



CHARLOTTE CRAFT CMS MEETUP GROUP

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# CRAFT 2 TO 3 MIGRATIONS

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# AGENDA

- ▶ Approaches
- ▶ Migrating fields and structures
- ▶ Migrating content
- ▶ Multi-language/site solutions (locales)
- ▶ Data verification
- ▶ Template updates
- ▶ Routes in Yii 2
- ▶ Custom plugins
- ▶ Convince your client

# APPROACHES

- ▶ Use Craft provided migration tool.
  - ▶ Create base Craft 3 install
  - ▶ Backup your source
  - ▶ Match plugins to Craft 3 versions (Disable any that don't match)
  - ▶ Edit required Craft files (based on guidelines)
  - ▶ Cross fingers and toes, perform migration.

## Upgrading from Craft 2

The first step to upgrading your site to Craft 3 is updating the CMS itself.

### Preparing for the Upgrade

Before you begin, make sure that:

- you've reviewed the **changes in Craft 3**
- your server meets Craft 3's **minimum requirements** (Craft 3 requires PHP 7+ and at least 256 MB of memory allocated to PHP)
- your site is running at least **Craft 2.6.2788**
- your plugins are all up-to-date, and you've verified that they've been updated for Craft 3 (you can see a report of your plugins' Craft 3 compatibility status from the Updates page in the Craft 2 Control Panel)
- your **database is backed up** in case everything goes horribly wrong

Once you've completed everything listed above you can continue with the upgrade process.

# APPROACHES

- ▶ Start with a new Craft 3 site, manually migrate
  - ▶ Best approach for complex sites
  - ▶ Best approach when compatible plugins may not be available in Craft 3
- ▶ Best approach for locales to sites
- ▶ Best approach for migrating sites that will continue to receive content updates on source (rolling migrations)



### Feed Me

Import content from XML, RSS, CSV or JSON feeds into

Free



### Architect

CraftCMS plugin to generate content models from JSON

Free



# MIGRATING FIELDS AND STRUCTURE

- ▶ First always back up your stable local instance
- ▶ Create additional new backups as you perform these suggested processes
  - ▶ *Rollbacks of partial imports are never fun to resolve.*
- ▶ Install the Redactor plugin so any Rich Text fields can be properly migrated to Redactor fields
- ▶ Review all Craft 2 fields and structure, familiarize yourself

# MIGRATING FIELDS AND STRUCTURE

- ▶ Craft 2 Blueprint plugin
  - ▶ Helps you quickly visualize field structures of:
    - ▶ Sections
    - ▶ Singles
    - ▶ Channels
    - ▶ Globals
    - ▶ Asset Sources
    - ▶ Category Groups
    - ▶ Asset sources and transforms

Blueprint

Filter			
<input type="text" value="Search"/>			
SHOW			
<input checked="" type="radio"/> All			
<input type="radio"/> Structures			
<input type="radio"/> Channels			
<input type="radio"/> Singles			
<input type="radio"/> Global Sets			
<input type="radio"/> Matrix Fields			
<input type="radio"/> Asset Sources			
<input type="radio"/> Asset Transforms			
<input type="radio"/> Category Groups			
<input type="radio"/> Tag Groups			

Sections / Singles

Name	Type	Handle	Twig Variable
About Hytera	Single	aboutHytera	
About Hytera	EntryType	aboutHytera	
Accreditation Logos <span>T</span>	Assets	accreditationLogos →	aboutHytera.accreditationLogos
Body <span>T</span>	RichText	body →	aboutHytera.body
Body sections (shared between locales)	Matrix →	bodyBuilder →	aboutHytera.bodyBuilder
Browser title <span>T</span>	PlainText	titleTag →	aboutHytera.titleTag
Featured image (shared between locales)	Assets	featuredImage →	aboutHytera.featuredImage
Image <span>T</span>	Assets	image →	aboutHytera.image
Introduction <span>T</span>	RichText	introduction →	aboutHytera.introduction
Meta description <span>T</span>	PlainText	metaDesc →	aboutHytera.metaDesc
No index <span>T</span>	Lightswitch	noIndex →	aboutHytera.noIndex
OG description <span>T</span>	PlainText	ogDesc →	aboutHytera.ogDesc
OG image	Assets	ogImage →	aboutHytera.ogImage

# MIGRATING FIELDS AND STRUCTURE

- ▶ Craft 2 The Architect plugin
  - ▶ Will import schemas of:
    - ▶ Fields
    - ▶ Sections
    - ▶ Sources
    - ▶ Image Transforms
    - ▶ Users and User Groups
    - ▶ Globals
    - ▶ Categories
    - ▶ Routes
    - ▶ Tags



**Architect**  
CraftCMS plugin to generate  
content models from JSON  
  
Free

The Architect			
Raw Input	Available Files	Export	Matrix to Neo Export
Fields			
<input type="checkbox"/> Name	Handle	Type	Group
<input type="checkbox"/> 'More case studies in this sector' button text	moreCaseStudiesButtonLabel	PlainText	Case studies
<input type="checkbox"/> 'More case studies in this sector' heading	moreCaseStudiesHeading	PlainText	Case studies
<input type="checkbox"/> 360 image set - override ID	productId	PlainText	Products
<input type="checkbox"/> Accessories included as standard	includedAccessories	Entries	Products
<input type="checkbox"/> Accessory categories	accessoryCategories	Categories	Products
<input type="checkbox"/> Accreditation Logos	accreditationLogos	Assets	Default
<input type="checkbox"/> Address	address	RichText	Globals
<input type="checkbox"/> Address 1	productMicrositeEnquiries_address1	PlainText	Formerly - Product microsite enquiries



