

Cthulhu Drupal: Coding with Lovecraft

“The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown...”

~ H.P. Lovecraft

About Us

Tobby Hagler, Director of Engineering

- » Ancient and arcane knowledge
- » Drupal developer for over a decade

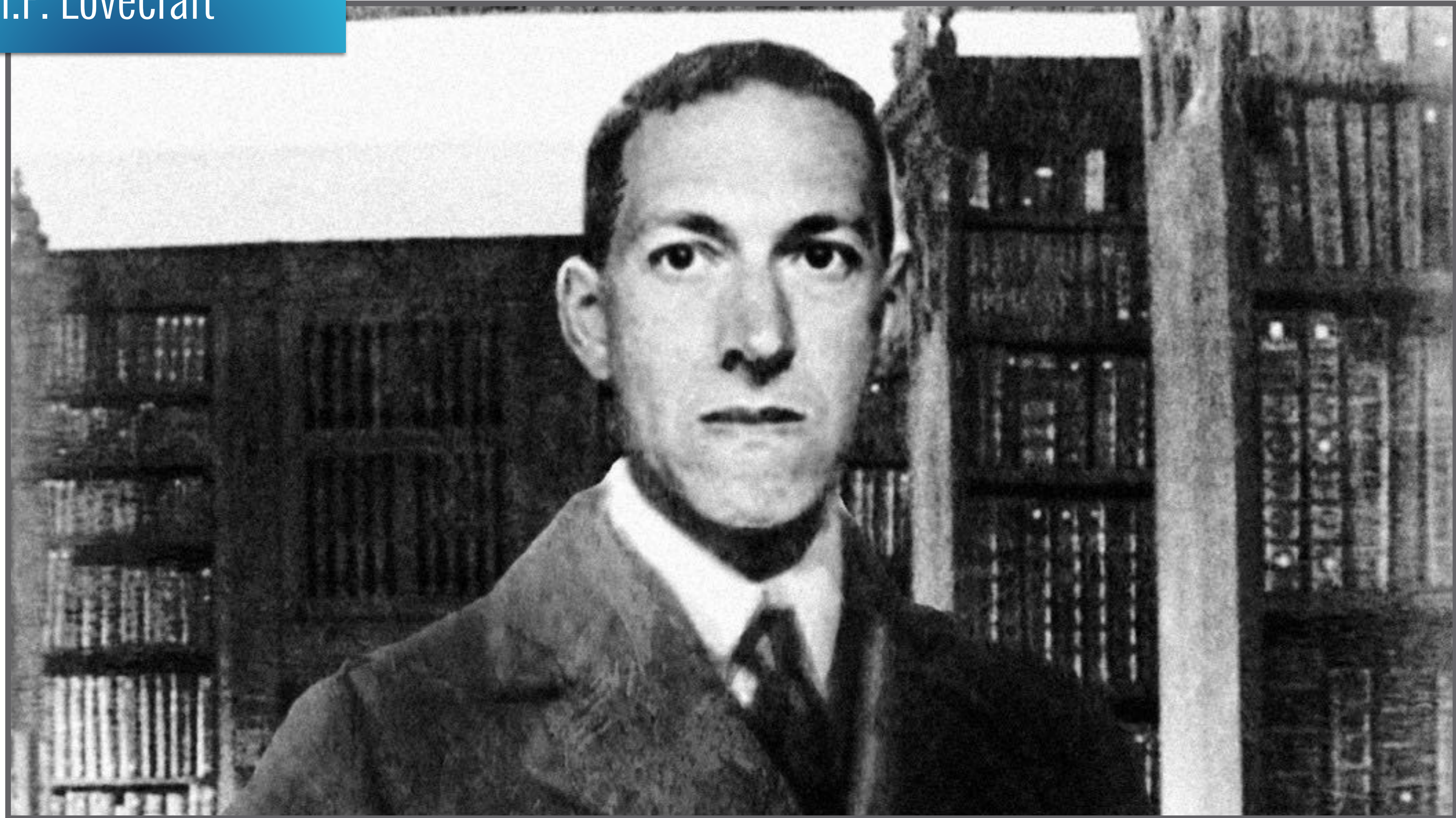


Ryan Loos, Developer

- » New to Drupal 8
- » Driven mad on more than one occasion
- » Former BuildDesign Intern



H.P. Lovecraft



P.H.P. Lovecraft



“Toil without song is like a weary journey without an end”



“If he were human, you would have described him as vain. But you can't apply human values to a cat.”

What are we here to learn?

- » **What madness is new in Drupal 8**
- » **What has supplanted the old ways**

Does this look familiar?

[Home](#) » [Add content](#)

Title *

```
39
40  /**
41   * Implements hook_form_alter().
42   */
43  function madness_form_alter(&$form, \Drupal\Core\Form\FormStateInterface $form_state, $form_id) {
44    if ($form_id == "node_article_form") {
45      // Do a thing
46    }
47  }
48
```




Madness Module <https://www.drupal.org/project/madness>

To install: `composer require 'drupal/madness:^1.0'`

During the winter of 1927–28 officials of the Federal government made a strange and secret investigation of certain conditions in the ancient Massachusetts seaport of Innsmouth. The public first learned of it in February, when a vast series of raids and arrests occurred, followed by the deliberate burning and dynamiting—under suitable precautions—of an enormous number of crumbling, worm-eaten, and supposedly empty houses along the abandoned waterfront. Uninquiring souls let this occurrence pass as one of the major clashes in a spasmodic war on liquor.

Keener news-followers, however, wondered at the prodigious number of arrests, the abnormally large force of men used in making them, and the secrecy surrounding the disposal of the prisoners. No trials, or even definite charges, were reported; nor were any of the captives seen thereafter in the regular gaols of the nation. There were vague statements about dispersal in various camps, and later about dispersal in various naval and military prisons, but nothing positive ever developed. Innsmouth itself was left almost depopulated, and is even now only beginning to show signs of a sluggishly revived existence.

Complaints from many liberal organisations were met with long confidential discussions, and representatives were taken on trips to certain camps and prisons. As a result, these societies became surprisingly passive and reticent. Newspaper men were harder to manage, but seemed largely to cooperate with the government in the end. Only one paper—a tabloid always discounted because of its wild policy—mentioned the deep-diving submarine that discharged torpedoes downward in the marine abyss just beyond Devil Reef. That item, gathered by chance in a haunt of sailors, seemed indeed rather far-fetched; since the low, black reef lies a full mile and a half out from Innsmouth Harbour.

People around the country and in the nearby towns muttered a great deal among themselves, but said very little to the outer world. They had talked about dying and half-deserted Innsmouth for nearly a century, and nothing new could be wilder or more hideous than what they had whispered and hinted years before. Many things had taught them secretiveness, and there was now no need to exert pressure on them. Besides, they really knew very little; for wide salt marshes, desolate and unpeopled, keep neighbours off Innsmouth on the landward side.



What is happening to Innsmouth?

But at last I am going to defy the ban on speech about this thing. Results, I am certain, are so thorough that no public harm save a shock of repulsion could ever accrue from a hinting of what was found by those horrified raiders at Innsmouth.

“You ought to hear, though, what some of the old-timers tell about the black reef off the coast—Devil Reef, they call it. It’s well above water a good part of the time, and never much below it, but at that you could hardly call it an island. The story is that there’s a whole legion of devils seen sometimes on that reef—sprawled about, or darting in and out of some kind of caves near the top. It’s a rugged, uneven thing, a good bit over a mile out, and toward the end of shipping days sailors used to make big detours just to avoid it.

“That is, sailors that didn’t hail from Innsmouth. One of the things they had against old Captain Marsh was that he was supposed to land on it sometimes at night when the tide was right. Maybe he did, for I dare say the rock formation was interesting, and it’s just barely possible he was looking for pirate loot and maybe finding it; but there was talk of his dealing with daemons. Fact is, I guess on the whole it was really the Captain that gave the bad reputation to the reef.

