
Read the Docs Template Documentation

Release 0.0.1-poc

Read the Docs

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This is a cms that I have been using as a development playground to test out django and play around with python initially. I have used it in production at jnvilo.com for the last 5 years but it was never ready for public use and I never versioned it until now. I am iteratively preparing it for public consumption.

1.1 Build Requirements

Centos:

```
yum -y install npm gcc make
```

Windows/WSL

Since this is a linux environment , we can work like in Linux apt-get install nmp gcc make Windows:

TODO: Figure out how to install and develop on windows. For now have to use WSL on windows 10. Test make test Development:

The makefiles will create a virtualenv and install the module.

1.1.1 Building templates

MyCMS uses dustjs templates which are found in /mycms/templates/mycms/dustjs_templates.

Rebuild of dustjs templates is done by:

```
make dustjs
```

This will also install npm and required modules if not already installed.

1.1.2 Overrides

python version:

```
make PYTHON_VERSION='2.7.8' test make PYTHON_VERSION='2.7.8' virtualenv
```

pep8 options:

```
make PEP8_OPTIONS='--max-line-length=120' python-pep8
```

If you have already downloaded the tarballs you need (Python and/or virtualenv) you can work offline like this:
make ONLINE=false virtualenv

Development Notes:

2.1 Writing Page Editors

Each new page type requires a way of creating and editing new pages. For example a CategoryPage type, we need to be able to edit the content attribute for the page.

Note:

- mycms/static/mycms/editor contains the js and css for the editor.
 - html is placed within the page template and shown when user clicks the edit page whenever ?toolbar=True is passed in the request param.
-

Editors have three basic components:

- javascript code - The javascript code is in mycms/static/mycms/editor. For example we have there the article.editor.js and category.editor.js which contains code for editing SinglePage and CategoryPage articles.
- html code . This code exists within the page template . For the category page, this would be in mycms/templates/mycms/CategoryPage.

The code for the editor starts as follows:

```
{% if view_object.request.user.username == "admin" %}
<div id="overlay">

    the overlay allows us to put an overlay page where we render
    the editor user interface.

</div>
{% endif %}
```

- style sheets - All styles used for the editors should be in mycms/static/mycms/editor/

CHAPTER 3

Rest API

The screenshot displays the MyCMS API documentation page. The browser address bar shows the URL `127.0.0.1:8000/cms/api/v2/docs/`. The page title is "MyCMS API".

Left Sidebar: A dark sidebar with the title "MyCMS API" and a list of endpoints: `cmsauthtoken`, `cmscontents`, `cmsentries`, `cmspages`, and `cmspaths`. At the bottom, there are links for "Authentication", "session", "Source Code", and "shell".

Main Content Area:

- cmsauthtoken**
 - read** (POST `/cms/api/v2/cmsauthtoken`)
 - Description: Gets or Creates a Token for the given user.
 - Query Parameters: A table with one parameter, `renew`, set to true to retrieve a new token invalidating old one if it exists.
 - Request Body: A table with two required parameters, `username` and `password`, both required to create or retrieve token.
- cmscontents**
 - list** (GET `/cms/api/v2/cmscontents/`)
 - Description: A viewset that allows...
 - Query Parameters: A table with parameters for `limit` and `offset`.

Right Sidebar: Contains command-line examples for interacting with the API using the `coreapi` CLI.

```
# Install the command line client
$ pip install coreapi-cli

# Load the schema document
$ coreapi get http://127.0.0.1:8000/cms/api/v2/docs/

# Interact with the API endpoint
$ coreapi action cmsauthtoken read -p username=... -p password=...
```


CHAPTER 4

Indices and tables

- `genindex`
- `modindex`
- `search`