# MIGRATING FIELDS AND STRUCTURE

- ▶ Example export from Architect
  - ▶ Be careful to match any changes in scheme for Craft 3
  - ▶ Locale is now Site
  - ▶ Some settings may not transfer
  - ▶ On Craft 3 site, create example entry structure, export JSON to compare differences

```
[
  {
    "name": "Blockquote",
    "handle": "blockquote",
    "instructions": "",
    "required": false,
    "translatable": 1,
    "type": "RichText",
    "settings": {
      "configFile": "",
      "availableAssetSources": "*",
      "availableTransforms": "*",
      "cleanupHtml": 1,
      "purifyHtml": 1,
      "columnType": "text"
    }
  },
  {
    "name": "Client Name",
    "handle": "clientName",
    "instructions": "",
    "required": false,
    "translatable": 1,
    "type": "PlainText",
    "settings": {
      "placeholder": "",
      "maxLength": "",
      "multiline": "",
      "initialRows": 4
    }
  }
],
[
  {
    "name": "Company Name",
    "handle": "companyName",
    "instructions": "",
    "required": false,
    "translatable": 1,
    "type": "PlainText",
    "settings": {
      "placeholder": "",
      "maxLength": "",
      "multiline": "",
      "initialRows": 4
    }
  },
  {
    "name": "Job Title",
    "handle": "jobTitle",
    "instructions": "",
    "required": false,
    "translatable": 1,
    "type": "PlainText",
    "settings": {
      "placeholder": "",
      "maxLength": "",
      "multiline": "",
      "initialRows": 4
    }
  },
  {
    "name": "Testimonial Select",
    "handle": "testimonialSelect",
    "instructions": "",
    "required": false,
    "translatable": 0,
    "type": "Entries",
    "settings": {
      "sources": [
        "section:38"
      ],
      "targetLocale": "",
      "limit": 1,
      "selectionLabel": ""
    }
  }
]
```



