DRUPALCON LONDON

The Rules Way of Life

Presented by Wolfgang Ziegler and Klaus Purer

Wolfgang Ziegler // d.o. fago
wolfgangziegler.net
twitter.com/the_real_fago

Klaus Purer // d.o. klausi
klau.si
twitter.com/_klausi_

Rules?

http://drupal.org/project/rules

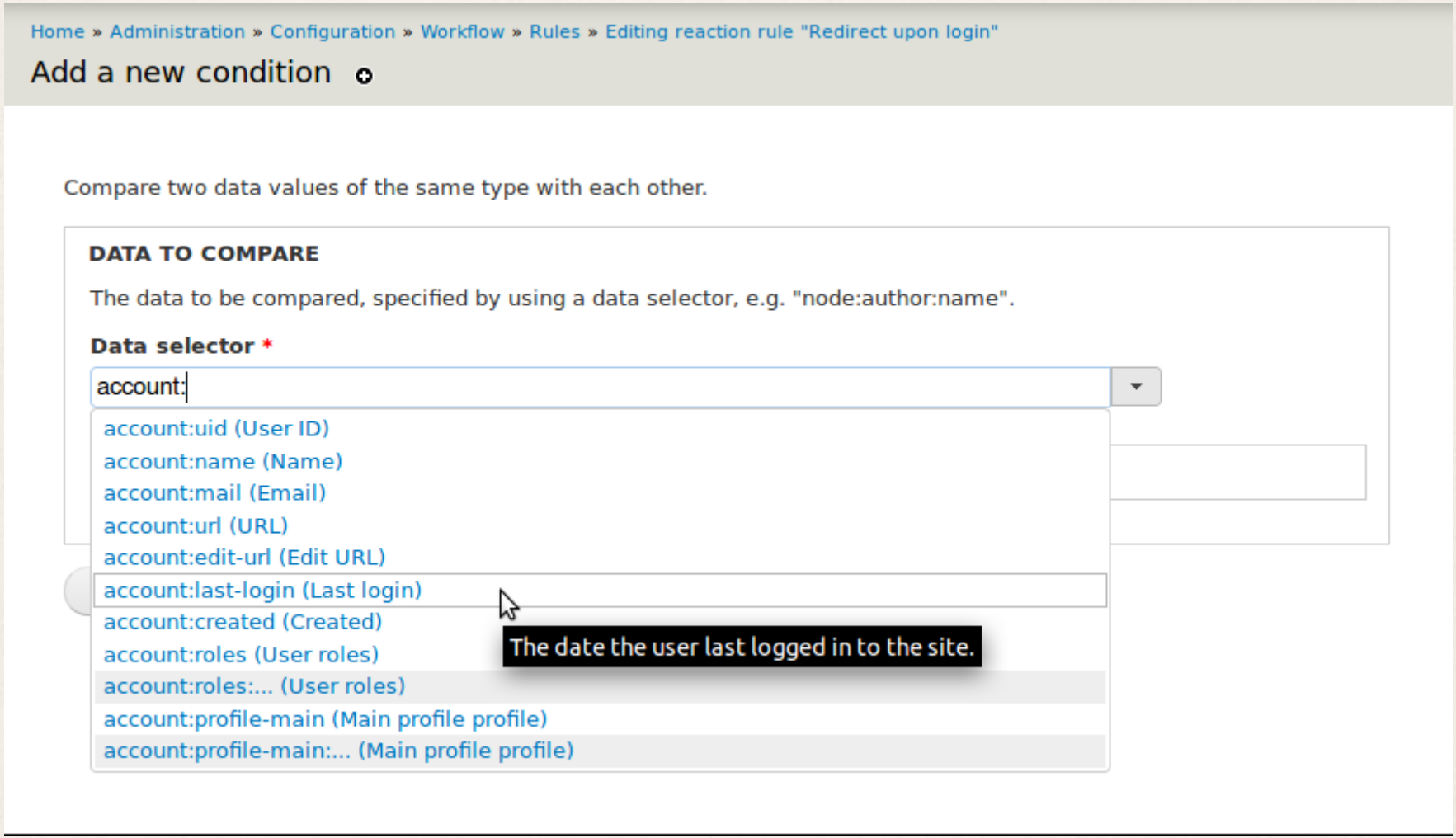
Reactions

Event-Condition-Action

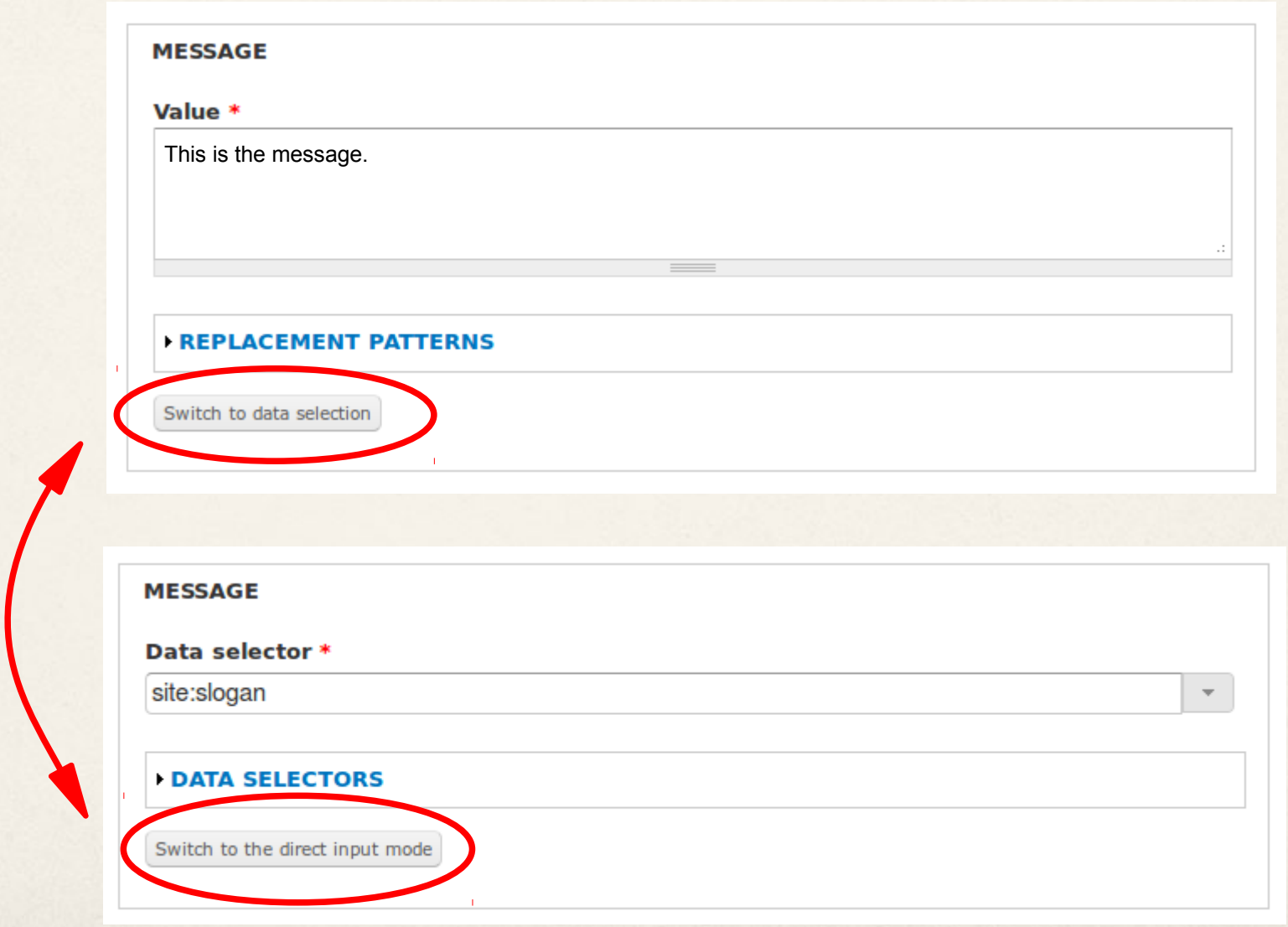
Rules 2.0-rc1 for Drupal 7

What's new?

