

PortalToolsFramework

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Concept/Functions

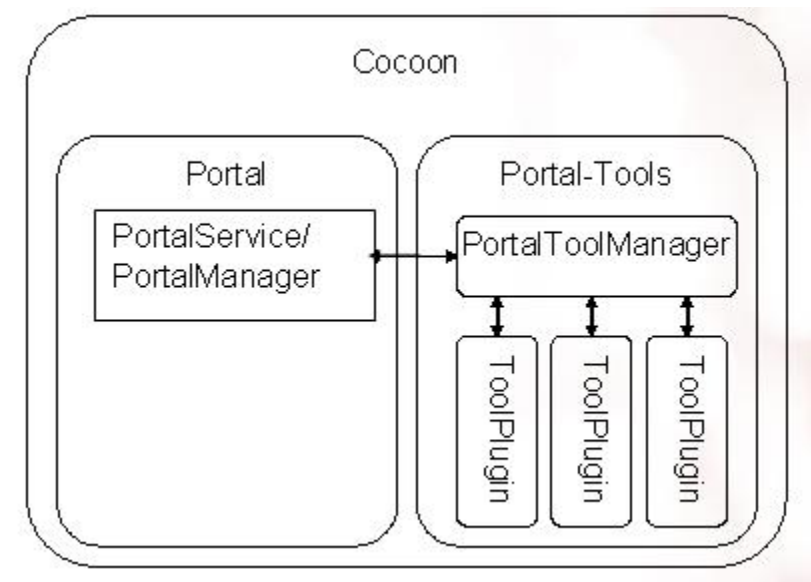
The [PortalTools](#) provide a simple framework which allow an administrator to develop tools for the Cocoon Portal Engine. The Tools consist of many small tools (plugins). It is recommended that each of the plugins provide functions for only one task (e.g. one plugin for user management and one for coplet management).

The framework offers a unique user interface for all tools (it reuses the skins of the portal). It is intended that it be very easy to add or remove tools. In most cases this can be done by simply copying the tool into the plugin-folder or deleting the plugin. This requires that the menu structure be generated dynamically. In addition, since the contents of the portal could be multilingual the tools must offer i18n too. To protect different parts of the [PortalTools](#) there must be some kind of access/rights management.

Technologies

- [CFoms](#)
- [FlowScript](#)
- [JXTemplate](#) (XPath syntax)

Architecture



Components

- [PortalToolManager](#)
- [RightsManagement](#)
 - [PortalToolsCheckAccessAction](#)
 - [PortalToolsCheckAccessTransformer](#)
- [PortalToolsI18nGenerator](#)
- [PortalToolsPtmJs](#)

Folder & Package-Structure

Folder	Packages
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