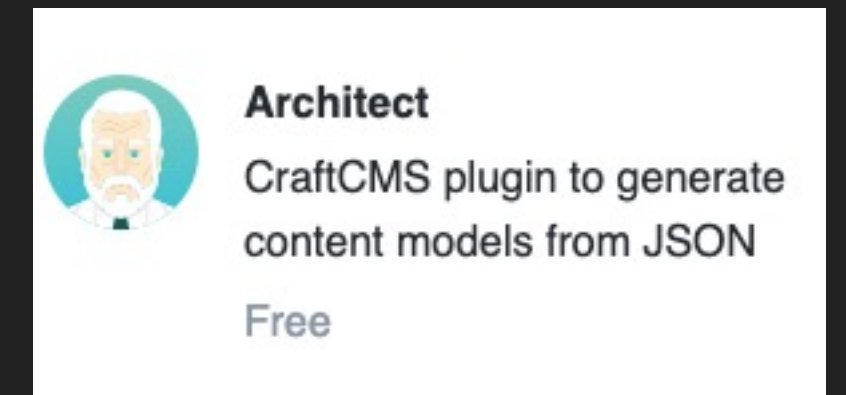
**Architect**

CraftCMS plugin to generate  
content models from JSON

Free

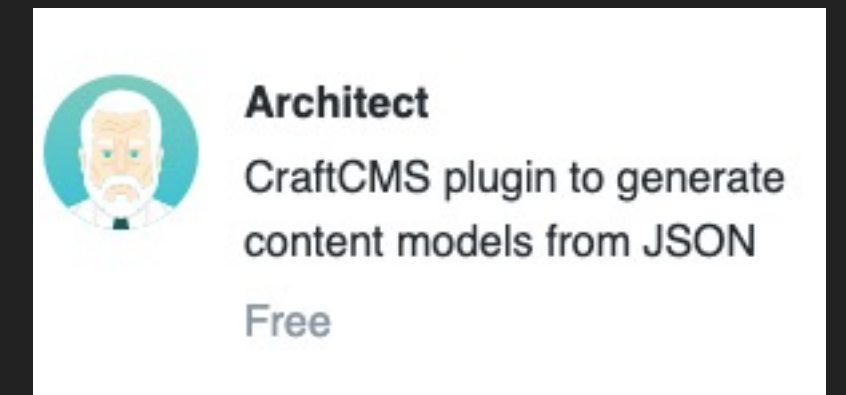


# MIGRATING FIELDS AND STRUCTURE



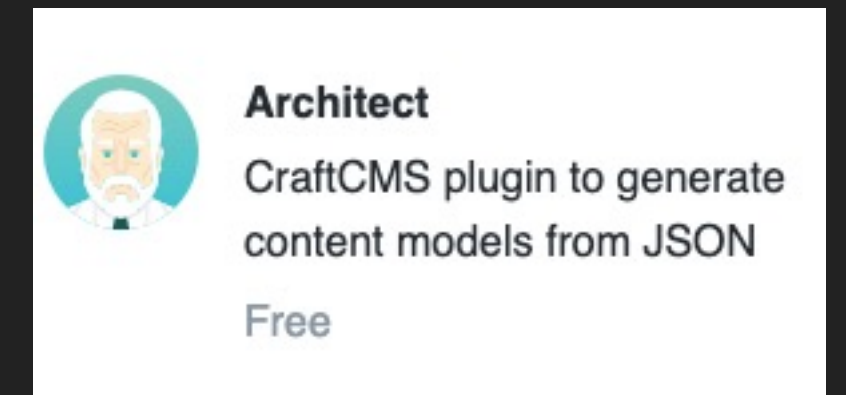
- ▶ Some cautions when using The Architect:
  - ▶ Perform imports on Craft 3 in suggested order to prevent missing relationships
  - ▶ 1) Asset Sources
    - ▶ 2) Image Transforms
    - ▶ 3) User Groups
    - ▶ 4) Users
    - ▶ 5) Tags
    - ▶ 6) Categories (may require additional pass after fields)
    - ▶ 7) Globals (may require additional pass after fields)
    - ▶ 8) Sections (may require additional pass after fields)
    - ▶ 9) Fields
    - ▶ 10) Rerun your second pass groups  
(to match any associations that may not have been made on initial pass)

# MIGRATING FIELDS AND STRUCTURE



- ▶ Approaching as suggested prevents:
  - ▶ Image fields missing their image sources
  - ▶ Matrix blocks missing their block fields (this still might happen due to some Craft wackiness, be careful)
  - ▶ Category fields missing their category groups and entries
  - ▶ Other madness that will cause grey hairs

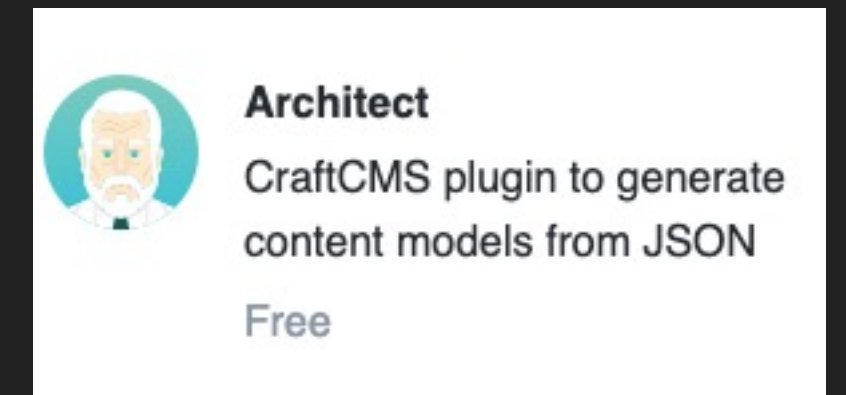
# MIGRATING FIELDS AND STRUCTURE



- ▶ Matrix to Neo (magic)
  - ▶ If you prefer NEO over complex matrices this tool works wonders to match up block structure
  - ▶ Be careful with NEO you can get very complex very quickly
  - ▶ Requires that NEO already installed on the new 3 instance

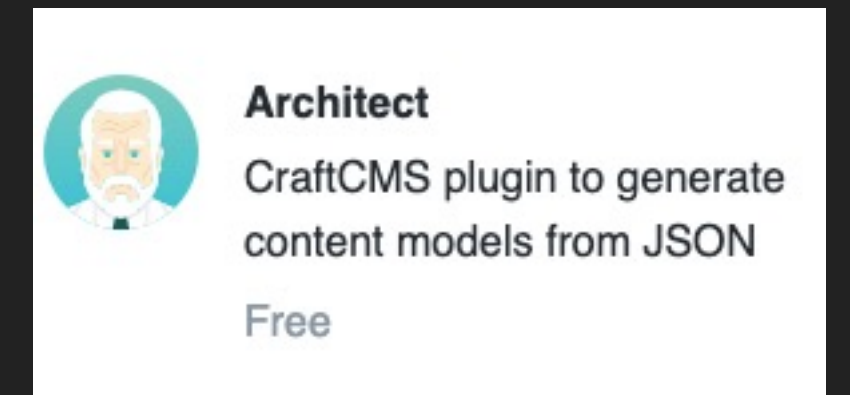


# MIGRATING FIELDS AND STRUCTURE



- ▶ Don't use migrations
  - ▶ These are intended for migrations within a site, not for transferring content models between sites
- ▶ Check the Craft 2 version GitHub issues if you run into anything
  - ▶ *Plugin has been archived, so you may have to resolve any issues manually*
- ▶ DONT RELY ON ARCHITECT TO ROLLBACK AND USE ITS DB BACKUP AS YOUR ONLY BACKUP *you'll have a bad time real fast*

# MIGRATING FIELDS AND STRUCTURE



- ▶ Singles will need to be migrated by hand, including field structure :(
- ▶ While Architect for Craft 2 can't give you a schema export for Sites (since they don't exist in 2) you can use their JSON or YAML examples to bake your own solution for locales to sites
  - ▶ Unless this is a huge amount of locales to sites, I recommend doing this manually just to save your self some time

