

Introduction

Getting Started

As a developer you are tasked with altering or extending the functionality of a HUBzero install or one of its extensions. You will need to be proficient in PHP and have some familiarity with such things as JavaScript or CSS. If you are new to HUBzero, this reference should help guide you through the creation of extensions such as modules and widgets (more on those later).

Thankfully, the requirements for getting started creating HUBzero extensions are minimal: knowledge of programming in PHP and a good text editor. While those are the only *requirements* we do, however, recommend you have working knowledge of the following:

- (X)HTML
- Cascading Stylesheets (CSS)
- JavaScript (familiarity with the [jQuery](#) framework is a plus)
- XML
- Model-View-Controller (MVC) design pattern
- Object-Oriented Programming

Release Notes

Changes

The Hubzero library underwent several significant changes.

Namespaced

One of the biggest changes was the namespacing of the Hubzero library. In most cases, this means a simple find & replace for Hubzero class names. Underscores "_" become back-slashes "\". Example:

```
// old
Hubzero_User_Profile
```

```
// new
HubzeroUserProfile
```

Helper Methods Renamed and Moved

Old	New
Hubzero_View_Helper_Html::niceidformat()	HubzeroUtilityString::niceidformat()
Hubzero_View_Helper_Html::formatSize()	HubzeroUtilityNumber::formatSize()
Hubzero_View_Helper_Html::shortenText()	HubzeroUtilityString::shortenText()
Hubzero_View_Helper_Html::purifyText()	HubzeroUtilitySanitizer::purifyText()
Hubzero_View_Helper_Html::str_highlight()	HubzeroUtilityString::str_highlight()
Hubzero_View_Helper_Html::timeAgo()	JHTML::_('date.relative')

Portions of the Hubzero library were reorganized and, consequently, some class names changed.

Classes Moved and Renamed

Old	New
Hubzero_Group	HubzeroUserGroup
Hubzero_Group_Helper	HubzeroUserGroupHelper
Hubzero_Group_InviteEmail	HubzeroUserGroupInviteEmail
Hubzero_Geo	HubzeroGeocodeGeocoder
HubzeroObject	HubzeroBaseObject
HubzeroItemList	HubzeroBaseItemList
HubzeroModel	HubzeroBaseModel
Hubzero_Document	HubzeroDocumentAssets
Hubzero_Component	HubzeroComponent{Site}
Hubzero_Api_Controller	HubzeroComponentApiController
Hubzero_Browser	HubzeroBrowserDetector
Hubzero_Ldap	HubzeroUtilityLdap
Hubzero_Environment::ipAddress()	JRequest::ip()

INTRODUCTION

The HubzeroBrowserDetector class also had some methods named.

Renamed Methods	Old	New
	getBrowser()	name()
	getBrowserVersion()	version()
	getBrowserMajorVersion()	major()
	getBrowserMinorVersion()	minor()
	getOs()	platform()
	getOsVersion()	platformVersion()
	getUserAgent()	agent()

Deprecated

ximport()

Namespaced Hubzero classes are now autoloaded and ximport() calls are now deprecated and should be removed where used.

Additions

New Classes

Along with the renaming and moving of several classes in the core Hubzero library, a handful of new classes were incorporated.

Class	Notes
HubzeroUtilityNumber	Various methods for manipulating and formatting numbers
HubzeroViewView	Base view class
HubzeroComponentView	Component view
HubzeroPluginView	Plugin view

Sub-view Helpers

Loading a sub-view (view within a view) can now be done via the view() method. This method accepts two arguments: 1) the view name and 2) the parent folder name [option]. If the second argument is not passed, the parent folder is inherited from the view the method is called from (i.e., \$this).

<?php

INTRODUCTION

```
$this->view('layout')
    ->set('foo', $bar)
    ->display();
```

```
?>
```

View Asset Helpers

Component and plugin views now have helpers for pushing Cascading StyleSheets and JavaScript assets to the document.

The `css()` method provides a quick and convenient way to attach stylesheets. For components, it accepts two arguments:

1. The name of the stylesheet to be pushed to the document (file extension is optional). If no name is provided, the name of the component or plugin will be used. For instance, if called within a view of the component `com_tags`, the system will look for a stylesheet named `tags.css`.
2. The name of the extension to look for the stylesheet. For components, this will be the component name (e.g., `com_tags`). For plugins, this is the name of the plugin folder and requires the third argument be passed to the method.
3. **Plugin views only.** The name of the plugin.

