()` including fields.
- Supports you with managing bundles:
 - Add a separate entity type for bundles → Bundle entity (Profile type, Profile)
 - Specify the bundle entity type to be 'bundle of' another entity type (Profile type is bundle of Profile)
 - Again, Field API attachers are invoked for you.



Entity CRUD API: Example Profile2

```
/**
 * Implements hook_schema().
 */
function profile2_schema() {
  $schema['profile'] = array(
    'description' => 'Stores profile items.',
    'fields' => array(
      'pid' => array(
        'type' => 'serial',
        'not null' => TRUE,
        'description' => 'Primary Key: Unique profile item ID.',
      ),
      'type' => array(
        'description' => 'The {profile_type}.type of this profile.',
        'type' => 'varchar',
        'length' => 32,
        'not null' => TRUE,
        'default' => "",
      ),
    ),
  );
  .....
}
```



Entity CRUD API: Example Profile2

```
/**
 * Implements hook_entity_info().
 */
function profile2_entity_info() {
  return array(
    'profile2' => array(
      'label' => t('Profile'),
      'entity class' => 'Profile', // optional
      'controller class' => 'EntityAPIController',
      'base table' => 'profile',
      'fieldable' => TRUE,
      'entity keys' => array(
        'id' => 'pid',
        'bundle' => 'type',
      ),
      'label callback' => 'entity_class_label', // optional
      'uri callback' => 'entity_class_uri', // optional
      'module' => 'profile2',
    ),
    // ....
  );
}
```



Entity CRUD API: Example Profile2

```
/**
 * The class used for profile entities.
 */
class Profile extends Entity {

    public function __construct($values = array()) {
        parent::__construct($values, 'profile2');
    }

    public function defaultLabel() {
        return isset($this->label) ? $this->label : (isset($this->type) ? $this->type()->label : "");
    }

    public function defaultUri() {
        return array(
            'path' => 'user/' . $this->uid,
            'options' => array('fragment' => 'profile-' . $this->type),
        );
    }

    //...
}
```



Entity CRUD & Exportables

- Specify your entity type as exportable in `hook_entity_info()`.
- Make use of machine names.
 - Your entity's main identifier will be the machine name, so `entity_load('your_type', array('name'))` works.
 - The 'id' key remains as numeric identifier, that is only used internally (storage, field API).



Entity CRUD & Exportables (2)

- Add `entity_exportable_schema_fields()` to your schema ('module', 'status').
- By default, `hook_default_{entity_type}()` will be invoked (+ the respective alter hook).
- Default entities will be synced to the database once modules are enabled / disabled / the cache is cleared.
 - You may rely on the db for sorting, querying..
 - You may rely on standard hooks (insert/update/..).



Example: Profile2 types.

```
/**
 * Implements hook_entity_info().
 */
function profile2_entity_info() {
  $return['profile2_type'] = array(
    'label' => t('Profile type'),
    'entity class' => 'ProfileType',
    'controller class' => 'EntityAPIController',
    'base table' => 'profile_type',
    'fieldable' => FALSE,
    'bundle of' => 'profile2',
    'exportable' => TRUE,
    'entity keys' => array(
      'id' => 'id',
      'name' => 'type',
      'label' => 'label',
    ),
    'module' => 'profile2',
    // ...
  );
}

function profile2_get_types($type_name = NULL) {
  $types = entity_load('profile2_type', isset($type_name) ? array($type_name) : FALSE);
  return isset($type_name) ? reset($types) : $types;
}
```



Import / Export

- `$export = entity_export($entity_type, $entity);`
- `$entity = entity_import($entity_type, $export);`
- By default:
 - Export as JSON
 - Parse-able without security implications
 - Parsing JSON is simple.



Example profile type in code

```
/**
 * Implements hook_default_profile2_type().
 */
function recruiter_resume_default_profile2_type() {
  $items = array();
  $items['resume'] = entity_import('profile2_type', '{
    "userCategory" : false,
    "userView" : false,
    "type" : "resume",
    "label" : "Resume",
    "weight" : "0",
    "data" : { "use_page" : 1},
    "rdf_mapping" : []
  }');
  return $items;
}
```



Entity CRUD API: Module integrations

- The entity API helps you integrating with modules
 - Features integration for exportables
 - Very basic entity property info (read-only)
 - Basic Views integration based on the property info
 - Rules integration (events)
 - Token support for all entity properties via the “Entity tokens” module



Entity CRUD API: Property info

- Provide property info for your entity type, to
 - Get tokens for all properties, via entity tokens.
 - Get Views integration (as long the property has an equivalent column in the base table)
 - Obtain support of modules building upon it like
 - Rules
 - Search API
 - Restful Web Services (short: RestWS)



Entity CRUD API – Admin UI

- Enable the admin UI via `hook_entity_info()`.
- Requires you to write an entity form +
 - `{entity_type}_load()`
 - An access callback for `entity_access()`.
- Customize it by overriding the controller.
- UI suits very well for managing bundle entities.
→ Used by Profile2 for managing profile types.

[Home](#) » [Administration](#) » [Structure](#)

Profile types

[+ Add profile type](#) [+ Import profile type](#)

LABEL	STATUS	OPERATIONS					
Main profile (Machine name: main_profile)	Custom	edit	manage fields	manage display	clone	delete	export
Resume (Machine name: resume)	Default	edit	manage fields	manage display	clone		export





Entity Form // Best practices

- Use form id `{entity_type}_form`
- There is a wrapper function, putting
 - entity in `$form_state[{entity_type}]`
 - entity type in `$form_state['entity_type']`
- Update the entity in `$form_state` in your submit handlers and rebuild / finish.
- Use `entity_form_submit_build_entity()` to create `{entity_type}_form_submit_build_{entity_type}`, which submit handlers may re-use.



Entity API docs

→ in code `entity.api.php`

→ in the handbooks

<http://drupal.org/node/878784>

→ Learn from examples!



Learn from examples...

- The test module 'entity_test'.
- Profile2:
 - Fieldable profile entity
 - Exportable bundle entity (Profile type)
 - Admin UI implemented via the Entity API UI
 - Views / Rules / Features integration via Entity API
- Other modules using it
Rules, Organic groups, Field-collection, Drupal commerce, Message, Rest web services, ..



So back to the start...

- What is an entity?



So back to the start...

- What is an entity?

A data unit.



So back to the start...

- What is an entity?

A data unit.

A data unit of which Drupal is aware of.
Stored anywhere.



Entity API for non-fieldable stuff? y?

- Save your time (by not writing CRUD functions)
- Benefit from a solution proved to work (tests!)
- Benefit from existing tools, e.g. (static) caching.
- Improve the DX
 - Get unified CRUD functions
 - Get unified hooks → Modularity.
 - Unified way to discover “data types”, their ids, labels, ...
 - ...



Thanks!

Questions?