

## Introduction

YouTube Gallery is a component that allows those with Joomla sites to make galleries using YouTube Videos. This is great for those who do not want to or cannot host video on their own website. Each user on your website will be given his own gallery, into which he can import any YouTube video he wishes.

In addition, you can change the title and description of the video on your Joomla site. This is useful for those who upload their videos to YouTube with generic titles and descriptions, or titles to attract people's attention. For example, if you have a website for amateur Jazz musicians and you want to provide galleries for people to upload their performances, they may wish to include more specific details and titling for users who will have a better understanding of the terms, as opposed to the general YouTube community. For example, on YouTube the video may be called "Awesome Sax Solo!!!@!", but on your Joomla site, the user can rename this to "Blues for a Rainy Monday solo". If users do not customize the title and description, this info will be pulled directly from YouTube.

If you have a member driven website and want to provide users with their own galleries to showcase videos, then YouTube Gallery is for you. The interface is clean, intuitive, and internationalized.

This component was designed for Joomla 1.0.XX, but should also work under 1.5 legacy mode (though it is not officially supported). The code is mostly pure PHP. There are strong attempts to avoid any Joomla specific calls which could be deprecated between versions.

I encourage you to visit <http://demo.webdesignhero.com>, and try out the live demo, where you can create your own gallery. Also, I would strongly encourage you to read the full documentation, also available at the above link.

## Installation

YouTube Gallery installs like any other Joomla component. This is not covered in this documentation, but new users to Joomla may find the following Flash Video Tutorial helpful:

[http://www.mambodemo.com/joomla\\_1.0/install\\_a\\_component.html](http://www.mambodemo.com/joomla_1.0/install_a_component.html)

## Basic Administration of YouTube Gallery

### Admin Settings

There are very few settings that need to be modified to get YouTube Gallery up and running. After successful installation, navigate to "YouTube Gallery" from the Components menu and you will see to drop down boxes (see Figure 1: Accessing Admin Page), choose Admin Settings. You will see a screen

with two options (I tried to keep it simple for you 😊, see Figure 2: Admin Settings). The first setting is for your YouTube Developer ID. This is your unique YouTube ID for plugging into their API. Don't worry you don't need to know what API means or how to write code. The term Developer ID should not worry you. The second option allows you to select the default language your users will see. If you have not added any other languages for the front-end yet, you will only see English. For more on language settings see the Language Management Section of the manual.

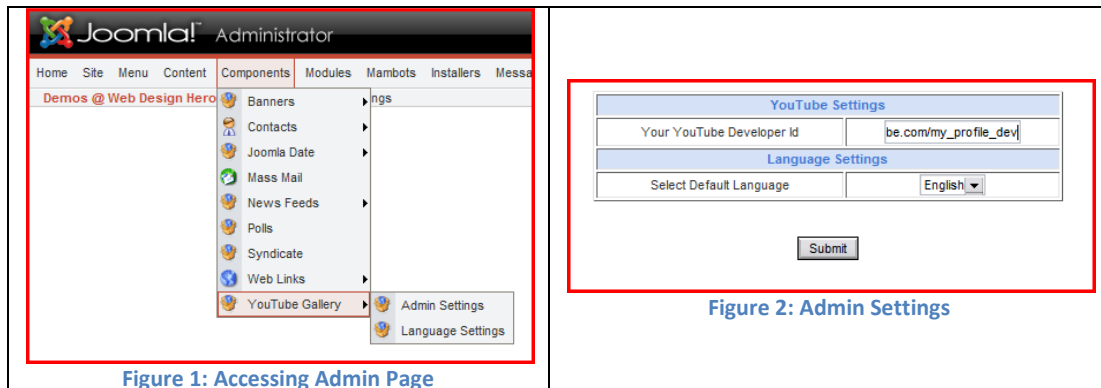


Figure 1: Accessing Admin Page

Figure 2: Admin Settings

## Getting your developer ID

A developer ID is a way of YouTube knowing who is accessing their data at any given time. This helps curb abuse. Imagine if the system was open, and anyone could just kill the YouTube servers! Not even Google can handle that kind of abuse.

First things, first visit <http://www.YouTube.com/Dev> you will need a regular YouTube account, but nothing more. Once you are signed up, you may want to take some time to read about other projects and to examine the code snippets for a better understanding of what's going on. For reference, yes this is based on the older API, but that really isn't an issue. Next, you will need to find your developer ID. This can be found by navigating to: [http://youtube.com/my\\_profile\\_dev](http://youtube.com/my_profile_dev). You will probably only need the one ID for everything you do, but I strongly suggest you do NOT share this with other developers as their actions will be linked back to you.

