Built-in template functions

The template functions of the engine - variables, conditions, loops, includes, blocks, caching, debugging - and the kernel's view functions such as node_view_gui, listed from the running engine.

Source file:
doc/eng-us/help/extension-development/part-8-reference/template-functions-reference.md Last changed 2026-11-04
https://doc.exponential.earth/learninminutes/exphelp/viewer/help/extension-development/part-8-reference/template-functions-reference.md

Part 8, reference 24. Template functions are the `{name ...}...{/name}` constructs of the template language. Like the operators on the previous page, this list was taken from the template engine of a running installation (October 2026). Usage, with examples, is in the designer help: Function reference.

Variables

Function	Use
`{def $name=value}`, `{undef $name}`	define a variable for this template; undefine it at the end
`{set $name=value}`	change a defined variable
`{let}`, `{default}`	older forms kept for old templates; use `def` in new ones

Conditions

Function	Use
`{if}`, `{elseif}`, `{else}`, `{/if}`	conditions
`{switch match=...}`, `{case}`, `{/switch}`	one of several values

Loops

Function	Use
`{foreach $list as $key => $item}`	loop over an array; parameters `offset`, `max`, `reverse`, and `{delimiter}`, `{skip}`, `{break}`, `{continue}` inside
`{for 1 to 10 as $i}`	count
`{while}`, `{do}`	loops with a condition
`{section}`	an old loop form, kept for old templates
`{sequence}`	cycle through values (row classes)

Note the parameter syntax of `foreach`: `{foreach $items as $item offset 1 max 3}` (no `=`).

Including and blocks

Function	Use
`{include uri='design:parts/menu.tpl' name=value}`	render another template with variables
`{set-block variable=$name}...{/set-block}`, `{append-block}`	capture output into a variable
`{run-once}`	output something once per page (a script tag)
`{ldelim}`, `{rdelim}`	literal { and }

Caching

`{cache-block keys=... expiry=... subtree_expiry=...}` caches its output (Cache tags, cache blocks and clearing caches).

Debugging

`{debug-timing-point id=...}`, `{debug-accumulator id=...}`, `{debug-log var=...}`, `{debug-trace}`: write to the debug output.

Views of content (kernel)

Function	Renders
`{node_view_gui content_node=$node view='line'}`	a node in a view mode, with override rules
`{content_view_gui content_object=$object view='embed'}`	an object in a view mode
`{attribute_view_gui attribute=$node.data_map.title}`	an attribute's view template (its datatype's)
`{attribute_edit_gui attribute=$attribute}`	an attribute's edit form
`{class_attribute_view_gui ...}`, `{class_attribute_edit_gui ...}`	class attribute settings
`{content_version_view_gui ...}`, `{attribute_diff_gui ...}`, `{attribute_result_gui ...}`, `{attribute_pdf_gui ...}`, `{content_pdf_gui ...}`	versions, differences, collected results, PDF
`{event_view_gui ...}`, `{event_edit_gui ...}`	workflow event views
`{related_view_gui ...}`, `{shop_account_view_gui ...}`	relations, shop accounts
`{collaboration_view_gui ...}` and the other collaboration functions	the collaboration system
`{tool_bar ...}`, `{menu ...}`	toolbars and menus of the administration

The view functions are the reason templates should never print attribute values by hand: they choose the right template for the datatype and the view mode, and designs can override it.

Functions of shipped extensions

ezjscore adds its template functions as operators (`ezscript`, `ezcss` and the rest, previous page); extensions such as the layouts suite add their own block functions when active.

Related pages

- Previous: Built-in template operators
- Next: Built-in fetch functions by module
- Template functions
- Templates for builders
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