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* Rock ChMS

* Developer

* Handbook

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Keeping Developers Happy

Developers are fickle and that's OK. They have good and bad habits, and have opinions on how things should be done. Unfortunately if left untamed, this can lead to a state of unhappiness for everyone. For example, attempting to perform diffs against code whose tab-spacing changes from version to version makes developers unhappy.

This handbook will contain the **rules and regulations** which are intended to keep everyone happy and it will also explain some of the environment setup needed to get started with developing.

Setting Up Your Development Environment

Getting Git

[SmartGit](#) is a Git client for Windows, Mac OS X and Linux. It provides a GUI to the Git command-line interface. We recommend SmartGit because it's free for non-commercial use.

1. [Download](#) and install SmartGit. SmartGit should ask you to install Git. If you miss that step, you can install it from here: <http://code.google.com/p/msysgit/>
 - a. Follow this to install Git <http://help.github.com/win-set-up-git/>
2. Click "Edit" » "Preferences" » "Git" and choose "User Information"
3. Enter your Full Name and E-mail address
 - a. Either use the Git Bash command window and follow the steps outlined here: <http://help.github.com/msysgit-key-setup/>
 - b. Or ...Jon mentioned that there was a way to configure SmartGit so that you didn't need to generate the private key and pass phrase, but not sure what that is.

Getting RockChMS

1. Locate the project's Git repository by visiting <https://github.com/SparkDevNetwork/Rock-ChMS>.
2. Find the project's repository URL address (it will be something like <https://User@github.com/SparkDevNetwork/Rock-ChMS.git>).
3. In SmartGit, go to "Project" » "Clone" (or choose "clone existing repository")
4. Select http from the drop down and then select "Remote Git or SVN repository" and paste the URL from step 2.
5. Click "Next" and locate the folder on your computer where you'll store your Git Working Tree, e.g., C:\projects\Rock-ChMS
6. Click "Next," select "Open in New Project," and enter a project name (such as Rock-ChMS — this can be anything you want.) It will match the Git Working Tree folder name by default.

Getting Started

Database

Web Config

You will need to configure your db connection string in the `web.connectionStrings.config` file.

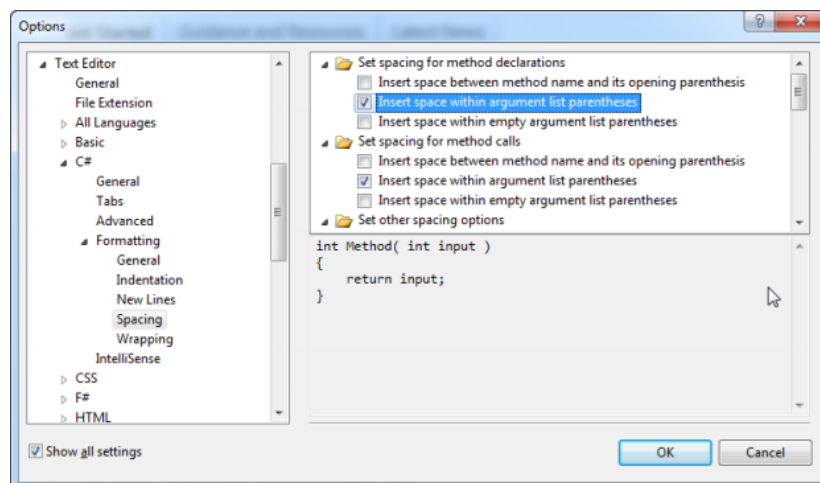
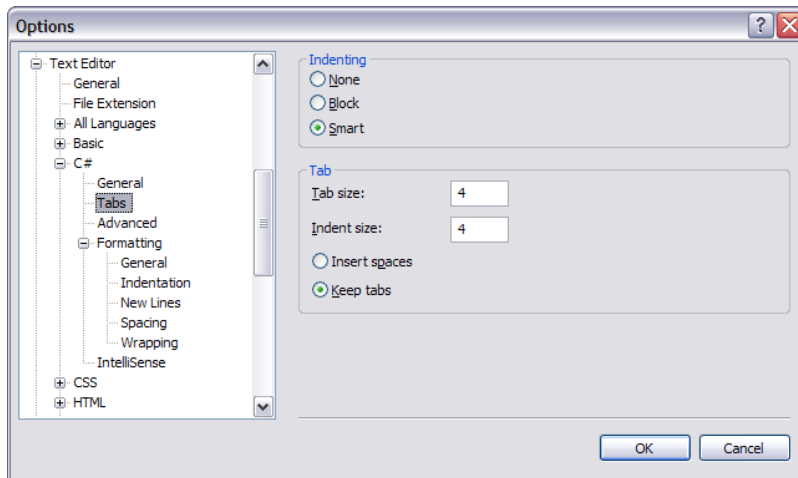
Exception "The provider did not return a ProviderManifestToken string."

