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<http://www.argo-content.com>

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ARGO Plugins

Since version 1.8.0 ARGO content generator has a plugin interface that allows you to load extra functionality into the main application. This paper serves as Documentation for these plugins.

Plugin Types explained:

"Standalone": If set to YES, means that the plugin is adding new functionality to the application that is running on its own. If NO is set, then the plugin is directly interacting with ARGO's site generation.

"GUI": If set to YES, then the plugin shows a graphical user interface window. If set to NO there is no configuration interface.

"Placeholder": if set to YES, the plugin has an extra placeholder to be put into the site template. If set to NO there is no placeholder and the plugin is most likely standalone.

Note! When you configure plugins, make sure to always click the "save settings" button, otherwise the program will use the old settings on the next run (or non at all).

```
}  
}
```

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Search & Replace Plugin

PLUGIN TYPE:

Standalone: **Yes** | Type: **Free** | GUI: **Yes** | Placeholder: **No**

The search & replace plugin can be used to replace every occurrence of a user defined string within a file, or directory of multiple files (without including subdirectories).

Code Compiler Plugin

PLUGIN TYPE:

Standalone: **No** | Type: **Requires License** | GUI: **Yes** | Placeholder: **Yes**

The Code Compiler allows advanced users to execute custom code, if they are familiar with C# Programming. With this plugin ARGO can compile user supplied C# code dynamically in runtime. The assembly will be compiled and executed directly in memory. When site generation is running, ARGO will do its work, then pass the current page as string to the user code and expect a string in return with the modified input data. This enables you to completely manipulate the page output and gives unlimited possibilities for modification of the content.

How to create custom code for ARGO:

The basic code is easy, you simply have to define a namespace called "ARGO" and class named "ExternalCode" with the main function exec() that ARGO will call once the code has been successfully compiled and that's it. From there on you can do whatever you like, just make sure exec() returns the output as string that you want to send back to ARGO.

Function prototype:

```
public string exec(string input = null);
```

Example C# code:

```
using System;
using System.Windows.Forms;
namespace ARGO
{
    public class ExternalCode
    {
        public string exec(string input = null)
        {
            input = "Hello World!";
            return input;
        }
    }
}
```

Once the code that you want to use is ready, you have to include the placeholder "[[EXEC-USER-CODE]]" anywhere inside the template. The placeholder will later be removed by ARGO, it just functions as an indicator for the program that you want to execute custom code. You can test if your code compiles with the "Compile+Exec" button. If all goes well, last thing you have to do is to enable the "Execute In Runtime" checkbox, so that the code will be included on the next run. Please take into account that since the code is compiled on each call to the page generation function, this may slow down the program significantly, depending on what your code does!

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Javascript Cloaking Plugin

PLUGIN TYPE:**Standalone: No | Type: Requires License | GUI: Yes | Placeholder: Yes**

This plugin implements a few different simple javascript based cloaking methods to redirect users to a different landing page, while showing the original ARGO website to bots. To use it, you first have to enable the function on the plugin GUI (Plugins->JS Cloaking Plugin) and select the cloaking method you would like to use. Currently there are 5 methods to chose from:

User Agent: Cloaking based on the user agent.

Referrer: Cloaking based on referring page.

Language: Cloaking based on browser language.

Platform: Cloaking based on system platform (win32 for example).

Plugins: Cloaking based on installed browser plugins.

Make sure to put the placeholder "[[JS-CLOAKING-HEADER]]" in the header of your html template(s) so that that cloaking code can be executed on page load!

IMPORTANT NOTE: This plugin is mainly intended for USER redirection. It is not suitable to redirect Search Engines, as they evaluate javascript much later in the process of indexing a site and would first obtain the HTML code before accessing any .js file (some don't even parse javascript at all, however Google does for example).