

# Using project sitemaps

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## 1. Introduction

With Forrest 0.6 it is now possible for projects to "plugin" to our sitemaps, without needing to copy the main sitemaps and keep them synchronised. This will enable hassle-free update to future Forrest versions.

### Note:

We advise you to spend time to understand the Apache Cocoon sitemap. See [Cocoon sitemap](http://cocoon.apache.org/2.1/userdocs/concepts/sitemap.html) (<http://cocoon.apache.org/2.1/userdocs/concepts/sitemap.html>) and [Cocoon concepts](http://cocoon.apache.org/2.1/userdocs/concepts/) (<http://cocoon.apache.org/2.1/userdocs/concepts/>) and related component documentation. The Forrest sitemap is broken into multiple files. The main one is **sitemap.xmap** which delegates to others. See the [Sitemap Reference](#) ([sitemap-ref.html](#)) for a tour of the default sitemap.

## 2. How does it work?

If a project has a `sitemap.xmap` file in it's documentation dir, that gets mounted automatically by Forrest and becomes part of the processing: it is a preprocessing step, and is the first one to handle the request. Because of this it can serve any file directly. If it does not want to serve a file, it can simply not match the URL and Forrest will take care of it as usual.

The cool thing is that if that pipeline serves an xml representation, Forrest will provide a skinned version of it.

So if the project sitemap matches `test.xml` and transforms that to a correctly structured Forrest intermediate "document-v\*", then the user will see `test.html` fully rendered by Forrest.

Of course, to resolve the directories in your sitemap it is important to use the 'project:' and 'forrest:' variables to prevent any possible issue in the future.

## 3. Example uses of this technique

### 3.1. Adding a new content type

See the section "Advanced customizations: sitemap.xmap" in the [Using Forrest](#) ([your-project.html](#)) document and then follow the [Example: Adding a new content type](#) ([your-project.html#adding\\_new\\_content\\_type](#)) .