

```
<?php
namespace {
    use SilverStripe\CMS\Model\SiteTree;
    use SilverStripe\ORM\HasManyList;

    /**
     * @method PageLike[]|HasManyList Likes
     */
    class Page extends SiteTree
    {
        private static array $has_many = [
            'Likes' => PageLike::class,
        ];
    }
}
```

```
<?php
namespace {
    use App\Models\PageLike;
    use SilverStripe\Control\HTTPResponse;
    use SilverStripe\Control\HTTPRequest;
    use SilverStripe\CMS\Controllers\ContentController;

    class PageController extends ContentController
    {
        private static array $allowed_actions = [
            'likethispage',
        ];

        public function likethispage(HTTPRequest $request): HTTPResponse
        {
            $ip = $request->getIP();

            if (!$this->Likes()->filter('IP', $ip)->exists()) {
                $pageLike = PageLike::create();
                $pageLike->IP = $ip;
                $this->Likes()->add($pageLike);
            }

            $this->redirectBack();
        }
    }
}
```

THE

SILVERSTRIPE GOOD THE BAD THE UGLY

and the awesome parts

```

<?php

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```

Is it good or even awesome? It shows a strength of Silverstripe - getting custom functionality at a low cost (in terms of lines of code). But as always there are some tradeoffs.

```

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                $pageLike->IP = $ip;
                $this->Likes()->add($pageLike);
            }

            $this->redirectBack();
        }
    }
}

```

```

<?php

namespace App\Models;

use Page;
use SilverStripe\ORM\DataObject;

/**
 * @property string IP
 * @method Page Page
 */
class PageLike extends DataObject
{
    private static array $db = [
        'IP' => 'Varchar(45)',
    ];

    private static array $belongs_to = [
        'Page' => Page::class,
    ];
}

```

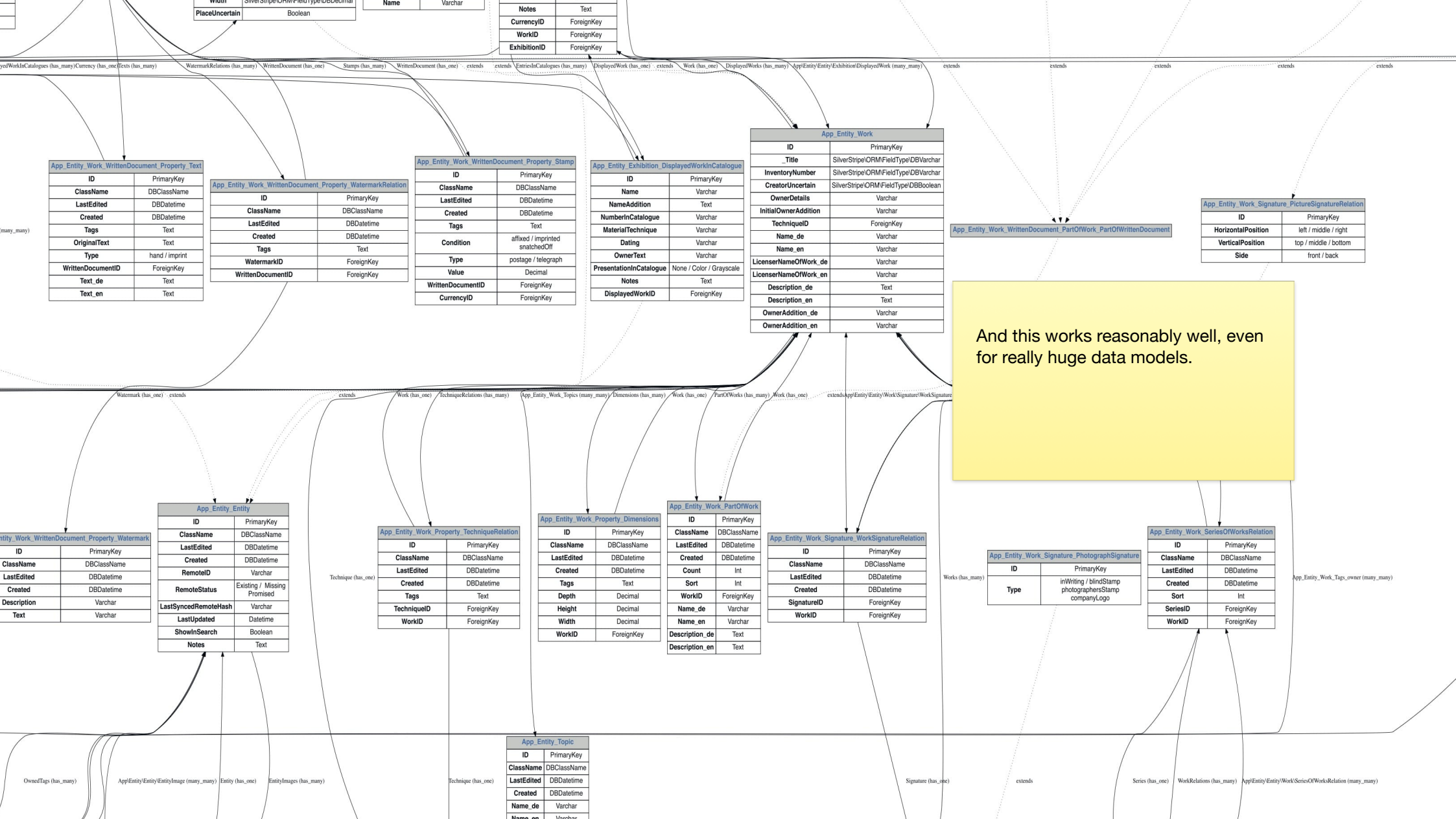
Stephan Bauer

That's me. I'm part of relaxt
(<https://www.relaxt.at>).





ENTITIES ORM



And this works reasonably well, even for really huge data models.

\$project->???

There is a certain price to pay, as Silverstripe has a very dynamic approach there is no static type safety, and no auto-completion out of the box.

\$project->

```
getDescription():string
```

```
getLogo():Image
```

```
getName():string
```

```
getProperties():array
```

I sometimes miss the comfort of a Symfony/Doctrine project. But nevertheless this comes a certain cost (in terms of code required for Entities and so on).