# MIGRATING CONTENT



**Feed Me**

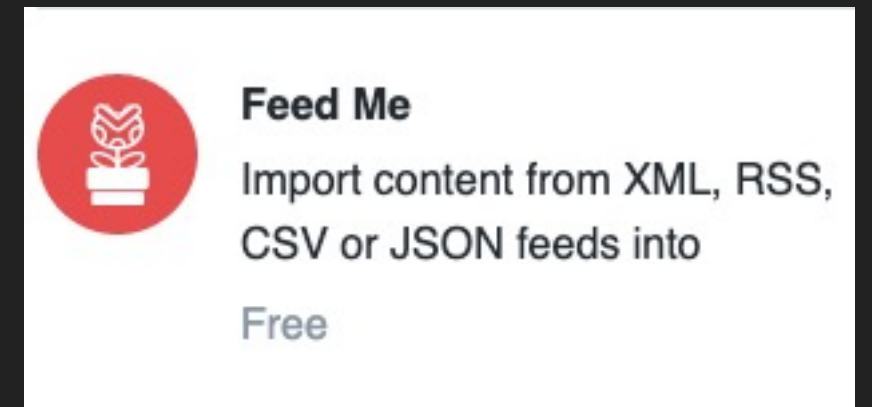
Import content from XML, RSS,  
CSV or JSON feeds into

Free

- ▶ Feed Me by Craft
  - ▶ Can handle imports of JSON/XML structured data from Craft
  - ▶ Be sure to follow Feed Me guidance on structure of your fields
    - ▶ Use Value and not Label for lists, radio, etc.
  - ▶ Don't use entry IDs for relationships because they won't match instead, use the titles or slugs of the entries



# MIGRATING CONTENT



- ▶ Add a field to your entries on Craft 3 to hold the Craft 2 entry IDs
  - ▶ You can then use this field value to check for duplicates when/if you have to rerun the feed to update entries
- ▶ Pay extra attention to your Matrix fields when you are structuring them
- ▶ Beware that Feed Me doesn't have a way to import the status of blocks, so you will get inactive blocks included in your feed
- ▶ When importing Users, you can't import their passwords. Recommendation is to set all users to trigger a password reset on the next login attempt
- ▶ Feed Me does NOT support some entry types created by certain plugins, notably SEOMatic data
- ▶ Best to follow the same pattern you used when/if you imported fields and structures with Architect

## MIGRATING CONTENT

- ▶ Example JSON schema
- ▶ Paginate entries
- ▶ Include locales if needed
- ▶ Spaceless tags
- ▶ Abstract Matrices to reusable templates
- ▶ JSON encode strings

```
craft > templates > feeds > {} accessories.json
1  {% header "Content-Type: application/json; charset=utf-8" %}
2
3  {% set mapping = false %}
4
5  {% spaceless %}
6
7  {% paginate craft.entries({
8    section: ['accessories'],
9    type: 'accessories',
10   status: null,
11   order: 'postDate desc',
12   limit: 50,
13   locale: 'es_us',
14 }) as pageInfo, pageEntries %}
15
16 {"content": {
17   "paginationUrl": "{{ pageInfo.nextUrl }}",
18   "article": [
19     {% for entry in pageEntries %}
20     {% set technicalData = entry.technicalData %}
21     {
22       "entry_id": {{ entry.id }},
23       "entry_date": {% if entry.postDate is not empty %}{{ entry.postDate.getTimestamp()|date('U') }}{% else %}""{% endif %},
24       "entry_status": "{{ entry.status }}",
25       "entry_slug": "{{ entry.slug }}",
26       "url": {% if entry.url %}{{ entry.url |json_encode() |raw }}{% else %}""{% endif %},
27       "title": {{ entry.title |json_encode() |raw }},
28       "author": "{{ entry.author.username }}",
29       "preparedProductImages": {% if entry.preparedProductImages %}{{ entry.preparedProductImages |json_encode() |raw }}{% else %}""{% endif %},
30       "summary": {% if entry.summary %}{{ entry.summary |json_encode() |raw }}{% else %}""{% endif %},
31       "productImage": {% if entry.productImage is not empty %}{{ entry.productImage.first().url()|json_encode()|raw }}{% else %}""{% endif %},
32       "accessoryCategories": [
33         {% set categories = entry.accessoryCategories.all() %}
34         {% for category in categories %}
35           "{{ category.slug }}"
36         {% if not loop.last %},{% endif %}
37         {% endfor %}
38       ],
39       "brochure": {% if entry.brochure is not empty %}{{ entry.brochure.first().url()|json_encode()|raw }}{% else %}""{% endif %},
40       {% include '/feeds/_includes/_technical-data' with {
41         technicalData: technicalData,
42         mapping: mapping
43       } %}
44       "titleTag": {% if entry.titleTag %}{{ entry.titleTag |json_encode() |raw }}{% else %}""{% endif %},
45       "metaDesc": {% if entry.metaDesc %}{{ entry.metaDesc |json_encode() |raw }}{% else %}""{% endif %},
46       "noIndex": "{{ entry.noIndex }}",
47       "ogDesc": {% if entry.ogDesc %}{{ entry.ogDesc |json_encode() |raw }}{% else %}""{% endif %},
48       "ogImage": {% if entry.ogImage is not empty %}{{ entry.ogImage.first().url()|json_encode()|raw }}{% else %}""{% endif %},
49       "ogTitle": {% if entry.ogTitle %}{{ entry.ogTitle |json_encode() |raw }}{% else %}""{% endif %},
50       "ogType": "{{ entry.ogType.value }}",
51       "twitterCard": "{{ entry.twitterCard.value }}",
52       "twitterCreator": {% if entry.twitterCreator %}{{ entry.twitterCreator |json_encode() |raw }}{% else %}""{% endif %}
53     }
54     {% if not loop.last %},{% endif %}
55     {% endfor %}
56   ]
57 }
58 {% endspaceless %}
59
```



