Orion Project 0.5 Release Review

New Features

- Navigation features:
  - Improved in-page navigation and selection
  - Selection model unified across pages
  - Redesigned Navigator Page
- Overall UI features:
  - Re-branded look and feel
  - Improved breadcrumbs and title area
  - New Create Content area in Navigator
- New Landing Page
  - Auto-redirect to login landing page when not authenticated

New Features

- Git improvements:
    - Completely new Git Status page (flat UI)
    - Improving Git performance

- Console Page:
    - Extendible console window for command line actions
    - Implemented by use of Mozilla's GCLI
        - https://wiki.mozilla.org/DevTools/Features/GCLI

- Internationalization:
    - i18N architecture for externalizing messages
    - Plugin to assist with externalization

- HTML5 File System Plugin
    - Supported on Chrome allows completely local development

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 includes Orion editor for Scratchpad and now Style editor
  - Firebug plugin for integrating with Orion
  - Wiki content is growing
    - http://wiki.eclipse.org/Orion
  - Orion webinar: http://live.eclipse.org/node/1006

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

- List of API changes in 0.5 can be found here
    - http://wiki.eclipse.org/Orion/Plugin_API_Changes/R0.5

Non-Code Aspects

- ## Internationalization
  - I18N localization is almost complete
  - New architecture for allowing off site language packs
  - Plugin/Page to assist with generating message bundles
  - Editor is capable of displaying non-latin characters and supporting bidirectional text
  - All existing pages have had strings externalized
  - Working with Babel project for translations

- ## Accessibility
  - Devoted student time to accessibility through 1Q12
  - Defects logged and being addressed by team
  - Focus point in 0.5 and thru to next release

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, Firefox, Internet Explorer,Safari

Tool Usability

End of Life Issues

- • High priority is landing experience for new Users
  - • None.
  - – Improved login/logout page

- High priority was unification of pages for style and selection models
- Unified settings page for plugins/profile/other settings
- Much improved JavaScript outliners are now available as plugins
  - – Esprima parser now including in base Orion

- Character level compare in differences views

- Search highlights all matches

- Addressing performance concerns with in-depth analysis to page and plugin load times

- First time user presented with options to populate Navigator/Workspace
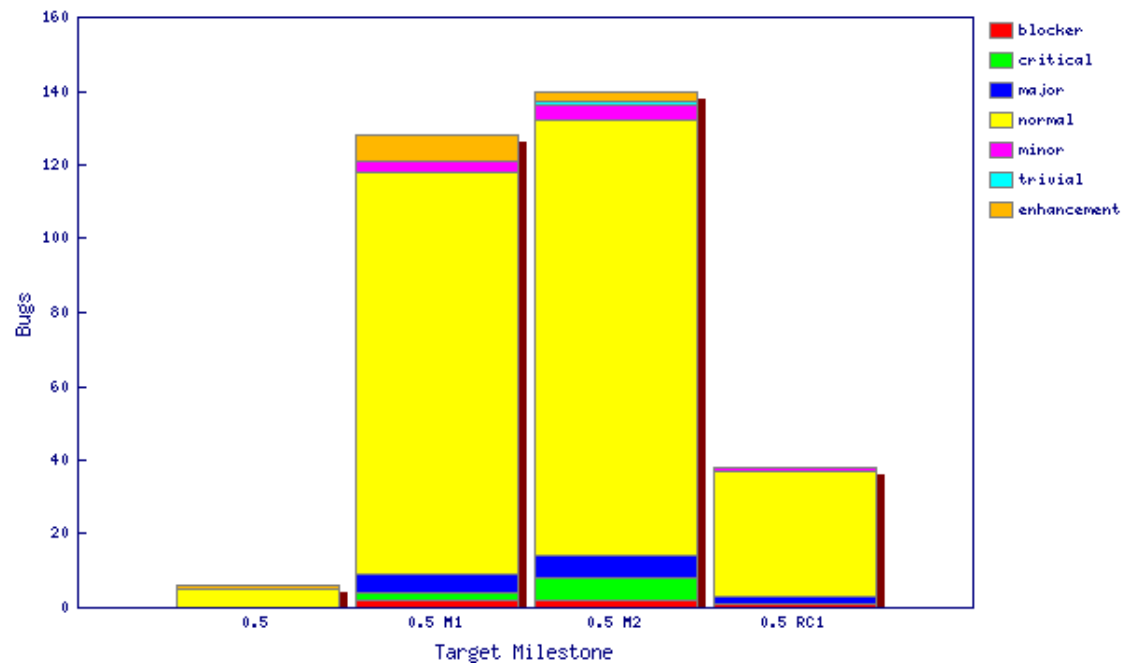
Bugzilla

- Between Feb 14, 2011 and Jun 4, 2012 (RC1)
  - 644 reports were created
  - 324 were resolved/closed

- Current state (RC1) is:
  - 0 blockers, 4 critical
  - 0 P1, 7 P2

Bugs fixed during 0.5

Target Milestone

Severity	0.5	0.5 M1	0.5 M2	0.5 RC1	Total
blocker	.	2	2	1	5
critical	.	2	6	.	8
major	.	5	6	2	13
normal	5	109	118	34	266
minor	.	3	4	1	8
trivial	.	.	1	.	1
enhancement	1	7	3	.	11
Total	6	128	140	38	**312**

Fixed bugs – 0.5

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

- In 0.5 the UI across the various Orion pages was a key focus
  - Many pages had different looks, used check boxes vs. selection mode, displayed differing breadcrumbs as some examples
  - A UX meeting was established to go over the various aspects of the UI and come to define standards for pages and their sections – these were implemented in 0.5 mostly through M2

- The landing experience was greatly improved with a new login page vs. showing a random page or partially filled in Navigator

- The getting started aspects of a New Workspace were moved to a side panel within the Navigator.

- Much improvement in workflows and page layout
  - http://wiki.eclipse.org/Orion/UX_Issues/R0.5

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
- Two Google Summer of Code Projects
    - Improving Git forking from GitHub into multiple Orion destinations
    - Google Chrome DevTools integration with Orion components
- Blogs started by Orion committers are active:
    - http://planetorion.org
    - http://planeteclipse.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 0.5 release log:

    - http://www.eclipse.org/eclipse/development/project-log-files/eclipse-orion-0-5-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 1.0 release in November 2012

- Focus on APIs, i18N, Accessibility, Cross-site workflows, User Interface, URI Templates, continued improvements to language support, Test Infrastructure, Git Workflows, Documentation, Performance, Security