



Model Configuration Example

Version 1.0

© 2014 CrownPeak Technology, Inc. All rights reserved. No part of this document may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopy, recording, or any information storage and retrieval system, without permission from CrownPeak Technology.

Document History

Author/Editor	Date	Reason for Change	Version
Justin Neely	10/22/2014	Original Version	1.0

Table of Contents

Model Configuration Example Overview	4
Current Training Instance	4
Step-by-Step	5
Summarizing the first model.....	7
Examining the <i>Section Folder</i> model.....	8
Notes and Additional Information.....	11
Example References.....	11

Model Configuration Example Overview

Models are used to allow the easy addition of content assets and folders with pre-assigned properties (like templates and workflows, or even predefined content) to the CMS. Models are required to enable content authors to create new content assets, since typically only administrators and developers are granted permission to create intrinsic content types—i.e., assets without pre-assigned workflow, templates, configuration and access properties—from the New menu in the CMS.

There are several types of model configurations that can be incorporated into the CMS, referred to as simple, intermediate and recursive. In this document we'll look at an intermediate model configuration, providing content authors with the ability to create a new folder prepopulated with two content assets. We'll also examine a model configuration that is recursive, referencing itself as a model, as well as offering several other content asset and folder types for users to create.

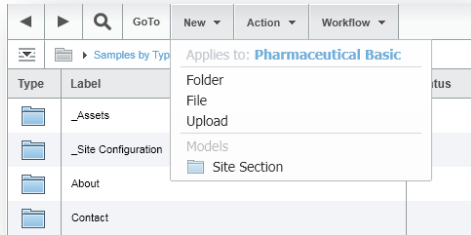
The latter example provides content authors with a great deal of freedom to expand site structure and content. A recursive model allows content authors to create site structures with unlimited depth, as each new folder created will reference itself, allowing the creation of another level. This particular recursive model offers not only a reference to itself, but also options to create other types of content assets and folders that have different assigned properties with specific uses within the site. This range may not be typical, but shows the versatility of model configurations within the CMS..

Current Training Instance

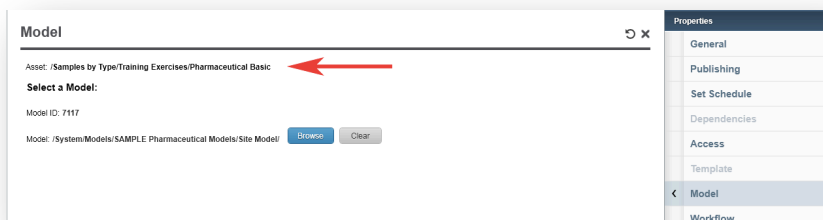
All the assets referred to in these examples can be found on the current training instance of the CMS. For more information about the location of this instance and how to work with it, refer to the following page on Connect: <https://connect.crownpeak.com/training/instance>.

Step-by-Step

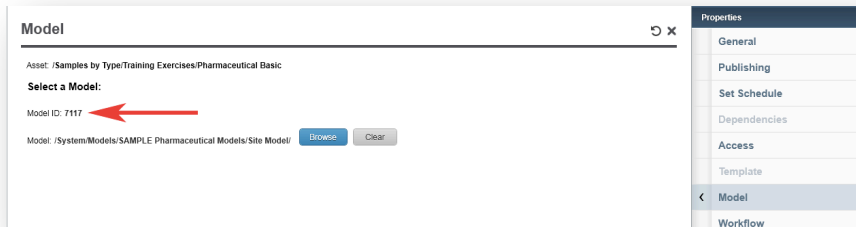
1. Start by navigating to /Samples - Unlocked/Training Exercises/Pharmaceutical Basic/.
2. From the List View, go to the New menu and look at the option available below the second horizontal divide.



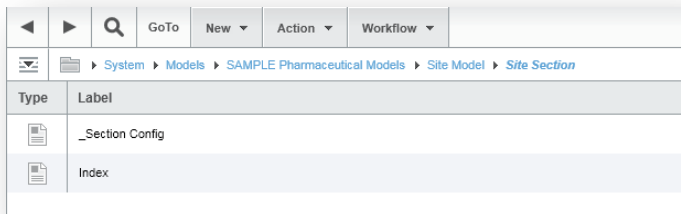
3. You'll see there is only one model available. (You may have permission to create intrinsic content types, but for a content author the first three options would be unavailable.) This model has been titled *Site Section*. This is not a system default for creating new folders, but a naming choice for the model made by a developer to help a content author understand its purpose.
4. Let's take a look at the assets and properties that comprise the model in use here by selecting Properties->Model in the right rail.
5. First confirm that the Asset selected is /Samples - Unlocked/Training Exercises/Pharmaceutical Basic/.



