Upgrading to Apache Forrest 0.8-dev

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1. Introduction

> **Note:**
> This is the **development** version of Apache Forrest which can be obtained from the Subversion repository or from a code snapshot. See the notes for obtaining and Building Forrest.

This page describes some changes to Apache Forrest that affect people who are upgrading to the 0.8 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 0.7 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 the full list of changes, see the main change log and also for each plugin.

- Locationmaps.

Many new initial plugins are in the "whiteboard". See the entries in the change log and see each plugin's documentation and changes log. This includes the new Dispatcher. See Status of Themes: Skins and Dispatcher.

3. Locationmaps

The Locationmaps define the mapping from requests to locations which enables content and resources to be located at various different sources.

Adding a default locationmap to your project is not required, but is advisable. Sooner or later you will use it. Having a default one also reduces the verbosity of the log files. Copy one from a fresh 'forrest seed' to `PROJECT_HOME/src/documentation/content/locationmap.xml`

4. Forrest configuration simplification

FOR-920 Merging the `defaults` and `project` modules to the new `properties` module. You can use it like {properties:forrest.home}

In all custom code (e.g. project sitemaps or plugins) you need to do the following:

- find: {`defaults:` and replace with {`properties:forrest.`
- find: {`forrest:` and replace with {`forrest:forrest.` or {`properties:forrest.` (if you do not need the ChainMetaModule)
- find: {`project:` and replace with {`properties:`

5. Run a clean target after upgrade

Do 'forrest clean-work' in each of your projects. This also removes the old Cocoon disk cache.

6. New filename convention for stylesheets

There is now a filenaming convention for stylesheets (e.g. document-to-html.xsl). This assists with automating the location of such resources. See Locationmap.

For the default use of Forrest, this makes no difference. However, if you have developed your own skin then you will need to do some filename changes, e.g. `'cd skins/my-skin/xslt/html; mv tab2menu.xsl tab-to-menu.xsl'` (do each of book2menu.xsl document2html.xsl site2xhtml.xsl tab2menu.xsl). It is advisable to follow this naming convention for your other resources, which will mean that you can utilise the locationmap.

7. 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.

8. To be continued...

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