Data selection



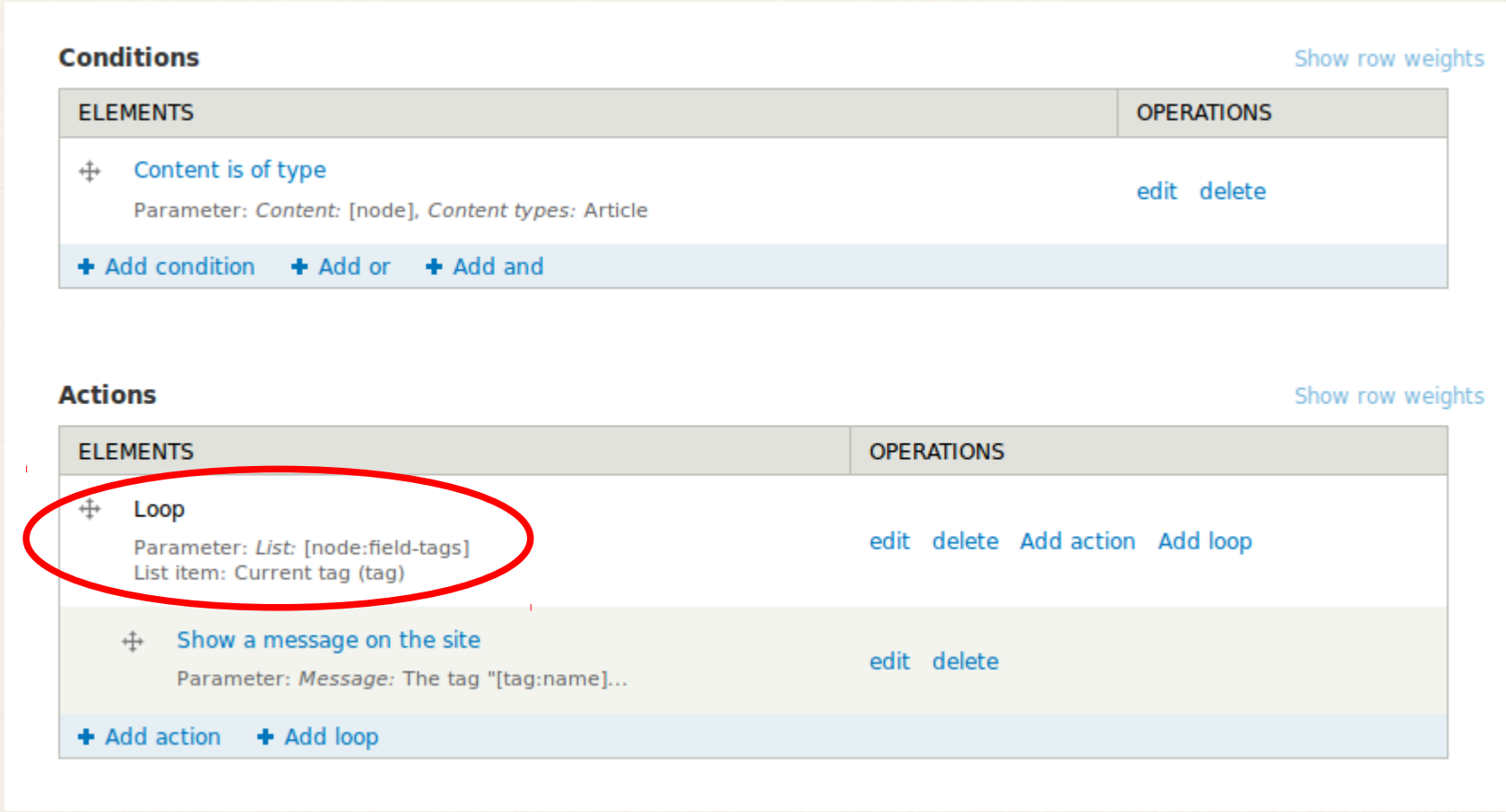
Switch parameter input modes



Create components!

