Todo List

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1. high

- **[all]** Please see our Jira [issue tracker](#) (http://issues.cocoondev.org/secure/BrowseProject.jspa?id=10000) for tasks to be done. # open
- **[code]** Rework the menu generation system to make it more flexible. See thread [Fixing menus](#) (http://marc.theaimsgroup.com/?w=2&r=1&s=Fixing+menus&q=t) # open
- **[code]** Define an 'object model' for Forrest sites, in the form of a Cocoon pipeline, that defines
  - The directory structure of a site
  - Site metadata (what currently lives in skinconf.xml + gump.xml stuff)
  - Perhaps site.xml metadata for pages?

  This info can then be made public to the sitemap (via XMLFileModule attributes) and the stylesheets (through `document(cocoon:/...)` calls or inlined with source XML). # open
- **[code]** Finalise the project-definition DTDs, like status.xml and module.xml; try to come up with a common format with others on community.at.apache.org. # NKB

2. medium

- **[code]** Finish the RSS feed for status.xml. Aggregate status.xml and project.xml to have all needed project data. # NKB
- **[docs]** Add stylesheets to render the enhanced status.xml file contents. # open
- **[code]** In skinconf.xml, change 'disable-search' to 'enable-search'. # JT
- **[code]** Enhance the initial forrest toolbar for Mozilla. See email discussion [draft forrest toolbar for Mozilla](#) (http://marc.theaimsgroup.com/?l=forrest-dev&m=102471820523388) . # NKB
- **[code]** Fix things so docs can be edited in src/*, and have the changes appear immediately in the webapp. Involves creating/using an InputModule for passing 'forrest.skin' and other properties to the sitemap, so we can avoid the @skin@ hack, and a bit of forrest.build.xml hacking. There are some @tokens@ in a forrest-site CSS file that also need some sort of in-place modification. Perhaps a @token@-to-value Transformer could be the same ${variable}-to-value Transformer mentioned in the RT [3]. # open
- **[code]** Act on ['Entities in XML docs' RT](#) (http://marc.theaimsgroup.com/?t=104099660500001&r=1&w=2) . I can implement Stefano's suggested solution quite easily, but is such limited functionality worth the cost of introducing a proprietary ${variable} syntax? Maybe.. Best short-term alternative seems to be using the XNI XInclude processor for pre-validation inclusion. # open
- **[docs]** A lot of the info on the website is outdated. # open
- **[docs]** Using metadata from site.xml, it would at least be possible to indicate how old the doc is, and perhaps indicate its relevance from a small controlled vocabulary. # open

- **[design]** Develop a mechanism for supporting legacy URLs. See email discussion - redirects with static sites (http://marc.theaimsgroup.com/?l=forrest-dev&m=102390892524750) # open
- **[code]** Fix up and integrate the Forrest Maven plugin. # open

3. low

- **[code]** Ensure that PHP-like stuff can be embedded easily in Forrest files and document it. # open
- **[code]** Continue the development of the Libre (docs/libre-intro.html) facility - replacement for */book.xml # open
- **[docs]** Start a community doc where we list tools such as "forrestbar". # open
- **[code]** Migrate to a decent schema language, primarily so that we can use namespaces in XML docs, allowing things like XInclude, in-line metadata (http://www.xml.com/pub/a/2002/10/30/rdf-friendly.html) , in-line SVG, Jelly snippets, or anything else users can make a Transformer for. # open
- **[code]** Streamline the process of adding support for new schemas. Ideally we'd have an auto-download system, e.g. 'forrest-update docbook' would fetch and install the Docbook DTDs, create catalog entries, sitemap mods etc. # open
- **[code]** Make a CSS Generator and a stylesheet to serialize it to text. # NKB
- **[docs]** Add a document about authoring in XML for beginners.. # open