**Feed Me**

Import content from XML, RSS,  
CSV or JSON feeds into

Free



# MIGRATING CONTENT

- ▶ Example Matrix schema
  - ▶ DON'T name your blocks Feed Me will loop the block structure in Craft 3 site, you will map fields.
  - ▶ If block field names are same, rename them to be unique.
  - ▶ Arrays can be empty
  - ▶ Loop index for JSON

```
craft > templates > feeds > _includes > ./_formTabs.twig
1  {% if mapping %}
2      "formTabs": {
3          "block": [
4              {
5                  "tabTitle": "",
6                  "tabBody": "",
7                  "tabImages": [
8                      ""
9                  ],
10                 "formSlug": ""
11             }
12         ]
13     },
14     {% else %}
15     "formTabs": {
16         {% if formTabs is not empty %}
17         "block": [
18             {% for block in formTabs %}
19             {
20                 "tabTitle": {% if block.tabTitle %}{ block.tabTitle |json_encode() |raw }}{% else %}""{% endif %},
21                 "tabBody": {% if block.tabBody %}{ block.tabBody |json_encode() |raw }}{% else %}""{% endif %},
22                 "tabImages": [
23                     {% if block.tabImages is not empty %}
24                     {% for image in block.tabImages %}
25                     {{ image.url()|json_encode()|raw }}
26                     {% endfor %}
27                     {% else %}
28                     ""
29                     {% endif %}
30                 ],
31                 "formSlug": {% if block.formSlug %}{ block.formSlug |json_encode() |raw }}{% else %}""{% endif %}
32             }
33             {% if not loop.last %}, {% endif %}
34         {% endfor %}
35     ],
36     {% endif %}
37 },
38 {% endif %}
39 
```



**Feed Me**

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Free



# MIGRATING CONTENT

- ▶ Example Matrix schema
  - ▶ Table fields require special structure.

```
"block":[
  {
    "sectionHeading": "",
    "specs": {
      "table": [{
        "heading": "",
        "description": ""
      }]
    }
  }
]
```

```
"specs": {
  "table": [
    {% if block.specs is not empty %}
    {% for specs in block.specs %}
    {
      "heading": {% if specs.heading %}{{ specs.heading|json_encode|raw }}{% else %}""{% endif %},
      "description": {% if specs.description %}{{ specs.description|json_encode|raw }}{% else %}""{% endif %}
    }
    {% if not loop.last %},{% endif %}
  {% endfor %}
  {% else %}
  {
    ""
  }
  {% endif %}
]
```



**Feed Me**

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Free

# CRAFT 2 TO 3 MIGRATIONS

# MIGRATING CONTENT

► Compiled JSON feed example:



## Feed Me

Import content from XML, RSS, CSV or JSON feeds into

Free

```

{
  - content: {
    paginationUrl: "https://hytera.solspace.net/feeds/news/p2",
    - article: [
      - {
        entry_id: 29694,
        entry_date: "12/07/2019",
        entry_status: "live",
        entry_slug: "hytera-iseries-firmware-upgrade-notification",
        url: "https://hytera.us.solspace.net/news/hytera-iseries-firmware-upgrade-notification",
        title: "Hytera iSeries Firmware Upgrade Notification",
        author: "margo.janos@hytera.ca",
        pinToTop: "0",
        newsCategory: [ ],
        featuredImage: "",
        introduction: "<p>Hytera America has a new firmware version for iSeries DMR products. </p>",
        - testimonialSelect: [
          ""
        ],
        titleTag: "",
        metaDesc: "",
        noIndex: "0",
        ogDesc: "",
        ogImage: "",
        ogTitle: "",
        ogType: "website",
        twitterCard: "summary",
        twitterCreator: ""
      },
      - {
        entry_id: 29169,
        entry_date: "11/21/2019",
        entry_status: "live",
        entry_slug: "hytera-america-donates-poc-radios-to-wreaths-across-america",
        url: "https://hytera.us.solspace.net/news/hytera-america-donates-poc-radios-to-wreaths-across-america",
        title: "Hytera Provides Push-to-Talk over Cellular Radio Service to Wreaths Across America ",
        author: "margo.janos@hytera.ca",
        pinToTop: "0",
        - newsCategory: [
          "company-news"
        ],
        featuredImage: "http://hytera.solspace.net/images/wreathsacrossamerica-1030x579.jpg",
        introduction: "",
        - testimonialSelect: [
          ""
        ]
      }
    ]
  }
}

```



# MIGRATING CONTENT

## ► Feed Me step 1

News

Name \*

What this feed will be called in the CP.

