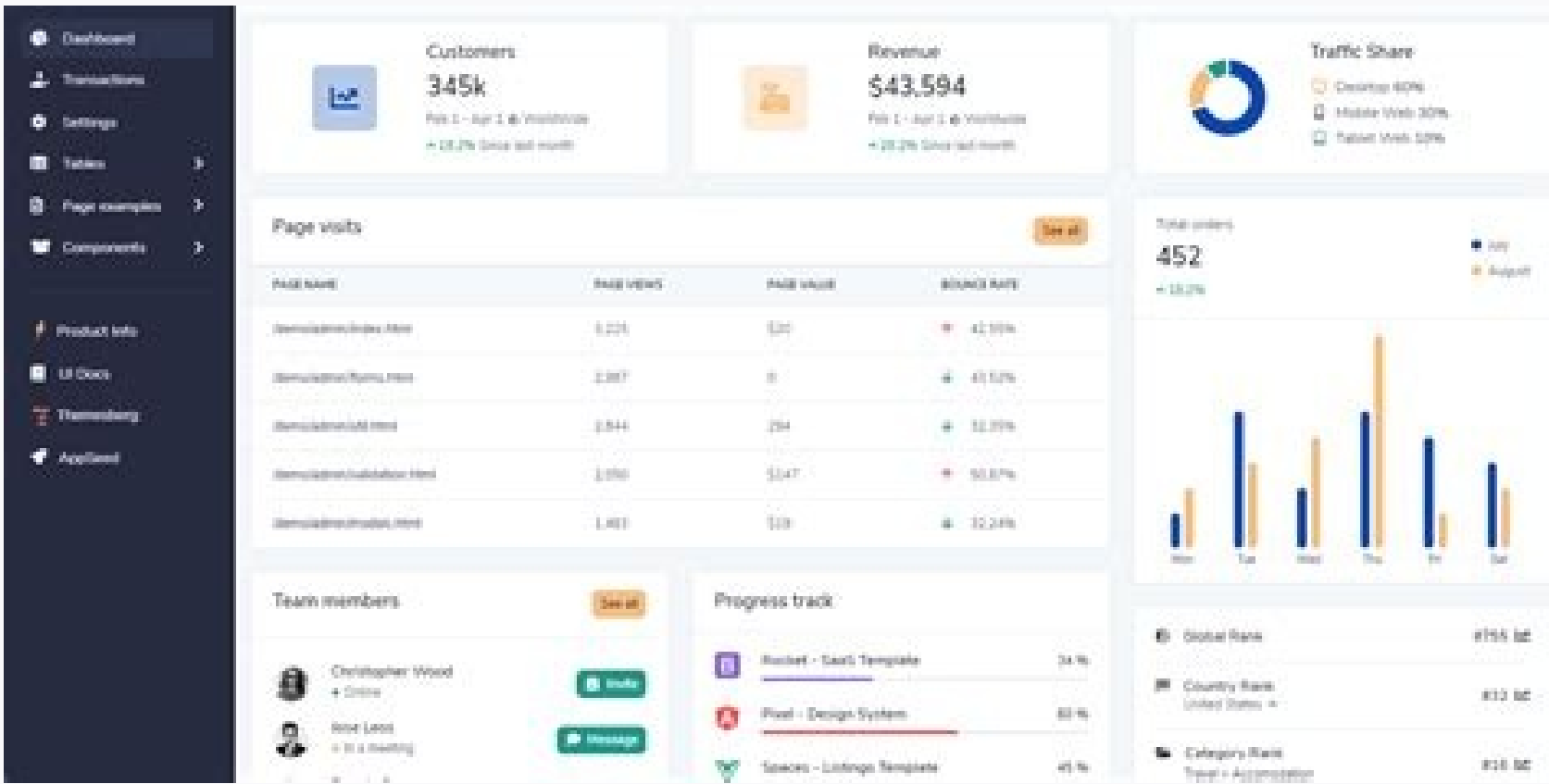
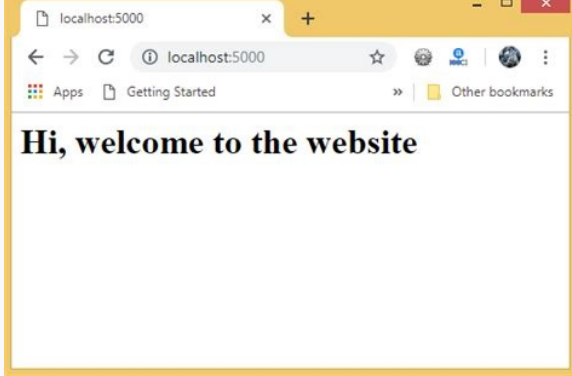


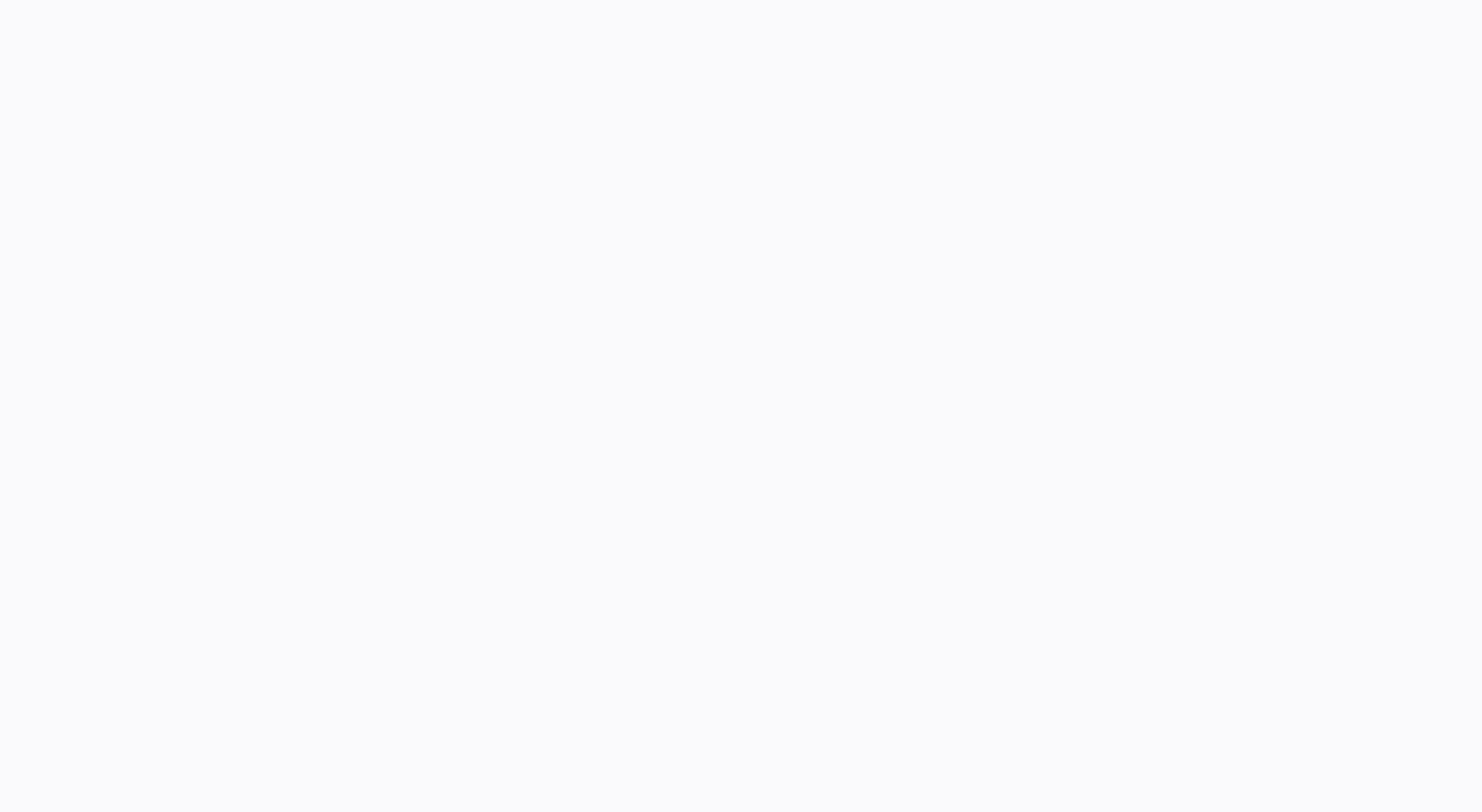
Continue



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Note:

This document describes the syntax and semantics of the template engine and will be most useful as reference to those creating Jinja templates. As the template engine is very flexible, the configuration from the application can be slightly different from the code presented here in terms of delimiters and behavior of undefined values. A Jinja template is simply a text file. Jinja can generate any text-based format (HTML, XML, CSV, LaTeX, etc.). A Jinja template doesn't need to have a specific extension: .html, .xml, or any other extension is just fine. A template contains variables and/or expressions, which get replaced with values when a template is rendered; and tags, which control the logic of the template. The Jinja syntax is heavily inspired by Django and Python. Below is a minimal template that illustrates a few basics using the default Jinja configuration. We will cover the details later in this document: My Webpage { % for item in navigation % } { { item.caption % } } { % endfor % } My Webpage { { a variable % } } { # a comment # % } The following example shows the default configuration settings. An application developer can change the syntax configuration from { % foo % } to , or something similar. There are a few kinds of delimiters. The default Jinja delimiters are configured as follows: Line Statements and Comments are also possible, though they don't have default prefix characters. To use them, set line_statement_prefix and line_comment_prefix when creating the Environment. As stated above, any file can be loaded as a template, regardless of file extension. Adding a .jinja extension, like user.html.jinja may make it easier for some IDEs or editor plugins, but is not required. Autoescaping, introduced later, can be applied based on file extension, so you'll need to take the extra suffix into account in that case. Another good heuristic for identifying templates is that they are in a templates folder, regardless of extension. This is a common layout for projects. Template variables are defined by the context dictionary passed to the template. You can mess around with the variables in templates provided they are passed in by the application. Variables may have attributes or elements on them you can access too. What attributes a variable has depends heavily on the application providing that variable. You can use a dot (.) to access attributes of a variable in addition to the standard Python .getitem "subscript" syntax ([]). The following lines do the same thing: { { foo.bar % } } { { foo['bar'] % } } It's important to know that the outer double-curly braces are not part of the variable, but the print statement. If you access variables inside tags don't put the braces around them. If a variable or attribute does not exist, you will get back an undefined value. What you can do with that kind of value depends on the application configuration: the default behavior is to evaluate to an empty string if printed or iterated over, and to fail for every other operation. Variables can be modified by filters. Filters are separated from the variable by a pipe symbol (|) and may have optional arguments in parentheses. Multiple filters can be chained. The output of one filter is applied to the next. For example, { { name|striptags|title % } } will remove all HTML Tags from variable name and title-case the output (title(striptags(name))). Filters that accept arguments have parentheses around the arguments, just like a function call. For example: { { list|join(', ' %) % } } will join a list with commas (str.join(', ', list)). The List of Builtin Filters below describes all the builtin filters. Beside filters, there are also so-called "tests" available. Tests can