

umbraco core chat — Today, November 30

Niels H. For inspiration in todays primary topic, the webservices you can browse these forum posts while waiting:

<http://www.codeplex.com/Project/ListThread...>

Esben C. Ok, for us newcomers, could you explain why we are turning to web services? What is the goal?

Darren Niels: can i add an item to the agenda?

8:10 PM

Niels H. @Esben: Integrated Webservices with umbraco opens up a standardized way for remoting to umbraco and thereby external applications like the MediaUploader by Thomas Höhler and easier integration with foreign systems

@Darren; go ahead

Esben C. ok

Niels H. Let's just start - I don't know why Anders isn't here yet. He was the one who asked for this meeting :)

I have a little idea though - could you introduce yourselves. Who are you, what are you doing, where are you located and what have you worked on (or would like to work on) related to umbraco?

Darren n: i'll add my item shortly, on the phone

Esben C. Christain can start :)

Christian P. [View paste](#)

My name is Christian :-)

Have been around the umbraco scene since the first beta release in 2

8:15 PM

Niels H. I'm Niels - the guy who originally started umbraco. I'm better at designing/thinking software than actually developing it and I'm working hard on finding a balance between opening up umbraco and still make sure it continues to be the simple piece of software I want it to be. I'm not very good at that though, so I need help :o)

Esben C. I work for Ebita ApS in Denmark. Joined them about 4 weeks ago, working as a Software Architect. I recently rewrote the content class in Umbraco to make it thread safe.

Morten J.

[View paste](#)

I'm from ebita, a company in Denmark that has invested a lot of mone
Ebita have used umbraco since version 1 0

Darren I'm Darren, From London UK. I've been in the game for 10 years and have been specialising in Content management for the last 6 as a contractor/freelancer. Day job is mainly Interwoven with .net and J2EE. There's loads more to tell but, it's rather dull.

Esben C. @Darren: How long have you been a Umbraco core developer ? What have you put your fingerprint on im Umbraco ?

Niels H. ok - Darren; you had an idea for a topic?

8:20 PM

Darren I "found" Umbraco in March this year. I needed a solution for my small/medium scale projects with a great UI and good extensibility.

Per P. ...sorry was on the phone... short version... work for netmedia, blog at objects.dk hack umbraco stuff, blahblahblah etc etc..

Darren As far as fingerprint, i wouldn't know what to say, developed a few extensions, contributed to the docs etc.

Niels H. But you had an idea for a topic now that Anders seems to have forgotten about this chat :-O

Esben C. Ok, what about you Per ?

I have a couple of ideas :)

Darren @Niels: will take me about 3 mins to describe the topic.
typing it now

Niels H. @Per: You forgot about adding eXSLT and umbraco.base

Per P. @niels, heh oh yeah..

Niels H. Maybe you could describe umbraco.base for the rest of us? The purpose and the implementation?

Esben C. yes please

Per P. @niels: sure.

Darren @issue for the table.... Define Core: When should we just fix a bug rather than report it? How can we let you know when we are free to be assigned issues (as we are not full time).

Niels H. @Darren: Very good idea for the topic - let's stick to that and if Per can talk about the Base when that's done?

From the last chat I think we learned that this format is best at handling one thing at the time

8:25 PM

Niels H. Let me start with some input on your question, Darren
If anyone with commit rights are able and have time to fix a bug you're very free to do it

With CodePlex I think we finally have a solution where the combination between good open access and an overview of what's going on

Per P. base expose ordinary classes through a rest service and return the output in xml, so you can request data directly from umbraco via a url like /getMedia/mediaID.aspx will return the xml node for the media item.

Christian P. Can you update content via base?

Per P. it has some basic security build in so you can limit access to it by member type/group/id, atm. it has some bugs and had hack together an "extra" getcurrentmember function to make it work, but working on fixing that issue

Niels H. Damn, let's stick to a topic :-/

Per P. sorry niels did I mess up the topic?