- Reusable configurations.
- Rule sets, Action sets, Condition sets
- Use them in reaction rules or other modules.

Loops & Lists


Conditions
Show row weights
ELEMENTS
OPERATIONS
Content is of type
Parameter: Content: [node], Content types: Article
edit delete
+ Add condition + Add or + Add and
Actions
Show row weights
ELEMENTS
OPERATIONS
Loop
Parameter: List: [node:field-tags]
List item: Current tag (tag)
edit delete Add action Add loop
Show a message on the site
Parameter: Message: The tag "[tag:name]...
edit delete
+ Add action + Add loop

Improved debug log

Rules evaluation log -Close all-

"Reacting on event *User has logged in*.

- 0 ms Reacting on event *User has logged in*.
- 1.972 ms Evaluating conditions of rule *Redirect non-admins upon login*. [edit]
- 2.236 ms The condition *user_has_role* evaluated to *FALSE* [edit]
- 2.247 ms AND evaluated to TRUE.
- **"Rule *Redirect non-admins upon login* fires. [edit]**
  - 0 ms Rule *Redirect non-admins upon login* fires.
  - 0.097 ms Evaluating the action *drupal_message*. [edit]
  - 0.461 ms Evaluating the action *redirect*. [edit]
  - 0.505 ms Rule *Redirect non-admins upon login* has fired.
- 2.796 ms Evaluating conditions of rule *Redirect admins upon login*. [edit]
- 2.968 ms The condition *user_has_role* evaluated to *FALSE* [edit]
- 2.978 ms AND evaluated to FALSE.
- 2.992 ms Finished reacting on event *User has logged in*.