## Language Management

YouTube Gallery was made to be internationalized. When the project was designed for the original customer, there was a need for simple multi-lingual support. I have attempted to create an intuitive interface to add new languages, and keywords using the language system I have created. In the past, I relied upon language files, but these simply are too confusing for general use. It is more practical to export the MySQL database data when needed, as this management requires no external tools, greatly simplifying the process.

## Language Management Basics

YouTube Gallery is designed to work with as many languages as possible. It supports left-to-right languages (most western) as well as left-to-right (such as Hebrew and Arabic). Support for any given language is going to be dependent upon your browser, MySQL, and PHP settings. On most systems that support UTF-8 or similar Unicode you should be fine. Otherwise, please look up the necessary internationalization features for the products on your web server.

For every language, there are 2 basic settings: Language Direction and Language Active.

Language direction allows you to specify which way the language you are using is read, please see above. This will not only affect how the letters and characters are output, but will also change some page formatting to flip elements around properly. The second option allows you to define a language, but disable it from being selected by users in the frontend. For example, you attempt

to translate the site into Greek because a friend asked you too, and it has a whole bunch of errors which people are complaining about, simply turn it off until it is fixed. This is also the remedy because a given language CANNOT be deleted.

The rest of the options are fill-ins for each given term. In the PHP code running YouTube Gallery, each of the words in the “term” column are constants which are defined in the function:

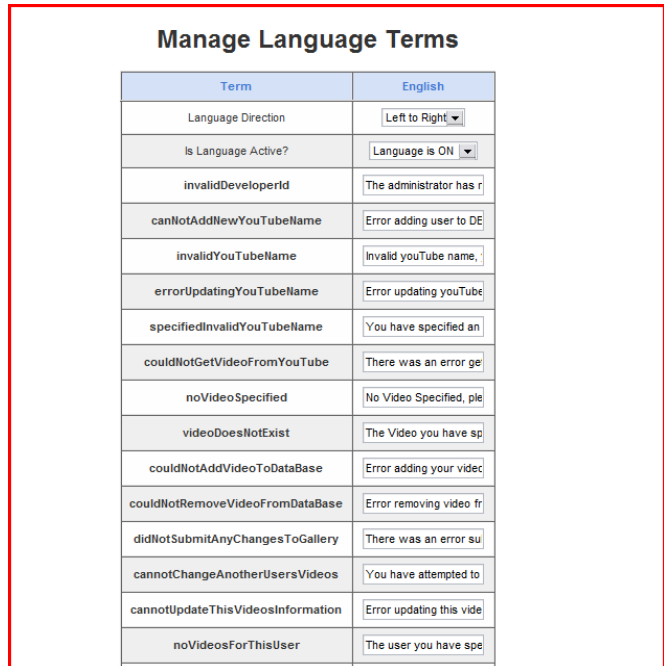
```
YT_Language::defineTerms
```

You can see the English wording that is stored in each term in the first column, when adding new languages simply move to the next column and translate the sentence or words as appropriate. If you are interested to see where in the code a term appears you can search by adding an underscore in front of the word. For example `invalidYouTubeName` appears as `_invalidYouTubeName` when referenced in the code. This should not really be necessary, but this could be helpful for some to know.

Feel free to modify any open field to better suite the style of language on your site. If you do not plan on using any other language besides English, you can skip this next section.

## Adding a New Language

In order to add more languages, simply scroll down to the bottom of the language management page, and you will see a link for “Add New Language”. Click this link to be taken to the page to add a new language. On this page, you will see a simple form asking you for the name of the new language, this



Term	English
Language Direction	Left to Right
Is Language Active?	Language is ON
invalidDeveloperId	The administrator has r
cannotAddNewYouTubeName	Error adding user to DE
invalidYouTubeName	Invalid youtube name,
errorUpdatingYouTubeName	Error updating youTub
specifiedInvalidYouTubeName	You have specified an
couldNotGetVideoFromYouTube	There was an error ge
noVideoSpecified	No Video Specified, ple
videoDoesNotExist	The Video you have sp
couldNotAddVideoToDataBase	Error adding your videc
couldNotRemoveVideoFromDataBase	Error removing video fr
didNotSubmitAnyChangesToGallery	There was an error su
cannotChangeAnotherUsersVideos	You have attempted to
cannotUpdateThisVideosInformation	Error updating this vide
noVideosForThisUser	The user you have spe

Figure 3: Initial Language Settings

should be either the language name in English (e.g. Spanish) or in its native naming (e.g. español), the choice is yours.