Niels H. [View paste](#)

@Darren: Very good idea for the topic - let's stick to that and if P
From the last chat I think we learned that this format is best at ha
L t t t i t h i t t i D

Per P. ah sorry.. got all hung up in my own typing

Niels H. fair enough

8:30 PM

Niels H. But I think your (Darren) question relates very good to "how we can develop umbraco in the future". I'm absolutely open to any suggestions

I think it could be need to do regulary core chat's where ideas could come to the table. If we agrees that a feature/task is cool, then we add Work Items to Codeplex and assign them to the appropriate

Darren can i just give an example scenario. Some days I have free time, so I'd like to say go ahead and hit me with 5 or 6 easy bugfixes, but unfortunately most days are too busy.

is there any way that this sporadic availability can be utilised?

Niels H. You're all assigned to codeplex as developers, which allows you to edit a work item and assign it to yourself

Esben C. There are always open issues, so I guess you just start at the first the best ?

Niels H. if you can find (or add) any simple bugfixes in codeplex it would be excellent to just go ahead and fix it
even one little tiny bugfix is of great help

Christian P. Maybe if Niels write something in the bugs, if he can see it's a easy fix

Niels H. and loads of tiny check-ins are much better than no activity in a long period followed by a huge check-in

Darren i haven't looked at codeplex yet, but lots seem to be just suggestions. Can you mark them as issues that you personally want actioned.

Esben C. I agree, not to much bureaucracy

Darren so we don't end up implementing random functionality suggested by Mr x.

Niels H. Sure; but I think it's important that I'm not the showstopper
Bugs are open

Features should be discussed here before things go bonanza
you're all given commit rights because I trust and believe in you :)

Yes, Esben; bureaucrazy kills agility and creativity

8:35 PM

Niels H. in the end no one can do any harm - we can always rollback and I'm

the only one who can do releases - the big evil dictator

Darren I think you have to approve features though. Otherwise it just becomes chaos...

Niels H. :o)

I think that features should be either approved by me or the majority in this group (I do prefer to have a veto), while obvious bugs or very simple improvements should be free to fix

most of you are on my msn anyway, so you're always free to ask :)

Darren maybe this chat is the forum for discussing features.

Niels H. That was what I thought - to do regular dev core chats

As for v3 it's quite closed now, but there's an exciting future after that

Esben C. For often do you suggest ?

For = How

Niels H. I have no clue

Darren Every 2 weeks?

Niels H. but I think we should start be agree about a new date by the end of every chat in the beginning

and maybe in up on a recurring event time

Esben C. Well how about as often as needed, coordinated by you Niels?

Niels H. every 2 weeks, sounds like a very good time

Darren I have a plan.

why don't we have an agenda forum.

Niels H. Neato

Darren and whenever it fills up with enough topics

we arrange a chat

Esben C. good idea

8:40 PM

Niels H. <http://www.codeplex.com/Project/ListThread...>

Darren now that's action

Christian P. kewl

Esben C. great :)

Darren Going to transfer this over shortly.

<http://www.codeplex.com/Project/DisplayThr..>

Niels H. I think that it's crucial that the development of umbraco is made in the energy of passion and freedom. When people gets commit-rights it also means that you deserve the freedom to work without bureaucrazy and I like (and fear a little) the idea that I start to loose some control :)

Esben C. Good, i agree with that statement

Niels H. At my last speech I talked about open source is a great carrier for passion and talent - and if that's set free, think about what umbraco could become

Darren I guess, that for features, I can always take the source implement my feature and then demo it to you guys before comitting it. this chat could also become a kind of approval board.

Niels H. @darren: Definatly

and if things shouldn't be core included it probably have huge package potential

8:45 PM

Niels H. If people have more time, I have an idea for a slightly related topic?

Esben C. yes, read the forum :)

Morten J. sure

Darren i'm multi-tasking, i'm here for a while.

Niels H. <http://umbraco.org/20720.aspx> (the bottom part of the comments)

Per P. sure, have time.

Niels H. It's about - documentation

It's like the archieles heel of umbraco

I actually do believe that there's a lot of documentation starting to pop up but it's very spreaded and some of it needs an update

Esben C. Yes it is... Nobody likes writing docs

Niels H. I think it could be neat if we as a core group could have some sort of common stance to the topic

Darren my \$0.02

Learn from Perl/Pod/Cpan

Niels H. I actually like to write documentation, but it's always hard to find time (I even have trouble finding time enough to just create the software) - but I'd love to learn about this

Darren Inline docs that give real world examples.

Niels H. @Darren: Could you specify a little :)

Darren [View paste](#)

sorry, i'm not amongst perl ppl :)

give me a sec to hunt down an example

8:50 PM

Darren damnit, cpan is down, i can mail you all an example later

Christian P. is it for api documentation?