```
6 class Project extends \SilverStripe\ORM\DataObject {
7
8     public const DB__NAME = 'Name';
9     1 usage
10
11    public const DB__DESCRIPTION = 'Description';
12
13    2 usages
14
15    public const HAS_MANY__PROPERTIES = 'Properties';
16
17    2 usages
18
19    public const HAS_ONE__LOGO = 'Logo';
20
21    no usages
22
23    private static $has_many = [
24        self::HAS_MANY__PROPERTIES => Property::class,
25    ];
26
27 }
```

An approach that we are using as a compromise: Define some public constants and use them to access everything. Might be ugly, but it helps with refactoring.

no usages

```
15 private static $has_many = [  
16     self::HAS_MANY__PROPERTIES => Property::class,  
17 ];
```

no usages

```
19 private static $db = [  
20     self::DB__NAME => 'Varchar',  
21     self::DB__DESCRIPTION => 'HTMLText',  
22 ];
```

no usages

```
24 private static $has_one = [  
25     self::HAS_ONE__LOGO => Image::class,  
26 ];
```

no usages

```
28 private static $owns = [  
29     self::HAS_ONE__LOGO,  
30 ];
```

31

Use them in the static config...

```
19 private static $db = [  
20     self::DB_NAME => 'Varchar',  
21     self::DB_DESCRIPTION => 'HTMLText',  
22 ];  
23  
no usages  
24 private static $has_one = [  
25     self::HAS_ONE__LOGO => Image::class,  
26 ];  
27  
no usages  
28 private static $owns = [  
29     self::HAS_ONE__LOGO,  
30 ];  
31  
no usages  
32 public function getCountOfProperties(): int{  
33     return $this->{self::HAS_MANY__PROPERTIES}()->count();  
34 }  
35  
36 }
```

... and in methods (in the same or other classes as well).

What else are we missing?

Identity Map

Foreign Key Constraints

Unit of Work

Proper use of Transactions

Transactions are used but sparingly throughout the core...

Versioning

Don't get me wrong, Versioning is awesome and it is integrated into the core, but there are some problems:

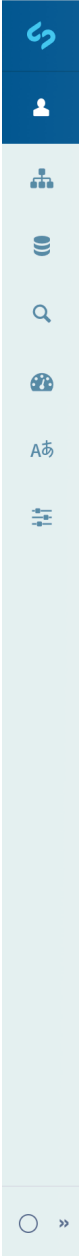
- * Cleanup of old versions
- * Versioning of relations (there ist the experimental <https://github.com/silverstripe/silverstripe-versioned-snapshots>)

But those are inherently complex problems, in any framework...

Is it a Page?

Something that bothered me a lot when starting with Silverstripe. Is an Event a subclass of Page, a RealestateObject a subclass of Page, ...?

My lesson learned: Use Composition, create an EventPage that references an Event, create/delete the EventPage on the fly when creating an Event. That seems to be the best of both worlds.



+ Hinzufügen

Massenaktionen

▼ Gustav Klimt-Datenbank

Startseite DE EN

▼ Klimt Werk DE EN

- 1862–1882 (Entdeckung und...
- 1883–1888 (Theatermaler in ...
- 1889–1894 (Ausstattungskü...
- 1895–1897 (Symbolismus im...
- 1898–1900 (Wiege der Mode...
- 1901–1903 (Goldener Ritter ...
- 1904–1906 (Klimt-Affäre um ...
- 1907–1909 (Gustav Klimt am ...
- 1910–1913 (Expressive Farb...
- 1914–1918 (Letzte Schaffen...
- 1919–1945 (Nachruhm und ...
- 1946–2023 (Klimt heute) DE EN

Netzwerk Wien 1900 DE EN

- Forschung DE
- Die Biografie DE EN
- Über das Projekt DE EN
- Projektteam DE EN
- Projektpartner:innen DE EN
- Registrierung DE EN
- Datenschutzerklärung DE EN
- Nutzungsbedingungen DE EN
- Kontakt & Impressum DE EN
- Zugriff verweigert DE EN
- Seite nicht gefunden DE EN
- Seite nicht mehr verfügbar DE EN
- Interner Serverfehler DE EN
- Aktuelles ENTWURF DE EN
- Aktuelles DE EN

Sprache

Haupt-Inhalt Abhängige Seiten (1) Feature

Available-InLocale

de	<input checked="" type="checkbox"/>
en	<input checked="" type="checkbox"/>

Seitenname

de	Klimt Werk
en	Klimt's Artworks

URL-Segment

de	https://www.klimt-database.com/...
en	https://www.klimt-database.com/...

Navigationsbezeichnung

de	
en	

Inhalt

de	B <i>I</i> <u>U</u> Ix <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Absatz <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

● Im Fokus von Klimt-Werk stehen sämtliche Aspekte des Œuvres des Jugendstilmeisters. Visualisiert durch eine Timeline, werden hier Klimts Schaffensperioden aufgerollt, beginnend von seiner Ausbildung, über seine Zusammenarbeit mit Franz Matsch und seinem Bruder Ernst in der »Künstler-Compagnie«, die Affäre um die Fakultätsbilder bis hin zu seinem Nachruhm und Mythos, der diesen Ausnahmekünstler markiert.

BACKEND

Everything

Use (*) in your query as a placeholder for parts of a word.

Sulu CMS

This is a Symfony based CMS, they have a really nice backend: <https://sulu.io>





Say Hello to Gutenberg, the WordPress Editor

WordPress Gutenberg Editor

Experience the flexibility that blocks allow, whether you're building your first website or your code for a living.

[Try Gutenberg today in WordPress](#)

Love it or hate it, from my point of view, inline editing fails for more complex scenarios.

*This page was built with blocks — pieces of content that you can move around. **Click around to explore them.***

📄 Say Hello to Gutenberg, the WordPress Editor

380 words, 2 minutes read time.

Status Pending

React

Webpack

Redux

Entwine

Customizing

Babel

GraphQL

I am not really into React, so this is very opinionated, but a lot of developers agreed - it is hard work to extend the frontend of the Silverstripe backend (much more difficult than extending the serverside parts :-P)

Schema

▼ Silverstripe CMS Demo

 Home

▶  About

▶  Features

▼  Theme

 Styles Demo

 Responsive

 **Customisable** **MODIFIED**

 Contact

 Page not found

 Server error

My "favorite" bug in the interface...

A stylized, hand-drawn illustration of a computer desktop interface. The background is a light blue and white gradient. The desktop is filled with various windows and icons, rendered in a sketchy, artistic style with warm colors like orange, yellow, and blue. The windows contain abstract patterns and lines, suggesting code or data. The overall aesthetic is modern and creative.

TEMPLATE

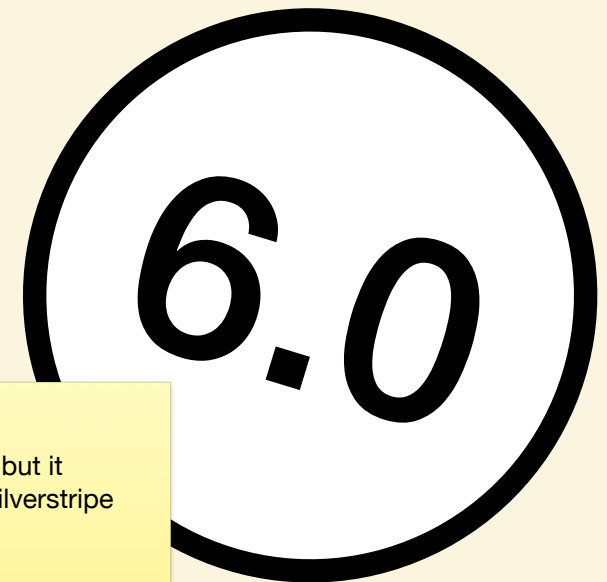
```
1 <!DOCTYPE html>
2 <html lang="de">
3 <head>
4
5     <title>{% block title %}Welcome!{% endblock %}</title>
6
7     {% block stylesheets %}{% endblock %}
8
9     {% block javascripts %}{% endblock %}
10
11 </head>
12
13 <body class="{% block body_class %}{% endblock %}">
14
15 {% block body %}
16
17     <nav>...</nav>
18
19     <aside>
20         {% block sidebar %}{% endblock %}
21     </aside>
22
23     <main>
24         <h1>{% block body_header %}...{% endblock %}</h1>
25
26         {% block body_content %}{% endblock %}
27     </main>
28
29 {% endblock %}
30
31 </body>
32 </html>
33
```

twig

