

Upgrading to Apache Forrest 0.7

Table of contents

1 Introduction.....	2
2 New Features.....	2
3 Run a clean target after upgrade.....	2
4 Plugin architecture.....	2
5 Configure plugins.....	2
6 Java JDK 1.4 is required.....	2
7 Including raw content.....	2
8 General upgrade tips.....	3
9 New location of \$FORREST_HOME.....	3
10 To be continued.....	3

1. Introduction

This page describes some changes to Apache Forrest that affect people who are upgrading to the 0.7 version. If you have other issues, then please discuss on either the [dev](#) or [user](#) mailing lists. As more experience is gained, this document will be updated.

(If you are upgrading from a version prior to 0.6 then you will need to see the notes for the [previous](#) upgrade.)

2. New Features

The following list shows some of the key new features for Forrest 0.7 (for the full list of changes, see the [change log](#)).

- Plugin architecture
- JDK 1.4

As usual, do a "forrest seed site" in a new directory and compare the forrest.properties and skinconf.xml

3. Run a clean target after upgrade

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

4. Plugin architecture

See [Plugin Infrastructure](#) and [Extending Forrest with Plugins](#) and for developing new plugins see [How to Build a Plugin](#).

5. Configure plugins

Some functionality has been moved out of the forrest core and into plugins. You will need to declare any plugins that are used by your project, e.g. if you use projectInfo (status, changes, todo) and PDF output, then declare the following in forrest.properties

```
project.required.plugins=org.apache.forrest.plugin.projectInfo,org.apache.forrest.plugin.p
```

6. Java JDK 1.4 is required

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7. Including raw content

The method for including "raw content" has changed.

In 0.6 version, the raw content was placed in the src/documentation/content directory and potential sub-directories. Any file with .html extension was not processed and not adorned with Forrest skin and navigation menus.

In 0.7 version, all content (whether processed or raw) goes in src/documentation/content/xdocs directory. Any file with .html extension is now processed and is adorned with Forrest skin and navigation menus.

8. General upgrade tips

Synchronise your project's skinconf.xml and forrest.properties files.

Take advantage of the separation of concerns. In a new workspace, create a fresh 'forrest seed' site, then tweak its forrest.properties and skinconf.xml until it reflects your old site. When it is ready, replace your project's skinconf.xml and forrest.properties files. Any remaining issues would concern other aspects of your configuration, such as site.xml and your actual content.

9. New location of \$FORREST_HOME

\$FORREST_HOME is now the top-level of the distribution. Also make sure \$PATH gets updated to use the new \$FORREST_HOME/bin

10. To be continued...

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