“That was before the big epidemic of 1846, when over half the folks in Innsmouth was carried off. They never did quite figure out what the trouble was, but it was probably some foreign kind of disease brought from China or somewhere by the shipping. It surely was bad enough—there was riots over it, and all sorts of ghastly doings that I don’t believe ever got outside of town—and it left the place in awful shape. Never came back—there can’t be more’n 300 or 400 people living there now.

“But the real thing behind the way folks feel is simply race prejudice—and I don’t say I’m blaming those that hold it. I hate those Innsmouth folks myself, and I wouldn’t care to go to their town. I s’pose you know—though I can see you’re a Westerner by your talk—what a lot our New England ships used to have to do



Object Oriented Programming

with queer ports in Africa, Asia, the South Seas, and everywhere else, and what queer kinds of people they sometimes brought back with ’em. You’ve probably heard about the Salem man that came home with a Chinese wife, and maybe you know there’s still a bunch of Fiji Islanders somewhere around Cape Cod.

“Well, there must be something like that back of the Innsmouth people. The place always was badly cut off from the rest of the country by marshes and creeks, and we can’t be sure about the ins and outs of the matter; but it’s pretty clear that old Captain Marsh must have brought home some odd specimens when he had all three of his ships in commission back in the twenties and thirties. There



Classes, a cosmic force of extensible power

User-defined data type

- » Integers, floats, strings, arrays...
- » Remember using `$node = new stdClass;?`

A class can have:

- » Properties (variables)
- » Methods (functions)

Classes may:

- » Extend other classes (inheritance)
- » Implement interfaces
- » Implement traits

Objects are the shapeless terrors given form

A class is like a Content Type, or an Entity

- » Different class types
- » Plugins
 - » Blocks
 - » Forms
 - » Migration sources and destinations
- » Controllers
- » Services

An object is an instance of a class

An object is like a node, an instance of a particular Content Type

- » <http://example.com/node/123> is an Article
- » **`$node = Node::create([...]);`**
- » **`$node->save();`**
- » Node is a class, \$node is an object

The Madness of Change

Symfony and Alien Geometries

- » Making sense of the Eldritch Lore

Code discovery, autoloader, namespaces

- » Code that's not being used is slumbering in the shadows
- » How to find Arcane Artifacts that would otherwise remain buried in the Earth

Design Patterns

- » In order to gain the benefits of Symfony, you must submit to its design patterns

Plugins, Services, and Dependency Injection

- » Servants that do their overlord's bidding
- » How do they know the unknowable?

Namespaces and auto-discovery

```
namespace Drupal\madness\Plugin\Block;
```

```
use Drupal\user\Entity\User;
```

File structure matters

```
madness/  
  madness.info.yml  
  madness.module  
  config/  
    install/  
  src/  
    Plugin/  
      Block/  
        TopMadness.php
```

Annotations and conjurations

```
namespace Drupal\madness\Plugin\Block;

use Drupal\Core\Block\BlockBase;
use Drupal\Core\Block\BlockPluginInterface;
use Drupal\user\Entity\User;

/**
 * Provides a block to display users ranked by their insanity.
 *
 * @Block(
 *   id = "top_madness",
 *   admin_label = @Translation("Top Madness Levels"),
 *   category = @Translation("Madness"),
 * )
 */
class TopMadness extends BlockBase implements BlockPluginInterface {
  // ...code begins here...
}
```



North of the river there were traces of squalid life—active fish-packing houses in Water Street, smoking chimneys and patched roofs here and there, occasional sounds from indeterminate sources, and infrequent shambling forms in the dismal streets and unpaved lanes—but I seemed to find this even more oppressive than the southerly desertion. For one thing, the people were more hideous and

abnormal than those near the centre of the town; so that I was several times evilly reminded of something utterly fantastic which I could not quite place. Undoubtedly the alien strain in the Innsmouth folk was stronger here than farther inland—unless, indeed, the “Innsmouth look” were a disease rather than a blood strain, in which case this district might be held to harbour the more advanced cases.

One detail that annoyed me was the distribution of the few faint sounds I heard. They ought naturally to have come wholly from the visibly inhabited houses, yet in reality were often strongest inside the most rigidly boarded-up facades. There were creakings, scurryings, and hoarse doubtful noises; and I thought uncomfortably about the hidden tunnels suggested by the grocery boy. Suddenly I found myself wondering what the voices of those denizens would be like. I had heard speech so far in this quarter, and was unaccountably anxious not to do so.

Pausing only long enough to look at two fine but ruinous old churches at Main and Church Streets, I hastened out of that vile waterfront slum. My next logical goal was New Church Green, but somehow or other I could not bear to re-pass the church in whose basement I had glimpsed the inexplicably frightening form of that strangely diademed priest or pastor. Besides, the grocery youth had told me that the churches, as well as the Order of Dagon Hall, were not advisable neighbourhoods for strangers. Accordingly I kept north along Main to Martin, then turning inland, crossing Federal Street safely north of the Green, and entering the decayed patrician neighbourhood of northern Broad, Washington, Lafayette, and Adams Streets. Though these stately old avenues were ill-surfaced and unkempt, their elm-shaded dignity had not entirely departed. Mansion after mansion claimed my gaze, most of them decrepit and boarded up amidst



All content entities can have fields

Nodes

Taxonomy vocabularies

Users

- » No more need for Profile modules]
- » No longer do we have a “user” node that hopefully matches up to Drupal users

Media


- » Media entities can have any custom fields, useful for tagging, making media searchable, and other metadata

Custom entities...

Adding fields the mortal way

Admin > Configuration > Account settings > Manage fields


Manage fields

Manage fields 

[Home](#) » [Administration](#) » [Configuration](#) » [People](#) » [Account settings](#)

This form lets administrators add and edit fields for storing user data.

[+ Add field](#)

LABEL	MACHINE NAME	FIELD TYPE	OPERATIONS
Picture	user_picture	Image	Edit 

Export the configuration items

Admin > Configuration > Configuration synchronization > Export

Single export

[Synchronize](#) [Import](#) [Export](#)

[Full archive](#) [Single item](#)

[Home](#) » [Administration](#) » [Configuration](#) » [Development](#) » [Synchronize](#)

Choose a configuration item to display its YAML structure.

