

Jinja Tokens

{% ... %}	Control statements
{{ ... }}	Replacement expressions
{# ... #}	Comments

Whitespace control

+	Disable strip behavior to include extra whitespace
-	Remove whitespace around blocks

These modifiers can be added to the beginning or the end of a Jinja control token. `{%-` or `-%}`. In the case of `+`, the position controls where the trim is disabled. They can be applied to any control token `{%- %}`, `{{- }}`, or `{#- #}`.

Control blocks

```
{% if <state ment> %}
...
{% elif <state ment> %}
...
{% else %}
...
{% endif %}

{% for <item> in <list> [recursive] %}
...
{% endfor %}

{% block <name> [scoped] [required] %}
...
{% endblock %}

{% raw %}
...
{% endraw %}

{% macro <name> (<args...> ) %}
...
{% endmacro %}

{% set <name> %}
...
{% endset %}
```

Built-in filters

abs	forceescape	map
attr	format	max
batch	groupby	min
capitalize	indent	pprint
center	int	random
default	items	reject
dictsort	join	rejectattr
escape	last	replace
filesize	length	reverse
float	lower	safe

Assignments and macros

Variable assignment

Simple variables can be assigned by using the `set` block: `{% set variable = 'value' %}`

Block assignments

Templated blocks can be assigned to variable names by using a `set` block.

```
{% set reply %}
    Thanks for your message:
    {{ message }}.
{% endset %}
```

Loop special variables

<code>loop.index</code>	The current iteration of the loop. (1 indexed)
<code>loop.index0</code>	The current iteration of the loop. (0 indexed)
<code>loop.revindex</code>	The number of iterations from the end of the loop (1 indexed)

Loop special variables (cont)

<code>loop.revindex0</code>	The number of iterations from the end of the loop (0 indexed)
<code>loop.first</code>	True if first iteration.
<code>loop.last</code>	True if last iteration.
<code>loop.length</code>	The number of items in the sequence.
<code>loop.cycle</code>	A helper function to cycle between a list of sequences.
<code>loop.depth</code>	Indicates how deep in a recursive loop the rendering currently is. Starts at level 1
<code>loop.depth0</code>	Indicates how deep in a recursive loop the rendering currently is. Starts at level 0
<code>loop.previousitem</code>	The item from the previous iteration of the loop. Undefined during the first iteration.
<code>loop.nextitem</code>	The item from the following iteration of the loop. Undefined during the last iteration.
<code>loop.changed(*val)</code>	True if previously called with a different value (or not called at all).

Filters

Variables can be modified with filters. To apply a filter use a pipe, '|'. For example, `{ name|upper }}`.

Filters can be chained together. For example, `{{ name|striptags|title }}` will strip all HTML tags from `name` then convert it to Title case.

Some filters allow arguments. See the Jinja documentation for details.



By **jprofeta**
cheatography.com/jprofeta/

Not published yet.
Last updated 2nd August, 2023.
Page 1 of 2.

Sponsored by **CrosswordCheats.com**
Learn to solve cryptic crosswords!
<http://crosswordcheats.com>