Content object attributes reference

Every attribute a template can read from a content object (eZContentObject) - the 12 database fields and the 65 function attributes of its definition, the PHP method behind each, and the value each returned for a real...

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`$node.object` and `$object` (in `content_view_gui` templates and in the results of `fetch( 'content', 'object' )`) are `eZContentObject` objects (`kernel/classes/ezcontentobject.php`). The attributes a template can read are the `fields` (columns of the `ezcontentobject` table) and the `function_attributes` of `eZContentObject::definition()`.

Contents

1. How this table was made
2. Database fields
3. Function attributes
4. A sample
5. Notes
6. Related pages

How this table was made

The same read-only script as for the node attributes: `definition()` listed, every name read with `$object->attribute( $name )` on the object of node 96 (object 94, an `ng_article`), as the anonymous user of the `site` siteaccess.

Database fields

Attribute	Database column / member	Datatype	Value on a development installation (node 96)
`id`	`ID`	integer	integer 94
`section_id`	`SectionID`	integer	integer 1
`owner_id`	`OwnerID`	integer	integer 14
`contentclass_id`	`ClassID`	integer	integer 44
`name`	`Name`	string	string "Why Should You Choose Strength Training?"
`published`	`Published`	integer	integer 1532345053
`modified`	`Modified`	integer	integer 1600936234

Attribute	Database column / member	Datatype	Value on a development installation (node 96)
current_version	CurrentVersion	integer	integer 1
status	Status	integer	integer 1
remote_id	RemoteID	string	string "media-o-958"
language_mask	LanguageMask	integer	integer 2
initial_language_id	InitialLanguageID	integer	integer 2

Function attributes

`name` and `remote_id` are in both lists; the function attributes (`name()`, `remoteID()`) are the ones a template reads. `name()` returns the name in the object's current language, the field `Name` the name stored on the object.

Function attribute	PHP method	Value on a development installation (node 96)
current	eZContentObject::currentVersion()	object eZContentObjectVersion
published_version	eZContentObject::publishedVersion()	integer 1
versions	eZContentObject::versions()	array(1) of eZContentObjectVersion
author_array	eZContentObject::authorArray()	array(1) of eZUser
class_name	eZContentObject::className()	string "NG Article"
content_class	eZContentObject::contentClass()	object eZContentClass
contentobject_attributes	eZContentObject::contentObjectAttributes()	array(18) of eZContentObjectAttribute
owner	eZContentObject::owner()	object eZContentObject
related_contentobject_array	eZContentObject::relatedContentObjectList()	array(0)
related_contentobject_count	eZContentObject::relatedContentObjectCount()	integer 0
reverse_related_contentobject_array	eZContentObject::reverseRelatedObjectList()	array(0)
reverse_related_contentobject_count	eZContentObject::reverseRelatedObjectCount()	integer 0
linked_contentobject_array	eZContentObject::linkedContentObjectList()	array(0)
linked_contentobject_count	eZContentObject::linkedContentObjectCount()	integer 0
reverse_linked_contentobject_array	eZContentObject::reverseLinkedObjectList()	array(0)
reverse_linked_contentobject_count	eZContentObject::reverseLinkedObjectCount()	integer 0

Function attribute	PHP method	Value on a development installation (node 96)
embedded_contentobject_array	eZContentObject::embeddedContentObjectList()	array(0)
embedded_contentobject_count	eZContentObject::embeddedContentObjectCount()	integer 0
reverse_embedded_contentobject_array	eZContentObject::reverseEmbeddedObjectList()	array(0)
reverse_embedded_contentobject_count	eZContentObject::reverseEmbeddedObjectCount()	integer 0
can_read	eZContentObject::canRead()	boolean true
can_pdf	eZContentObject::canPdf()	boolean true
can_diff	eZContentObject::canDiff()	boolean false
can_create	eZContentObject::canCreate()	boolean true
can_create_class_list	eZContentObject::canCreateClassList()	array(2) of array
can_edit	eZContentObject::canEdit()	boolean false
can_translate	eZContentObject::canTranslate()	boolean false
can_remove	eZContentObject::canRemove()	boolean false
can_move	eZContentObject::canMoveFrom()	boolean false
can_move_from	eZContentObject::canMoveFrom()	boolean false
can_view_embed	eZContentObject::canViewEmbed()	boolean false
data_map	eZContentObject::dataMap()	array(18) of eZContentObjectAttribute
grouped_data_map	eZContentObject::groupedDataMap()	array(2) of array
main_parent_node_id	eZContentObject::mainParentNodeID()	integer 92
assigned_nodes	eZContentObject::assignedNodes()	array(1) of eZContentObjectTreeNode
visible_nodes	eZContentObject::visibleNodes()	array(1) of eZContentObjectTreeNode
has_visible_node	eZContentObject::hasVisibleNode()	boolean true
parent_nodes	eZContentObject::parentNodeIDArray()	array(1) of integer
main_node_id	eZContentObject::mainNodeID()	integer 96
main_node	eZContentObject::mainNode()	object eZContentObjectTreeNode
default_language	eZContentObject::defaultLanguage()	string "eng-US"
content_action_list	eZContentObject::contentActionList()	array(0)

