



Orion Project 0.4 Release Review

New Features



- Navigation features:
 - Improved UI and workflow changes (Related pages for example)
 - Use of URI Templates to eliminate hardcoded links
 - Install of plugins single click from external site
 - ForkMe on OrionHub scripts
 - New settings and plugin pages
 - Editor styles can now be changed (colour, font)
 - Find file improvements
- New editor features:
 - Much improved search and replace including global replace
 - Content assist for javascript/html templates and completion
 - CSSLint built in



New Features

- Git improvements:
 - Completely new Git repository page (flat UI)
 - New Git commit page
 - Save and Apply Git patches (URL or File)
 - Git tag removal
- Background Processes:
 - New UI and API for background processes
- Password reset for OrionHub users
 - Self-service for Orion and OrionHub users for password reset
- Debug Console for Chrome debugging

Non-Code Aspects



- Orion User Guide and Orion Developer Guide included with release. Documentation developed using Mylyn WikiText
- Developer Guide includes server administration guide that describes how to setup and manage the server
- Public beta server hosted by Eclipse Foundation: orionhub.org
- Blog for New and Noteworthy updates: planetorion.org
- Community is very active
 - Mailing list has steady activity
 - Firefox 10 include Orion editor for Scratchpad
 - Firebug plugin for integrating with Orion
 - Wiki content is growing
 - <http://wiki.eclipse.org/Orion>
 - Orion webinar: <http://live.eclipse.org/node/1006>

Non-Code Aspects



- **Internationalization**
 - I18N localization has begun starting with the editor
 - Editor is capable of displaying non-latin characters and supporting bidirectional text
- **Accessibility**
 - Devoted student time to accessibility through 1Q12
 - Defects logged and being addressed by team
 - Focus point in 0.4 and thru to next release

API



- Orion has initial JavaScript API for client side services and components
- HTTP API for accessing server functionality
- No Java API on the server to allow for alternate server implementation languages and technologies
- Client API documented using jsdoc
- No APIs are final while Orion is incubating

Tool Usability



- Global global search & replace with new search results page
- Syntax validators now distinguish warnings from errors
- Much improved JavaScript outliners are now available as plugins
- Added detection of unused variables in JavaScript
- Added command completion for JavaScript/HTML
- Git workflows have improved significantly
- Overall navigation to most relevant tasks improving

Architectural Issues



- Strong architecture and modularity of Orion client
- CommonJS module format used to facilitate client side reuse
- JavaScript plugin architecture allows for integration via linking rather than a monolithic application: architecture designed for the web
- Editor and “text view” components factored out with no external dependencies to enable reuse by other applications
- Exploring how to make seamless tooling workflows across multiple web sites
 - Enabling commands on links inbound to Orion ("Clone this repository", "Install this Plugin")
 - Allowing Orion plugins to define outbound links to related content on other sites
- Targeting modern HTML5-compliant browsers: Chrome 14/15, Firefox 10, Internet Explorer 9

End of Life Issues



- None.

Bugzilla



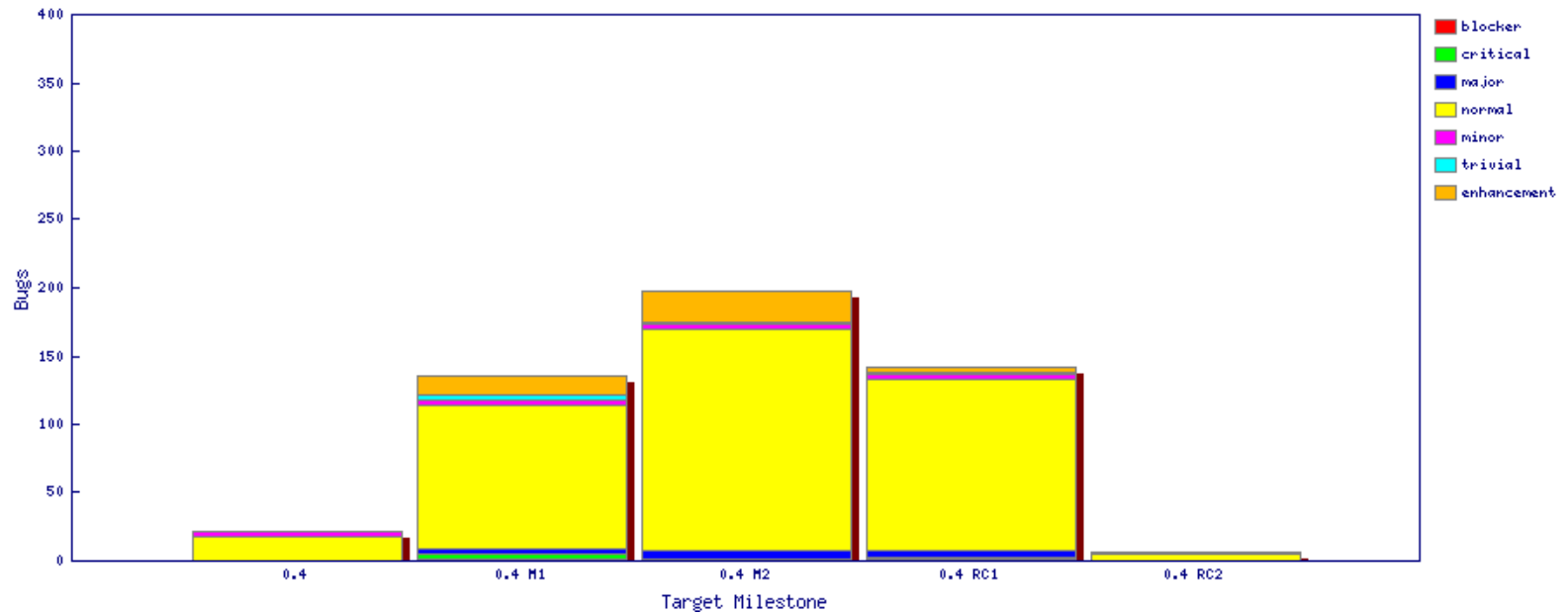
- Between Oct 12, 2011 and Feb 13, 2012 (RC1)
 - 801 reports were created
 - 679 were resolved/closed
- Current state (RC1) is:
 - 0 blockers, 1 critical
 - 0 P1, 7 P2