Configuration type

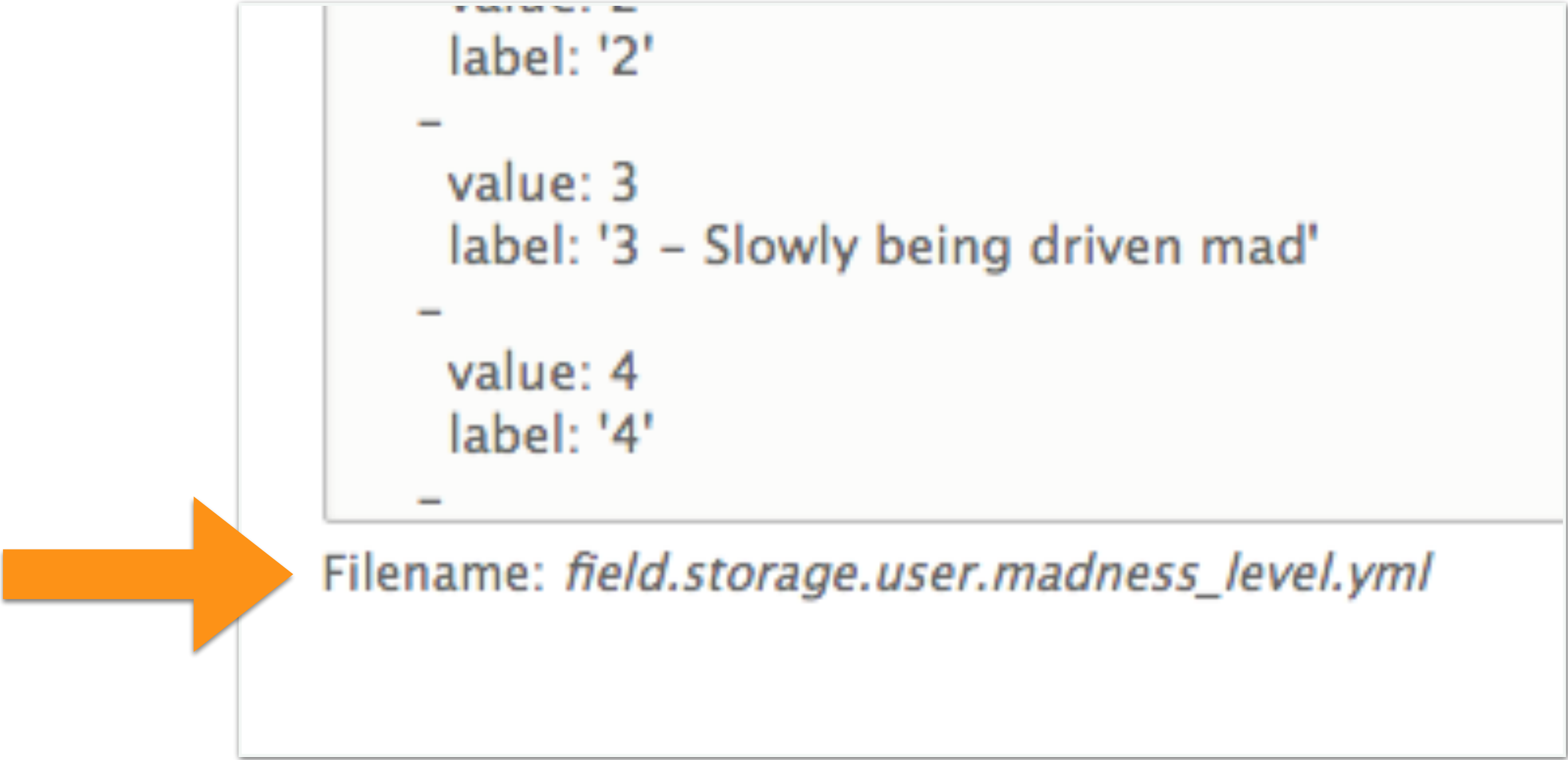
Configuration name

Here is your configuration:

```
langcode: en
status: true
dependencies:
  config:
    - field.storage.user.madness_level
  module:
    - options
    - user
id: user.user.madness_level
```

Adding config files to the module

```
madness/  
  config/  
    install/  
      field.field.user.user.madness_level.yml  
      field.storage.user.madness_level.yml  
      madness.settings.yml
```



```
label: '2'  
-  
  value: 3  
  label: '3 - Slowly being driven mad'  
-  
  value: 4  
  label: '4'  
-
```

Filename: *field.storage.user.madness_level.yml*

Madness in full effect...

Dr. Henry Armitage

[View](#)

[Shortcuts](#)

[Edit](#)

[Contact](#)

Member for 4 days 23 hours

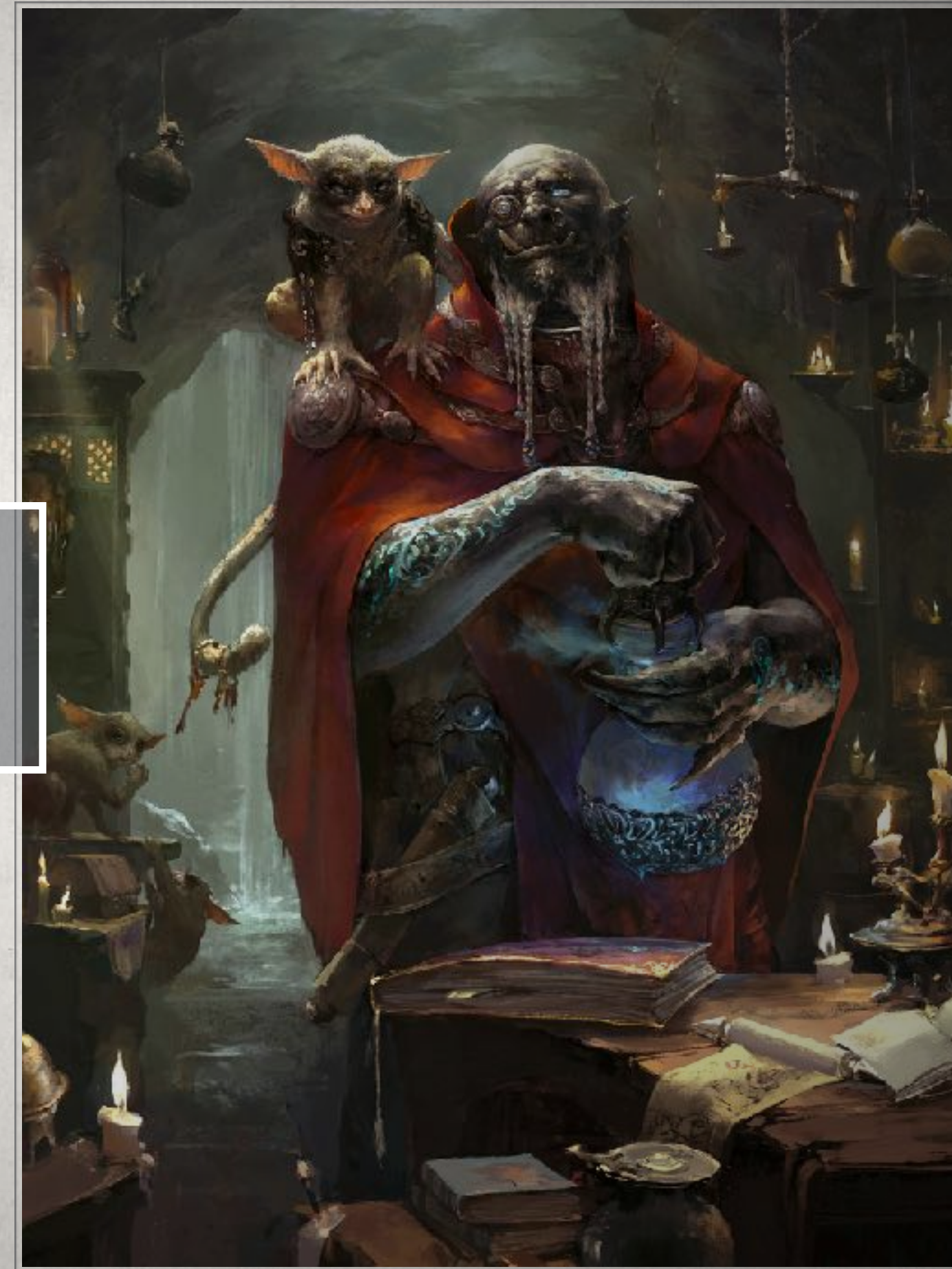
Madness Level

8 - Insanely tortured

It was I who fled frantically out of Innsmouth in the early morning hours of July 16, 1927, and whose frightened appeals for government inquiry and action brought on the whole reported episode. I was willing enough to stay mute while the affair was fresh and uncertain; but now that it is an old story, with public interest and curiosity gone, I have an odd craving to whisper about those few frightful hours in that ill-rumoured and evilly shadowed seaport of death and blasphemous abnormality. The mere telling helps me to restore confidence in my own faculties; to reassure myself that I was not simply the first to succumb to a contagious nightmare hallucination. It helps me, too, in making up my mind regarding a certain terrible step which lies ahead of me.

