

How to install the "dispatcher"

This How-To describes the setup of the plugins (needed to work with forrest:views and forrest:contracts) and a fresh v2 seed site.

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1. Intended Audience

Warning:

The "Dispatcher" (aka "Views") is 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 "dispatcher" development and want to help testing and developing the "dispatcher".

2. Purpose

Quick guide installing the "dispatcher". This is the "getting started" setup guide.

3. Prerequisites

- Need the SVN trunk version of Forrest for using the "dispatcher" because it is in an early stage.
- Read How to Build a Plugin especially the section about using Forrest's own Ant.
- Installing a mozilla browser and the Forrestbar helps a lot in developing.

4. Steps

The process of setting up the plugin should be easy. Still it has too many stages and it will become easier in the future.

4.1. Build the internal.structurer and the output.themer plugins

The first step is to build and deploy the internal.structurer and the output.themer plugins.

Run the script `etc/structurer.sh` *after* you did an svn update.

Otherwise build and deploy them manually. Do your usual 'svn update', then ...

```
cd whiteboard/plugins/org.apache.forrest.plugin.internal.structurer/
$FORREST_HOME/tools/ant/bin/ant local-deploy
cd ../org.apache.forrest.plugin.output.themer/
$FORREST_HOME/tools/ant/bin/ant local-deploy
```

4.2. Seed a new project

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

```
cd ~/src/
mkdir v2
cd v2/
forrest seed-v2
```

Note:

For the moment we will use a special seed template called seed-v2. We still need to fix issues of the dispatcher, so that it really can replace old fashion skins. Like performance, standalone contracts, other testing output/input formats - using POJO based processing will help solving this. All this will happen in the v2 seed-target until the dispatcher will be released to the stable plugins. So make regular updates of your forrest-trunk to keep track.

Warning:

The way we develop contracts will/may change with introduction of java-based processing (for certain parts) rather than xsl. Please keep this in mind and help updating the documentation by sending patches. TIA. ;-)

4.3. Modify forrest.properties

Make sure to tell forrest to use the dispatcher plugins. Of course, if you are using "seed-v2" then this is already done. If you are converting an existing site to use dispatcher, then do this.

Edit forrest.properties to add the required plugins:

```
project.required.plugins=org.apache.forrest.plugin.output.themer,org.apache.forrest.plugin
```

4.4. Test your new "dispatcher" based project

Now you have finished the preparation and the setup to finally do 'forrest run' and point your browser to `http://localhost:8888/` and you will see the default dispatcher-based site.

4.5. Available contracts

To start working with the dispatcher, you need to know which contracts you can use. If you used the seed-v2 then the Samples tab will lead to the available contracts.

Forrestbar is another way to see available contracts. See the menu point "Devs" (ls.contracts and/or ls.contracts.project)

Now point your browser to e.g. `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 the dispatcher. From here we recommend to read the following How-To's (in this order):

- Getting started with the "structurer"
- Create your own contract implementation

6. Feedback

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