

Upgrading to Forrest 0.6

\$Revision\$

1. Introduction

This page describes changes to Forrest that affect people who are upgrading from 0.4 and earlier to the 0.6 version. Please post your upgrade experiences to either the [forrest-dev](#) or [forrest-user](#) mailing lists. As more experience is gained, this document will be updated.

See also the notes for the [previous](#) upgrade.

2. New Features

The following list shows some of the key new features for Forrest 0.6 (for the full list of changes, see the [change log](#)).

- copyless
- SVN
- skinconf DTD

3. Run a clean target after upgrade

To avoid any issue with old classes being loaded, run a 'forrest clean' just after you upgraded to this version.

4. Copyless

In essence, Forrest does not create a dist anymore, and uses itself in place. No more useless copying to a separate build space, no more backcopying bugfixes, all is used live. It improves the build process a lot.

To use the new Forrest, launch "build" as you always have done, and then change FORREST_HOME to point to [forrest]/src/core instead of .../build/dist/shbat. Also make sure PATH gets updated to use the new \$FORREST_HOME/bin

5. Private skins might need changes to document2html.xsl

Moved all references to //skinconfig out of the document2html.xsl into the site2xhtml.xsl file. If you have your own skins that were referencing "\$config" or "//skinconfig" in the document2html.xsl then you need to make similar changes. For further information, see Issue [FOR-146](#).

6. forrest.antproxy.xml is obsolete in favor of Ant's <import> task

Ant projects that use forrest.antproxy.xml to invoke Forrest will receive an error message directing them to this document. Please see the [Invoking Forrest from Ant](#) documentation for instructions on how to use the <import> task.

7. Deprecation of .ehhtml

The .ehhtml input file format has been deprecated and will likely be removed in the next release. Please convert all .ehhtml files to .ihhtml. If you do `forrest seed` there is a sample ihhtml file.

8. New forrestbot

The forrestbot and the forrestbot web interface have been completely rewritten. There is no direct way to convert old configurations to new configurations. Please see the [forrestbot documentation](#) for instructions to create buildfiles that work with the new forrestbot.

9. SystemIdentifiers for DTDs changed to forrest.apache.org

Everyone should still continue to use the [Catalog Entity Resolver](#) and that certainly still operates at the core of Forrest using the well-defined PublicIdentifiers. However, some impoverished XML tools do not, so they need to be able to get the DTDs from the website. Some other tools rely on the System Identifier rather than the Public Identifier. See Forrest Issue [FOR-107](#).

In previous versions of Forrest, and maybe in your application if you copied the fresh-site xdocs, there were inconsistent SystemIdentifiers. Some used local filenames, others used apache.org/forrest/dtd/ URIs. In v0.6 we changed to use SystemIdentifiers at forrest.apache.org/dtd/ as resource URLs. You do not need to change them because you are using the entity resolver, but to remain consistent, it probably is best.

Beware if you have a catalog where the mapping is not declared properly. The Catalog Entity Resolver will miss the local mapping and happily go to the network to get the DTDs. That would cause Forrest to appear to be slow for you, yet it will still operate properly. While we are on that topic, if you use the XSLT document() function - there is a [Xalan bug 28341](#) for DTD resolution via document() - please help to fix it.

10. To be continued...

...as more issues are discovered/remembered :) Please send feedback to the [mailing list](#).