I never heard of Innsmouth till the day before I saw it for the first and—so far—last time. I was celebrating my coming of age by a tour of New England—sightseeing, antiquarian, and genealogical—and had planned to go directly from ancient Newburyport to Arkham, whence my mother's family was derived. I had no car, but was travelling by train, trolley, and motor-coach, always seeking the cheapest possible route. In Newburyport they told me that the steam train was the thing to take to Arkham; and it was only at the station ticket-office, when I demurred at the high fare, that I learned about Innsmouth. The stout, shrewd-faced agent, whose speech shewed him to be no local man, seemed sympathetic toward my efforts at economy, and made a suggestion that none of my other informants had offered.

“You could take that old bus, I suppose,” he said with a certain hesitation, “but it ain't thought much of hereabouts. It goes through Innsmouth—you may have heard about that—and so the people don't like it. Run by an Innsmouth fellow—Joe Sargent—but never gets any custom from here, or Arkham either, I guess.



Plugins

Madness Scoreboard

Top Madness Levels

User	Madness level
Herbert West	7
Dr. Henry Armitage	5
Francis Wayland Thurston	3
Charles Dexter Ward	3
Gabriella Maldonado	1

Plugins

Definition: A type of class, that provides a unit of functionality that solves a single problem and is swappable.

Plugins have a plugin type:

- » Blocks
- » Field Types, Field Widgets, Field Formatters
- » Forms
- » Migration Sources
- » Migration Destinations
- » Migration Mappers

Plugin Requirements

```
namespace Drupal\madness\Plugin\Block;

use Drupal\Core\Block\BlockBase;

/**
 * Provides a block to display highest insane
 * users.
 *
 * @Block(
 *   id = "top_madness",
 *   admin_label = @Translation("Top Madness
 * Levels"),
 *   category = @Translation("Madness"),
 * )
 */

class topMadness extends BlockBase implements
BlockPluginInterface {
```

Namespace: A fixed pattern that shows Drupal the path to your plugin

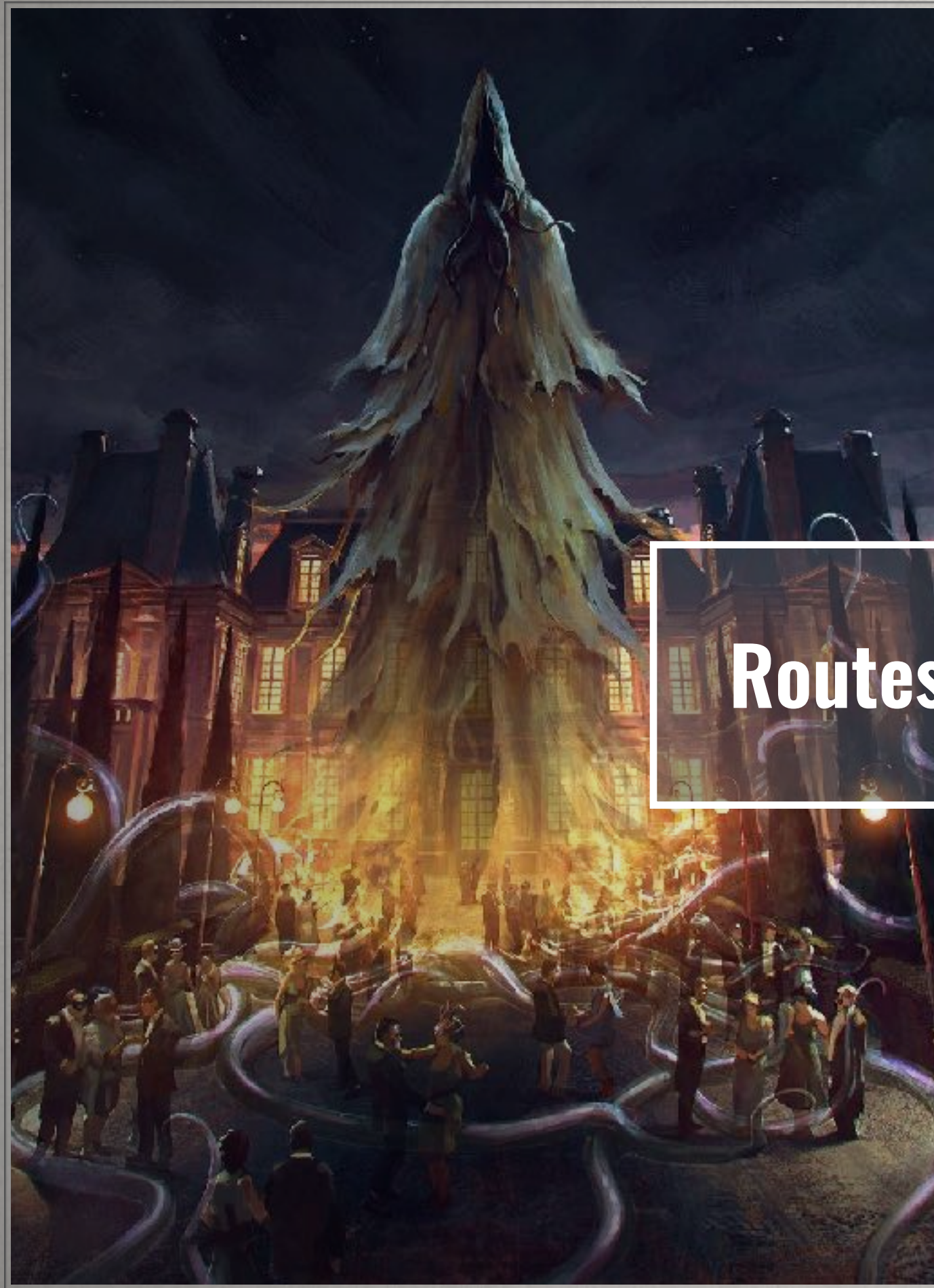
Use Statements: Tells Drupal what other classes you need to invoke

Annotation: Register the plugin with symphony allowing it to be discovered and instantiated

Declaration: The name and what other classes it invokes

Madness Module Plugin

```
class topMadness extends BlockBase implements BlockPluginInterface {  
  
    protected $user_count = 5;  
  
    protected $link = FALSE;  
  
    public function build() {  
        // logic  
    }  
  
    public function blockForm($form, FormStateInterface $form_state) {  
        // logic  
    }  
  
    public function blockSubmit($form, FormStateInterface $form_state) {  
        // logic  
    }  
  
}
```



Routes and Controllers

It must have been some imp of the perverse—or some sardonic pull from dark, hidden sources—which made me change my plans as I did. I had long before resolved to limit my observations to architecture alone, and I was even then hurrying toward the Square in an effort to get quick transportation out of this festering city of death and decay; but the sight of old Zadok Allen set up new currents in my mind and made me slacken my pace uncertainly.

I had been assured that the old man could do nothing but hint at wild, disjointed, and incredible legends, and I had been warned that the natives made it unsafe to be seen talking to him; yet the thought of this aged witness to the town's decay, with memories going back to the early days of ships and factories, was a lure that no amount of reason could make me resist. After all, the strangest and maddest of myths are often merely symbols or allegories based upon truth—and old Zadok must have seen everything which went on around Innsmouth for the last ninety years. Curiosity flared up beyond sense and caution, and in my youthful egotism I fancied I might be able to sift a nucleus of real history from the confused, extravagant outpouring I would probably extract with the aid of raw whiskey.

I knew that I could not accost him then and there, for the firemen would surely notice and object. Instead, I reflected, I would prepare by getting some bootleg liquor at a place where the grocery boy had told me it was plentiful. Then I would loaf near the fire station in apparent casualness, and fall in with old Zadok after he had started on one of his frequent rambles. The youth said that he was very restless, seldom sitting around the station for more than an hour or two at a time.

