# **Extending Forrest with Plugins**

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#### 1. Overview

Forrest provides the core functionality for generating documentation in various output formats from a range of input formats. However, it does not end there. Forrest can be extended through the addition of plugins. This document serves as an introduction to the Forrest plugin mechanism.

#### 1.1. What plugins are available?

You can run the command forrest available-plugins to get a list of the known plugins for Forrest.

If you would like to have your own plugin added to this list then contact the <u>developer mailing list</u>.

#### 2. How is a Plugin Installed?

## 2.1. List of Plugins Needed by the Project

If a site requires one or more plugins then the site designer will have to list them in the project.required.plugins property in the projects forrest.properties file. When Forrest builds the site it will automatically discover the plugins and install them. In otherwords, the user needs do nothing.

For example,

project.required.plugins=org.apache.forrest.plugin.input.OpenOffice.org,org.apache.forrest will cause Forrest to load the plugins called "org.apache.forrest.plugin.input.OpenOffice.org" and "org.apache.forrest.plugin.input.simplifiedDocbook".

#### Note:

By default a new forrest project has that property configured to include some plugins. Currently there is only one to generate PDF output from your source documents.

## 2.2. What Version of Plugins will be used?

In the absence of a version number for the plugin (as is the case in the example above) the most recent version that is applicabe to your release of Forrest will be used. This may result in unexpected behaviour if a new version of the plugin has been released that is incompatible with your current site. To force Forrest into using a specific version of a plugin you should add "-VERSION\_NUMBER" to the end of the plugin name. For example, to force forrest to use the 1.0 version of the OpenOffice.org plugin you would use org.apache.forrest.plugin.input.OpenOffice.org-1.0. If you define a version of the plugin that does not exist then it will fall back to using the most recent version avialable. This feature is useful when developing a new site as you can quickly force a plugin upgrade by deleting all installed plugins (use the command 'ant cleanPlugins'). However, this might result in the installation of an in-development plugin, therefore in a production environment you should always specify a known working version.

#### 2.3. Where does Forrest look for Plugins sources?

By default, forrest looks into the two following directories to find plugins sources: \$\{forrest.home\}/plugins and \$\{forrest.home\}/whiteboard/plugins. It is possible to add other sources locations by specifying the project.required.plugins.src property in the projects forrest.properties file.

For example,

project.required.plugins.src=\${forrest.home}/plugins,\${forrest.home}/whiteboard/plugins,\${
will add the project specific directory \${project.home}/plugins to the list of directories to
search in.

if sources are not found, forrest will try to get them from the Web. Forrest *knows* the plugins description with plugins descriptors files in which plugins are described as follows:

The url to download the different plugins is indicated in this file.

By default, forrest gets the two following plugins descriptors files:

http://forrest.apache.org/plugins/plugins.xml and

http://forrest.apache.org/plugins/whiteboard-plugins.xml. It is possible to add other plugins descriptors files by specifying the forrest.plugins.descriptors property in the projects forrest.properties file.

For example,

forrest.plugins.descriptors=http://forrest.apache.org/plugins/plugins.xml,http://forrest.apache.org/plugins/plugins.xml,http://forrest.apache.org/plugins.xml to the list of descriptors.

#### 2.4. Editing plugins sources to enhance functionality

Until issue <u>FOR-388</u> is fixed to enable the use of plugins in-place, any changes to sources need to be locally deployed. See <u>Further reading</u> for "How to build a Plugin".

## 2.5. Upgrading from a Version of Forrest Without Plugins

The plugin functionality was introduced in version 0.7 of Forrest. At this time some of the functionality previously in Forrest was extracted into a plugin. However, we have not broken backward compatability with earlier versions. In the absence of a project.required.plugins property in the projects forrest.properties file all plugins that contain functionality previously part of Forrest itself will be loaded automatically. Unless you intend to use new functionality provided by a plugin you will not need to make any changes top your project.

If you do require additional plugin functionality, be sure to include all required plugins in the project.required.plugins property in the project's forrest.properties. You can view main/webapp/default-forrest.properties to see the names of plugins that provide

previously core functionality.

It is also worth noting that there is a small performance improvement if you remove plugins that are not in use. Therefore, if you do not use one or more of the plugins named in the project.required.plugins property of main/webapp/default-forrest.properties it is recomended that you override this value in your project's forrest.properties file.

## 3. Avoiding Plugin Conflicts

Clashes between plugins can occur. For example, the simplified-docbook and full docbook plugins may try and process the same files. In this instance the one that is mounted first will take precedence. Plugins are mounted in the order they appear in the project.required.plugins property, therefore the mounting order and therefore processing precedence is under user control.

## 4. Further Reading

- Plugin Infrastructure
- How to build a Plugin