News

Feed URL \*

Can be a file on the local file system or from a website url (http://...).

http://hytera.solspace.net/feeds/news

Feed Type \*

Choose what type of feed you're retrieving.

JSON

Element Type \*

Choose what element you want to save your feed data to.

Entry

Section \*

Choose the Section you want to save your feed data to.

News

Entry Type \*

Choose the Entry Type you want to save your feed data into.

News Entries

Target Site

Choose which site you want to save your elements to initially.

Spanish - U.S.

Import strategy

Choose what happens when this feed is run again.

- ☒ Create new elements  
Adds new elements if they do not already exist.
- ☒ Update existing elements  
Updates elements that match the Unique Identifier (next step).
- ☐ Disable missing elements globally  
Disables any elements that are missing from the feed, across all sites.
- ☐ Disable missing elements in the target site  
Disables any elements that are missing from the feed, in the feed's target site only.
- ☐ Delete missing elements  
Deletes any elements that are missing from the feed. Be careful.

Passkey \*

A generated, unique string to increase security against imports being run inadvertently. No need to change this.

8gxVrvU0lo

Backup

Perform a full backup each time this feed is processed.



Save

Save & Continue



Feed Me

Import content from XML, RSS, CSV or JSON feeds into

Free



# MIGRATING CONTENT

► Feed Me step 2



**Feed Me**  
Import content from XML, RSS,  
CSV or JSON feeds into  
Free

News

Primary Element

The primary element is the repeatable element that contains the data you want to import.

/content/article (x50 elements) ▾

Pagination URL

If your feed is paginated, select the next page's URL.

<content/paginationUrl> eg: https://hytera.solspace.net/fe... ▾

Save Save & Continue

# MIGRATING CONTENT

## ► Feed Me step 3



**Feed Me**  
Import content from XML, RSS,  
CSV or JSON feeds into  
Free

Entry Fields

Field	Feed Element	Default Value
<b>Title</b>	<title> eg: Hytera iSeries Firmware Upgrad... ▼	
<b>Slug</b> If not set, the Slug will be automatically created from Title.	<entry_slug> eg: hytera-iseries-firmware-upgrad... ▼	
<b>Post Date</b> Accepts Unix timestamp, or just about any English textual datetime description.	<entry_date> eg: 12/07/2019 ▼ Data provided for this field is formatted as: mm/dd/yyyy ▼	<div><div></div><div></div></div>
<b>Expiry Date</b> Accepts Unix timestamp, or just about any English textual datetime description.	Don't import ▼ Data provided for this field is formatted as: Auto ▼	<div><div></div><div></div></div>
<b>Status</b> Choose either a default status from the list or the imported field that will contain the status.	<entry_status> eg: live ▼	Don't import ▼
<b>Author</b> Entries will be assigned to the user in this field. If the field does not match any existing member, the default author will be assigned.	<author> eg: margo.janos@hytera.ca ▼ Data provided for this user is: Username ▼ <input type="checkbox"/> Create users if they do not exist	+ Default Author
<b>Entry ID</b> <b>Warning:</b> This should only be used for an existing Craft Entry ID.	Don't import ▼	

# MIGRATING CONTENT

► Feed Me step 3



**Feed Me**  
Import content from XML, RSS,  
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Free

Content Fields

Field	Feed Element	Default Value
<b>Pin To Top</b> pinToTop	<pinToTop> eg: 0	<input type="checkbox"/>
<b>News category</b> newsCategory	<newsCategory> eg:  Data provided for this category is: Slug <input type="checkbox"/> Create categories if they do not exist	+ Default Category
<b>Featured image (shared between locales)</b> featuredImage	<featuredImage> eg:  <input type="checkbox"/> Create asset from URL	+ Default Asset
<b>Introduction</b> introduction	<introduction> eg: <p>Hytera America has a new fi...	
<b>Testimonial Select</b> testimonialSelect	<testimonialSelect> eg:  Data provided for this entry is: Slug <input type="checkbox"/> Create entries if they do not exist	+ Default Entry

☒ Element fields (19)



# MIGRATING CONTENT

## ► Feed Me step 3



**Feed Me**  
Import content from XML, RSS,  
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Free

**Dev Fields**

Field	Feed Element	Default Value
Craft v2 Id craftV2Id	<entry_id> eg: 29694	

**Set a unique identifier to match against existing elements**

Select the fields you want to use to check for existing elements. When selected, Feed Me will look for existing elements that match the fields provided below and either update, or skip depending on your choice of Import Strategy.