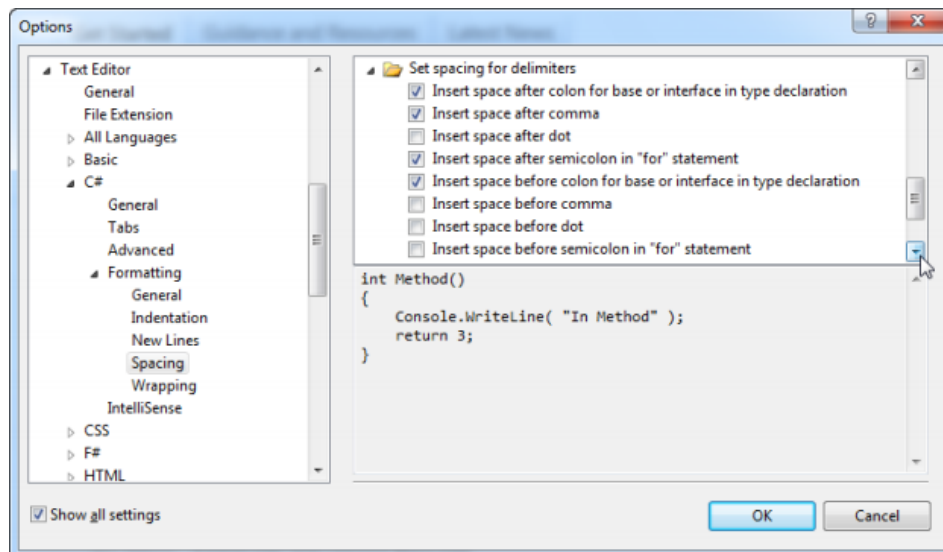
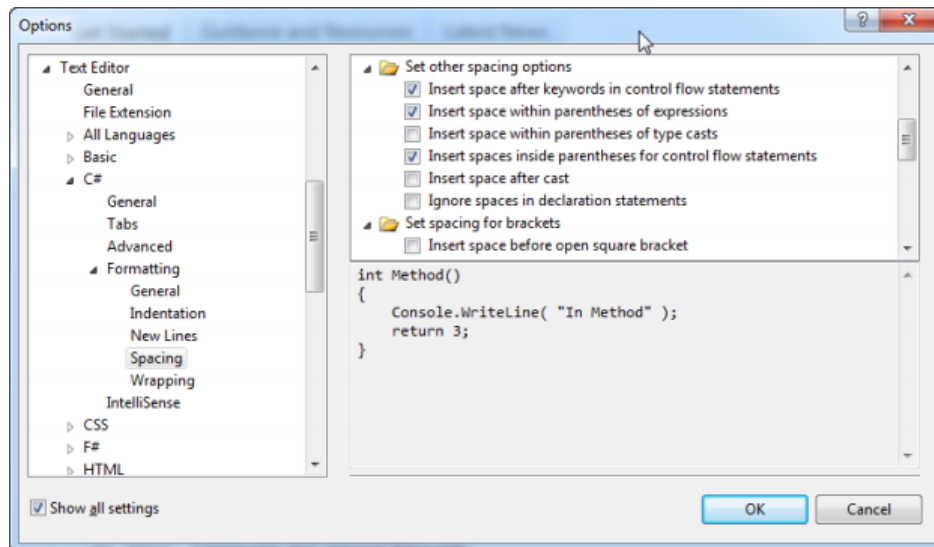
A network-related or instance-specific error occurred while establishing a connection to SQL Server. The server was not found or was not accessible. Verify that the instance name is correct and that SQL Server is configured to allow remote connections. (provider: Named Pipes Provider, error: 40 - Could not open a connection to SQL Server)