A quart bottle of whiskey was easily, though not cheaply, obtained in the rear of a dingy variety-store just off the Square in Eliot Street. The dirty-looking fellow



Add some control to the Madness module

Symfony added the concept of Routes and Controllers to Drupal 8

Routes replace hook_menu from previous versions of Drupal

Routes define a path and establish a controller class that responds to the request

- » Can use different methods within the same controller for different paths

Controller classes can do anything

- » Generally responsible for returning “a page”
- » Any method in the class can handle a response

madness.routing.yml

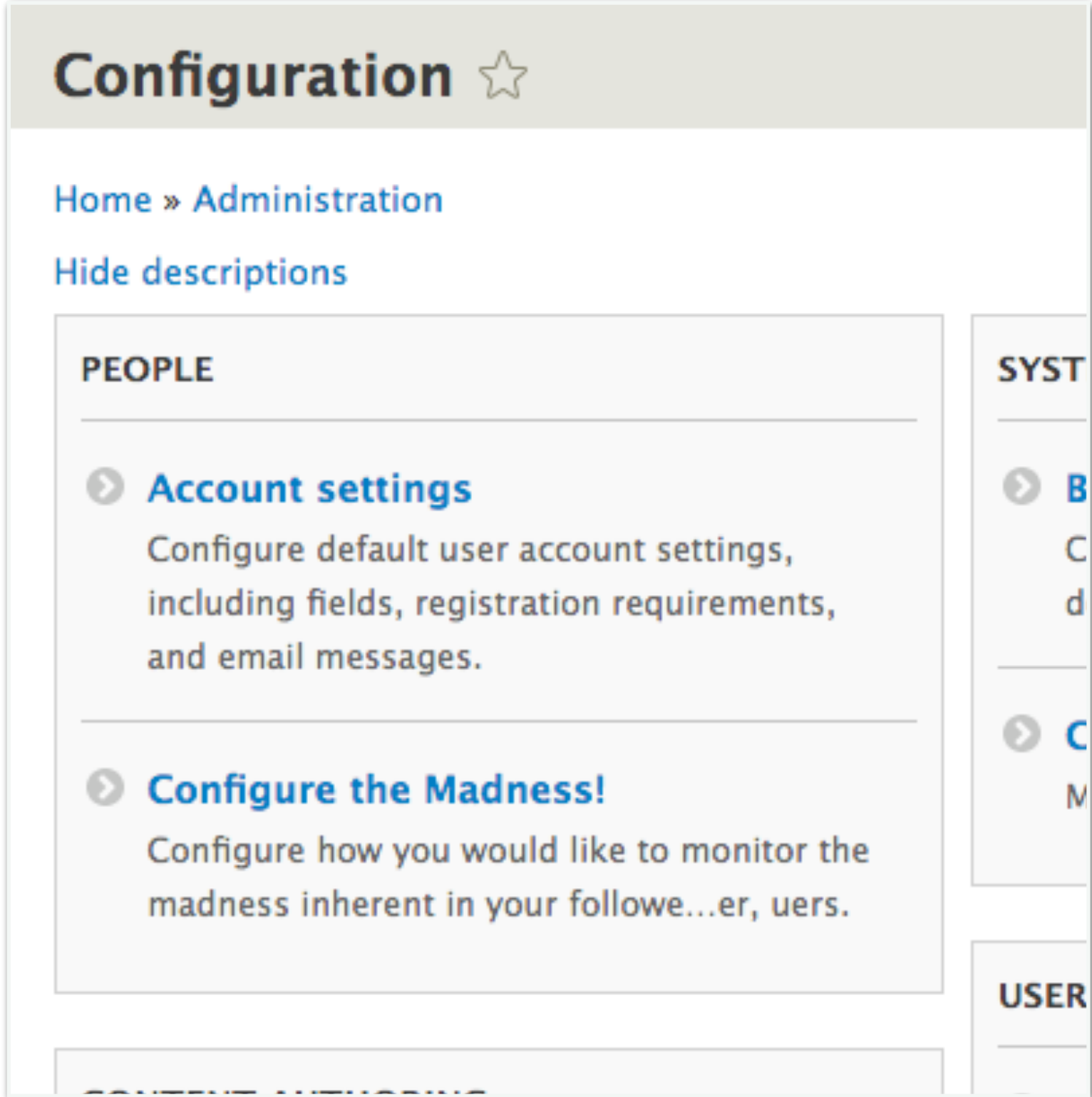
```
madness.settings_form:  
  path: '/admin/config/people/madness'  
  defaults:  
    _form: '\Drupal\madness\Form\MadnessSettings'  
    _title: 'Madness Settings'  
  requirements:  
    _permission: 'access administration pages'  
  options:  
    _admin_route: TRUE
```

- or -

```
madness.settings_page:  
  defaults:  
    _controller: '\Drupal\madness\Controller\Madness::settings'
```

madness.links.menu.yml

```
madness.settings_form:  
  title: 'Configure the Madness!'  
  route_name: madness.settings_form  
  description: 'Configure how you would like to monitor the madness module.'  
  parent: user.admin_index
```



Controller class

```
<?php
```

```
namespace Drupal\my_module\Controller;
```

```
use Symfony\Component\HttpFoundation\Response;
```

```
class MyController {
```

```
    /*
```

```
    * @return Response
```

```
    *   The string of markup for the page.
```

```
    */
```

```
public function myPage() {
```

```
    return new Response('The content of the page.');
```

```
}
```

```
}
```

It was I who fled frantically out of Innsmouth in the early morning hours of July 16, 1927, and whose frightened appeals for government inquiry and action brought on the whole reported episode. I was willing enough to stay mute while the affair was fresh and uncertain; but now that it is an old story, with public interest and curiosity gone, I have an odd craving to whisper about those few frightful hours in that ill-rumoured and evilly shadowed seaport of death and blasphemous abnormality. The mere telling helps me to restore confidence in my own faculties; to reassure myself that I was not simply the first to succumb to a contagious nightmare hallucination. It helps me, too, in making up my mind regarding a certain terrible step which lies ahead of me.

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Services, Dependency Injection, and Events



Services

What is a service?

- » A common design pattern

Dependency Injection

- » Arguments passed to a service in `module_name.services.yml`

Service Container

Service types

Tagged Services

- » Events

Discovering services

madness.services.yml

```
services:  
  madness.event_subscriber:  
    class: Drupal\madness\MadnessEventSubscriber  
    arguments: ['@event_dispatcher', '@logger.factory']  
    tags:  
      - { name: 'event_subscriber' }  
  madness.levels:  
    class: Drupal\madness\MadnessLevels
```

MadnessLevels.php

```
namespace Drupal\madness;

use Drupal\user\Entity\User;

/**
 * Class MadnessLevels.
 *
 * @package Drupal\madness
 */
class MadnessLevels {

    protected $user_count = 5;

    public function getUsers($count = NULL, $not_fully_mad = FALSE, $sort = TRUE) {
        // Query for user entities sorted by the madness_level field.
        $query = \Drupal::entityQuery('user')
            ->condition('status', 1)
            ->condition('uid', 1, '>')
            ->condition('madness_level', 0, '>');
    }
}
```

Invoking a service

```
// Get user entities from the Madness service.  
$users = \Drupal::service('madness.levels')->getUsers($user_count);
```

Title *

Machine name: topmadnesslevels

Display title

Number of users

How many insane users should this block display?

Link to user?

Should the user's name in the block link to their user page (if users have permission to view them)?

“Them things liked human sacrifices. Had had ’em ages afore, but lost track o’ the upper world arter a time. What they done to the victims it ain’t fer me to say, an’ I guess Obed wa’n’t none too sharp abaout askin’. But it was all right with the heathens, because they’d ben havin’ a hard time an’ was desp’rate abaout everything. They give a sarten number o’ young folks to the sea-things twict every year—May-Eve an’ Hallowe’en—reg’lar as cud be. Also give some o’ the carved knick-knacks they made. What the things agreed to give in return was plenty o’ fish—they druv ’em in from all over the sea—an’ a few gold-like things naow an’ then.