```
1 <!DOCTYPE html>
2 <html lang="de">
3 <head>
4
5     <title>{% block title %}Welcome!{% endblock %}</title>
6
7     {% block stylesheets %}{% endblock %}
8
9     {% block javascripts %}{% endblock %}
10
11 </head>
12
13 <body class="{% block body_class %}{% endblock %}">
14 {% block body %}
15
16     <nav>...</nav>
17
18
19     <aside>
20         {% block sidebar %}{% endblock %}
21     </aside>
22
23     <main>
24         <h1>{% block body_header %}...{% endblock %}</h1>
25
26         {% block body_content %}{% endblock %}
27     </main>
28
29 {% endblock %}
30
31 </body>
32 </html>
33
```

```
1 {% extends 'base.html.twig' %}
2
3 {% block title %}Homepage{% endblock %}
4
5 {% block sidebar %}
6     ...
7 {% endblock %}
8
9 {% block body_header -%}
10     Hello World
11 {%- endblock %}
12
13
14 {% block body_content %}
15     ...
16 {% endblock %}
```

I really like to have multiple blocks that can be overwritten in subtemplates, makes it very flexible :-)



Maybe I'm too optimistic, but it should be possible with Silverstripe 6.0. Fingers crossed

```
1 <!DOCTYPE html>
2 <html lang="de">
3 <head>
4
5     <title>{% block title %}Welcome!{% endblock %}</title>
6
7     {% block stylesheets %}{% endblock %}
8
9     {% block javascripts %}{% endblock %}
10
11 </head>
12
13 <body class="{% block body_class %}{% endblock %}">
```

```
1 {% extends 'base.html.twig' %}
2
3 {% block title %}Homepage{% endblock %}
4
5 {% block sidebar %}
6     ...
7 {% endblock %}
8
9 {% block content %}
10     He
11 {%- en
12
13
14 {% block body_content %}
15     ...
16 {% endblock %}
```

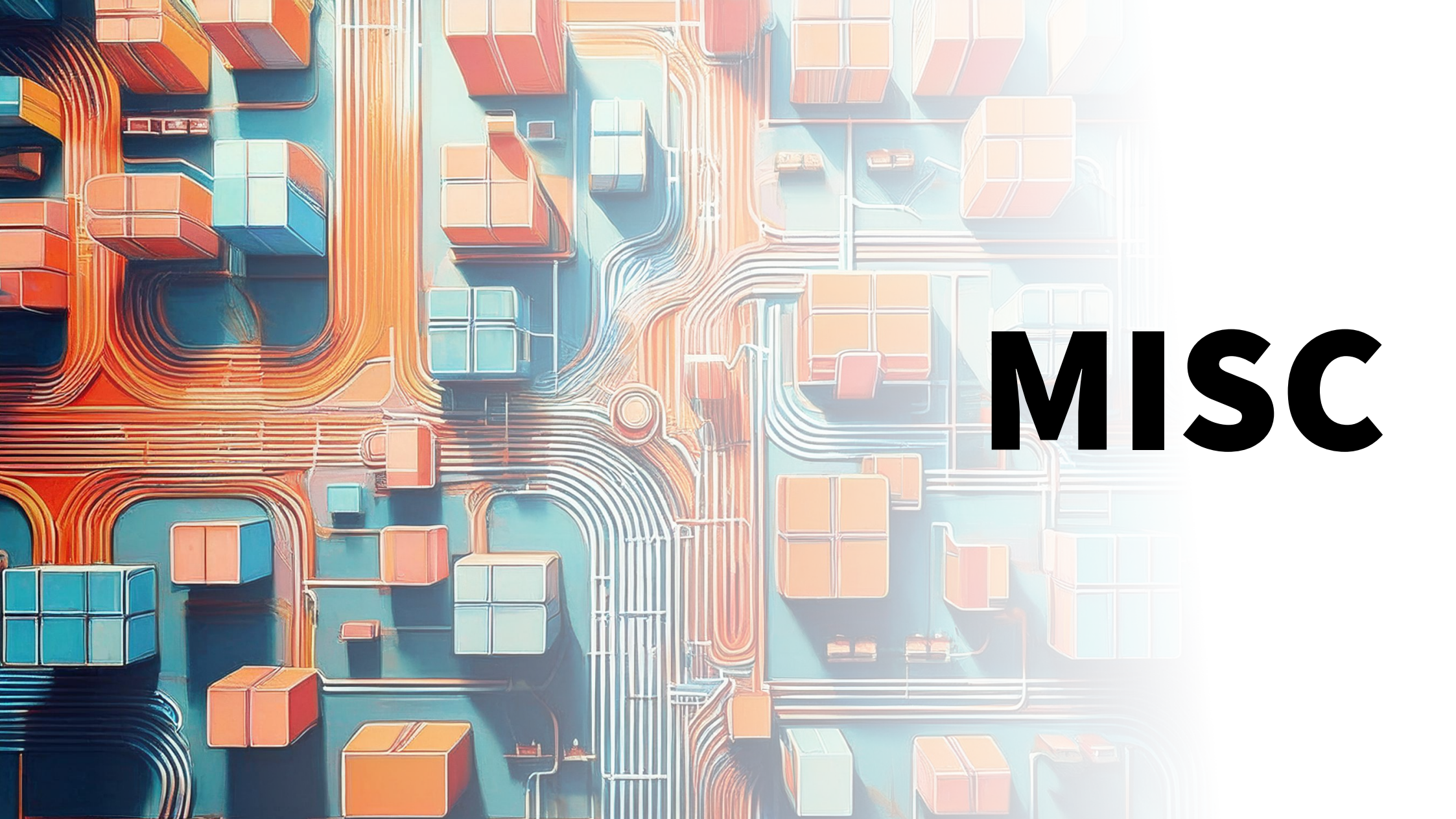
```
<h1> Hello World
</h1>
```

