Customizing the TinyMCE Display (WYSIWYG editor)

<tip c w>**Warning:** This is an **advanced** tutorial, involving making changes to a **System template file**.

This template, like all System templates, is very dynamic and closely related with its PHP file counterpart. Be prepared to make adjustments to make it compatible when you update the Geo software. See Geo Updates & Customized Templates for more info, and be sure to read those sections **BEFORE** you update, as they have some pre-update steps that will help the transition.

Also note that supporting file-based template changes like this is outside the scope of the support we offer for Geo support. Geo Support can try to help you with the *how* and *where* for editing templates, but they cannot make changes for you or try to troubleshoot problems related to customized templates. Consult the TinyMCE Documentation if you need help customizing the WYSIWYG editor further. </tip>

This tutorial will specifically walk you through the process of removing the URL link/unlink buttons from the WYSIWYG editor in the software. You can use it as a starting point for how to customize other aspects of the WYSIWYG editor as well.

<tip c n>**Tip:** This tutorial only covers how to remove the "link button" from the WYSIWYG editor, but someone can still add a link by entering in the HTML manually. To stop that from happening, you can dis-allow the "a" tag in the admin at Site Setup > Allowed HTML.</tip>

What you need

Skills

- Comfortable with using FTP (to upload and download template files from your site) <
- Basic understanding of how HTML, Smarty Templates, and/or PHP works will help. <

Handy tools when editing template files:

- Smarty Documentation <
- TinyMCE Configuration Documentation <

Customizing the TinyMCE Configuration

1. First create a new template set if you have not already done so. The template you will be customizing is **system/tinymce.tpl** which is a *system template*, see Customizing System or Module Templates for instructions on how to create your own template set for the purpose of editing a system template. For the purpose of this tutorial, we will assume that you named the template set the same as in the linked instructions, **my_templates** <
2. Copy the file **geo_templates/default/system/tinymce.tpl** into your new template set, the

new location should be **geo_templates/my_templates/system/tinymce.tpl** <

3. Open the file **geo_templates/my_templates/system/tinymce.tpl** to edit it.
4. Figure out what configuration changes you want to make. You can find the following documentation for TinyMCE:
   - configuration <
   - button controls <
   - Table of Contents (the rest of the pages under "reference" section will probably be most helpful) <

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1. Since this is a tutorial specifically for removing the link and unlink buttons, we've done the research for you! To accomplish this task, edit the file **geo_templates/my_templates/system/tinymce.tpl** and find the following line:

theme_advanced_disable : 'visualaid,help,styleselect,cleanup,image', We will be adding **,link,unlink** to that line to effectively disable those 2 buttons. So the line should now look like this:

```
    theme_advanced_disable :
'visualaid,help,styleselect,cleanup,image,link,unlink',
```

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1. Save and upload the changes to the file, and try it out. The link and unlink buttons should no longer be displayed on the editor. <
2. If anything goes wrong and you are on a live site, keep in mind to get back to using the default template quickly, in the admin at Templates > Template System click the "reset sets" button. <

Further TinyMCE Tips

- Since **tinymce.tpl** is a **System template**, it is subject to change in a new version just like any of the other system templates, which means it is possible that your custom template might break things when you update. To avoid this, be sure to follow the instructions listed at Geo Updates & Customized Templates <
- Most changes to the TinyMCE configuration will be done in the file **geo_templates/[Template Set]/system/tinymce.tpl**, and within that file most of the customizations will be limited to this part of the file:

```
tinyMCE.init({ldelim}
    theme : 'advanced',
    language : 'en',
    mode : 'textareas',
    plugins: 'advlink',//fix link to work in gzip
    editor_selector : 'editor',
    {if $blank_screen_fix}strict_loading_mode : true,{/if}
    theme_advanced_disable : 'visualaid,help,styleselect,cleanup,image',
    theme_advanced_buttons3_add : 'separator,forecolor,backcolor',
{if $width > 0}
```

```
    width: '{$width}',
{/if}
{if $height > 0}
    height: '{$height}',
{/if}
    content_css: 'wysiwyg.css'
});
```

For instance, if you wanted to add a new configuration line, you would add it somewhere in that code snippet. <

- On the rare occasion you need to edit the part that initializes GZIP (like if you wanted to change the theme or turn debug on or something), you would edit the part of the file that looks like this:

```
<script type="text/javascript">
tinyMCE_GZ.init({ldelim}
    themes : 'advanced',
    languages : 'en',
    disk_cache : true, //breaks load/unload to turn this on
    debug : false
});
</script>
```

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- We advise to stay away from editing any other part of the file besides those 2, the other parts do things a little more advanced than how TinyMCE is normally "loaded" on the page, the main reason is to allow the "show/hide" link to work, which turns the fancy editor on or off. <
- Remember this is inside of a Smarty template, so here are a few common things to watch out for:
    - If you add anything with an open curly bracket "{" use **{ldelim}** to prevent it from being interpreted as a Smarty tag. Or just wrap it in Literal Smarty tags kind of like this:

{literal}CODE HERE{/literal} <

- You can use Smarty tags to accomplish fancy things if you want, like load a specific language depending on the current language ID. <

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