“Wal, as I says, the natives met the things on the little volcanic islet—goin’ thar in canoes with the sacrifices et cet’ry, and bringin’ back any of the gold-like jools as was comin’ to ’em. At fust the things didn’t never go onto the main island, but arter a time they come to want to. Seems they hankered arter mixin’ with the folks, an’ havin’ j’int ceremonies on the big days—May-Eve an’ Hallowe’en. Ye see, they was able to live both in an’ aout o’ water—what they call amphibians. I guess. The Kanakys told ’em as haow folks from the other islands might war ta wipe ’em aout ef they got wind o’ their bein’ thar, but they says they dun’t keer much, because they cud wipe aout the hull brood o’ humans ef they was willin’ to bother—that is, any as didn’t hev sarten signs sech as was used onct by the lost Old Ones, whoever they was. But not wantin’ to bother, they’d lay low when anybody visited the island.

“When it come to matin’ with them toad-lookin’ fishes, the Kanakys kind o’ balked, but finally they larnt something as put a new face on the matter. Seems that human folks has got a kind o’ relation to sech water-beasts—that everything alive come aout o’ the water onct, an’ only needs a little change to go back agin.



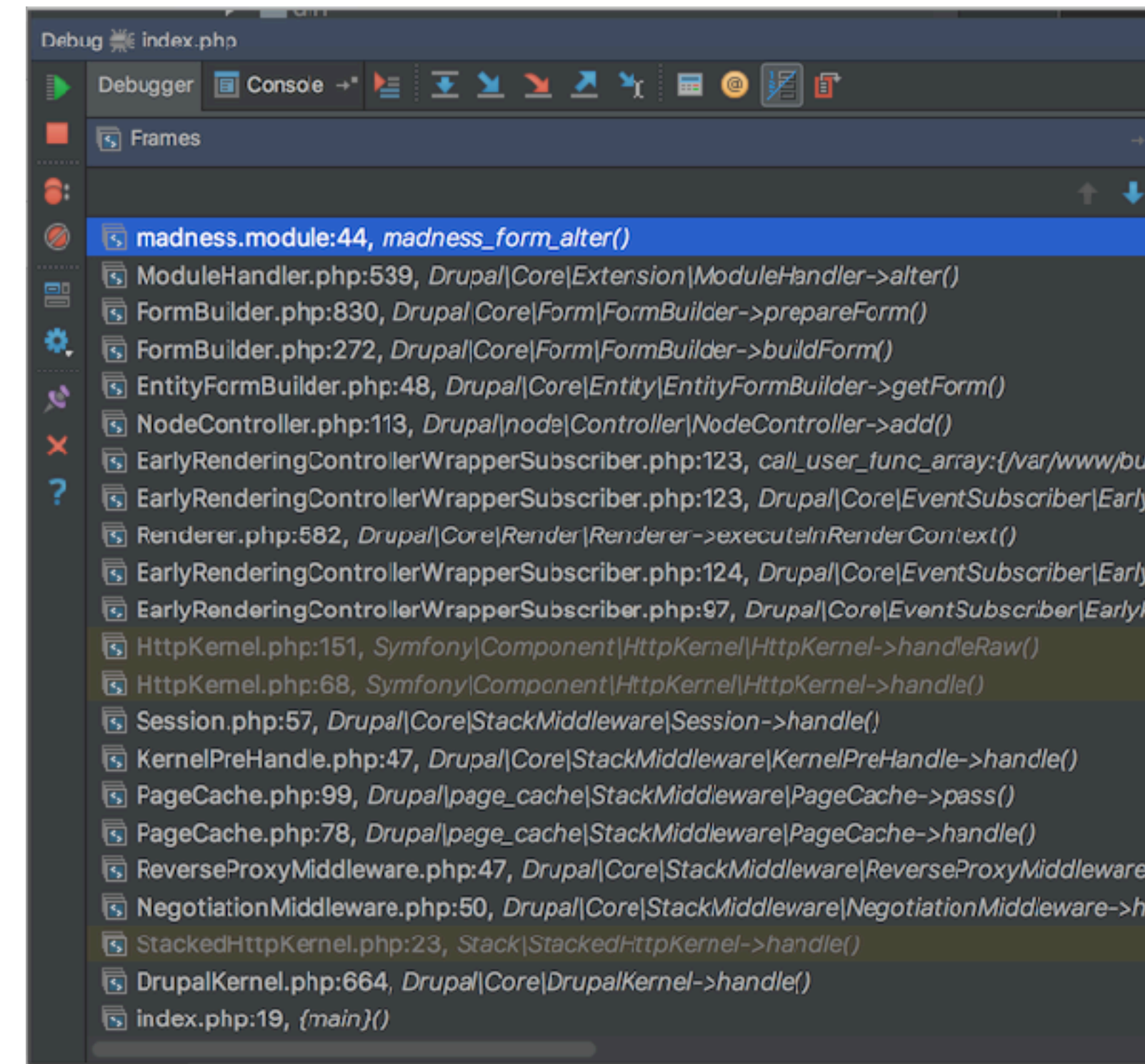
Tools

Your Necronomicon

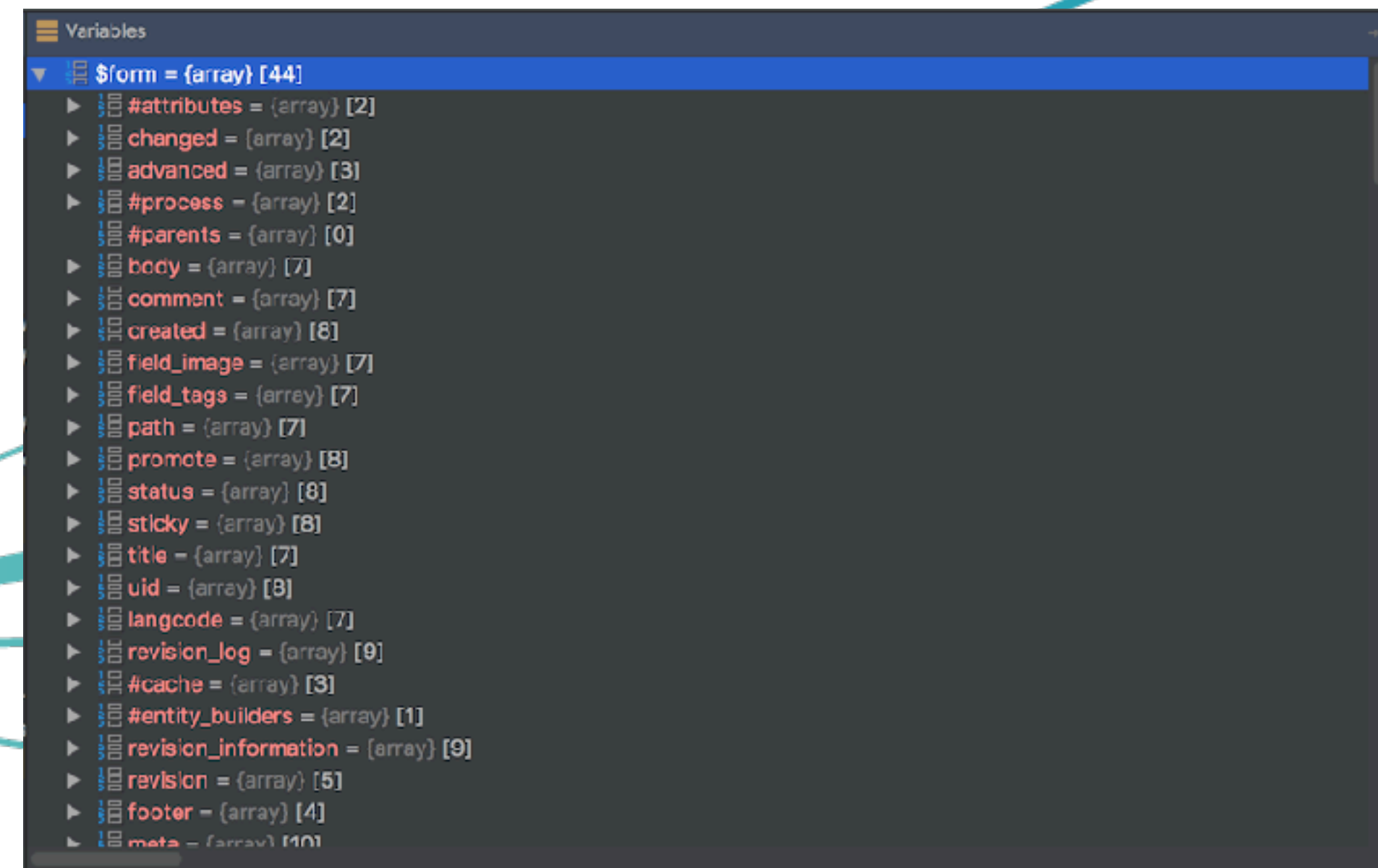
- » Xdebug (The time control spell)
- » CLIs (The psychic communion spell)
- » SQL Pro (The spell of true seeing)
- » Devel (The world merging spell)
- » Drupal itself (The The-magic-was-inside-you-all-along spell)

