Upgrading to Forrest 0.6

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1. Introduction

This page describes changes to Forrest that affect people who are upgrading to the 0.6 version. Please post your upgrade experiences to either the dev (../mail-lists.html#forrest-dev) or user (../mail-lists.html#forrest-user) mailing lists. As more experience is gained, this document will be updated.

(If you are upgrading from a version prior to 0.5 then you may want to see the notes for the previous (../docs/upgrading_05.html) upgrade. However you should be fine with the notes from this 0.6 document.)

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 (../changes.html)).

- copyless
- Now using Subversion (SVN) for source control.
- 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. sitemap

If your old project did not use its own sitemap, then your upgrade process will be easy. If you did use your own sitemap, then you will need to be prepared to make some changes. Hopefully with the new functionality of Forrest, you can do away with it and just use the Forrest default sitemaps. If you have your own special doctypes that you were handling, then

you will need to merge them into a copy of the default sitemaps. (Actually if you are in this latter category, then you are probably better to describe your situation on the Forrest mailing lists, and seek help.)

6. 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) .

7. 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 (../docs/your-project.html#invoking_from_ant) documentation for instructions on how to use the <import> task.

8. Deprecation of .ehtml

The .ehtml input file format has been deprecated and will likely be removed in the next release. Please convert all .ehtml files to .ihtml. If you do '`forrest seed`' there is a sample ihtml file.

9. 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 (../docs/forrestbot.html) for instructions to create buildfiles that work with the new forrestbot.

10. 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).

```
Changes from V1.2 to V1.3
```

```
==========================
document      - Addition of class attribute all elements
faq           - Addition of class attribute all elements
changes       - Addition of class attribute all elements
howto         - Addition of class attribute all elements
todo          - Addition of class attribute all elements

Changes from V2.0a to V2.0
==========================
document      - Addition of class attribute, all elements
              - Addition of label attribute to note and
                warning elements (consistent with v1.2/1.3)
faq           - Class attribute, all elements
changes       - New DTD
howto         - New DTD
todo          - New DTD

Changes from V1.3 to V2.0
==========================
document      - Renamed <link> to <a>
              - Removed <fork> and <jump>.  If desired,
                that functionality can be handled via
                the use of the class attribute on <a>.
faq           - Renamed <part> to <faqsection>
              - @title attribute on <faqs> is now a nested
                <title> element
              - Same changes as in document between 1.3 and 2.0
changes       - Same changes as in document between 1.3 and 2.0
howto         - Same changes as in document between 1.3 and 2.0
todo          - Same changes as in document between 1.3 and 2.0
```

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

Everyone should still continue to use the [Catalog Entity Resolver](../docs/catalog.html) (../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 Identifer. 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-xslt.html) (http://cocoon.apache.org/2.1/faq/faq-xslt.html) .

12. 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".

13. Skins renamed and deleted

Skins now have a [naming convention](skins.html) (skins.html) .

These skins were renamed (the old names still work, but may not in future releases).

0.5 Name	0.6 Name
krysalis-site	crust
tigris-style	tigris

These skins were deleted (the old names still work, but may not in future releases).

0.5 Name	0.6 Alias
forrest-site	crust
forrest-css	crust
avalon-tigris	tigris

14. To be continued...

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