be used to test a variable against a common expression. To test a variable or expression, you add is plus the name of the test after the variable. For example, to find out if a variable is defined, you can do name is defined, which will then return true or false depending on whether name is defined in the current template context. Tests can accept arguments, too. If the test only takes one argument, you can leave out the parentheses. For example, the following two expressions do the same thing: { % if loop.index is divisiblyby 3 % } { % if loop.index is divisibleby 3 % } The List of Builtin Tests below describes all the builtin tests. In the default configuration: a single trailing newline is stripped if present other whitespace (spaces, tabs, newlines etc.) is returned unchanged If an application configures Jinja to trim blocks, the first newline after a template tag is removed automatically (like in PHP). The lstrip blocks option can also be set to strip tabs and spaces from the beginning of a line to the start of a block. (Nothing will be stripped if there are other characters before the start of the block.) With both trim_blocks and lstrip blocks enabled, you can put block tags on their own lines, and the entire block line will be removed when rendered, preserving the whitespace of the contents. For example, without the trim_blocks and lstrip blocks options, this template: { % if True % } yay { % endif % } gets rendered with blank lines inside the div; But with both trim_blocks and lstrip blocks enabled, the template block lines are removed and other whitespace is preserved; You can manually disable the lstrip blocks behavior by putting a plus sign (+) at the start of a block: { %+ if something % } yay { % endif % } Similarly, you can manually disable the trim_blocks behavior by putting a plus sign (+) at the end of a block: { % if something + % } yay { % endif % } You can also strip whitespace in templates by hand. If you add a minus sign (-) to the start or end of a block (e.g. a For tag), a comment, or a variable expression, the whitespaces before or after that block will be removed: { % for item in seq - % } { { item % } } { % endif % } This will yield all elements without whitespace between them. If seq was a list of numbers from 1 to 9, the output would be 123456789. If Line Statements are enabled, they strip leading whitespace automatically up to the beginning of the line. By default, Jinja also removes trailing newlines. To keep single trailing newlines, configure Jinja to keep trailing newline. Note You must not add whitespace between the tag and the minus sign. valid: { %- if foo - % }...{ % endif % } invalid: { %- if foo - % }...{ % endif % } It is sometimes desirable - even necessary - to have Jinja ignore parts it would otherwise handle as variables or blocks. For example, if, with the default syntax, you want to use { { as a raw string in a template and not add a variable, you have to use a trick. The easiest way to output a literal variable delimiter ({ ()) is by using a variable expression: For bigger sections, it makes sense to mark a block raw. For example, to include example Jinja syntax in a template, you can use this snippet: { % raw % } { % for item in seq % } { { item % } } { % endfor % } { % endraw % } Note Minus sign at the end of { % raw % } tag cleans all the spaces and newlines preceding the first character of your raw data. If line statements are enabled by the application, it's possible to mark a line as a statement. For example, if the line statement prefix is configured to #, the following two examples are equivalent: # for item in seq { { item % } } # endfor { % for item in seq % } { { item % } } { % endfor % } The line statement prefix can appear anywhere on the line as long as no text precedes it. For better readability, statements that start a block (such as for, if, elif etc.) may end with a colon: # for