

## 4. Working with Locations

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### Adding a new Location to a Content item

**Full code**

<https://github.com/ezsystems/CookbookBundle/blob/master/Command/AddLocationToContentCommand.php>

We have seen earlier how you can create a Location for a newly created Content. It is of course also possible to add a new Location to an existing Content.

```
try
{
    $locationCreateStruct = $locationService->newLocationCreateStruct(
    $parentLocationId );
    $contentInfo = $contentService->loadContentInfo( $contentId );
    $newLocation = $locationService->createLocation( $contentInfo,
    $locationCreateStruct );
    print_r( $newLocation );
}
// Content or location not found
catch ( \eZ\Publish\API\Repository\Exceptions\NotFoundException $e )
{
    $output->writeln( $e->getMessage() );
}
// Permission denied
catch ( \eZ\Publish\API\Repository\Exceptions\UnauthorizedException $e )
{
    $output->writeln( $e->getMessage() );
}
```

This is the required code. As you can see, both the ContentService and the LocationService are involved. Errors are handled the usual way, by intercepting the Exceptions the used methods may throw.

```
$locationCreateStruct = $locationService->newLocationCreateStruct( $parentLocationId
);
```

Like we do when creating a new Content, we need to get a new LocationCreateStruct. We will use it to set our new Location's properties. The new Location's parent ID is provided as a parameter to LocationService::newLocationCreateStruct.

In this example, we use the default values for the various LocationCreateStruct properties. We could of course have set custom values, like setting the Location as hidden (\$location->hidden = true), or changed the remoteld (\$location->remoteld = \$myRemoteld).

```
$contentInfo = $contentService->loadContentInfo( $contentId );
```

To add a Location to a Content item, we need to specify the Content, using a ContentInfo object. We load one using ContentService::loadContentInfo(), using the Content ID as the argument.

```
$newLocation = $locationService->createLocation( $contentInfo, $locationCreateStruct );
```

We finally use `LocationService::createLocation()`, providing the `ContentInfo` obtained above, together with our `LocationCreateStruct`. The method returns the newly created `Location Value Object`.

## Hide/Unhide Location

### Full code

<https://github.com/ezsystems/CookbookBundle/blob/master/Command/HideLocationCommand.php>

We mentioned earlier that a `Location`'s visibility could be set while creating the `Location`, using the `hidden` property of the `LocationCreateStruct`. Changing a `Location`'s visibility may have a large impact in the `Repository`: doing so will affect the `Location`'s subtree visibility. For this reason, a `LocationUpdateStruct` doesn't let you toggle this property. You need to use the `LocationService` to do so.

```
$hiddenLocation = $locationService->hideLocation( $location );  
$unhiddenLocation = $locationService->unhideLocation( $hiddenLocation );
```

There are two methods for this: `LocationService::hideLocation()`, and `LocationService::unhideLocation()`. Both expect the `LocationInfo` as their argument, and return the modified `Location Value Object`.

The explanation above is valid for most `Repository` objects. Modification of properties that affect other parts of the system will require that you use a custom service method.

## Deleting a location

Deleting `Locations` can be done in two ways: `delete`, or `trash`.

```
$locationService->deleteLocation( $locationInfo );
```

`LocationService::deleteLocation()` will permanently delete the `Location`, as well as all its descendants. Content that has only one `Location` will be permanently deleted as well. Those with more than one won't be, as they are still referenced by at least one `Location`.

```
$trashService->trash( $locationInfo );
```

`TrashService::trash()` will send the `Location` as well as all its descendants to the `Trash`, where they can be found and restored until the `Trash` is emptied. Content isn't affected at all, since it is still referenced by the trash items.

The `TrashService` can be used to list, restore and delete `Locations` that were previously sent to trash using `TrashService::trash()`.

## Setting a content item's main Location

This is done using the `ContentService`, by updating the `ContentInfo` with a `ContentUpdateStruct` that sets the new main location:

```
$repository = $this->getContainer()->get( 'ezpublish.api.repository' );
$contentService = $repository->getContentService();
$contentInfo = $contentService->loadContentInfo( $contentId );

$contentUpdateStruct = $contentService->newContentMetadataUpdateStruct();
$contentUpdateStruct->mainLocationId = 123;

$contentService->updateContentMetadata( $contentInfo, $contentUpdateStruct );
```

Credits to [Unknown User \(arnottg\)](#) for the snippet.