How to install the views

This How-To describes the setup of the plugins (needed to work with forrest:views and forrest:contracts) and a fresh seed site.

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1. Intended Audience

> **Warning:**
> "Views" are new functionality which is still in development phase. That is why it is in the "whiteboard" section of the Forrest distribution. This HowTo is a good start but still needs more work.

Developers who want to get started with view development.

2. Purpose

To help with installing views. This is the "getting started" setup guide.

3. Prerequisites

- You need to use the trunk version of Forrest for using views because it is in an early stage
- Read How to Build a Plugin especially the section about using Forrest's own Ant.

4. Steps

The process of setting up the plugin is quite heavy. We promise it will be easier in the future. Some of the instructions need to be modified with your local settings.

4.1. Build the view and the viewHelper plugins

The first step is to build and deploy the view and the viewHelper plugins. Change to a terminal window of your choice and go (cd) to the trunk version of forrest {forrest-trunk}. Then do an SVN update and after this deploy both plugins locally.

```
cd {forrest-trunk}
svn up
cd whiteboard/plugins/org.apache.forrest.plugin.internal.view/
ant local-deploy
cd ../org.apache.forrest.plugin.output.viewHelper.xhtml/
ant local-deploy
```

Alternatively, run the script `etc/views.sh`

4.2. Seed a new project

Go to the directory where you want to seed a new project and seed it.

```
cd ~/src/newSeed
forrest seed
```

4.3. Modifying forrest.properties

Now we have to tell forrest that we are planning to use the view plugins. We will do that by editing the

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forrest.properties to add the plugins:

```
project.required.plugins=org.apache.forrest.plugin.output.viewHelper.xhtml,org.apache.forr
```

Now we have to change the project skin to leather-dev. The reason is that the plugins are still not independent from the "old fashion skins".

> **Note:**
> We are exchanging only site2xhtml.xsl of leather-dev skin with the plugins, and some contracts are based on e.g. document2html.xsl output of leather-dev.

```
project.skin=leather-dev
```

4.4. Test your new view based project

Now you have finished the preparation and the setup to finally do

```
forrest run
```

Then point to `http://localhost:8888/` and you will see the default views-based site.

4.5. Available contracts

To start working with views, you need to know which contracts you can use. For this we will install another plugin `org.apache.forrest.plugin.input.viewHelper.xhtml.ls`. The setup is:

```
cd {forrest-trunk}
svn up
cd whiteboard/plugins/org.apache.forrest.plugin.input.viewHelper.xhtml.ls/
ant local-deploy
```

The newly installed plugin will show the available contracts as html pages. First we have to tell Forrest that we are planning to use the new plugin. We will do that by editing the forrest.properties of the newSeed to add the plugin:

```
project.required.plugins=org.apache.forrest.plugin.input.viewHelper.xhtml.ls
```

Now point your browser to `http://localhost:8888/ls.contracts.html`. On this page you will find all contracts that you can use in your project.

5. Further Reading

Congratulations you are now able to work with views. From here we recommend to read the following How-To's:

- Getting started with forrest:view DSL
- Create your own contract implementation

6. Feedback

Please provide feedback about this document via the "dev" mailing list.