Coa, efficient templating

Coa is a theme framework to create lean and functional templates.
It provides the Coa language and some useful out of the box features for fast and flexible development.

Coa is available for GetSimple, the simplest Content Management System ever.

This documentation is related to Coa 1.4.

Get started

Watch the brief video overview

Download Coa from the GetSimple Repository

Visit the Coa project page

Drop me a mail if you have any questions

If you like Coa, consider supporting its development

www.plue.me/coa/support-coa

Thanks a lot.

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1. The Idea

A website built with Coa needs at least two templates. These are 'constant.coa' and 'page.coa'.
The constant template contains the website header and a bit of configuration, the page template contains the website body.

Create objects like 'menu', 'css', 'content' or 'image' to build your template. Assign attributes to them to specify their behaviour. You find all possible objects and attributes in the reference below.

You can use variables like '$excerpt', '$description' or '$title' to print the data you need. Or generate basic galleries in seconds – with 'Image Tags'.

2. Examples

Create a dynamic menu in a breath:

```
menu
   wrap = <ul> | </ul>
   act = <li class="act"> | </li>
```

Make a breadcrumb navigation out of it:

```
menu
 mode = breadcrumb
 wrap = <ul> | </ul>
 cur = <li class="cur"> | </li>
```

Get content which is only shown on subpages:

```
content
 get = sidebar
 if = sub
```

You can place other files in your template, too:

```
place
 file = footer.php
 wrap = <footer> | </footer>
```

Use the constant objects to include CSS and JavaScript files:

```
css
 all = css/style.css
 print = css/print.css
```

```
script
 js = js/jquery.js
 js1 = js/functions.js
```

3. Reference

All objects can have the attributes 'only' and 'exclude'. Both can have comma separated page ids where to show or hide the object.

```
meta
 description = This is the website description ...
 only = index, about-us
 #exclude = index
```

All objects can use 'if' with the values 'sub' or '!sub' to show or hide it on subpages.

```
text
 value = <h1> $title </h1>
 if = !sub
```

Facts

- Objects have to be separated with an empty line.
- Use '#' at the beginning of a line to comment attributes or even whole objects.
- Paths usually start in the theme folder, defined in 'template.php'.
- Wraps are always separated with a pipe, e.g. <div> | </div>.

Editing Coa

To show the Coa templates in the GetSimple theme editor you can add the suffix '.php' and change the relating paths in 'template.php'. If you use a web editor you can benefit from the Coa Syntax Mode, available on www.plue.me/coa.

3.1 Constant Objects

config

    loginReq = if set to 1, login is required to see the website

    minify = if set to 1, source code is compressed

    cache = if set to 1, cache is enabled (disabled if logged in)

    htmlTag = enter custom string, e.g. <html id="foo">

    bodyTag = use 'basic' or 'extended' for IE and no js classes or enter custom string

    protMail = use 1 to protect email strings with %m@d.com%, 2 to protect simple mailto links as well

    wrapPage = wraps the whole page template, e.g. <div id="wrap"> | </div>

main

    title = defines the website title tag

    charset = website charset, default is utf-8

    language = use language codes, default is 'en'

meta

    viewport = defines the content of the viewport meta tag

    robots = defines the content of the robots meta tag

    description = website meta description

    keywords = website meta keywords

    headerGS = set this to 'none' to exclude the default GetSimple header

css

    wrap = wraps each <link> tag, useful e.g. for conditional comments

    all = path to css file without media tag, also numeric (all1 - all9)

    screen = path to css file with media="screen", also numeric (screen1 - screen9)

    print = path to css file with media="print", also numeric (print1 - print9)

    handheld = path to css file with media="handheld", also numeric (handheld1 - handheld9)

script

    wrap = wraps each script tag, useful e.g. for conditional comments

    js = path to JavaScript file, also numeric (js1 - js9)

text

    value = string to echo into the website header

    wrap = wraps the whole object

3.2 Page Objects

text

  value = string to echo

  wrap = wraps the whole object, e.g. <p> | </p>

  link = define a link, optional target set after comma

content

  get = default is 'one' and gets the page content, also components work e.g. 'sidebar'.
       use 'page: page_slug' to get content of the given page

  wrap = wraps the whole object, e.g. <article> | </article>

image

  file = path to the image

  alt = alternative title

  title = image title

  wrap = wraps the whole object

  size = define image width and height, separate with comma (use 'auto' for no attribute)

  link = define a link, optional target set after comma

menu

  mode = use 'default' for the normal GS menu or set to 'breadcrumb'

  list = comma separated page ids, if set only these pages are shown

  title = use 1 to show the title attribute of the <a> tags

  wrap = wraps the whole menu, default is <ul> |

  item = wraps each menu item, default is <li> |

  act = wraps each active menu item, means current page and its parents

  cur = wraps the current menu item, e.g. <li id="cur"> |

place

  file = path to file that shall be included, allowed are php, html, txt and coa files

  wrap = wraps the whole object

script

  wrap = wraps the script tag, useful e.g. for conditional comments

  js = path to JavaScript file to fire in the footer, also numeric (js1 - js9)

4. Image Tags

These tags basically fetch images from a given directory. Display them as thumbnails, an image list or in a minimalist lightbox. Just uncomment the predefined styles.

- Image captions, titles and alternatives from file title.
- Paths always start at 'data/uploads/'.
- Image Tags are limited to the body.

Lightbox

- Use [lightbox: path_to_folder] to insert the Coa Lightbox.
- Depends on jQuery and a lightbox script. The latter will be included automatically.
  You can change the path with the config object: 'lightboxJS = new_path'.

Images

- Use [images: path_to_folder] to insert an image list.

Thumbnails

- Use [thumbs: path_to_folder] to insert a thumbnail list

5. Variables

There a several variables available you can use universally.

$title   echo page title

$cleanTitle   echo unformatted page title

$slug   echo page slug

$keywords   echo page meta keywords

$description   echo page meta description

$date / $date(Y)   echo page date (last change) with optional format in brackets, default is ' j. M Y'

$excerpt / $excerpt(50)   echo content excerpt with optional length in brackets, default is 100

$parent   echo page parent

$siteName   echo website name

$theme   echo theme name

6. Change Log

Version 1.4

- Global variables to echo data
- Removed attribute 'data' and the '%'-variables
- Removed attribute 'favicon', 'base' and value 'ieClass'
- New attribute 'bodyTag'
- Responsive CSS
- Lightbox script moved to Google Code
- Default charset is utf-8
- Renamed menu mode breadcrump to 'breadcrumb'
- Menu <a> tags have no title by default
- Place object supports txt files
- Less code, less bugs

Version 1.3

- Menu from list
- Improved documentation
- Minimalist design
- Get content of certain page
- Media 'handheld' for CSS object

Version 1.2

- Coa Lightbox
- Images and thumbnails from directory

Version 1.1

- Custom HTML tag
- Optional template suffix .coa.php
- Reset and base CSS

Version 1.0

- Coa template language
- HTML cache
- Source compression
- Hierarchical menus
- Breadcrumb navigation
- Active and current menu items
- Protection of email links and strings
- HTML5 ready

7. License

Modified MIT License

Feel free to contact me if you have any further questions.
www.plue.me I mail@plue.me