item in seq: ... # endfor Note Line statements can span multiple lines if there are open parentheses, braces or brackets: # for href, caption in [['index.html', 'Index',], ['about.html', 'About']]: { { caption % } } # endfor Since Jinja 2.2, line-based comments are available as well. For example, if the line-comment prefix is configured to be ##, everything from ## to the end of the line is ignored (excluding the newline sign): # for item in seq: { { item % } } ## this comment is ignored # endfor The most powerful part of Jinja is template inheritance. Template inheritance allows you to build a base "skeleton" template that contains all the common elements of your site and defines blocks that child templates can override. Sounds complicated but is very basic. It's easiest to understand it by starting with an example. This template, which we'll call base.html, defines a simple HTML skeleton document that you might use for a simple two-column page. It's the job of "child" templates to fill the empty blocks with content: { % block head % } { % block title % } { % endblock % } - My Webpage { % endblock % } { % block content % } { % endblock % } © Copyright 2008 by loop.pretitem % } The value just increased! { % endif % } { { value % } } { % if loop.nextitem is defined and loop.nextitem > value % } The value will increase even more! { % endif % } { % endfor % } If you only care whether the value changed at all, using changed is even easier: { % for entry in entries % } { % if loop.changed(entry.category) % } { { entry.category % } } { % endfor % } { { entry.message % } } { % endfor % } The if statement in Jinja is comparable with the Python if statement. In the simplest form, you can use it to test if a variable is defined, not false: { % if users % } { % for user in users % } { { user.username % } } { % endfor % } { % endif % } For multiple branches, elif and else can be used like in Python. You can use more complex Expressions there, too: { % if kenny.sick % } Kenny is sick. { % elif kenny.dead % } You killed Kenny! You bastard!!! { % else % } Kenny looks okay -- so far { % endif % } If can also be used as an inline expression and for loop filtering. Macros are comparable with functions in regular programming languages. They are useful to put often used idioms into reusable functions to not repeat yourself ("DRY"). Here's a small example of a macro that renders a form element: { % macro input(name, value="", type='text', size=20) - % } { % endmacro % } The macro can then be called like a function in the namespace: { { input('username') % } } { { input('password', type='password') % } } If the macro was defined in a different template, you have to import it first. Inside macros, you have access to three special variables: varargsIf more positional arguments are passed to the macro than accepted by the macro, they end up in the special varargs variable as a list of values. kwargsLike varargs but for keyword arguments. All unconsumed keyword arguments are stored in this special variable. callerIf the macro was called from a call tag, the caller is stored in this variable as a callable macro. Macros also expose some of their internal details. The following attributes are available on a macro object: nameThe name of the macro. { { input.name % } } will print input. argumentsA tuple of the names of arguments the macro accepts. catch kwargsThis is true if the macro accepts extra keyword arguments (i.e.: accesses the special kwargs variable). catch varargsThis is true if the macro accepts extra positional arguments (i.e.: accesses the special varargs variable). callerThis is true if the macro accesses the special caller variable and may be called from a call tag. If a macro name starts with an underscore, it's not exported and can't be imported. Due to how scopes work in Jinja, a macro in a child template does not override a macro in a parent template. The