- ☐ Title
- ☐ Slug
- ☐ Status
- ☐ Entry ID
- ☐ Pin To Top
- ☐ Browser title
- ☐ Meta description
- ☐ No index
- ☐ OG description
- ☐ OG title override
- ☐ OG type
- ☐ Twitter card
- ☐ Twitter creator
- ☒ Craft v2 Id



# MULTI-LANGUAGE/SITE SOLUTIONS (LOCALES)

- ▶ Locales are now supported via Sites in Craft 3. The PHP constant `CRAFT_LOCALE` is now `CRAFT_SITE`.
  - ▶ You also now don't have to have a separate `index.php` and `site/locale` web root directories.
  - ▶ Static localization files now need to be in subdirectories within your root `translations/` directory.
- ▶ Feed Me can target language/site on reruns of feeds.
  - ▶ Initially target the main site/language. You can set FeedMe to first check Title for duplicates.
  - ▶ After initial import, edit settings for your JSON feed and target a different language.
  - ▶ Then you can edit your FeedMe feed settings to target the appropriate language, and change the Duplicates settings to check **ONLY** the Craft 2 entry ID field you added earlier.
  - ▶ This allows Craft to find each entry, match the Craft 2 ID so its not a new entry (unless it needs to be), and then import the new content to the appropriate language/site.
  - ▶ Repeat steps as needed per language.

DATA VERIFICATION

Upcoming tool from Solspace to verify imports of large datasets.

QuickTime PlayerFileEditViewWindowHelp

Data Validation Tool

Data Validation Tool

+

localhost:8001/verification/validate?url=http://localhost:8001/v3\_feeds/podcasts/podcastsV3

Data Validation Tool

Section: Podcast - Entry Type: podcastV3

Done!

Entry Count: 16

Error Count: 0

InspectorConsoleDebuggerStyle EditorPerformanceMemoryNetworkStorageDOMAccessibilityWhat's New

Filter URLs

AllHTMLCSSJSXHRFontsImagesMediaWSOther

Persist Logs

Disable Cache

No Throttling

HAR

Status	Method	Domain	File	Cause	Type	Transferred	Size
200	GET	localhost:30080	/verification/podcasts/podcastsV3/?id=135263	xhr	json	10.98 KB	10...
200	GET	localhost:30080	/verification/podcasts/podcastsV3/?id=134819	xhr	json	10.78 KB	10...
200	GET	localhost:30080	/verification/podcasts/podcastsV3/?id=133721	xhr	json	9.04 KB	8.6...
200	GET	localhost:30080	/verification/podcasts/podcastsV3/?id=133354	xhr	json	9.01 KB	8.5...
200	GET	localhost:30080	/verification/podcasts/podcastsV3/?id=133361	xhr	json	9.69 KB	9.2...
200	GET	localhost:30080	/verification/podcasts/podcastsV3/?id=133343	xhr	json	9.30 KB	8.8...
200	GET	localhost:30080	/verification/podcasts/podcastsV3/?id=133335	xhr	json	8.09 KB	7.6...
200	GET	localhost:30080	/verification/podcasts/podcastsV3/?id=106727	xhr	json	5.78 KB	5.3...

23 requests

817.97 KB / 439.98 KB transferred

Finish: 25.26 s

DOMContentLoaded: 12.73 s

load: 12.74 s

allowAdminChanges => true,

'enableTemplateCaching' => false,

],

L: 79 C: 27

PHP in HTML

Unicode (UTF-8)

Unix (LF)

Saved: 4/6/20, 10:20:56 PM

3,319 / 317 / 96

100%

# TEMPLATE UPDATES (BY NO MEANS AN EXHAUSTIVE LIST)

- ▶ Craft deprecation errors list is your friend here.
- ▶ `.all()` or `.one()` on everything.
- ▶ URL requests including segment requests have new syntax
- ▶ Macros must be explicitly imported in the templates that use them, each time. You can't globally load them anymore in inherited templates.
- ▶ Frontend forms and JavaScript calling/submitting to controller actions will now require:
  - ▶ Action params must be kebab-case instead of camelCase.
  - ▶ Redirect params must be hashed now, also some of the redirect param tokens have changed.
- ▶ CSRF token protection is now enabled by default, so your forms and JavaScript calling/submitting to controller actions will need to include the token.



# TEMPLATE UPDATES (BY NO MEANS AN EXHAUSTIVE LIST)

► <https://docs.craftcms.com/v3/changes-in-craft-3.html>

## Changes in Craft 3

- Rich Text Fields
  - Redactor Configs
- Position Select Fields
- Remote Volumes
- Configuration
  - Config Settings
  - omitScriptNameInUrls and usePathInfo
- URL Rules
- PHP Constants
- Static Translation Files
- User Photos
- Twig 2
  - Macros
  - Undefined Blocks
- Template Tags
- Template Functions
- Date Formatting
- Currency Formatting
- Element Queries
  - Query Params
  - Query Methods
  - Treating Queries as Arrays
  - last()
- Elements
- Models
- Locales
- Request Params
  - action Params
  - redirect Params
  - CSRF Token Params
- Plugins

## Template Tags

The `{% paginate %}` tag no longer has an `{% endpaginate %}` closing tag, so remove any instances of that.