Not how to create a xslt extension etc?

Darren Yes, but the section headers that CPAN define are key as they cover low level and high level and the end result is usually useful for many different types of target audience.

anyway, i'm keen to hear other opinions.....

options sorry not opinions

8:55 PM

Darren @niels, didn't you get offered some sponsorship?

Christian P. I think that Kasper have already done a pretty good job commenting the main api classes with documentation and examples, with this special visual studio commenting you can create some nice api/classes documentation with sandcastle

the output would be compiled html files (chm) or html

but it would only cover the namespaces/classes

Niels H. @Darren: Unfortunately no :-) But Kasper did convince one of his former clients to buy some documentation, which is the pdf available on install

and Christian says, he also did a lot of triple-slash commenting in the apis

Per P. so it's only about end-user docs like screencasts, how-tos etc. ?

9:00 PM

Christian P. and to extend umbraco, examples action-handlers etc

Niels H. @Per - I don't know what people want; they tend to say that they just think it lacks documentation and that's it

Per P. hehe been there done that :D

Niels H. but often people don't even search the wiki or the forum (or even google)

But there's a lot of legacy. In the beginning there was no documentation at all on umbraco so it has turned to a common belief that - hey, umbraco just lacks docs

but when nobody says what they need or adds just a little constructive criticism, it's really hard for me to know where to start

:)

Darren Hmm. i guess they are just used to software that comes in a box with a book.

But I do agree it can be difficult when you have so many different sources of information, there is something very reassuring about having a single point of reference and a single style of writing.

Per P. niels: true, it's alot better now, but docs are still hard to find for new people. so I think it's more a question of how to make the existing doc possibilities more visible and howto encourage people to request specific docs in the wiki f.ex.

Christian P. where should the doc be? umbraco.org or the wiki

Niels H. I agree too, but does anyone have an idea on how to move on?

@Christian: Let me give a short answer

Kasper and I have been working on a new website for umbraco much less of a website

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Niels H. almost no static information at all

Darren I'd suggest that when users complain that you channel them to a single place to request the docs that are lacking, e.g. a forum topic.

Niels H. and much more focus on the wiki and the forum
so we're looking for some good wiki software that can be integrated
with the site (any one with experience?)
I'll produce a new round of screencasts as soon as v3 is out the door
I think a cool feature could be to vote/mark a wiki topic as an
"essential"

and then have a frontpage of the wiki to be populated with the "most"
essential at the top
maybe the frontpage of the wiki (or the search?) could have a "suggest
missing documentation" when nothing is found
But it's really important to be realistic - we were to optimistic by far
when we launched umbraco.org a 1½ ago

Darren @niels, I think to keep people happy you'll need to have all docs in one
place.

Niels H. where we thought we would do sample of the month etc
currently there's just not enough time, which is why we liked this
approach better

Christian P. You could check out Screwturn on a later time
<http://www.screwturn.eu>

Darren e.g. umbraco.org for this, wiki for that, cpalm for this extension,
darren for this extension = confusing.

Niels H. @Darren - I think you're very right 'bout that
9:10 PM

Darren madcap idea but.....

Niels H. (I'll look at screwturn - I really like this: <http://help.traceworks.com/>)

Darren sorry :) just typed that in the wrong chat.

Niels H. (background: <http://thedojo.traceworks.com/2006/10/16/l...>)
lol

Does anyone here have experience with screwturn they could share?

Christian P. not me

Darren sorry no

Niels H. ok - I'll have a look at it

I've been looking for a decent .NET wiki for quite some time

Per P. I think the documentation should do these things: help new users get
started, (install, basic functions, your first xslt etc), keep not-so-new
users interested (action-handlers, extensions, xslt libraries), and be a
reference for experienced umbraco/.net developers (api reference,
sandcastle docs etc)

Darren it'd be nice if we could syndicate our blog posts onto umbraco.org so
there is uniform presentation of all of our writings about Umbraco,
shouldn't be too difficult..

9:15 PM

Niels H. @Per: I agree, but it's also quite a task. How could we start?

@Darren: Very good idea

Christian P. After v3 is out, you would use time on the new site with a intergrated
wiki?

Darren one layout, re-assures users.