Method chaining is also allowed.

```
<?php
// Push a stylesheet to the document
$this->css()
    ->css('another');
?>
... view HTML ...
```

Similarly, a `js()` method is available for pushing javascript assets to the document. The arguments accepted are the same as the `css()` method described above.

```
<?php
// Push some javascript to the document
$this->js()
    ->js('another');
?>
```

... view HTML ...

Geocode Library & Plugins

The Hubzero library now comes with a helper class for various geocoding utilities. The class provides helpers for getting a list of countries, geocoding an address (i.e., getting longitude and latitude for a street address or IP address), and reverse geocoding an address (i.e., getting a street address for longitude and latitude).

When a method of the class is called (e.g. `locate()`), a plugin event is fired and any number of services may respond. A plugin for each available service resides in the newly created geocode plugins group.

Note: Some services may require registration.

Installation

Directories & File Structure

The initial directory structure of a HUBzero install.

```
/hubzero
  /administrator
  /api
  /bin
  /cache
  /cli
  /components
  /images
  /includes
  /language
  /libraries
  /logs
  /media
  /migrations
  /modules
  /plugins
  /site
  /templates
  /tmp
  /unittest
  /vendor
  configuration.php
  index.php
  htaccess.txt
  robots.txt
```

While this looks very much like past hub installs, there are some noticeable exceptions. Some directories vital to HUBzero functionality have been added. A quick explanation of the additional directories:

/api

HUBzero comes with an API for accessing data from the various components and extensions in a light-weight, speedy manner. This directory contains the entry point to the API and can be accessed by visiting <http://yourhub.org/api>

/migrations

This is where database migrations are stored and is vital to keeping an install up-to-

INTRODUCTION

date.

/vendor

HUBzero uses [Composer](#) to manage several libraries that the framework employs. The vendor directory is the repository used and managed by Composer for those libraries and should not be directly altered.

Accessing Files

Accessing via SSH

The following tutorial should help you in using SSH to connect to and from your HUBzero server(s). You should be relatively comfortable with using a terminal (also referred to as a "command-line tool") to navigate directories and manipulate files.

Warning: Most accounts do **not** have SSH/sFTP access initially. Your system administrator must grant your account access before you will be able to connect.

From a terminal type `ssh <user>@<host>`. You will then be prompted for a password. Both the username and password will typically be the same as the account you registered on <host>.

```
yourmachine:~ you$ ssh username@host
yourmachine:~ you$ username@host password:
```

```
host ~
```

Windows Clients

- [PuTTY](#) (a Telnet and SSH client)

Mac OSX

All versions of Mac OSX come with Terminal.app which may be found in the /Utilities directory of your /Applications directory.

Accessing via sFTP

sFTP, or secure FTP, is a program that uses SSH to transfer files. Unlike standard FTP, it encrypts both commands and data, preventing passwords and sensitive information from being transmitted in the clear over the network. It is functionally similar to FTP, but because it uses a different protocol, you can't use a standard FTP client to talk to an sFTP server, nor can you connect to an FTP server with a client that supports only sFTP.

The following tutorial should help you in using sFTP to connect to and from your HUBzero server(s).

Warning: Most accounts do **not** have SSH/sFTP access initially. Your system administrator must grant your account access before you will be able to connect.

INTRODUCTION

Graphical Clients

Using graphical SFTP clients simplifies file transfers by allowing you to transmit files simply by dragging and dropping icons between windows. When you open the program, you will have to enter the name of the host (e.g., yourhub.org) and your HUB username and password.

Windows Clients

- [WinSCP](#)
- [BitKinex](#)
- [FileZilla](#)
- [PuTTY](#)

Mac OSX Clients

- [Transmit](#)
- [Fetch](#)
- [Cyberduck](#)
- [Flow](#)
- [Fugu](#)

Command-line

You can use command line SFTP from your Unix account, or from your Mac OS X or Unix workstation. To start an SFTP session, at the command prompt, enter:

```
yourmachine:~ you$ sftp username@host
yourmachine:~ you$ username@host password:
```

```
host ~
```

Some standard commands for command-line sFTP

| Command | Description |
|---------|-------------|
|---------|-------------|

cd

chmod

chown

dir (or ls)

exit (or quit)

get

help (or ?)

lcd

Char
Char
comp
Char
comp
List t
remo
Close
and e
Copy
local
Get h
Char

INTRODUCTION

Command

Description

ls

mkdir

ln (or symlink)

lpwd

lumask

mkdir

put

pwd

rename

rm

rmdir

version

!

