

# SPEAK Build 1

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Welcome to the first build of SPEAK.

We hope you enjoy it.

PLEASE NOTICE THAT THIS BUILD IS WORK IN PROGRESS AND IS MADE AVAILABLE BECAUSE OF THE HUGE INTEREST IN SPEAK.

## Disclaimer

Beware! There are bugs, unfinished functionality and missing components.

Please read through this document to adjust your expectations.

SPEAK Build 1 is not ready to start developing on.

The SPEAK Team reserves the right to significantly change the architecture, refactor code and remove functionality.

## What we expect of you?

Feedback is crucial at this point. We still have a chance to fix fundamental mistakes.

When you have had some time to look through Build 1, please send us a description of your experience, problems, mistakes, misunderstandings, unfulfilled expectations, hopes and wishes (and possibly, if you like what you see, your thanks).

To contact us, either post in the SDN forum

<http://sdn.sitecore.net/SDN5/Forum/ShowForum.aspx?ForumID=45> or send a mail to [jc@sitecore.net](mailto:jc@sitecore.net).

## Architecture

SPEAK is a replacement for SheerUI and represents a significant paradigm shift in Sitecore UI development.

SPEAK is about embracing the platform – in this case the browser.

Sitecore is really good at building web pages. SPEAK extends Sitecore to be really good at building rich, interactive web applications.

To run a web application, SPEAK initially renderings the web page using the Sitecore Rendering Engine by utilizing layouts, sublayouts, renderings and placeholders. Currently SPEAK requires Sitecore MVC.

Once rendered, SPEAK provides a client-side framework to easily implement rich and interactive elements. The framework is JavaScript-based and is composed of well-known JavaScript libraries like jQuery, Knockout, Twitter Bootstrap and more. SPEAK is the glue that ties these libraries together the Sitecore way.

SPEAK provides a centralized Page Code object, that facilitates a familiar programming model, like CodeBehind in ASP.NET and Forms in WinForms.

SPEAK supports extensible client-side data-binding (using Knockout) to minimize trivial programming.

SPEAK imposes a MVVM pattern, which means that each component is represented by a JavaScript model and a view. Whenever the model is changed, the UI is updated accordingly.

Once the page is rendered, the server is only responsible for delivering data to the client – no more rendering Html on the server. SPEAK uses Sitecore Item Web API to retrieve data from the server.

## Component Library

SPEAK consists of a small core that binds the various JavaScript libraries together and a fairly large component library.

The component library is standard Sitecore renderings that utilize the SPEAK core and supports data-binding.

In Build 1 there are 45 components from buttons to tree lists.

The component library also contains the controls from SPEAK1 (ActionControl, DetailList, FilterControl etc.), but these controls are NOT implemented yet. We are working that.

## What is in Build 1?

Build is a preview build to allow stakeholders to get a firm grip on what SPEAK is (and is not).

Build 1 is installed on an internal demo server that the SPEAK team can update when appropriate. As such it will always contain the latest, stable build.

Upon request, the SPEAK team can provide you with a Sitecore Package, that can be installed on top of Sitecore CMS 6.6.

Build 1 contains a Media Selector Dialog prototype and a Documentation Web Site. The Documentation Web site contains a fair amount of documentation and a component reference section.

Additionally we will provide a SPEAK SDK file, which currently contains the SPEAK Developer Guide and a video of a SPEAK presentation that was given to Product Marketing.

## FAQ

### What am I supposed to do with Build 1?

- Read this document.
- Open the demo site.
- Look at the Media Dialog Selector prototype.

- Look at the Documentation web site.
- Look at the Component Reference to see what components are there.
- Read the Developer Guide document or the Documentation Web Site.
- View the video of the Product Marketing presentation.
- IMPORTANT: Give feedback to the SPEAK team.

## **I am panicking – SPEAK is completely different from what I expected!**

First breathe slowly.

Then accept that SPEAK is about embracing the browser.

Many of our partners and customers have dedicated frontend developers and Sitecore is moving in the same direction. This means that backend developers can focus on what they do best – writing code in C# - not picking silly icons and using kiddie script languages.

## **Did you test this at all?**

Actually, yes, we did, believe it or not.

We are writing JavaScript unit-tests and building an Automated Test web site.

## **I found a bug!**

Don't keep it to yourself, let us know.

Post in the SDN forum <http://sdn.sitecore.net/SDN5/Forum/ShowForum.aspx?ForumID=45> or send a mail to [jc@sitecore.net](mailto:jc@sitecore.net).

## **A component I need is missing a property – when will you add it?**

We will not – you will.

The Component Library is a kind of open source project. Every team in Sitecore will contribute to the Component Library for the benefit of all. The SPEAK team will function as gate keepers ensuring that the quality of contributed components meets our high standards: code reviews, unit tests, documentation etc.

Before creating a new control or modifying an existing control, contact the SPEAK team so we can give our feedback, for instance, so we can tell you, if there is another team working on a similar control.

While you are writing the code, the SPEAK team is here to help you in any way possible. You will not only be helping yourself by creating a great control, you will be helping everybody else in Sitecore.

## **What next?**

So you have looked through Build 1.

If you need more information on milestones, releases and plans in general, contact Kerry ([kb@sitecore.net](mailto:kb@sitecore.net)).

If you want to get your hands dirty, you can request a Sitecore Package from Jakob ([jc@sitecore.net](mailto:jc@sitecore.net)). This package installs on top of Sitecore CMS 6.6. We will provide you with a document that will help you getting started with the code.

In return for the package, we expect you to try coding a small control or dialog in SPEAK and give us feedback.