CMS developers: start here

Where developers who build websites and content applications on Exponential start, often coming from another CMS. It covers what this section holds, a first-day plan, every page grouped by topic, the rules every project...

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This section of the help is for **developers who build websites and content applications** on Exponential: agency and in-house developers, freelancers, and developers who arrive from WordPress, Drupal, TYPO3, eZ Platform or Ibexa and need to be productive fast. It explains the content model, site building, delivery and project work from the developer's side, and links into the extension development book and the designers' help where those go deeper.

Every fact on these pages was checked against the code, the settings or the existing documentation of Exponential 6. When the software changes, the pages change with it: every page has **Edit on GitHub**.

Contents

1. What you find here
2. Your first day
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5. Pages from other audiences you will use
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What you find here

Kind of page	What it gives you
Orientation	what Exponential is, reading paths, and comparisons for developers coming from other systems
Explanations	the content model, templates, view modes, caching, siteaccesses, layouts, APIs
Tasks	designing a content model, creating a class, writing templates, importing, deploying
Checklists	content model review, security, project launch
Reference	an FAQ and a glossary

Your first day

1. **The overview** (20 minutes): Exponential for CMS developers.
2. **If you know another CMS** (20 minutes): the page for it under Comparisons.
3. **An installation of your own** (40 minutes): Development environment.

4. **The model** (45 minutes): The content model and Objects, nodes and locations.
5. **The presentation** (45 minutes): Templates and overrides for CMS developers.
6. **Caches** (20 minutes): Caching for CMS developers.

Then follow a path in Reading paths for CMS developers.

The pages of this section

Getting oriented

- Exponential for CMS developers
- Reading paths for CMS developers

Comparisons

- Coming from WordPress
- Coming from Drupal
- Coming from TYPO3
- Coming from eZ Platform or Ibexa

The content model

- The content model, Objects, nodes and locations
- Content classes and attributes, Choosing datatypes
- Designing a content model, Creating a content class
- Relations and embeds, Rich text, Images and image aliases
- Versions, drafts and publishing, Translations and languages
- Sections, roles and policies, Users and registration
- Choosing a ready-made content class, Fixed IDs and numeric codes

Building the site

- Siteaccesses and multisite, URL aliases and routing
- Templates and overrides for CMS developers, View modes
- Fetching content in templates, Layouts for CMS developers
- Search, Forms and information collection, The built-in shop
- Workflows and triggers, Cronjobs
- Settings and INI for CMS developers, Extensions you will write

Content and delivery

- Content from PHP, Importing content
- The REST API, Headless delivery
- Caching for CMS developers, Performance

Project work

- Development environment, Deploying a site, Site packages and installers
- Security checklist, Accessibility, SEO basics
- Project launch checklist, Content model review checklist
- CMS developer FAQ, Glossary for CMS developers

The rules every project keeps

1. **Never edit shipped files.** The kernel, `design/standard` and `settings/*.ini` are replaced on update; your work lives in your extensions and in override settings (Extensions you will write).
2. **Model first.** Classes and the tree decide templates, permissions and URLs; review the model before building (Content model review checklist).
3. **Change content through the kernel.** Fetch functions in templates, the kernel API in PHP; never SQL on content tables (Content from PHP).
4. **Know your caches.** Clear the cache that follows a change, after the server runs the new code (Caching for CMS developers).
5. **Keep templates clean and safe.** Wash output; no inline CSS or JavaScript; CSS from stylesheets with tokens (Templates and overrides for CMS developers).
6. **No real people in tests.** Test accounts and mail use `example.invalid`; no copies of live personal data on development machines.
7. **Use the right names.** The product is Exponential; 7x is the company that leads it; the Exponential Foundation is the nonprofit (Who is 7x?).

Pages from other audiences you will use

Page	Why a CMS developer reads it
Extension development: the book	modules, operators, datatypes, workflows and releasing, in depth
Reading paths through the book	the builder path and the PHP developer path
Setting up a development installation	the detailed version of your first install
Designers: start here	how your designers work: themes, tokens, dark mode, accessibility
Designers' template pages	every template topic with examples
The template language and Template operators	the language reference
The layouts editor and Two ways to build	what editors do with Layouts, and how code and the editor meet
Site packages	the installers and packages in depth
Developers course	the same ground as a course with exercises
Guides	step-by-step guides for administrators: caches, workflows, languages, REST
Features of 6.0	what each feature of the 6.0 line does

Page	Why a CMS developer reads it
The installation guide	installing, upgrading and migrating
Application creators: start here	applications on Exponential beyond websites

Finding these pages again

- In the Help center, use the audience filter **CMS Developers** or the category of this section, or open **All pages** and the folder `cms-developers`.
- Every page has **Edit on GitHub**: if a step changed or a fact is wrong, fix it for every developer after you.

Related pages

- Reading paths for CMS developers
- CMS developer FAQ
- Who is 7x? and Who is the Exponential Foundation?
- Free documentation: this page is free to copy, translate and improve under the GNU FDL 1.3.

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