Bugs fixed during 0.4



		Target Milestone					
Severity		0.4	0.4 M1	0.4 M2	0.4 RC1	0.4 RC2	Total
	blocker	.	<u>1</u>	<u>1</u>	<u>1</u>	.	<u>3</u>
	critical	.	<u>4</u>	.	<u>1</u>	.	<u>5</u>
	major	.	<u>4</u>	<u>7</u>	<u>5</u>	.	<u>16</u>
	normal	<u>18</u>	<u>105</u>	<u>162</u>	<u>119</u>	<u>5</u>	<u>409</u>
	minor	<u>3</u>	<u>4</u>	<u>4</u>	<u>4</u>	.	<u>15</u>
	trivial	.	<u>4</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>7</u>
	enhancement	<u>1</u>	<u>13</u>	<u>23</u>	<u>4</u>	.	<u>41</u>
	Total	<u>22</u>	<u>135</u>	<u>198</u>	<u>135</u>	<u>6</u>	<u>496</u>

Fixed bugs – 0.4



Standards



- Client components conforming to CommonJS Asynchronous Module Definition (AMD) format
- HTML5 standard source code
- URI Templates
 - <http://tools.ietf.org/html/draft-gregorio-uritemplate-08>
- Participating in specification of CrossFire browser debug protocol
 - <http://getfirebug.com/doc/crossfire/crossfire-splash-2011.pdf>

UI Usability



- Eclipse User Interface Guidelines followed where applicable to a web UI
- Emphasis on allowing browser functionality to show through: using normal links, not hijacking the browser context menu, letting browser manage tabs
- Assessed usability on tablet and mobile platforms – more improvements in 0.4
- Much improvement in workflows and page layout
 - http://wiki.eclipse.org/Orion/Page_Layout

Schedule



- Utilizing a web-scale release cycle
 - Four month release cycle
 - 13 weeks development, 3 weeks end-game
- Daily build and deployment to self-hosting server
- Tracked schedule
 - All milestones delivered as planned

Process



- Orion is developed using an open, transparent, and inclusive process
- Team relies on Bugzilla, mailing lists, forums, social media for input
- Weekly planning calls conducted with all contributors welcome
- Self-hosted development on <http://orion.eclipse.org>
 - Meeting minutes posted to the orion-dev mailing list
- Publicly available plan: <http://wiki.eclipse.org/Orion/Plan>

Community



- Orion team members are active in Bugzilla, newsgroups, mailing lists, Eclipse forums and Twitter
- <http://wiki.eclipse.org/Orion/Buzz> - Continuous press
- One of Black Ducks Open Source Rookies
- Blogs started by Orion committers are active:
 - <http://planetorion.org>
 - <http://planetecclipse.org>
 - Team is using the eclipse-orion IRC channel
 - irc.freenode.net/#eclipse-orion
 - also see: <http://wiki.eclipse.org/index.php/IRC>
- The Orion team participates in code camps, conference presentations, and tutorials, including
 - EclipseCon, What's Next Conference, jsconf, Eclipse Demo Camps
- The Orion team interacts with other open source projects, standards bodies, and other projects on eclipse.org, including
 - Mozilla, Dojo Foundation (Dojo framework, Maqetta), JGit, Mylyn, jsdoc, Firebug, CodeMirror, Esprima

IP Issues



- All significant and third party contributions have been reviewed and approved by Eclipse legal.
- About files and license files are complete and correct.
- Client code (JavaScript) is dual-licensed with EPL and EDL
- Approved 0.4 release log:
 - <http://www.eclipse.org/eclipse/development/project-log-files/eclipse-orion-0-4-log.html>

Future Plans



- Continue with 4 month release cycle to keep up with pace of development in the web community. For example with new browsers shipping every 3 months we can't ship Orion once a year and expect to be current
- Aiming for a 0.5 incubating release in June 2012
- Focus on i18N, Accessibility, Cross-site workflows, User Interface, URI Templates, continued improvements to language support, Test Infrastructure, Git Workflows, Documentation, Performance, Security