Function attribute	PHP method	Value on a development installation (node 96)
class_identifier	eZContentObject::contentClassIdentifier()	string "ng_article"
class_group_id_list	eZContentObject::contentClassGroupIDList()	array(1) of integer
name	eZContentObject::name()	string "Why Should You Choose Strength Training?"
match_ingroup_id_list	eZContentObject::matchIngroupIDList()	boolean false
remote_id	eZContentObject::remoteID()	string "media-o-958"
current_language	eZContentObject::currentLanguage()	string "eng-US"
current_language_object	eZContentObject::currentLanguageObject()	object eZContentLanguage
initial_language	eZContentObject::initialLanguage()	object eZContentLanguage
initial_language_code	eZContentObject::initialLanguageCode()	string "eng-US"
available_languages	eZContentObject::availableLanguages()	array(1) of string
language_codes	eZContentObject::availableLanguages()	array(1) of string
language_js_array	eZContentObject::availableLanguagesJsArray()	string (49 bytes)
languages	eZContentObject::languages()	array(1) of eZContentLanguage
all_languages	eZContentObject::allLanguages()	array(1) of eZContentLanguage
can_edit_languages	eZContentObject::canEditLanguages()	array(0)
can_create_languages	eZContentObject::canCreateLanguages()	array(0)
always_available	eZContentObject::isAlwaysAvailable()	integer 0
allowed_assign_section_list	eZContentObject::allowedAssignSectionList()	array(1) of array
allowed_assign_state_id_list	eZContentObject::allowedAssignStateIDList()	array(2) of integer
allowed_assign_state_list	eZContentObject::allowedAssignStateList()	array(1) of array
state_id_array	eZContentObject::stateIDArray()	array(2) of integer
state_identifier_array	eZContentObject::stateIdentifierArray()	array(2) of string
section_identifier	eZContentObject::sectionIdentifier()	string "standard"

A sample

Template

```
{def $object = fetch( 'content', 'node', hash( 'node_id', 96 ) ).object}
id / class:          {$object.id} / {$object.class_identifier} ({$object.contentclass_id})
section:             {$object.section_id} ({$object.section_identifier})
published:           {$object.published|datetime( 'custom', '%Y-%m-%d' )}
current version:     {$object.current_version}
language:            {$object.current_language}, available: {$object.available_languages|implode(
 ', ' )}
states:              {$object.state_identifier_array|implode( ', ' )}
main node:           {$object.main_node_id}, locations: {$object.assigned_nodes|count}
related objects:     {$object.related_contentobject_count}, reverse related: {$object.reverse_rel
ated_contentobject_count}
owner is a user:     {cond( $object.owner.class_identifier|eq( 'user' ), 'yes', 'no' )}
```

Output:

```
id / class:          94 / ng_article (44)
section:             1 (standard)
published:           2018-07-23
current version:     1
language:            eng-US, available: eng-US
states:              ez_lock/not_locked, help_status/draft
main node:           96, locations: 1
related objects:     0, reverse related: 0
owner is a user:     yes
```

Notes

- **Relations.** `related_contentobject_array` returns the objects this object relates to (all relation types: `relatedContentObjectList()` calls `relatedObjects()` without a type filter); `linked_contentobject_array` only the objects linked from rich text, `embedded_contentobject_array` only the ones embedded in it. The `reverse_*` variants return the objects that point at this one. Each reads the database when it is read.
- **Versions.** `current` is the published version object, `current_version` its number, `versions` every version. Reading `versions` loads them all; use it in the admin, not on a site page.
- **Locations.** `main_node` and `main_node_id` give the main location, `assigned_nodes` every location, `visible_nodes` the visible ones, `parent_nodes` the node IDs of the parents.
- **Grouped data map.** `grouped_data_map` groups the attributes by their class attribute category (the "Category" of a class attribute, such as content and meta); the code notes that the result is not cached.
- **States.** `state_id_array` maps each state group ID to the object's state ID, `state_identifier_array` gives `group/state` identifiers such as `ez_lock/not_locked`.
- **Permissions.** `can_edit`, `can_remove`, `can_translate`, `can_create_class_list` and the other `can_*` attributes check the current user's policies, and `can_create_languages` / `can_edit_languages` the languages the user may use.
- `match_ingroup_id_list` is `false` unless `content.ini [ContentOverrideSettings] EnableClassGroupOverride=true`; then it is the class group IDs, which the `class_group` override condition uses.

- `author_array` returns `eZUser` objects of every user who created a version of the object.

Related pages

- The object model in templates
- Node attributes reference
- Content attribute and version reference
- Data map and content
- Content view gui
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