Coding Standards

The following are the adopted coding standards:

- First and foremost, follow the established patterns you see in the existing code base. Don't invent your own patterns.
- See <http://www.dotnetspider.com/tutorials/CodingStandards.doc>
- Follow the Naming Conventions and Standards outlined by items 1 through 11 in section 7.
- Follow the Indentation and Spacing outlined in section 8. Use Spacing Settings for Visual Studio. Under Options, Text Editor, C#, Spacing checkbox the following (you may need to check the "Show all settings" checkbox in the lower left corner if you don't see these settings):





Issue & Project Tracking

We use [GitHub](#) for tracking issues and are currently using [Basecamp](#) for various other stuff including: to-dos, project management, and related tasks.



Your to-dos

Launchpad | Basecamp: Spark Development Network | Products | Backpack Organizer | Campfire Chat

Spark Development Network

Nick Airdo | My info | Sign out | HELP

Dashboard | To-Dos | Calendar

All People | Search | Templates | Settings

Latest activity across your projects

[Review 4 overdue milestones](#)

Sun	Mon	Tue	Wed	Thu	Fri	Sat
22	23	24	25	Today 26	27	28
	30	31	Feb 1	2	3	4

[View the full calendar](#)

Spark Development Network — Spark

File	Comment	Comment	Comment	Comment	Uploaded by	Date
Spark Development Network Annual Agreement.docx					Nick A.	Jan 19
	Re: Generating API Docs & Code Samples				Jason O.	Nov 25
	Re: Generating API Docs & Code Samples				David T.	Nov 25
	Re: Generating API Docs & Code Samples				David T.	Nov 25
	Re: Generating API Docs & Code Samples				Jason O.	Nov 24

Spark Development Network — Rock ChMS

Writeboard	Comment	Comment	Message	Writeboard	Updated by	Date
Login & New Account Process					David T.	Jan 5
	Re: Missing Something?				Nick A.	Dec 19
	Re: Missing Something?				David T.	Dec 17
	Missing Something?				Nick A.	Dec 16
Person Requirements					Jon E.	Dec 9

spark developer

[Create a new project](#)

Your projects

Spark Development Network

- [App Laws](#)
- [Feature: Blog Engine](#)
- [Features](#)
- [Rock ChMS](#)
- [Spark](#)
- [Spark Secured](#)

[Your archived projects](#)

[Recover your deleted projects](#)

Activity

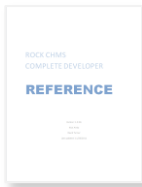
Projects

Required Reading

This Handbook

Ok, you're almost done so don't get too flustered about it.

Developer Reference



Found in the **Documentation** folder, the Developer Reference is not only good for you, it is required reading. Seriously though – it is the best way to get ramped up developing proper in Rock ChMS.

The Framework API

This is found in your Documentation folder's SandCastle\index.html

The REST API

This is found on your Rock environment under ~/REST/help

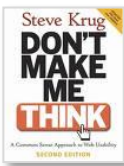
Highly Recommended



[Getting Real](#) by 37signals
online copy is free

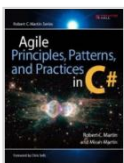


[Producing Open Source Software](#) by Karl Fogel



[Don't Make Me Think](#) by Steve Krug

Recommended



[Agile Principles, Patterns, and Practices in C#](#)

Developer Communication

Here are the best ways to communicate with the team and the Rock ChMS developer community.



IRC Channel #RockChMS
irc://chat.freenode.net/#RockChMS



Twitter - Follow us:
[@RockChMS](#)
[@SparkDevNetwork](#)
[@RefreshCache](#)



TBD - Developer forums on our community site



TBD Wiki or other community documenting tool.

Blogs

TBD