

Limitations reference

Intro

Limitations are the building blocks of the permission system in "Platform stack", they provide the limitations you can apply to a given access right to limit the right to certain conditions.

Limitations consists of two parts:

- `Limitation (Value)`
- `LimitationType`

Certain limitations are also "RoleLimitations", meaning they can be used to limit the rights of a Role assignment, this is currently `Subtree` and `Section` limitation.

The `Limitation` represent the value, while `LimitationType` deals with the business logic surrounding how it actually works and is enforced. `LimitationTypes` have two modes of operation in regards to permission logic (see `eZ\Publish\SPI\Limitation\Type` interface for more info):

| Method | Used when |
|---------------------------|---|
| <code>evaluate</code> | Evaluating if user has access to a given object in a certain context (for instance a context can be <code>Locations</code> when object is <code>Content</code>), under the condition of the <code>Limitation</code> value(s) |
| <code>getCriterion</code> | Generates a <code>Criterion</code> using <code>Limitation</code> value and current user which <code>SearchService</code> by default applies to search criteria for filtering search based on permissions |

List of Limitations

| Limitation | Description |
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| <code>BlockingLimitation</code> | Generic limitation that always tells permission system that user have no access, causing it to continue to next policy. |
| <code>ContentTypeLimitation</code> | Limits content access depending on its <code>ContentType</code> . |
| <code>LanguageLimitation</code> | Limits content access depending on its <code>Language</code> . |
| <code>LocationLimitation</code> | Limits content access depending on its <code>Location</code> . |
| <code>NewObjectStateLimitation</code> | Limits content <code>ObjectState</code> assignment access depending on new state. |
| <code>NewSectionLimitation</code> | Limits content section assignment access depending on new section. |
| <code>ObjectStateLimitation</code> | Limits content access depending on its <code>ObjectStates</code> . |
| <code>OwnerLimitation</code> | Limits content access depending on its owner, as in only access if your owner of the content. |
| <code>ParentContentTypeLimitation</code> | Limits content (create) access depending on parent location <code>ContentType</code> , as in only access if parent is in this/these type of content. |
| <code>ParentDepthLimitation</code> | Limits content (create) access depending on parent location depth, as in only access if parent is in a given depth of the tree structure. |
| <code>ParentOwnerLimitation</code> | Limits content (create) access depending on parent location content owner, as in only access if your your owner of parent. |
| <code>ParentUserGroupLimitation</code> | Limits content (create) access depending on parent location content owner user group, as in only access if your your in same user group as owner of parent. |
| <code>SectionLimitation</code> | Limits content access depending on its <code>Section</code> . |
| <code>SiteAccessLimitation</code> | Limits access to an action depending on <code>siteacces</code> , typically used for user/login, NOTE: this limitation is planned for 5.3 and it's new login system |
| <code>SubtreeLimitation</code> | Limits content access depending on its section. |

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| UserGroupLimitation | Limits content access depending on its owner user group, as in only access if your your in same user group as owner. |
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