Christian P. Mayby the codeplex wiki shoud be the start
and then later move it to the "umbraco wiki"

Niels H. @Christian: I don't like that. I think codeplex should be core dev only
the codeplex is both slow and a little confusing
in that case we could just keep the current wiki

Darren @niels: the only problem with wiki books is that we don't have the
content in a format that we can import/export/syndicate....
at least not easily

Niels H. @darren: It's the same problem with the codeplex wiki. I'll have a
quick look at the screwturn tonight

So a little summary on docs:

- A better, integrated wiki

9:20 PM

Niels H. - SandCastle docs from the api's (any takers on this?)

- Syndicated blog through RSS (any takers)

Darren I'll take that

Christian P. If no others have experience with sandcastle, I take it

Niels H. I'll take the wiki integration part

Any takers on maybe a two-level documentation sitemap? Organizing the first pages of the wiki, the sandcastle docs, the forum and the blogs?

I'm no IA genius :)

Darren hmm, very quiet

Christian P. The sandcastle docs are like ndoc's - Just build, no need for IA

9:25 PM

Niels H. @Christian: Let me clarify

When you go to the documentation link on umbraco.org what do you see :)

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We have:

- the wiki
- the api (sandcastle)
- the forum
- the blogs

how do we organize the frontpage of the docs page AND the frontpage of the wiki

Per P. so it's just planning of what will be where, not how it will look etc?

Niels H. @Per: Looks would come second, but it would be nice to have something smashing :)

Darren sorry. just realised my new phone has an RSS reader so am busy subscribing to all of you.

Per P. I'll volunteer for the IA then :)

Niels H. @Darren: So hourly camshots of your phone would solve the blog syndication :)

@Per: Ace!

Should we try to have some deadlines on this? At least like some progress feedback

Till next time I'll tell you if screwturn will be our choice and if yes, I'll try to do a prototype integration with the website (next time as in two weeks)

Darren I'll post any updates on syndication in the codeplex forum

9:30 PM

Christian P. I'll have a chm file ready before the next chat

Per P. Niels do you have a basic psd for the coming site I can work with, so I could post updates, ideas etc to the codeplex forums aswel.

Niels H. @Per: Sure

Christian P. why not use the wiki you have created with umbraco?

Darren btw: does anyone know why anders is nicknamed duckie? (and what that means in england)

Niels H. @Christian: It's incomplete imho

@Darren: The first letters in Anders (and) is "duck" in english

So a little summary today:

- We didn't get a chance to talk webservices unfortunately

9:35 PM

Niels H. - We agreed on a unbureaucratic, trust-based approach to development of umbraco

- Anyone are free to grap a bug in codeplex and fix it (just remember to assign the work item to you first)

- Whether new features will make it into umbraco will be decided in the core group in bi-weekly chats (I'll allow me the right to veto)

- Topics for core chats can be added to the forum in codeplex

- We'll work on do documentation at one single entry point at the website: I'll research wiki, Per will look into IA of the documentation area, Christian will look at sandcastle docs for the apis and darren will look at syndicating umbraco blogs

More?

Darren sorry. can't resist

[View paste](#)

There have also been events titled "Gay Shame and Lesbian Weakness"

Niels H. @Darren: lol. Culture conflicts are wonderful. It's like the Danish CMS research company "bnp" - apparently BNP is a right wing party in the

uk, right?

Per P. @niels - is there a complete featurelist for v3 somewhere now that it's locked, so we know which parts are new and might need work ?

9:40 PM

Darren Correct. BNP = nasty bunch, stole our flag

Niels H. @Per; not really. I'll have that ready by next week

Per P. neat

Darren Guys, it's been a pleasure. I have to be somewhere so I'm signing out.

@niels, can you put the transcript somewhere.... Goodnight all.

Esben C. Goodnight

Per P. g'night Darren

Niels H. I'll put a transscript at umbraco.org + the summary in a blog post. It's been a pleasure indeed

@Per: I'll email you a photoshop file

Anything to add anyone?

Per P. the umbraco repository stuff, what to do about that?

9:45 PM

Niels H. Let's take it in the next chat, ok?

Per P. yup just fine :)

9:55 PM

Niels H. Have a pleasant evening everyone - thanks for joining!

Per P. you too niels.

Per P. has left the room

Christian P. Bye bye

Christian P. has left the room