The Rules way of life

Drupal is like Lego

Nodes, Fields, Views, …

+

glue code

Drupal is like Lego

Nodes, Fields, Views, …

+

Rules

Drupal is like Lego

Nodes, Fields, Views, …

+

Rules

+

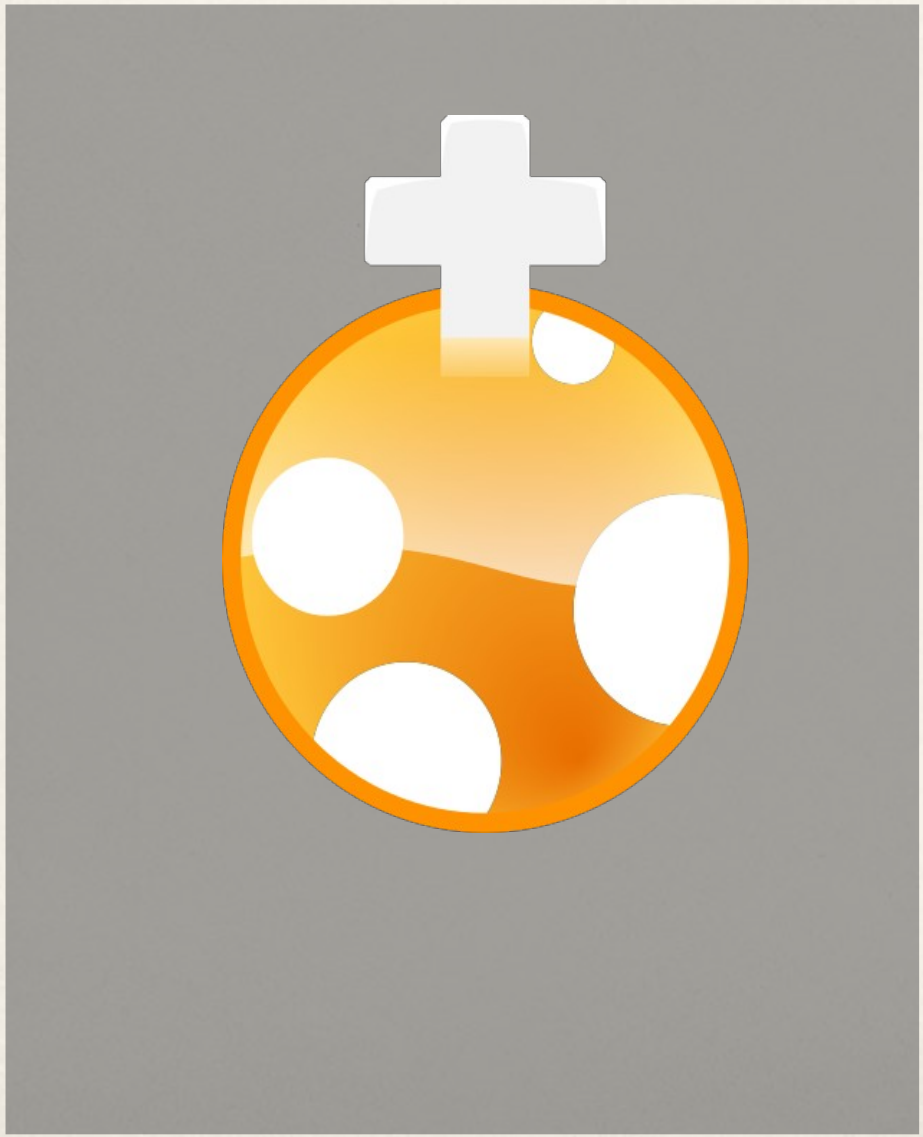
less glue code

Interacting modules.

"The whole is more than the sum of its parts."

– Aristotle

The holy four!



i. Views

ii. Flag

iii. Rules

iv. Message

Modules to be **replaced**...

Scheduler, Workflow, Pathauto,

Notifications, Messaging,

Casetracker, Custom breadcrumbs,

...

your custom module?

Is this a good idea?

Let's do „Feature modules“?

Modules

- have more dependencies
- become harder to understand

→ Just as the sites we build

Feature modules

→ Re-use existing stuff

→ Less work

→ Less code to maintain

→ More flexible solutions

→ Easy to adapt!

Share and remix
custom-tailored solutions!

Examples

Mark as spam

- Flag (Mark as spam / Mark as ham)
- Rules:
  - Unpublish content marked as spam
  - Block spam users
  - Notify moderator about new content
- Messages for spam history

Simple workflow

- Workflow state field
  (draft, needs-review, published)
- Field permissions
- Message + Rules for logging changes
- Views for content listings, message logs.
- Rules for publishing, notification

Scheduled publishing

- Date fields for publishing + unpublishing date
- Rules Components for
  (Un-)Publishing + Logging
- Reaction rules that
  - detect changed (un-)publishing dates
  - schedule component evaluation

Notifications

- Flag „Subscribe to a node“
- Rule „Notify subscribers of changes“
- Rules component „Notify a user“
- User account field „Notification settings“

  e.g. for choosing messaging channel

Demo

Best practices...

- Make use of **tags**!
- Use **components** to organize your rules
- Export rules to feature modules using **Features**
- Fear the devil: **PHP** module.
- Keep your rules simple

Useful modules

Views Bulk Operations

http://drupal.org/project/views_bulk_operations

Execute Rules components on Views-results.

Rules Link

http://drupal.org/project/rules_link

Create custom links which trigger rules.

Content Access

http://drupal.org/project/content_access

Grant role-based access to nodes with rules.

Rules Bonus Pack

http://drupal.org/project/rb

A greenhouse for Rules functionality.

Developing with Rules

Extend Rules

- Provide events, conditions and actions
- Define entity properties using hook_entity_property_info of the entity API
- Provide new entity types

Make use of the Rules API

- Actions API
- Conditions API
- Provide configurable components
- Embed the UI, write tests!

Developments & Outlook

- Usability
- Development ideas
  - Views, ctools, Entity forms, Web hooks
- Drupal 8
  - Entity API with Entity Property API
  - Condition, Action API

Question?

What did you think?

Locate this session on the DrupalCon London website:

http://london2011.drupal.org/conference/schedule

Click the “Take the survey” link

THANK YOU!