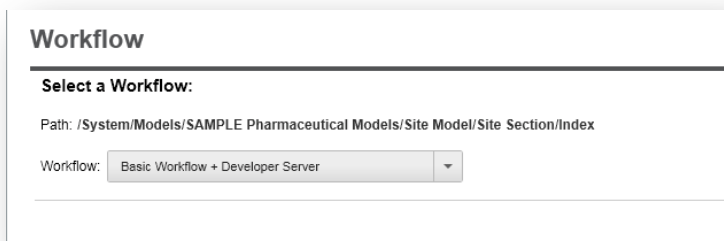
- Next use the Model ID (this equivalent to an asset ID) or path info to navigate to the assigned model folder, called *Site Model*. Again, the name *Site Model* is one chosen by a developer and could be replaced by a less generic name.



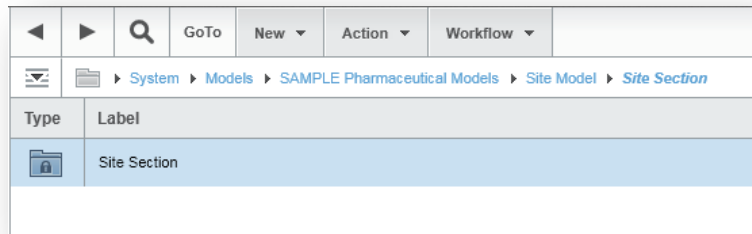
- Within the *Site Model* folder, you'll find only one folder, *Site Section*. Notice that this corresponds to the only content creation option (for non-intrinsic content types) that we saw in the New menu.
- Open the *Site Section* folder and you'll see two content assets, *_Section Config* and *Index*.



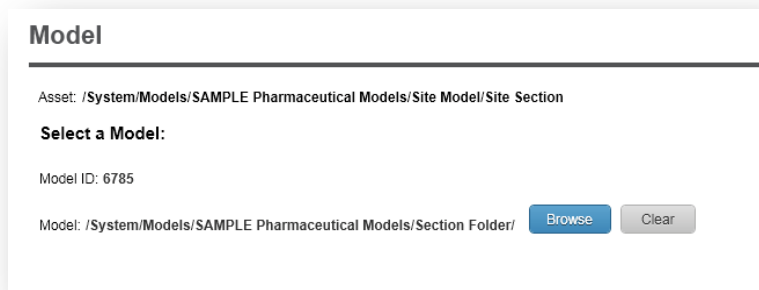
- Each time a content author working on the *Pharmaceutical Basic* site chooses New->Site Section to add content to the site, that user will create both a copy of the *Site Section* folder and a copy of each of the two assets (*_Section Config* and *Index*) inside that folder. The folder copy and its enclosed assets will appear at the root level of *Pharmaceutical Basic* site with whatever name the content author chooses to assign the folder.
- All of the asset copies created in *Pharmaceutical Basic* using this model will retain properties already associated with the source assets we're examining in this model folder. For example, if you select either content asset and select Properties->Workflow from the right rail, you'll see an assigned workflow. This same workflow will apply to the newly created assets derived from this model.



11. Now step up one level in the folder hierarchy and select *Site Section*.



12. Click on Properties->Model in the right rail.



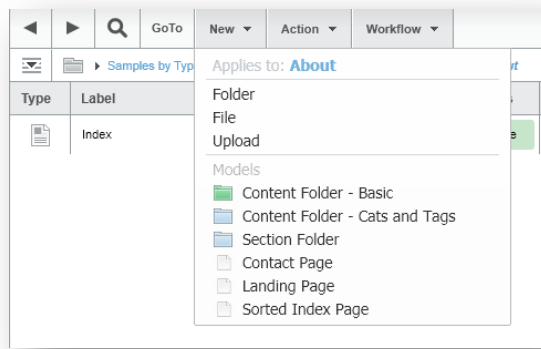
13. Notice that the *Site Section* folder asset within this model folder has another model associated with it. This associated model, called *Section Folder*, will determine the options available to content authors when they create a new *Site Section* folder. (Model IDs are among the properties inherited by folder and content assets derived from models.) This means the new content options available to content authors will be different within one of these folders than they are at the root level.