Xdebug (The Time Control Spell)

- » Pause and analyze your function mid execution
- » Run methods on properties
- » Stack Tracing



A screenshot of an IDE's debugger window showing a stack trace. The top of the window is titled "Debug index.php". Below the title bar are tabs for "Debugger" and "Console". The "Frames" panel is open, displaying a list of function calls. The top frame is highlighted in blue and reads "madness.module:44, madness_form_alter()". Below it, a list of other frames is visible, including "ModuleHandler.php:539, Drupal\Core\Extension\ModuleHandler->alter()", "FormBuilder.php:830, Drupal\Core\Form\FormBuilder->prepareForm()", and "index.php:19, {main}()".



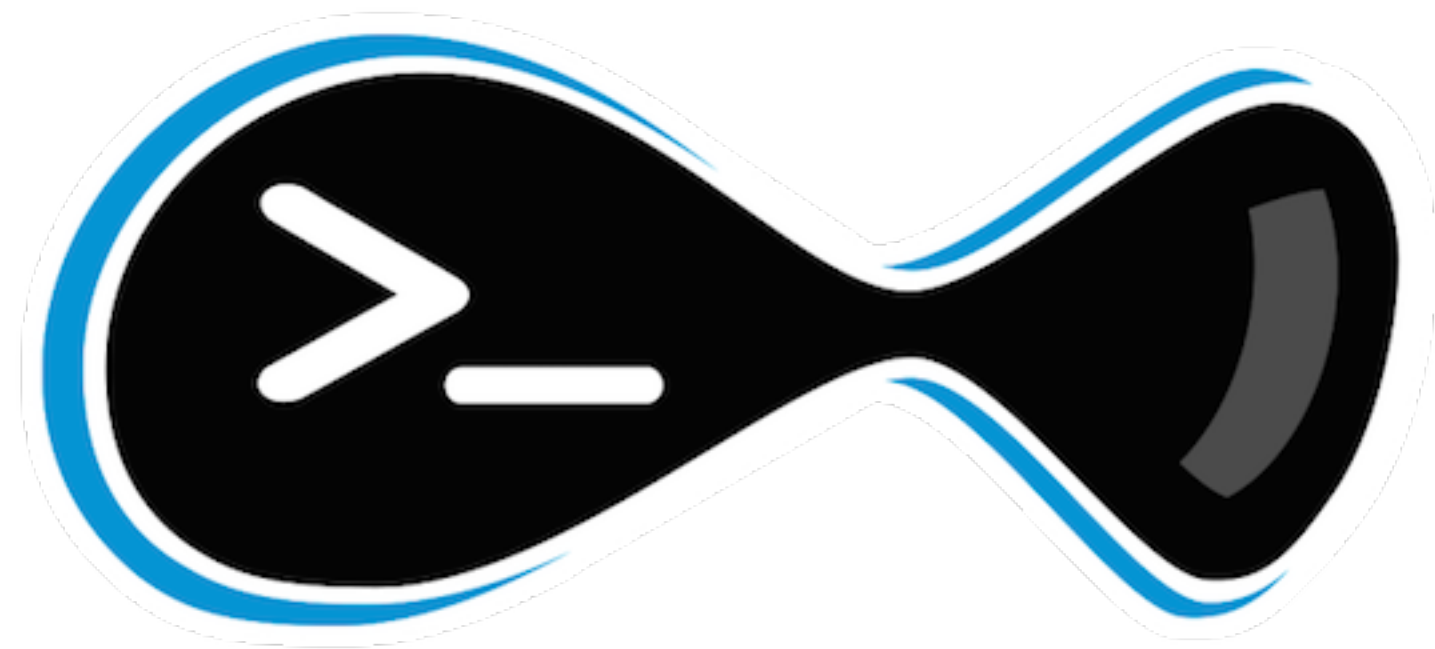
A screenshot of the "Variables" window in the debugger. It shows a variable named "\$form" which is an array with 44 elements. The array is expanded to show its contents, which include various fields and attributes such as "#attributes", "changed", "advanced", "#process", "#parents", "body", "comment", "created", "field_image", "field_tags", "path", "promote", "status", "sticky", "title", "uid", "langcode", "revision_log", "#cache", "#entity_builders", "revision_information", "revision", "footer", and "meta". Each element is shown with its type and value, such as "#attributes = (array) [2]".

CLI (Command Line Interface Cthulhu Listening Intently)



Drush

- » Run basic and repetitive tasks quickly
- » Skip the UI



Drupal Console

- » Generate boilerplate Code

Sequel Pro (The Spell of True Seeing)

- » Full UI for your database
- » Run queries directly



Devel (The World Merging Spell)

Devel

[View](#) [Version control](#) [Automated testing](#)

Posted by [moshe weitzman](#) on 28 September 2003, updated 14 August 2017

For Drupal 8, the query log has been moved to the webprofiler module which is now its own module within this project.

A suite of modules containing fun for module developers and themers ...

Devel

- Helper functions for Drupal developers and inquisitive admins.
- Enable the included Kint submodule as for pretty print of variables. `kint($array)` function is provided, which pretty prints arrays. Useful during development. Similarly, a `ddebug_backtrace()` is offered.
- much more. See [this helpful demo page](#).

Generate content

Accelerate development of your site or module by quickly generating nodes, comments, terms, users, and more.

WebProfiler (D8+)

Add a powerful footer to all pages of your site. There, admins can review resource utilization, cache effectiveness, database queries, Views, and so much more. Sponsored by [Wellnet](#)

Devel Node Access (DNA)

View the node access entries for the node(s) that are shown on a page. Essential for developers of node access modules and useful for site admins in debugging problems with those modules. DNA for D8 has temporarily moved to [its own project](#) until it's ready.


Supporting organizations:

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Project information

Module categories: [Administration](#), [Developer](#), [Drush](#), [Utility](#)

 [250,007 sites report using this module](#)
4,553,127 downloads

 Stable releases for this project are covered by the [security advisory policy](#).
Look for the shield icon below.

