

# GT2005Hackaton

## GT2005HackatonDay1Notes

See [GT2005HackatonDay1Notes](#)

## Day 1 Pictures!

See <http://www.flickr.com/groups/cocoongt2005/>

## News and updates

On October 5th and October 6th, the days before the Cocoon Gettogether 2005, there is a Hackathon foreseen at the Felix Meritis Foundation building in the center of Amsterdam (see [CocoonGT Map of Amsterdam](#)).

The main idea is to use this page to hack together some agenda for both days, please make this a joint effort. There's one big moshpit-like room available for us on the third floor, which can hold up to 60 or 80 people.

The Hackathon will start on both days at 9:00 AM and end around 17:00.

## Infrastructure and logistics

[ArjeCahn] There will be:

- food
- drinks
- 4 long tables
- [WiFi](#) access
- Some hubs for wired access (bring your own cable!!)
- plenty of power outlets
- fairly large whiteboard (will 3 normal ones do?)
- 3 flip charts
- tape to assemble pages

Other things needed?

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For the Cocoon internals tour, we'll need either a fairly large whiteboard, or a flip chart and tape to assemble pages together or stick them on the walls.

## Agenda ideas

### Cocoon internals tour and documentation

[ReinhardPoetz](#) I talked with Carsten and he is willing to give a guided tour through the Cocoon internals (pipeline building, environment handling, component management, ...). Basically we will look at the code and he will explain what happens. This will also be a good chance to write some documentation about the Core.

I guess that this workshop will take about 4 hours.

*Great idea! I think (unless Carsten comes with drawings already) we should create interaction diagrams and other drawings on the fly on a whiteboard, and take pictures of them when done. This could good documentation that could be available right after the meeting, without requiring much more work if we put some effort into getting the drawings right and good enough to publish as is. – [Bertrand Delacretaz]*

[JorgHeymans](#) Sylvain mentioned a few times that there is still some work to be done to throw located exceptions on all "interesting" places in the core (and possibly outside of it as well). Possibly these places could be identified easier during Carsten's walkthrough, as he's likely to follow a logical route through the internals. Just an idea though... it seems like a well defined chunk of work.

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## Cocoon Bitch Board

Let's collect what we hate the most about our beloved project. We might then extract a new TODO/Roadmap from that. (Andrew, I hope that doesn't steal your thunder for the presentation 😊)

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## Cocoon blocks - OSGI integration

ReinhardPoetz Continue the work started in Stuttgart.

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## Stabilizing CForms

<http://wiki.apache.org/cocoon/22StabilizeCocoonForms>, <http://issues.apache.org/bugzilla/showdependencytree.cgi?id=25099>

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## cocoon.zone configuration

Automatic startup of apache2 and Daisy needs to be configured.

In addition to the current release, demos of the current branch and HEAD should be setup, in theory everything's ready to make it easy.

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## More Ajaxization

I (MaxPfungsthorn) would like to help some more with ajax for forms, and maybe start ajaxizing the portal block as well (for snappiness, like <http://www.netvibes.com/>, or <http://www.google.com/ig>).

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## Update Lucene block

Update Lucene block to support more Lucene features, like sorting and the [MultiSearcher](#). It could also manage open indices a bit better. Maybe, it could also include a bridge to nutch for searching (not sure how that works, but having a full-scale search engine integrated in cocoon would be great!).

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## HTTP headers problems in 2.1.7

[http://issues.apache.org/bugzilla/show\\_bug.cgi?id=36872](http://issues.apache.org/bugzilla/show_bug.cgi?id=36872) ("internal pipelines and map:mount eat HTTP headers without warning") should be fixed before the next release, it's a blocker for people using front-end caches like mod\_cache.

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## M10N

JorgHeymans Work on m10n (mavenization) of the 2.2 build. Overlaps with osgi development. Look into leveraging archetypes for "scaffolding" concept.

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## Making cocoon more accessible

JorgHeymans Recently, ideas like GUI based install [1], application scaffolding [2] and demonstration videos have emerged on the mailinglist. Lets see what we can distill out of this and how we can take these ideas forward.

[1] <http://thread.gmane.org/gmane.text.xml.cocoon.devel/49349>

[2] <http://article.gmane.org/gmane.text.xml.cocoon.devel/55214> and below

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## Another portal example

JCKermagoret I would be interested in working on the portal. Maybe by providing another example based on [DesignPattern ECrud](#) ?

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Need more ideas!

## Hacking ideas

[HL] I'm planning to crank out some documentation. Won't do any promises as to the amount. 😊

[BD] Depending on the outcome of the [CocoonRefDocProject] it might be good to annotate existing code and samples, and put it all together to generate useful reference docs. We'll know more about this at the end of August.

## People attending

Please add your name if you're planning to come. Also note which days you'll be there: wednesday / thursday.

<b>Name</b>	<b>Wednesday 5th</b>	<b>Thursday 6th</b>
ArjeCahn	yes	yes
StevenNoels		
CarstenZiegeler	yes	yes
TorstenCurdtt	yes	yes
MarcusCrafter	yes	yes
ReinhardPoetz	yes	yes
BertrandDelacretaz	yes	yes
JeroenReijn	yes	yes
MaxPfingsthorn	yes	yes
HelmaVanDerLinden	yes	yes
JoergHeinicke	yes	yes
JorgHeymans	yes	yes
NicoVerwer	yes	yes
NielsDoorn	no	yes
MarcPortier	yes	yes
PatrickAhles	yes	yes
Upayavira	yes	yes
VadimGritsenko	yes	yes
SylvainWallez	yes	yes
DanielFagerstrom	yes	yes
UgoCei	no	yes
ArdSchrijvers	yes	yes
<a href="#">JCKermagoret</a>	yes(pm only)	yes
RogierPeters	yes	yes

## Getting there

See [Cocoon GT website](#)