

Upgrading to Forrest 0.6

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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 [dev](http://forrest.apache.org/mail-lists.html#forrest-dev) (<http://forrest.apache.org/mail-lists.html#forrest-dev>) or [user](http://forrest.apache.org/mail-lists.html#forrest-user) (<http://forrest.apache.org/mail-lists.html#forrest-user>) mailing lists. As more experience is gained, this document will be updated.

See also the notes for the [previous](http://forrest.apache.org/docs/upgrading_05.html) (http://forrest.apache.org/docs/upgrading_05.html) 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](http://forrest.apache.org/changes.html) (<http://forrest.apache.org/changes.html>)).

- copyless
- SVN
- skinconf DTD
- Forrestbot

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. 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, run 'build.sh' or 'build.bat' 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](http://issues.cocoondev.org/jira/secure/ViewIssue.jspa?key=FOR-146) (<http://issues.cocoondev.org/jira/secure/ViewIssue.jspa?key=FOR-146>) .

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 forrest.antproxy.xml is obsolete in favor of Ant's 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

Projects that use `forrest.antproxy.xml` via and Ant build task to invoke Forrest, will receive an error message directing them to this document. Please see the [Invoking Forrest from Ant](http://forrest.apache.org/docs/your-project.html#invoking_from_ant) (http://forrest.apache.org/docs/your-project.html#invoking_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](http://forrest.apache.org/docs/forrestbot.html) (<http://forrest.apache.org/docs/forrestbot.html>) for instructions to create buildfiles that work with the new `forrestbot`.

9. New DTDs

Updated all v1.2 DTDs to become v1.3 DTDs (forward compatibility: v1.2 docs will work fine as V1.3). The main change is the addition of a `@class` attribute to every element, which enables the "extra-css" section in the `skinconf` to be put to good use.

Updated the v2.0a DTDs to become v2.0 DTDs (forward incompatibility: v1.2/1.3 docs are not forward-compatible as V2.0).

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

Everyone should still continue to use the [Catalog Entity Resolver](http://forrest.apache.org/docs/catalog.html) (<http://forrest.apache.org/docs/catalog.html>) 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](http://issues.cocoondev.org/jira/secure/ViewIssue.jspa?key=FOR-107) (<http://issues.cocoondev.org/jira/secure/ViewIssue.jspa?key=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 `System Identifiers` 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](http://issues.apache.org/bugzilla/show_bug.cgi?id=28341) (http://issues.apache.org/bugzilla/show_bug.cgi?id=28341) for DTD resolution via document() - please help to fix it. Also see the [Cocoon FAQ](http://cocoon.apache.org/2.1/faq/faq-xsdt.html) (<http://cocoon.apache.org/2.1/faq/faq-xsdt.html>) .

11. Projects can use a local CatalogManager.properties

You can add a local CatalogManager.properties to your project.classes-dir to define your additional catalogs for DTDs and other entities.

If you do not add such a configuration file then there will be a harmless message on startup "CatalogManager.properties not found".

12. To be continued...

...as more issues are discovered/remembered :) Please send feedback to the [mailing list](http://forrest.apache.org/mail-lists.html#forrest-dev) (<http://forrest.apache.org/mail-lists.html#forrest-dev>) .