Downloads

8.x-1.2  released 5 October 2017
✓ Recommended by the project's maintainer.
This release is required when using webprofiler with Drupal 8.4+
↓ [tar.gz \(225.28 KB\)](#) | [zip \(414.89 KB\)](#)

★ 80

Maintainers for Devel

[moshe weitzman](#) - 1073 commits
last: 3 weeks ago, first: 15 years ago

[willzyx](#) - 138 commits
last: 1 month ago, first: 3 years ago

[salvis](#) - 391 commits
last: 5 months ago, first: 9 years ago

[lussoluca](#) - 60 commits
last: 6 months ago, first: 2 years ago

[pcambra](#) - 68 commits
last: 3 years ago, first: 5 years ago

[View all committers](#)

[View commits](#)

Issues for Devel

To avoid duplicates, please search before submitting a new issue.

[Search](#)

[Advanced search](#)

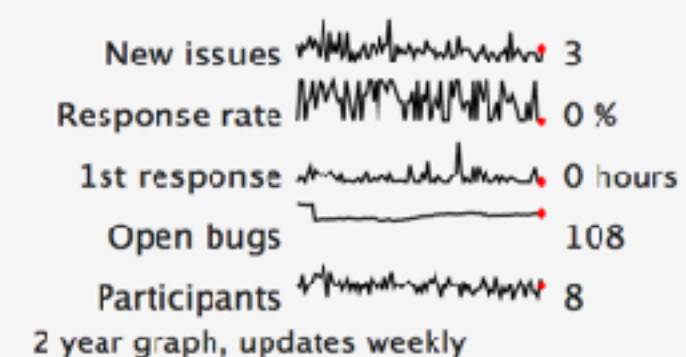
All issues

[325 open](#), [2395 total](#)

Bug report

[108 open](#), [1304 total](#)

Statistics



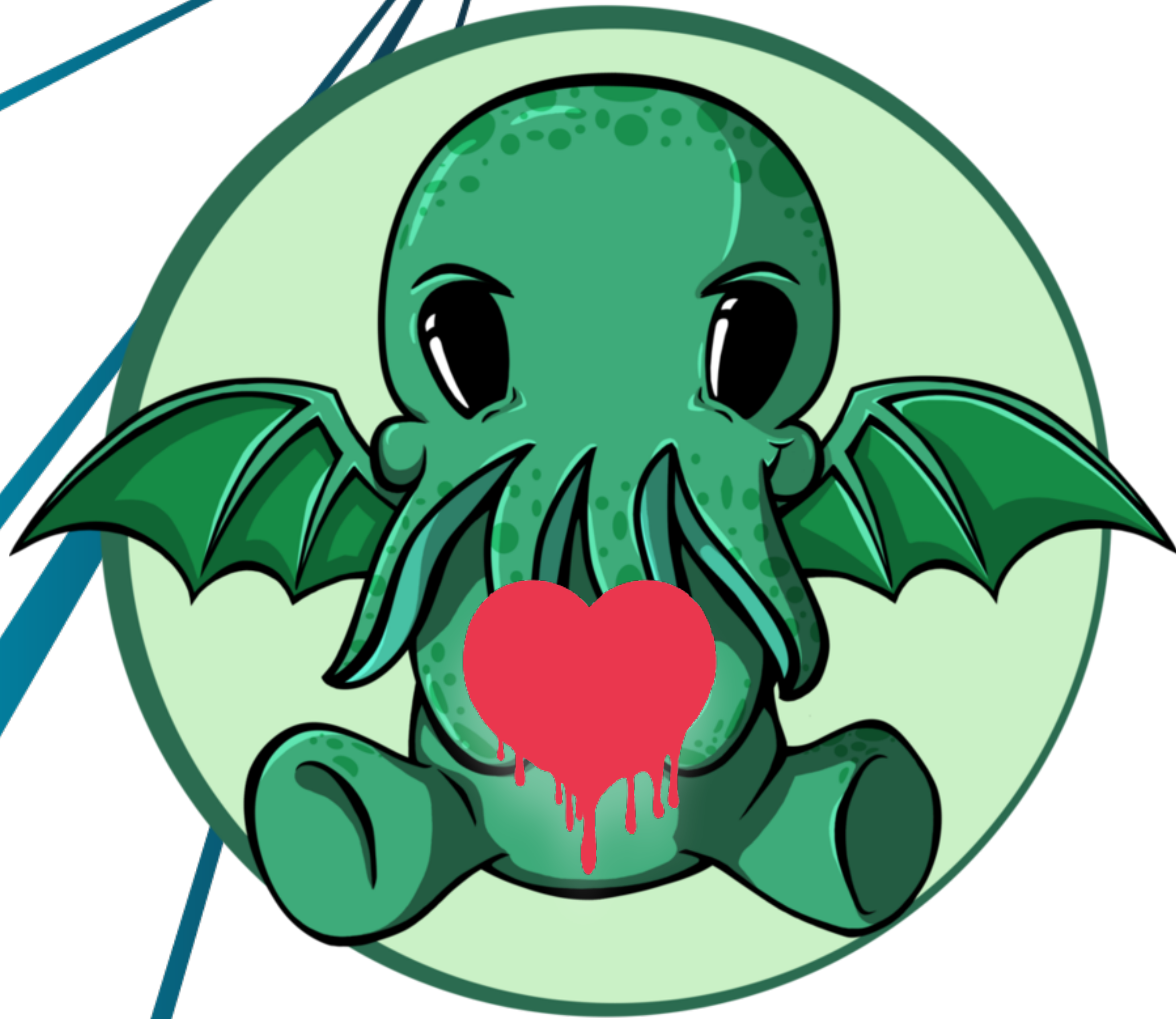
Documentation

» [Kint](#)

» [Web Profiler](#)

» [Generate Dummy Content](#)

Drupal Itself (The The-power-was-in-you-all-along) spell



- » Utility Functions
- » Core.services.yml file
- » api.drupal.org
- » Self-Documentation
- » Examples in Drupal

My sensations upon recognising this sign of actual peril were perhaps less rather than more tumultuous because of my previous vague fears. I had been, albeit without definite reason, instinctively on my guard—and that was to my advantage in the new and real crisis, whatever it might turn out to be. Nevertheless the change in the menace from vague premonition to immediate reality was a profound shock, and fell upon me with the force of a genuine blow. It never once occurred to me that the fumbling might be a mere mistake. Malign purpose was all I could think of, and I kept deathly quiet, awaiting the would-be intruder's next move.

After a time the cautious rattling ceased, and I heard the room to the north entered with a pass-key. Then the lock of the connecting door to my room was softly tried. The bolt held, of course, and I heard the floor creak as the prowler left the room. After a moment there came another soft rattling, and I knew that the room to the south of me was being entered. Again a furtive trying of a bolted connecting door, and again a receding creaking. This time the creaking went along the hall and down the stairs, so I knew that the prowler had realised the bolted condition of my doors and was giving up his attempt for a greater or lesser time, as the future would shew.

The readiness with which I fell into a plan of action proves that I must have been subconsciously fearing some menace and considering possible avenues of escape for hours. From the first I felt that the unseen fumbler meant a danger not to be met or dealt with, but only to be fled from as precipitately as possible. The one thing to do was to get out of that hotel alive as quickly as I could, and through some channel other than the front stairs and lobby.





I went to

INNSMOUTH

and all I
got was this

DEBILITATING
MADNESS

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could, and
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THE SHADOW OVER INNSMOUTH



THANK YOU

Come by and say hello at booth

205



Tobby Hagler
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Ryan Loos
rloos@phase2technology.com

Resources

- » Xdebug: <https://deliciousbrains.com/xdebug-advanced-php-debugging/>
- » Drush: <https://www.ostraining.com/blog/drupal/drush/>
- » Drupal Console: <http://befused.com/drupal/console>
- » Sequel Pro: <https://sequelpro.com/docs>
- » Devel Tutorial: <https://www.youtube.com/watch?v=DDH6IsSEpQM>
- » Drupal utility functions: <https://api.drupal.org/api/drupal/core!core.api.php/group/utility/8.2.x>
- » Drupal API: <https://api.drupal.org/api/drupal>