



Drupal Commerce: Why it rocks.

Warning, this presentation may contain odd humor, occasional awkward moments and lots of nerd speak.

About me

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What we'll cover today.

What is Drupal Commerce

Why should you care

Why is commerce so powerful?

Payment methods

Customization

Setting up a store

Questions & Answers



What is Drupal Commerce?

Simply put, Drupal commerce is an eCommerce framework that allows both seasoned Drupal devs and relative Drupal noobs to build their own eCommerce sites. Drupal Commerce was devised by Ryan Szrama (rszrama), it grew out of another framework, Ubercart, during ye olde days of Drupal 6.



What is Drupal Commerce? - cont.

Drupal Commerce is exclusively available for Drupal 7+ (More on that in a minute).

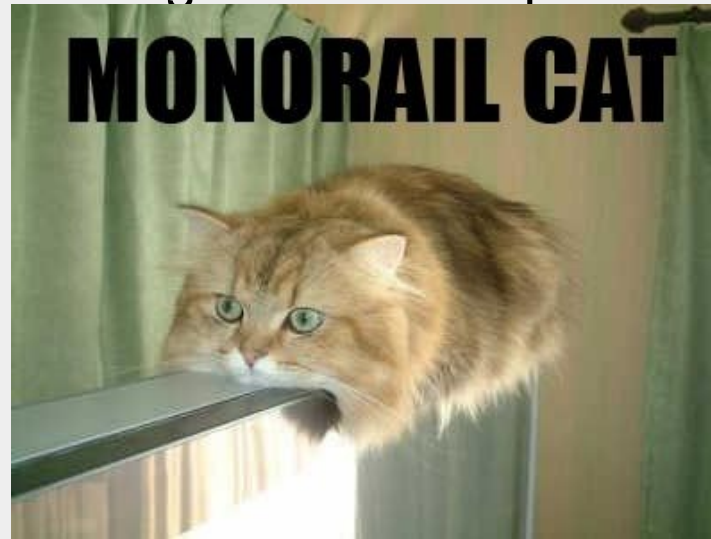


Why should *you* care?

Drupal Commerce has a lot of momentum. Distro users range from rszrama's hobby cheese store <http://www.realmilkcheese.com> to massive multinational sites selling hundreds of different products <http://www.eurocentres.com>.

Why should *you* care? - cont.

It's the fastest growing eCommerce distro, and has been for sometime. So let's get on the Drupal Commerce Train



What we'll cover today - Checking in.

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Why is Commerce so powerful?

Rules

Views

Entities

Rules - 30 second intro

- Rules has been a Drupal Contrib project since 2008, with D6.
- It's a framework basically allows site builders to add functionality to their site.
 - (e.g. If a node of a certain type is published, notify the site editor of the new node, turn on comments, unpublish the node, etc.).

Views - Yeah, it's going into core.

- It's been part of Drupal contrib since Drupal 4 and been essential to pretty much every site I've built since then.

Entities

- It's already in core, Entity API makes it better.
- Entities are an odd beast, they're new in D7, but they are the lynchpin of Drupal Commerce.
- The best way I can think of defining entities for old Drupal farts like me is to treat them like nodes, because they basically are. Better said, nodes are entities in D7, as are vocabularies, blocks, terms, users and even (gasp) fields.

Entities cont.

- They're PHP objects in D7 that can be fielded, they have CRUD methods. Entities are so crucial to Drupal Commerce in that Commerce creates several entity types, like product, line item, payment, and sale(?).

Entities cont.

- Having entities allows Commerce to have things that act like nodes, but don't have any of the extra functionality, things like published statuses, or comment settings.
- It also means that you can more fully use Object Oriented principles to increase the reusability.
- Who doesn't love OOP?!? :)

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Yeah, but does it come with `<insert payment method here>?`

- Short answer, probably.
- Long answer, Drupal Commerce has well over 19 payment methods listed on dc.org.
- Creating a payment is straightforward. Seems like every week, there's at least 4-5 new Commerce payment method modules that support some new payment framework.
- Even crazy ones like C.O.D. and Bill Me Later.

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How to customize it.

Customizing your commerce install can take many forms, such as: Adding your own payment method, adding steps to the checkout, or custom shipping method.

Most of these require custom code or rules which can be exported via features. An excellent module for adding extra steps to the checkout process is [Commerce extra panes](#), it's maintained by Pedro Cambra (pcambra) one of the major contributors to Commerce core and Commerce contrib.

As stated previously, it's fairly straightforward to setup a [custom payment method](#).

Setting up a store.

D7 Commerce kickstart - since D8 isn't out yet.



DRUPAL COMMERCE

Questions? Thanks!

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