following will output "LAYOUT", not "CHILD". { % macro foo() % } LAYOUT { % endmacro % } { % block body % } { % endblock % } { % extends layout.txt % } { % macro foo() % } CHILD { % endmacro % } { % block body % } { { foo() % } } { % endblock % } In some cases it can be useful to pass a macro to another macro. For this purpose, you can use the special call block. The following example shows a macro that takes advantage of the call functionality and how it can be used: { % macro render_dialog(title, class='dialog') - % } { { title % } } { { caller() % } } { % endmacro % } { % call render_dialog('Hello World') % } This is a simple dialog rendered by using a macro and a call block. { % endcall % } It's also possible to pass arguments back to the call block. This makes it useful as a replacement for loops. Generally speaking, a call block works exactly like a macro without a name. Here's an example of how a call block can be used with arguments: { % macro dump users(users) - % } { %- for user in users % } { { user.username % } } { { caller(user) % } } { % endfor % } { % endmacro % } { % call(user) dump.users(list of user) % } Realname { { user.realname % } } Description { { user.description % } } { % endcall % } Filter sections allow you to apply regular Jinja filters on a block of template data. Just wrap the code in the special filter section: { % filter upper % } This text becomes uppercase { % endfilter % } Inside code blocks, you can also assign values to variables. Assignments at top level (outside of blocks, macros or loops) are exported from the template like top level macros and can be imported by other templates. Assignments use the set tag and can have multiple targets: { % set navigation = [['index.html', 'Index',], ['about.html', 'About']] % } { % set key, value = call_something() % } Scoping Behavior Please keep in mind that it is not possible to set variables inside a block and have them show up outside of it. This also applies to loops. The only exception to that rule are if statements which do not introduce a scope. As a result the following template is not going to do what you might expect: { % set iterated = false % } { % for item in seq % } { { item % } } { % set iterated = true % } { % endfor % } { % if not iterated % } did not iterate { % endif % } It is not possible with Jinja syntax to do this. Instead use alternative constructs like the loop else block or the special loop variable: { % for item in seq % } { { item % } } { % else % } did not iterate { % endfor % } As of version 2.10 more complex use cases can be handled using namespace objects which allow propagating of changes across scopes: { % set ns = namespace(found=false) % } { % for item in items % } { % if item.check_something() % } { % set ns.found = true % } { % endif % } { { item.title % } } { % endfor % } Found item having something: { { ns.found % } } Note that the obj.attr notation in the set tag is only allowed for namespace objects, attempting to assign an attribute on any other object will raise an exception. Changelog New in version 2.10: Added support for namespace objects Changelog Starting with Jinja 2.8, it's possible to also use block assignments to capture the contents of a block into a variable name. This can be useful in some situations as an alternative for macros. In that case, instead of using an equals sign and a value, you just write the variable name and then everything until { % endset % } is captured. Example: { % set navigation % } Index Downloads { % endset % } The navigation variable then contains the navigation HTML source. Changelog Starting with Jinja 2.10, the block assignment supports filters. Example: { % set reply | wordwrap % } You wrote: { { message % } } { % endset % } The extends tag can be used to extend one template from another. You can have multiple extends tags in a file, but only one of them may be executed at a time. See the