



Workflow Designer

custom Inventory Loader

If you want to implement your own Inventory Loader to, for example, add Products from something inside your module?

That's easy!

Create a file **<customname>.inc.php** in the folder **modules/Workflow2/extends/inventoryloader/**

This file must have the following structure:

```
<?php
namespace Workflow\Plugin\InventoryLoader;

use Workflow\InventoryLoader;
use Workflow\VTEntity;

class CustomClassName implements \Workflow\Interfaces\IInventoryLoader {

    public function getAvailableLoader()
    {
        return array(
            'loaderkey' => array(                // LOADERKEY
                'label' => 'Label of Loader',    // LOADERLABEL
                'config' => array(              // LOADERCONFIG
                    )
            ),
        );
    }

    public function getItems($config, VTEntity $context)
    {
        $products = array();

        $products[] = array(
            'module' => 'Products',
            'productlabel' => 'Productlabel',
            'productid' => 'productid',
            'comment' => 'Comment of Product',
            'quantity' => 1,
            'listprice' => 12,
            'discount_amount' => 0,
        );
    }
}
```

```
        'discount_percent' => 0,
        'taxes' => array(
            1 => 19,
            2 => 0
        )
    );

    $products[] = array(
        'module' => 'Products',
        'productlabel' => 'Productlabel2',
        'productid' => 'productid2',
        'comment' => 'Comment of Product2',
        'quantity' => 2,
        'listprice' => 12,
        'discount_amount' => 0,
        'discount_percent' => 0,
        'taxes' => array(
            1 => 19,
            2 => 0
        )
    );

    return $products;
}
}

InventoryLoader::register(__NAMESPACE__.'\CustomClassName');
```

LOADERKEY internal key of your loader to be able to register multiple loader

LOADERLABEL Visible Label of Inventory Loader

LOADERCONFIG Config, visible if Loader of selected

The CustomClassName could be chosen like you want. It only must equal in class definition and register function in last line.

