

1. Component types

Component types (templates) are defined in the entity "Component Types".

Component Types			
Søg		+ Opret	Søg Nulstil liste visning Visninger Url Filer Views Logs
	NAME	TAGS	STATUS
	Header 1	TITLE CLASSES CACHEOUTPUT	Active
	Hero Image	TITLE CLASSES CACHEOUTPUT IMAGE1	Active
	Menu	TITLE CLASSES CACHEOUTPUT	Active

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A component type is composed of 4 attributes:

The name

Just the name shown in the dropdown, when selecting a component type for a page component.

The tags

A list of system names for the fields that are used in the template.

To disable caching of a component type, remove CACHEOUTPUT from the tags, and the field won't be available on those page components.

The preview image

A sample image, that will be shown when selecting the component type for a page component.

The template

Either:

An ID of an HTML template, defined as a template in the designer.

The raw HTML template.

Component Type

[Output](#)[Kopier værdier](#)[Indsæt værdier](#)[Slet post](#)[Logs](#)[Marker denne](#)**Name**

Header 1

**Template**

```
1 <section>
2   <div class="container-wide px-5">
3     <div class="py-5">
4       <div class="row">
5         <div class="col-12 col-md-8">
6           <h1 class="mb-4">{TITLE}</h1>
7         </div>
8         <div class="col-12 col-md-4"></div>
9       </div>
10    </div>
11  </div>
12 </section>
```

Tags

TITLE CLASSES CACHEOUTPUT

Preview

Browse eller Træk filer på her

Browse

Status

Active

When inputting content into the template the following syntax is used:
The system name of the field, encapsulated in curly brackets, eg. `{TITLE}`.

Simple compares are available, eg. `{IF_TITLE=ABC}`.

Must also have an end-tag, `{ENDIF}`.

Can also make use of an else-tag, `{ELSE}`, eg.

```
{IF_TITLE=ABC}<div>{SUBTITLE}</div>{ELSE}<span>{SUBTITLE}</span>{ENDIF}
```

Execution of page codeunits is also supported.

Input the name of the codeunit, like you would in the url command-parameter, prefix with a @ and encapsulate in curly brackets, eg. `{@com.tsnocode.codeunit.common.HelloWorld}`.

Execution of codeunits is the last instruction, when rendering a component, thus it is possible to inject this value from an input field.

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