

Workflows, simplified, using State Machine

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State Machine

API First

States, Events

Execution Summary

Check the event's **guard condition**. Stop here if FALSE.

Event::before_transition

CurrentState::on_exit

Update state in machine

NewState::on_enter

Event::after_transition

Parent classes

```
class StateMachine { ... }
```

```
class StateMachine_State { ... }
```

```
class StateMachine_Event { ... }
```

State Flow

```
class StateFlow extends StateMachine {  
    //magic  
}
```

init()

```
$this->create_state('published', array(  
    'label' => t('Published'),  
    'on_enter' => array($this, 'on_enter_published'),  
    'on_exit' => array($this, 'on_exit_published'),  
));
```

init()

```
$to_publish = array(  
    'label' => t('Publish'),  
    'origin' => 'draft',  
    'target' => 'published',  
);  
$this->create_event('publish', $to_publish);
```


// more magic

fire_event(...)

set_current_state(...)

write_history(...)

set_published(...)

Revision Juggling

set_node_revision(...)

set_principle_revision(...)

get_latest_revision(...)

Ready-made API!

Your_Awesomesauce extends StateFlow

API How-to

bit.ly/d7-sm1

bit.ly/d7-sm2

Hooks, Alters

hook_state_flow_plugins()

hook_state_flow_machine_type_alter()

Current Revision

STATUS

published

REVISION

1474419

ACTIONS

[Unpublish](#)

UI Lite

Drafts

ID	Title	Status	Last Updated	Actions
1474418	Test Article	draft	05/18/2012 - 21:40	Edit Delete For Review Immediate Publish Immediate Schedule

History

Date	Message
05/18/2012 - 21:40	fmitche@phase2technology.com transitioned revision 1474418 to <i>draft</i> .
05/08/2012 - 16:09	transitioned revision 1474419 to <i>published</i> . said: Publishing.
05/08/2012 - 14:56	transitioned revision 1474419 to <i>draft</i> .

Integration

Rules

Views

Scheduling

State Flow Schedule

//cron

Bulk Revision (Objects)

Launch sub-sites

Provides on alters, hooks

Ignore

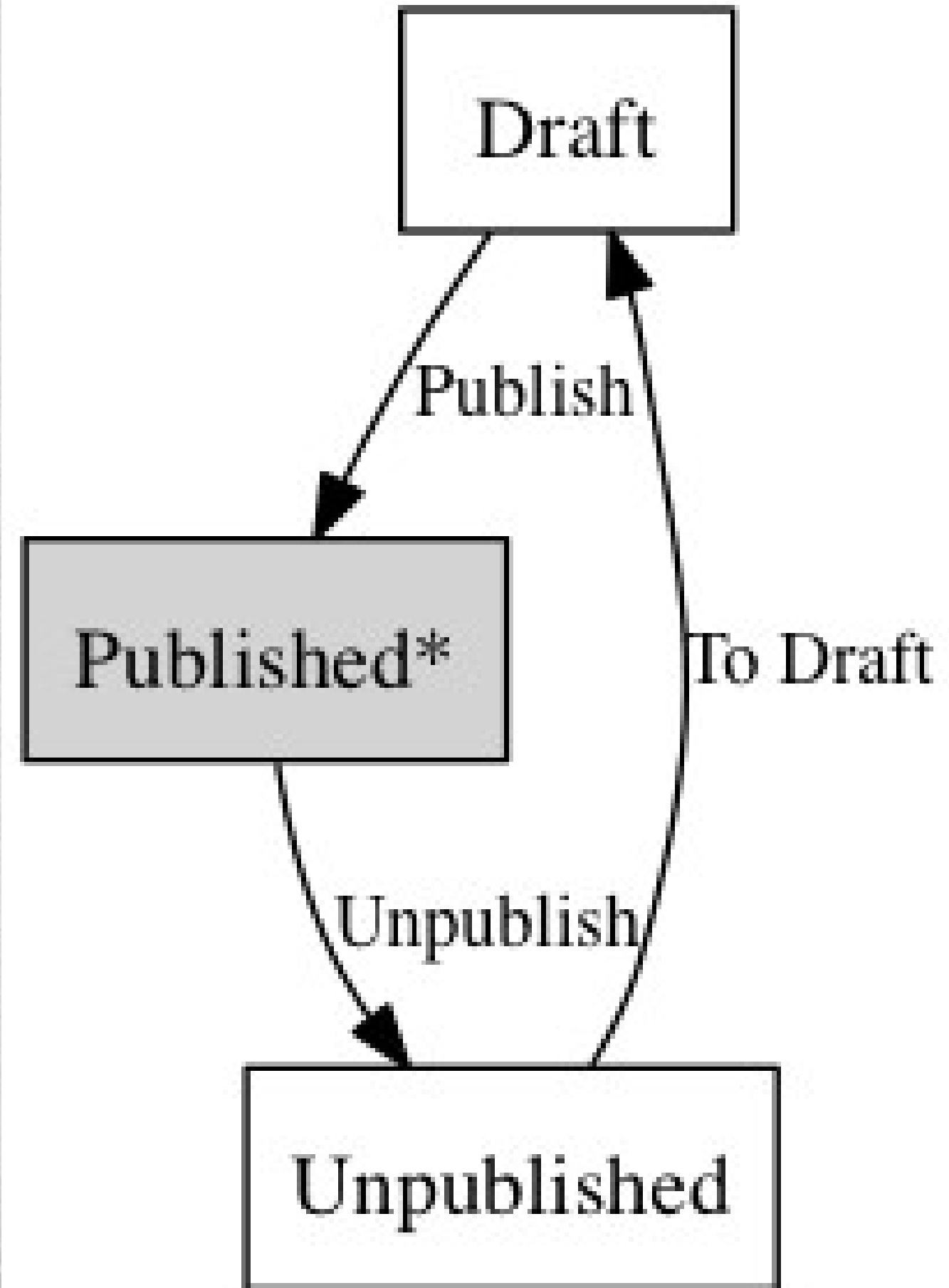
//do not use workflow

public function ignore()

Graphical Viz

GraphViz

Image_GraphViz (PEAR)



2.x Caveats

**Nodes are 1st class entities
with revisioning**

3.x Plans

Workbench Integration

LSD

Questions??

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