

Core - Feature # 22600

Status:	Resolved	Priority:	Should have
Author:	Steffen Ritter	Category:	
Created:	2010-05-06	Assigned To:	Steffen Kamper
Updated:	2010-10-17	Due date:	
PHP Version:	5.2		
Complexity:			
Sprint Focus:			
Subject:	Add spriteGeneratorAPI to support the new sprite-icon-api		
Description	<p>sprite-icon-api is now included in beta2. In short the task of this api ist to "replace" t3lib_iconWorks::skinImg for showing Icons in the backend, ass css-class with background.</p> <p>As sprite api works with css classes beside of image-Tags (likeskinImg) this will fail as long the icon is not included in the BE-stylesheet.</p> <p>Easiest example: The record icons of extension tables. List-Module would build them via spriteApi, but core-stylesheets cannot have css definitions for extension icons.</p> <p>Therefore, there has to be another API which handles icons building sprites in TYPO3.</p> <p>In the current sprite-icon-api I solved the problem with an temporary helper function buildTcaSpriteIcons, which builds an stylesheet-file for all tca-table-record icons and registers them as "usable" in the sprite-icon-api. There, no sprite is generated but every icon is loaded as single background-image.</p> <p>In long term there has to be concept / handler to make this transparent and which might be able to auto generate sprite-files and additionally allows extension developers to register icons for use in the icon-api, so that, their be modules might be skinned to.</p> <p>Since there has been a very long discussion about "should we generate sprites", "should they be static", "sprites at all", "how many sprites should we have" etc. this concept has to be very flexible.</p> <p>So with Benni I thought about an concept, which could be implemented fast enough for 4.4, would allow enough flexibility to fullfill all wishes arised in the discussions.</p> <p>What I have done:</p> <p>-----</p> <ul style="list-style-type: none">- invented t3lib_spriteManager, who should take care of the things mentioned above- invented an interface t3lib_spriteManager_spriteIconGenerator- made the handler configurable: \$GLOBALS['TYPO3_CONF_VARS']['BE']['spriteIconGenerator_handler'] (objects which implement the above interface)- t3lib_iconManger contains two static function for extension Developers:<ul style="list-style-type: none">t3lib_iconManager::addSingleIcons - will allow Ext-Developers to register their icons to get included in sprites, which they may use them afterwards with t3lib_iconWorks::getSpriteIcon('extensions-\$extKey-iconName');t3lib_iconManager::addIconSprite - if the extension ships an already build sprite with corresponding css, it can be registered with this function <p>The plan is the following:</p> <p>typo3 4.4 should ship an "simple" handler (becuase of the timeframe):</p> <p>t3lib_spriteManager_simpleHandler</p> <p>This one just does, what our workaround t3lib_iconWorks::buildTcaSpriteIcons already does, plus the icons registered via the api. But</p>		

without sprite-generation. All icons are just included as single background-image.

This will make the sprite-icon-api just committed usable for the core as of now. There is only a performance gain in core sprites or static sprites delivered by extensions.

TYPO3 4.5 should ship t3lib_iconManager_autoGenerateSprite and t3lib_iconManager_manualGenerateSprite (issue imported from #M14324)

Related issues:		
related to Core - Bug # 22033: SPRITE ICON API	Closed	2010-01-31
related to Core - Bug # 22705: SpritelconApi getSpritelconForRecord does not ...	Closed	2010-05-24
related to Core - Bug # 22704: Make use of the new Sprite API throughout the ...	Resolved	2010-05-24

History

#1 - 2010-05-22 13:35 - Steffen Kamper

committed v4 with suggestions from Susanne to trunk, rev 7655

Files

spriteManager_v2.diff	22.2 kB	2010-05-06	Administrator Admin
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