section about Template Inheritance above. Blocks are used for inheritance and act as both placeholders and replacements at the same time. They are documented in detail in the Template Inheritance section. The include tag renders another template and outputs the result into the current template. { % include 'header.html' % } Body goes here. { % include 'footer.html' % } The included template has access to context of the current template by default. Use without context to use a separate context instead, with context is also valid, but is the default behavior. See Import Context Behavior. The included template can extend another template and override blocks in that template. However, the current template cannot override any blocks that the included template outputs. Use ignore missing to ignore the statement if the template does not exist. It must be placed before a context visibility statement. { % include "sidebar.html" without context % } { % include "sidebar.html" ignore missing % } { % include "sidebar.html" ignore missing with context % } { % include "sidebar.html" ignore missing without context % } If a list of templates is given, each will be tried in order until one is not missing. This can be used with ignore missing to ignore if none of the templates exist. { % include ['page_detailed.html', 'page.html'] % } { % include ['special_sidebar.html', 'sidebar.html'] ignore missing % } A variable, with either a template name or template object, can also be passed to the statement. Jinja supports putting often used code into macros. These macros can go into different templates and get imported from there. This works similarly to the import statements in Python. It's important to know that imports are cached and imported templates don't have access to the current template variables, just the globals by default. For more details about context behavior of imports and includes, see Import Context Behavior. There are two ways to import templates. You can import a complete template into a variable or request specific macros / exported variables from it. Imagine we have a helper module that renders forms (called forms.html): { % macro input(name, value="", type='text') - % } { % endmacro % } { % macro textarea(name, value="", rows=10, cols=40) - % } { { value % } } { % endmacro % } The easiest and most flexible way to access a template's variables and macros is to import the whole template module into a variable. That way, you can access the attributes: { % import 'forms.html' as forms % } Username { { forms.input('username') % } } Password { { forms.input('password', type='password') % } } { { forms.textarea('comment') % } } Alternatively, you can import specific names from a template into the current namespace: { % from 'forms.html' import input as input_field, textarea % } Username { { input_field('username') % } } Password { { input_field('password', type='password') % } } { { textarea('comment') % } } Macros and variables starting with one or more underscores are private and cannot be imported. Changelog Changed in version 2.4: If a template object was passed to the template context, you can import from that object. By default, included templates are passed the current context and imported templates are not. The reason for this is that imports, unlike includes, are cached; as imports are often used just as a module that holds macros. This behavior can be changed explicitly: by adding with context or without context to the import/include directive, the current context can be passed to the template and caching is disabled automatically. Here are two examples: { % from 'forms.html' import input with context % } { % include 'header.html' without context % } Note In Jinja 2.0, the context that was passed to the included template did not include variables defined in the template. As a matter of fact, this did not work: { % for box in boxes % } { % include "render_box.html" % } { % endfor % } The included template render_box.html is not able to access box in Jinja 2.0. As of Jinja 2.1, render_box.html is able to do so. Jinja allows basic expressions everywhere. These work very similarly to regular Python; even if you're not working with Python you should feel comfortable with it. The simplest form of expressions are literals. Literals are representations for Python objects such as strings and numbers. The following literals exist: 42.23 / 42.1e2 / 123.456789Floating point numbers can be written using a '.' as a decimal mark. They can also be written in scientific notation with an upper or lower case 'e' to indicate the exponent part. The '.' character can be used to separate groups for legibility, but cannot be used in the exponent part. ['list', 'or', 'objects']Everything between two brackets is a list. Lists are useful for storing sequential data to be iterated over. For example, you can easily create a list of links using lists and tuples for (and with) a for loop: { % for href, caption in [['index.html', 'Index',], ['about.html', 'About',], ['downloads.html', 'Downloads']] % } { { caption % } } { % endfor % } ('tuple', 'of', 'values')Tuples are like lists that cannot be modified ("immutable"). If a tuple only has one item, it must be followed by a comma (('1-tuple',)). Tuples are usually used to represent items of two or more elements. See the list example above for more details. { 'dict': 'of', 'key': 'and', 'value': 'pairs' }A dict in Python is a structure that combines keys and values. Keys must be unique and always have exactly one value. Dicts are rarely used in templates; they are useful in some rare cases such as the xmlattr() filter. true / falsetrue is always true and false is always false. Note The special constants true, false, and none are indeed lowercase. Because that caused confusion in the past, (True used to expand to an undefined variable that was considered false), all three can now also be written in title case (True, False, and None). However, for consistency, (all Jinja identifiers are lowercase) you should use the lowercase versions. Jinja allows you to calculate with values. This is rarely useful in templates but exists for completeness' sake. The following operators are supported: +Adds two objects together. Usually the objects are numbers, but if if both are strings or lists, you can concatenate them this way. This, however, is not the preferred way to concatenate strings! For string concatenation, have a look-see at the ~ operator. { { 1 + 1 % } } is 2. -Subtract the second number from the first one. { { 3 - 2 % } } is 1. /Divide two numbers. The return value will be a floating point number. { { 1 / 2 % } } is { { 0.5 % } }. //Divide two numbers and return the truncated integer result. { { 20 // 7 % } } is 2. %Calculate the remainder of an integer division. { { 11 % 7 % } } is 4. *Multiply the left operand with the right one. { { 2 * 2 % } } would return 4. This can also be used to repeat a string multiple times. { { '=' * 80 % } } would print a bar of 80 equal signs. **Raise the left operand to the power of the right operand. { { 2**3 % } } would return 8. Unlike Python, chained pow is evaluated left to right. { { 3**3**3 % } } is evaluated as (3**3)**3 in Jinja, but would be evaluated as 3**(3**3) in Python. Use parentheses in Jinja to be explicit about what order you want. It is usually preferable to do extended math in Python and pass the results to render rather than doing it in the template. This behavior may be changed in the future to match Python, if it's possible to introduce an upgrade path. ==Compares two objects for equality. !=Compares two objects for inequality. >true if the left hand side is greater than the right hand side. >=true if the left hand side is greater or equal to the right hand side.



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