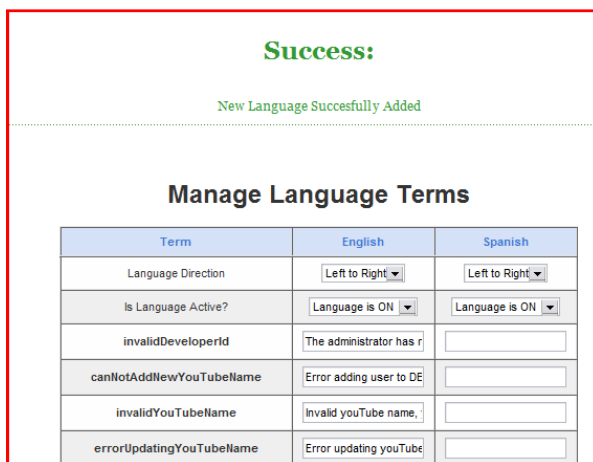
**Add a New Language**

New Language Name:

Figure 4: Add New Language Form

After submitting the new language, you will be taken back to the management page. You should see a success message: “New Language Successfully Added”. Set the proper text direction for this language. You may wish to deactivate the language until it is fully translated. Then begin translation of each term. **Do not forget to click the “Submit your Changes” button to save your work.** You can add as many languages as you need for your front end users.

When a user just visits your site, they will see it in whatever default language you select on the Admin Settings page. Once they are logged in, language selection is available in their profile. Also note, the language settings do not affect the back-end management, this is currently English only. The multilingual support is for giving users errors.



**Success:**

New Language Successfully Added

**Manage Language Terms**

Term	English	Spanish
Language Direction	<input type="text" value="Left to Right"/>	<input type="text" value="Left to Right"/>
Is Language Active?	<input type="text" value="Language is ON"/>	<input type="text" value="Language is ON"/>
invalidDeveloperId	<input type="text" value="The administrator has r"/>	<input type="text"/>
cannotAddNewYouTubeName	<input type="text" value="Error adding user to DE"/>	<input type="text"/>
invalidYouTubeName	<input type="text" value="Invalid youTube name,"/>	<input type="text"/>
errorUpdatingYouTubeName	<input type="text" value="Error updating youTube"/>	<input type="text"/>

### Add New Term Option (Advanced Users)

You may have noticed a link at the bottom of the page for “Add New Term”. This allows you to extend the language system if need be. For example, if you add in new functions or want to display new output somewhere in the program, you can simply define a new term. This will allow for you to easily translate

into any of your available languages. For example, if you make a new term named `newMessage` you could then refer to it anywhere in the program by adding the following PHP code:

```
<?php echo _newMessage; ?>
```

Most users will never need this functionality, but I thought I might as well include it to make a full language system.

## Debug Mode

Since this is open source software, I have provided a lot of debugging info to help people learn from my code. This is also useful for finding any problems. It will show you database access and results of various functions. If you are a code developer, you may be interested to use the classes I have created for debugging in your own code as long as you follow the proper licensing.

It is highly recommended to turn off debugging on the front-end unless you run into problems. Your average everyday user does not need to and SHOULD NOT see this code.

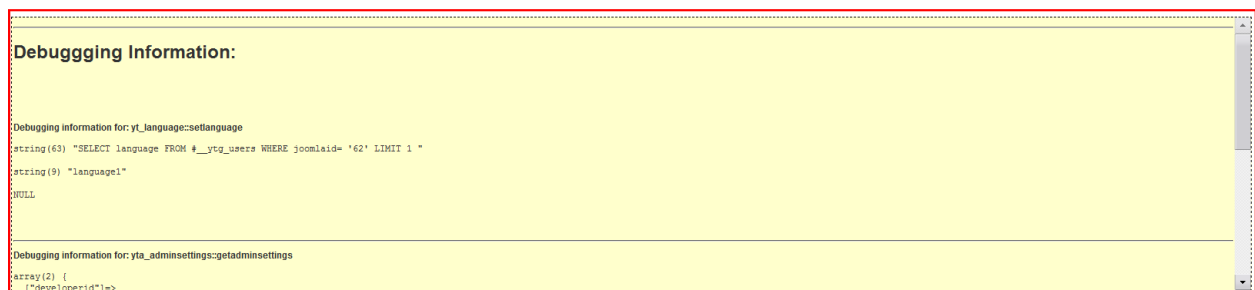
To enable debug output on the front end, uncomment the following line, which should be on or about line 16 of `ytgallery.php`:

```
//Debug::showDebug();
```

To enable/disable debug output on the back end, uncomment the following line, which could be on or about line 19 of `administrator/admin.ytgallery.php`:

```
//Debug::showDebug();
```

In case you are wondering what it will look like when you see debug code, see the following screen shot:



```
Debugging Information:

Debugging information for: yt_language:setlanguage
string(63) "SELECT language FROM #__ytg_users WHERE joomlaId= '62' LIMIT 1 "
string(9) "language1"
NULL

Debugging information for: yta_adminsettings:getadminsettings
array(2) (
  ...('reset Joomla!')>
```