Summarizing the first model

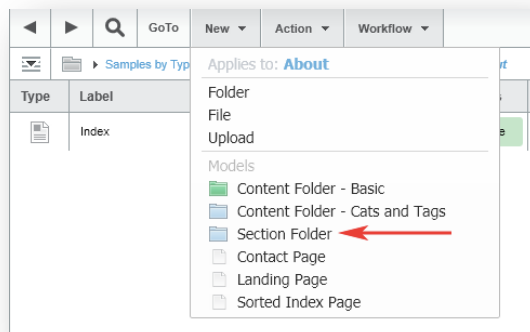
14. We'll take a look at the *Section Folder* model and compare it to *Site Model* (the folder we've just examined) shortly, but first let's recap what assigning the model called *Site Model* to the root level of the *Pharmaceutical Basic* site means for content authors.
- At the site's root level, content authors are able to add new folders. Each new folder derived from this model will contain an *Index* asset with predefined properties, as well as a *_Section Config* asset.
 - Content authors cannot create individual content assets outside of folders at the root level. The assigned model will always create a folder with two assets in it, so it's not possible for a content author to add a content asset alone.
 - Within any new folder created, content authors' options to create types of assets from the New menu will be determined by the *Section Folder* model associated with the *Site Section* folder.

Examining the *Section Folder* model

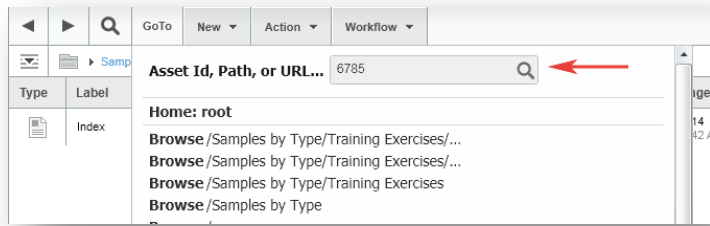
15. Navigate back to our starting point, /Samples - Unlocked/Training Exercises/Pharmaceutical Basic/.
16. Now open the *About* folder.
17. Select Properties->Model from the right rail.
18. The *About* folder has been assigned the *Section Folder* model, as opposed to the root level of the site, which uses the *Site Model* model.
19. Close the Model dialog and select the New menu.



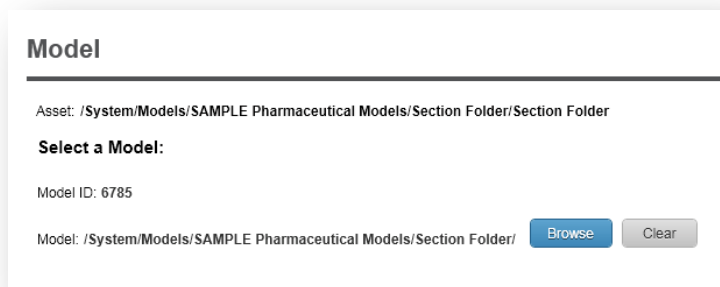
20. Notice the range of content options available within the *About* folder. There are multiple types of content assets with different labels, as well as different types of folder assets.
 - a. Notice especially that there is a folder option available called *Section Folder*. This name refers to the model governing the *About* folder, meaning that this folder's associated model is pointing to itself.



21. Select Properties->Models from the right rail and use the Model ID to navigate to the associated *Section Folder* model.



22. Within this *Section Folder* model folder, you find three distinct types of folders and three types of content assets. These provide the content author with great flexibility in adding asset types that they require to build out sites.
23. Select *Content Folder-Basic* and view its model properties using the right rail. Do the same for *Content Folder-Cats and Tags*.
24. You'll observe that each of these folders is governed by another model. Each of the relevant model folders is located within the same site-level grouping of models folders, *SAMPLE Pharmaceutical Models*. This gives the content author the option to derive content assets and folders based on specific types relevant to the site *Pharmaceutical Basic*. Any of these if selected will be instantiated with a distinct sort of content asset inheriting specific properties.
25. Similarly a closer examination of *Contact Page*, *Landing Page* and *Sorted Index Page* will reveal different properties associated with each content asset.
26. Most interesting for the purposes of this example is the *Section Folder* included among these others options.
27. Select *Section folder* and use the right rail to view its model properties.



28. You should immediately notice that this folder refers back to the model folder in which it's contained. It's an example of a **recursive model**.
29. By linking a folder to its own parent model folder, a developer can provide a content author with unlimited ability to build depth within a site by repeatedly instantiating the same folder model.

30. This example also demonstrates that multiple other model folder options for deriving different content assets may also be included within a folder using the recursive model. This powerful tool allows developers to provide as much or as little flexibility to content authors as they require in determining content structure within a given site.

Notes and Additional Information

Example References