```
9  {% block body_header -%}
10      Hello World
11  {%- endblock %}
```

```
<h1>Hello World</h1>
```

```
21 </aside>
22
23 <main>
24     <h1>{% block body_he
25
26     {% block body_content
27 </main>
28
29 {% endblock %}
30
31 </body>
32 </html>
33
```

Whitespace control allows you to fix unnecessary spaces and line breaks:
<https://twig.symfony.com/doc/2.x/templates.html#whitespace-control>



MISC

Forms

Forms are difficult to style and customize, in any framework I have tried yet. So I guess there isn't much to improve here.

Asset-Management

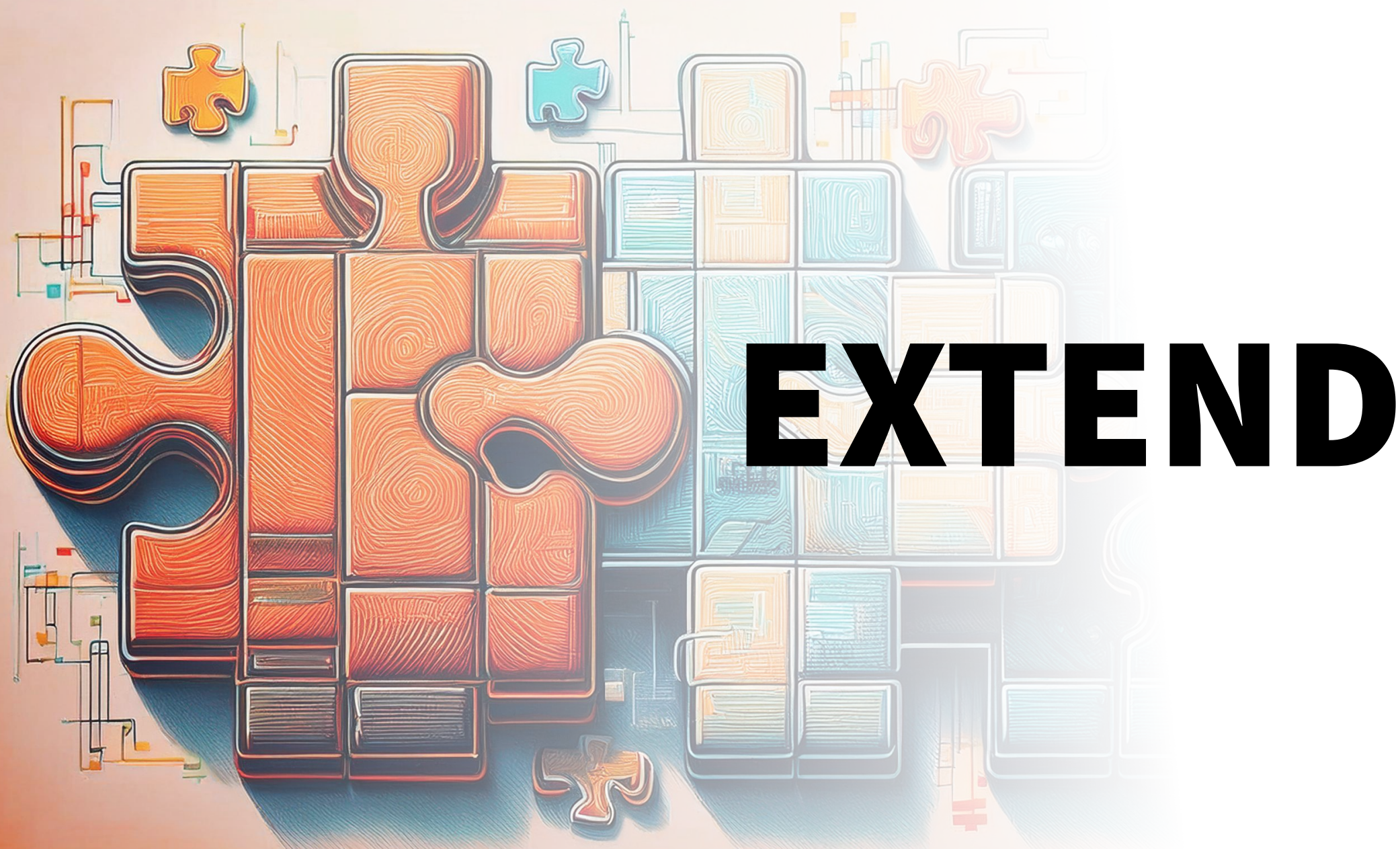
I think it could work better, especially if you have lots of assets and want to handle storage locations for your users. There are also cases where our customers don't want to expose the original files, just smaller versions - but publishing always happens for original and variants together.

Performance

From our experience this can be a major issue on more complex websites. There is a lot you can do, caching in the template, but there is a certain overhead that is difficult to tackle - the template rendering is not the fastest around, ORM and DataExtensions can cause a certain overhead and so on...