See a
the lo
Creat
Creat
comp
Show
direc
Char
Creat
Copy
remo
Show
direc
Rena
Delet
Remo
direc
Displ
In Un
enter
SFTP
!pwd
dropp

Finding Files

Once connected to a server, by either sFTP or directly with SSH, you will need to find the web root which contains the HUB install. The web root for the production version of a HUB can be found at /www/yourhub. Typically, HUBs will also have a development version of a HUB, which can be found at /www/dev.

Once in the desired directory, file layout and directory structure follows the conventions detailed in [Installation](#) unless otherwise noted.

See the [Installation](#) overview for details on a typical HUBzero install's directory structure.

Direct Database Access

Accessing via command-line

The following tutorial should help you in using SSH to connect to and from your HUBzero server(s) and access the database. You should be relatively comfortable with using a terminal (also referred to as a "command-line tool") to navigate directories and manipulate files.

Warning: Most accounts do **not** have SSH/sFTP access initially. Your system administrator must grant your account access before you will be able to connect.

See [Accessing Files](#) for further details on how to use SSH.

Libraries

Hubzero

Location:

```
/libraries/Hubzero
```

The Hubzero library contains code that is essential for a hub to run properly and altering or adding to the library without Hubzero approval is *strongly* discouraged.

File Formatting

For files that contain only PHP code, the closing tag ("?>") is omitted. It is not required by PHP, and omitting it prevents the accidental injection of trailing white space into the response.

Class Names

Class names may only contain alphanumeric characters. Numbers are permitted in class names but are discouraged in most cases. Underscores are only permitted in place of the path separator; the filename `/libraries/Hubzero/User/Helper.php` must map to the class name `HubzeroUserHelper`.

If a class name is comprised of more than one word, the first letter of each new word must be capitalized. Successive capitalized letters are not allowed, e.g. a class `HubzeroPDF` is not allowed while `HubzeroPdf` is acceptable.

Note: Code deployed alongside Hubzero libraries must never start with `Hubzero`.

Filenames

Hubzero standardizes on a class naming convention whereby the names of the classes directly map to the directories in which they are stored. The root level directory of Hubzero's standard library is the `/libraries/Hubzero` directory. All Hubzero classes are stored hierarchically under this root directory.

For all other files, only alphanumeric characters, underscores, and the dash character ("-") are permitted. Spaces are strictly prohibited.

File names must map to class names as described above.

Debugging

Debug Mode

To turn on Debug mode:

- Login to the administration e.g. <http://YOURSITE/administrator/>
- At the top under the **Site** menu click **Global Configuration**.
- Click the **System** tab.
- Under the **Debug Settings** section change **Debug System** to Yes.
- Click the **Save** button.

Debug mode will output a list of all queries that were executed in order to generate the page. This will also turn on a stack trace output for error and warning pages. PHP error reporting will be turned on, allowing one to see any PHP errors that may be present.

Note: Turning on debugging mode for production (live) sites is strongly discouraged and it is recommended to be avoided if at all possible.

Restricting who sees debug output

Since debug mode can contain potentially sensitive, it is **strongly** recommended that access to debug output is restricted to the administrator or super administrator user access levels and/or a defined list of users.

To restrict:

- Login to the Joomla administration e.g. <http://YOURSITE/administrator/>
- At the top under the **Extensions** menu click **Plugin Manager**.
- Select **System** from the "Select Type" drop-down.
- Find the debug plugin, typically titled "System - Debug", and click to edit.
- Under the **Parameters** section select the **Allowed Groups** and/or enter a comma-separated list of usernames into the Allows Users box.
- Click the **Save** button.

Illegal variable ... passed to script.

One encounters the following error:

Illegal variable `_files` or `_env` or `_get` or `_post` or `_cookie` or `_server` or `_session` or `globals` passed to script.

This error is generated when the key of a key-value pair is numeric in one of the following variables: `_files` or `_env` or `_get` or `_post` or `_cookie` or `_server` or `_session` or `globals`. An

INTRODUCTION

example of this would be `$_POST[5] = 'value'`. This is most often generated by having form elements with numeric values as names. For example:

```
<input type="text" name="5" />
```

As the error indicates, this is not allowed. Element names must include at least one non-numeric character. Examples:

```
<input type="text" name="n5" />
```

```
<input type="text" name="n_5" />
```