Some Twig template tags have been deprecated in Craft 3, and will be completely removed in Craft 4:

Old Tag	What to do instead
<code>{% includeCss %}</code>	Use the <code>{% css %}</code> tag
<code>{% includeHiResCss %}</code>	Use the <code>{% css %}</code> tag and write your own media selector
<code>{% includeJs %}</code>	Use the <code>{% js %}</code> tag
<code>{% includeCssFile url %}</code>	<code>{% do view.registerCssFile(url) %}</code>
<code>{% includeJsFile url %}</code>	<code>{% do view.registerJsFile(url) %}</code>
<code>{% includeCssResource path %}</code>	Use an <b>asset bundle</b>
<code>{% includeJsResource path %}</code>	Use an <b>asset bundle</b>

## Template Functions

Some template functions have been removed completely:

Old Template Function	What to do instead
<code>craft.hasPackage()</code>	<i>(n/a)</i>
<code>craft.entryRevisions.getDraftByOffset()</code>	<i>(n/a)</i>
<code>craft.entryRevisions.getVersionByOffset()</code>	<i>(n/a)</i>
<code>craft.fields.getFieldType(type)</code>	<code>craft.app.fields.createField(type)</code>
<code>craft.fields.populateFieldType()</code>	<i>(n/a)</i>
<code>craft.tasks.areTasksPending()</code>	<code>craft.app.queue.getHasWaitingJobs()</code> <sup>1</sup>
<code>craft.tasks.getRunningTask()</code>	<i>(n/a)</i>
<code>craft.tasks.getTotalTasks()</code>	<i>(n/a)</i>
<code>craft.tasks.haveTasksFailed()</code>	<i>(n/a)</i>
<code>craft.tasks.isTaskRunning()</code>	<code>craft.app.queue.getHasReservedJobs()</code> <sup>1</sup>



# ROUTES IN YII 2

- ▶ Routes now need to use the Yii 2 pattern-route syntax
- ▶ <https://docs.craftcms.com/v3/changes-in-craft-3.html#url-rules>

```
// PRODUCTS
'products/ajax-fetch/(.*)' => '/products/ajax-fetch', /
'products/(.*)' => '/products/index', // need this for
'produits/(.*)' => '/products/index',
'productos/(.*)' => '/products/index',
'produtos/(.*)' => 'products/index',
'busca-rápida/(.*)' => 'products/index',

// ACCESSORIES
'accessories/(.*)' => '/accessories/index',
'accessoires/(.*)' => '/accessories/index',
'accesorios/(.*)' => '/accessories/index',
'acessórios/(.*)' => '/accessories/index',
```

CRAFT 2 ROUTES

```
// PRODUCTS
'products/ajax-fetch/(.*)' => ['template' => '/products/ajax-fetch'],
'products/(.*)' => ['template' => '/products/index'], // need this for
'produits/(.*)' => ['template' => '/products/index'],
'productos/(.*)' => ['template' => '/products/index'],
'produtos/(.*)' => ['template' => 'products/index'],
'busca-rápida/(.*)' => ['template' => 'products/index'],

// ACCESSORIES
'accessories/(.*)' => ['template' => '/accessories/index'],
'accessoires/(.*)' => ['template' => '/accessories/index'],
'accesorios/(.*)' => ['template' => '/accessories/index'],
'acessórios/(.*)' => ['template' => '/accessories/index'],
```

CRAFT 3 ROUTES

# CUSTOM PLUGINS

- ▶ You're going to have to rewrite them
- ▶ Consider offloading some less complex versions to Modules which can also be autoloaded
- ▶ Pluginfactory.io can help you scaffold your new plugin structure or module structure
- ▶ You have to adhere to PSR-4 coding standards
- ▶ Get up to speed with Composer
- ▶ Take some deep breaths. Beer might help also
- ▶ <https://docs.craftcms.com/v3/extend/updating-plugins.html#high-level-notes>



# CONVINCE YOUR CLIENT

- ▶ This might be the hardest part of the entire Craft 2 to Craft 3 migration. Some approaches that have been wins in my experience:
- ▶ Clients that value the security of their stack would be especially interested in end-of-life support for Craft 2 which is getting closer and closer each month
- ▶ Clients that have invested heavily in custom plugin functionality would be eager to ensure the long-term viability of that work. Making them realize that support and ongoing development resources/manpower will steadily decline as you approach and exceed end of life for Craft 2
- ▶ Clients that are especially tuned to data channel/social integrations and publishing should also be made aware of the same declining viability/support/manpower aspects. The next big social channel they want to target in a few months might not be available with a plugin in Craft 2
- ▶ Clients using third-party plugins are also at risk as support for those plugins will be dwindling as plugin developers move their efforts to supporting Craft 3 versions
- ▶ Special note for developers, before approaching this **ensure that the plugins have comparable Craft 3 versions or find an alternative**



# WRAP UP AND SOME ADDITIONAL RESOURCES

- ▶ Craft Migration guide: <https://docs.craftcms.com/v3/upgrade.html>
- ▶ Ryan's course on upgrading at Mijingo: [https://www.youtube.com/watch?v=i029\\_DNFsmc](https://www.youtube.com/watch?v=i029_DNFsmc)
- ▶ Ben's video at Straight Up Craft: <https://www.youtube.com/watch?v=T6wBZbH0oDU>
- ▶ Additional articles from Ben: <https://straightupcraft.com/articles/upgrading-from-craft-2-to-craft-3-should-i-update> and <https://straightupcraft.com/articles/upgrading-from-craft-2-to-craft-3-update-everything-on-craft-2>
- ▶ Michael Westwood blog: <https://medium.com/@mijewe/migrating-a-craft-2-site-to-craft-3-1e2a3d8ebae7>
- ▶ Garret Winder blog: <https://simplygoodwork.com/articles/updating-your-website-to-craft-cms-3>