Community

That's a good or even awesome part. I believe what really helps is, that you need to have a certain technological know-how in order to use the CMS as there is no way to do something useful without coding.

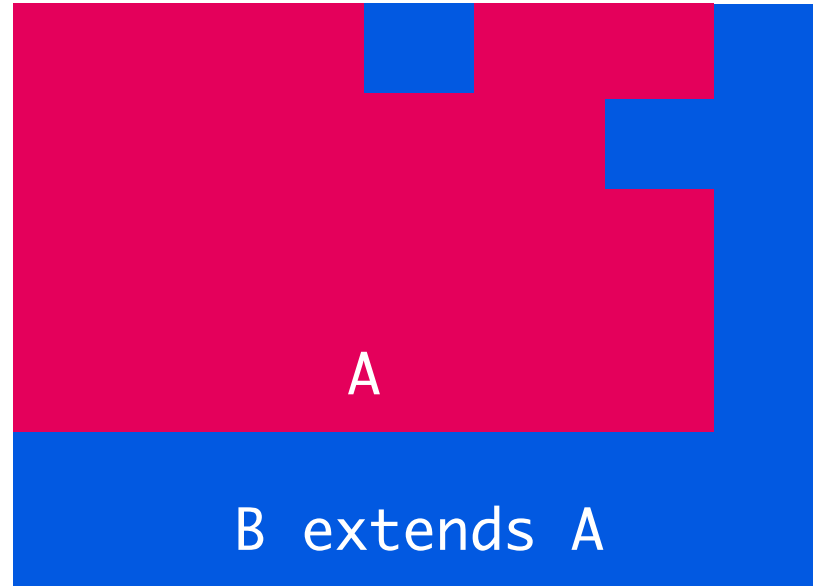


EXTEND

Okay, bear with me. I try to point out why extending Silverstripe works the way it works and why this is well thought (aka awesome).

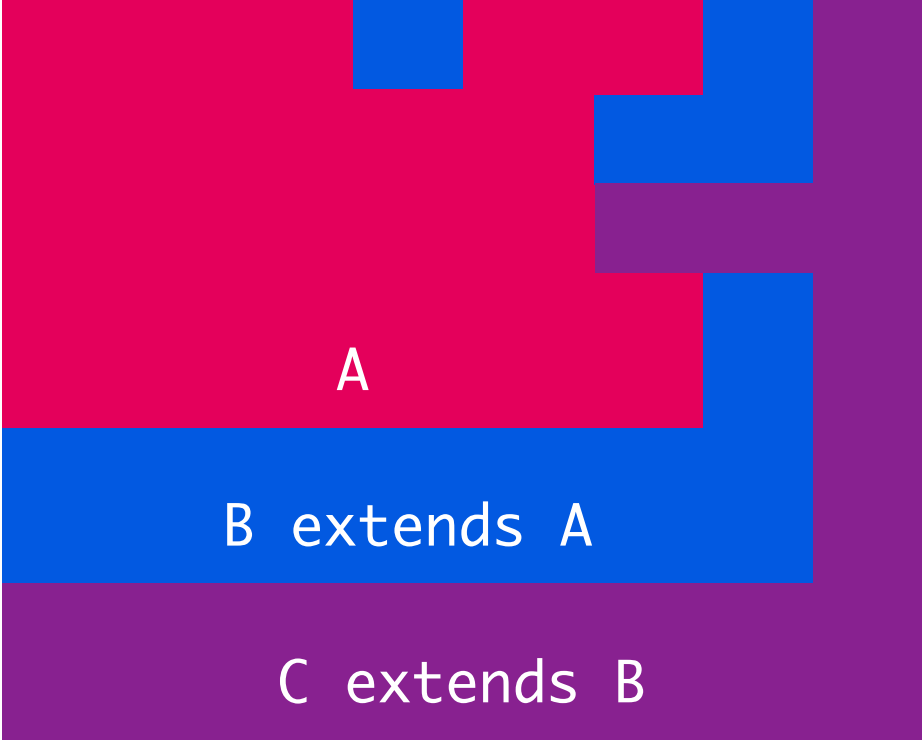
A

So this is a class A

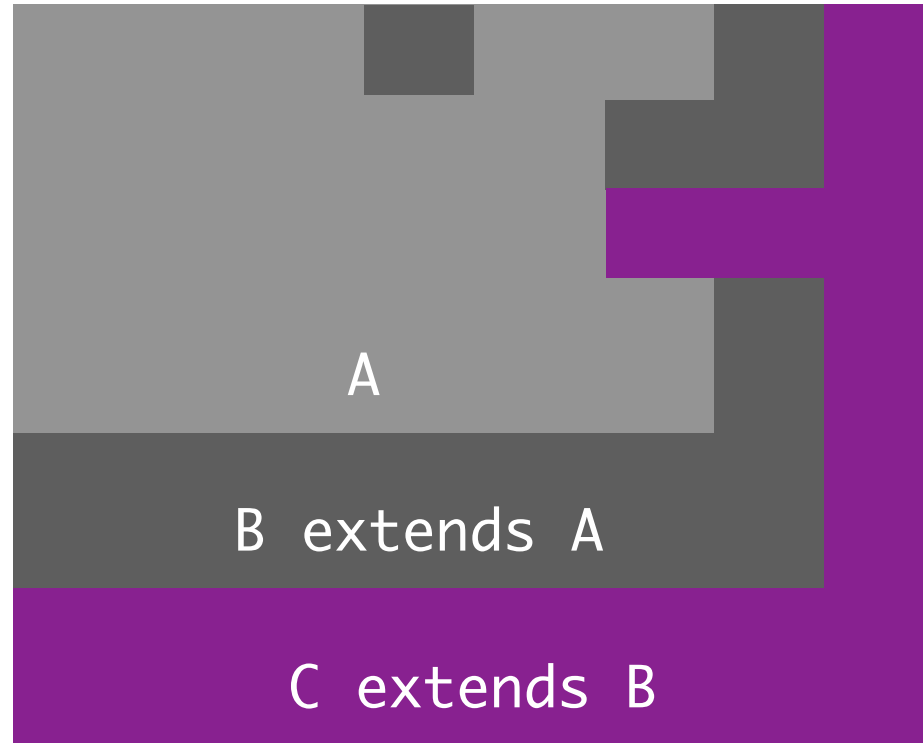


The typical way to add new and modify existing behavior is by subtyping the class.

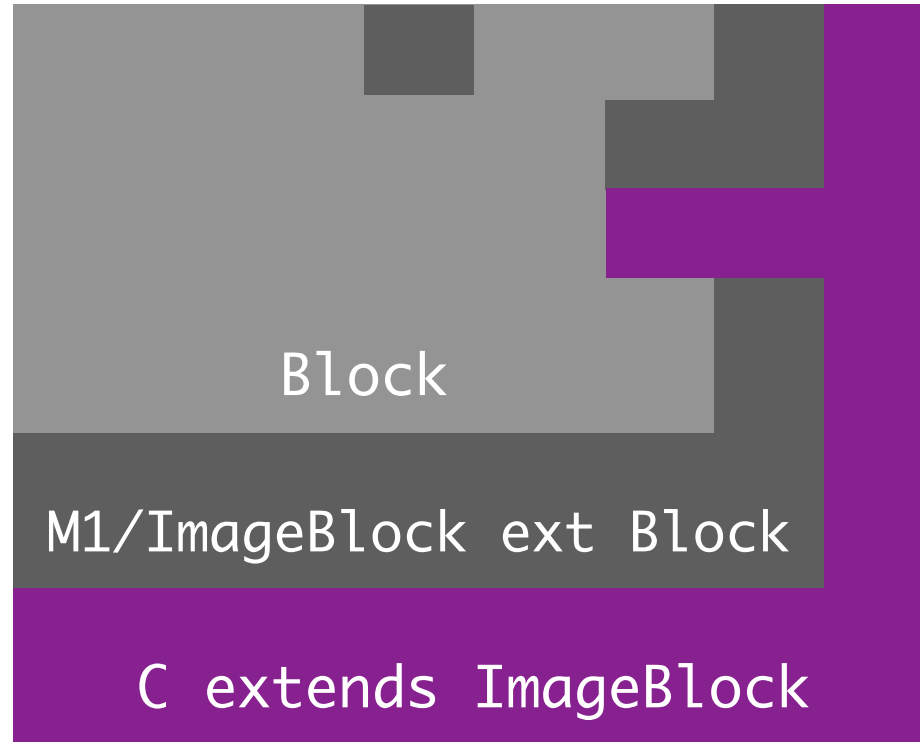
Inheritance



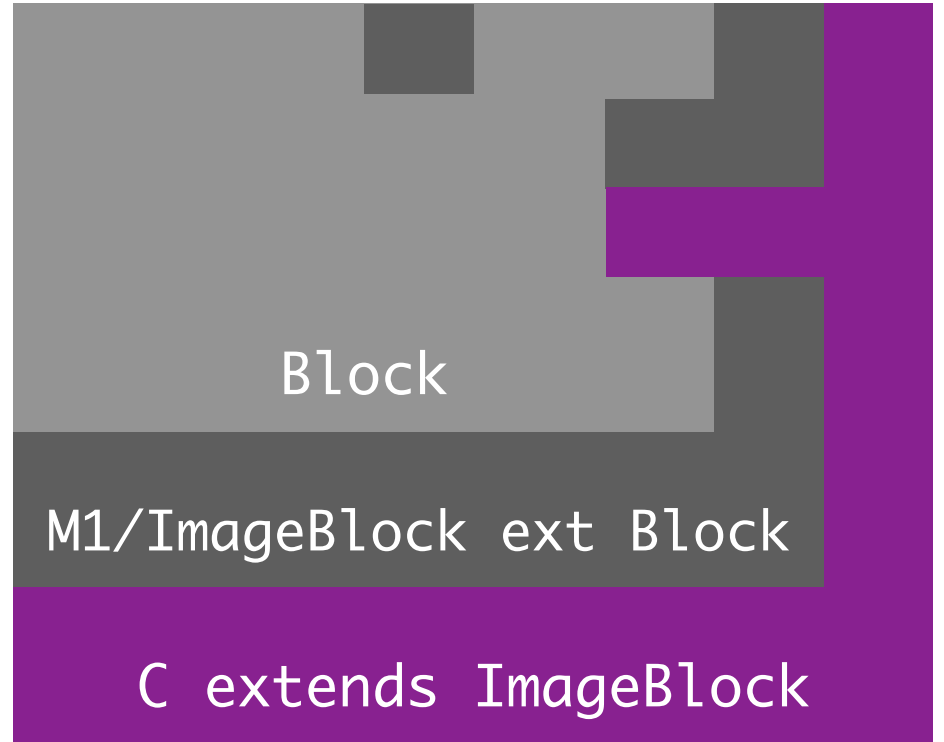
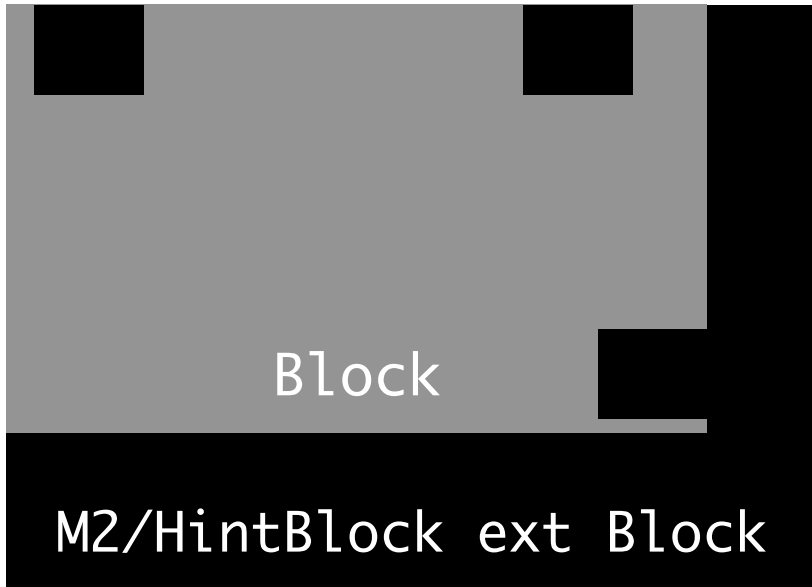
This works reasonably well, even on multiple levels.



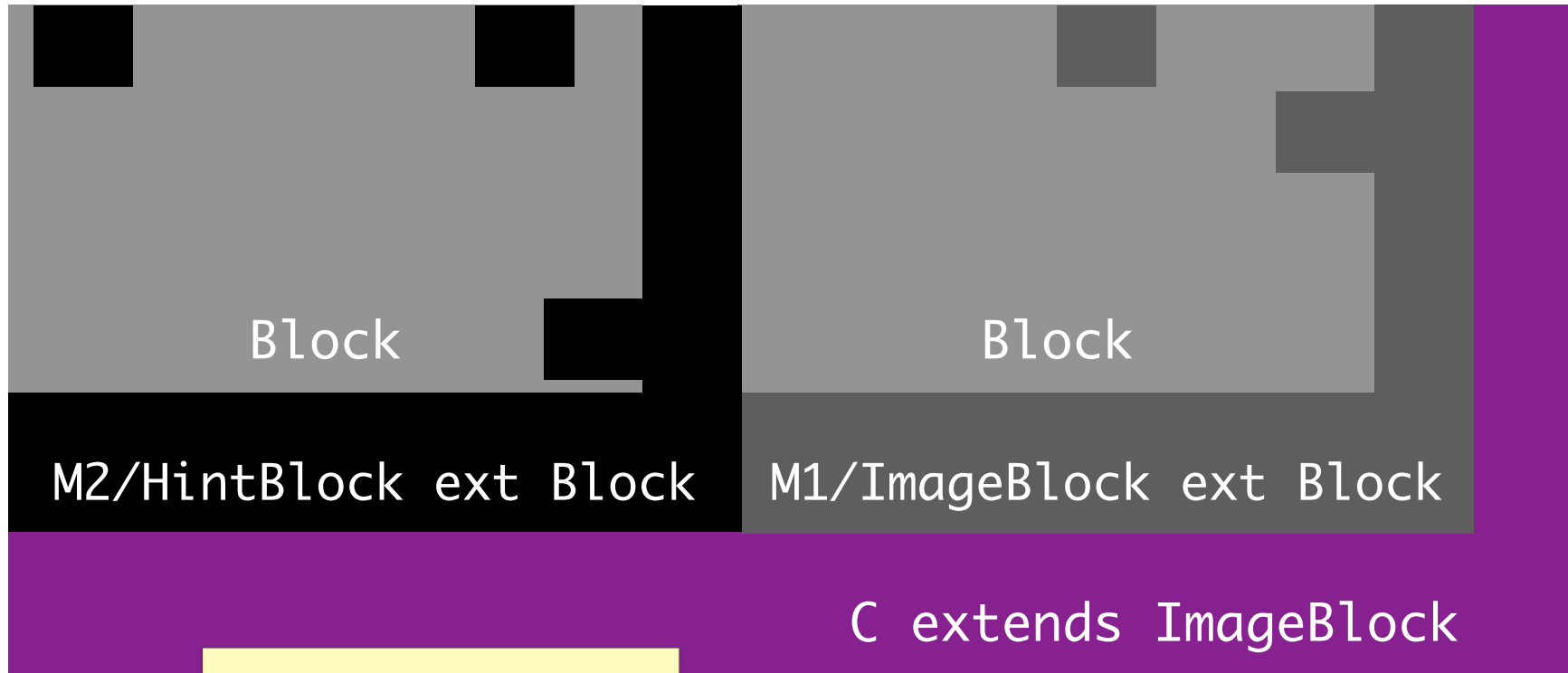
And it even works if the base classes (A, B) are not modifiable by us, but are part of a framework.



Let's make this example a little bit more real world. Let's assume we have some content Block (inside some core package) and a derived ImageBlock (inside some other package M1) and some custom block C in our app that wants to modify some implementation details.



