

# 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
<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.

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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