Let's assume that we have another module M2 that proves a HintBlock. And our custom block C wants to be a HintBlock and an ImageBlock...



No way, there is no multiple inheritance in PHP, but...

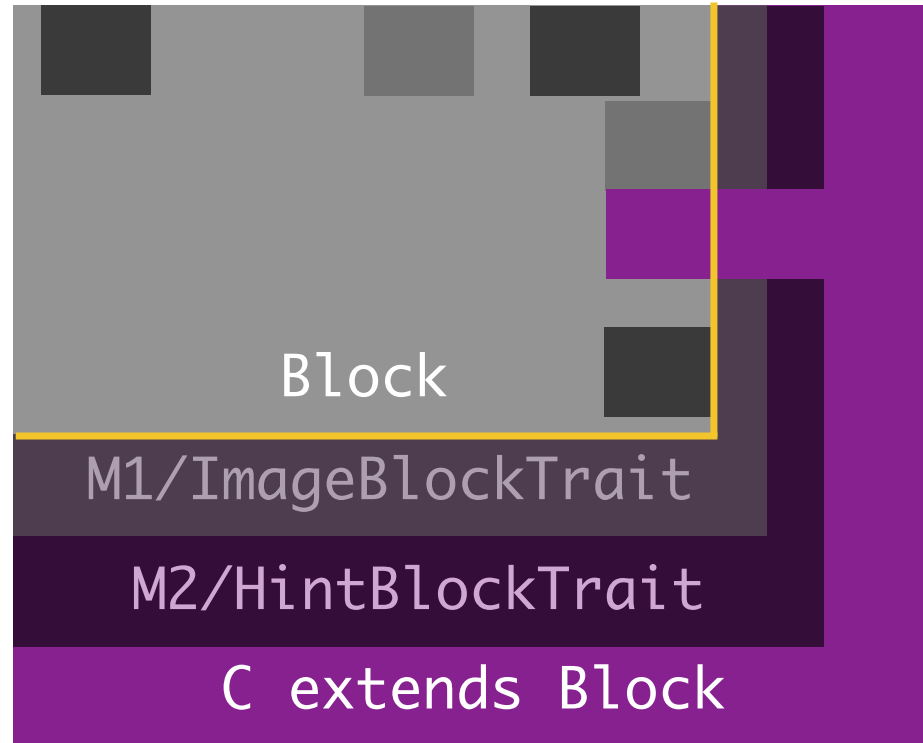
Too much Inheritance

As close as we can get - there are traits that can simulate multiple inheritance to a certain degree. (Keep in mind this hasn't been around when Silverstripe's Extension model was designed.)



M2/HintBlockTrait

M1/ImageBlockTrait

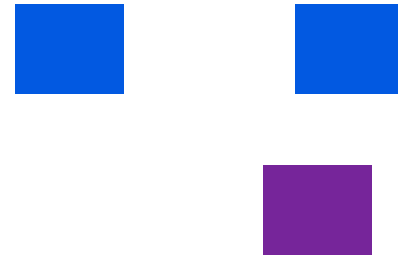


Also keep in mind that the traits are part of C, they can not be used to add behavior to the Block (as we need to modify a class in order to add a Trait)

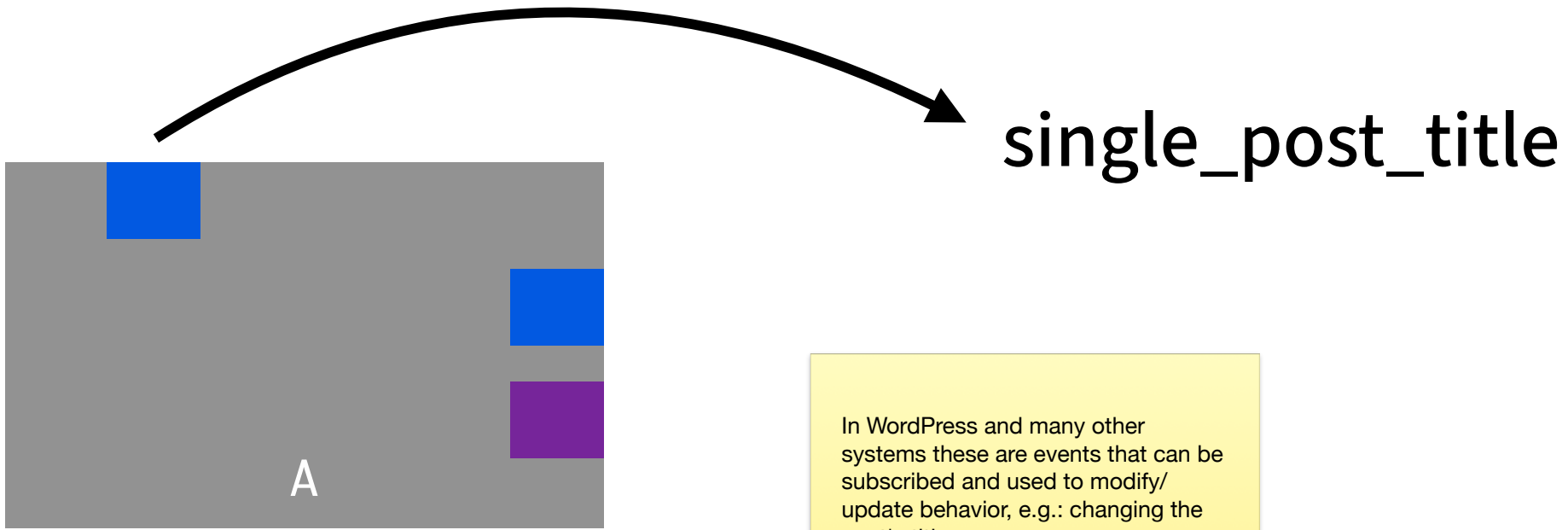
Typically this approach is called a "mixin" allowing to flexible mix functionalities. Think "composition over inheritance"



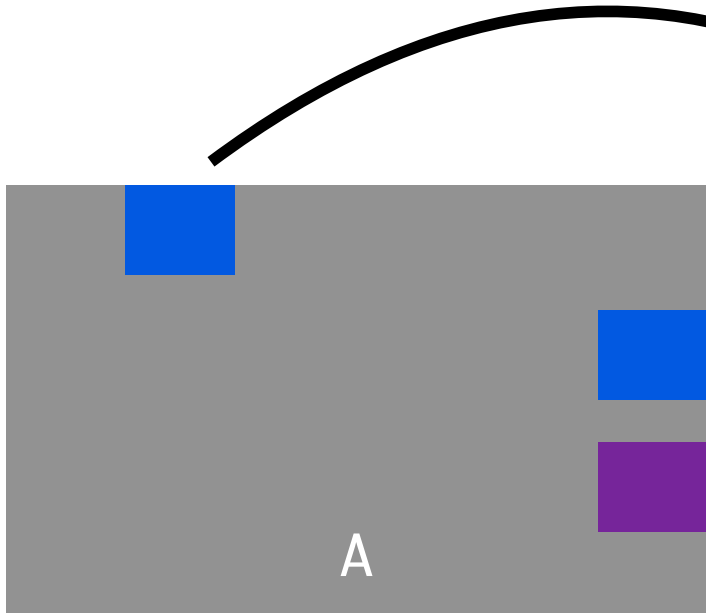
Too much Mixin



In order to add functionality to a base class, this class needs to be designed in a way that allows us to use composition/ configuration to modify it's behavior without actually changing the base class. Graphically speaking, there are some holes in implementation that can be filled by custom implementations.



In WordPress and many other systems these are events that can be subscribed and used to modify/update behavior, e.g.: changing the post's title.



PostTitleDriverInterface#generate

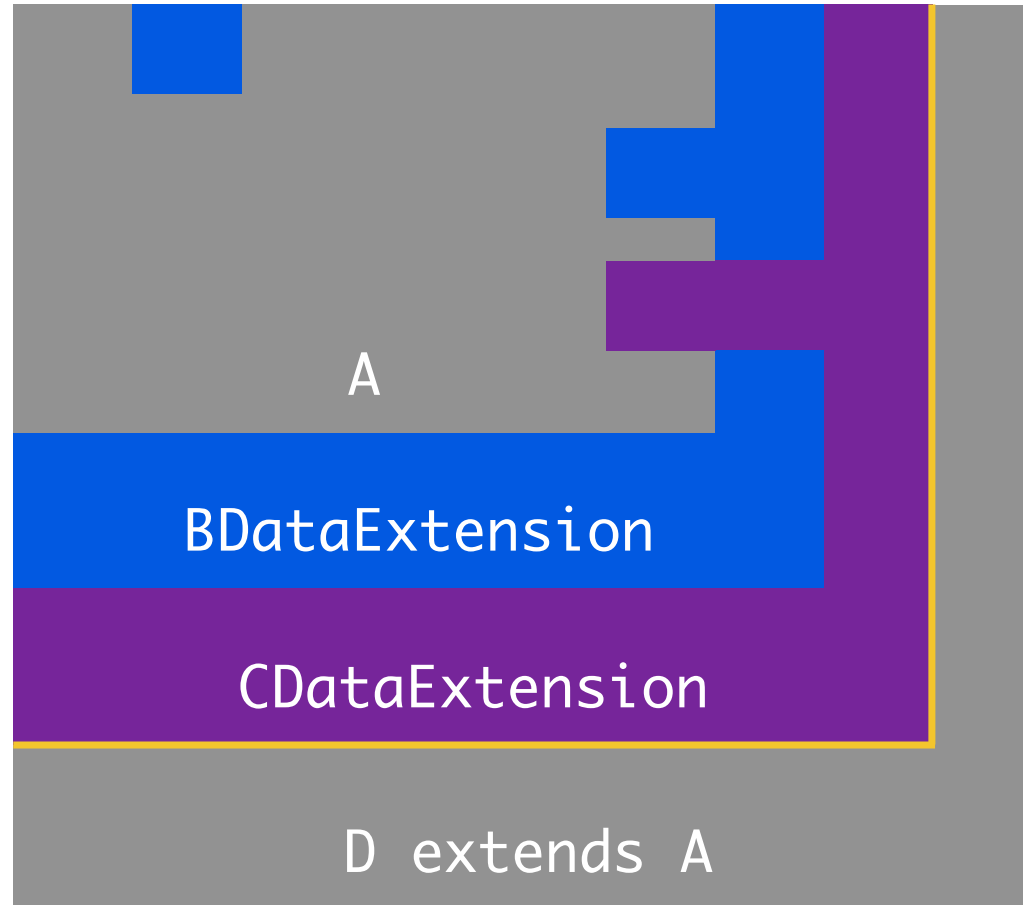
DefaultTitleDriver#generate

In Symfony we could use drivers that implement a certain functionality and are configured via dependency injection.

Composition

This is utilized by Silverstripe as well, the extension points are just a variant of this composition pattern. This allows us to add behavior to a class A even if we don't control the base class (or any subclass).

Where Silverstripe really shines is, that these Extensions also allow to add public methods to the base class, combining advantages of composition and inheritance.



Composition

State of Silverstripe Survey

Some random idea. You might know "State of HTML" or "State of CSS" - I think it would be beneficial to get a feeling for how people use Silverstripe and what are the parts where improvements should be made.

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     */
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    {
        private static array $has_many = [
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        ];
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}
```

```
<?php
namespace {
    use App\Models\PageLike;
    use SilverStripe\Control\HTTPResponse;
    use SilverStripe\Control\HTTPRequest;
    use SilverStripe\CMS\Controllers\ContentController;

    class PageController extends ContentController
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        private static array $allowed_actions = [
            'likethispage',
        ];

        public function likethispage(HTTPRequest $request): HTTPResponse
        {
            $ip = $request->getIP();

            if (!$this->Likes()->filter('IP', $ip)->exists()) {
                $pageLike = PageLike::create();
                $pageLike->IP = $ip;
                $this->Likes()->add($pageLike);
            }

            $this->redirectBack();
        }
    }
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```

THE

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