

# Taskwarrior – What's next?

## Introduction to Taskwarrior

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FrOSCon 2016





# Content

## Introduction

## Installation



# Dirk Deimeke (that's me)

- ▶ Born 1968 in Wanne-Eickel
- ▶ Linux since 1996
- ▶ Emigrated 2008 to Switzerland
- ▶ Taskwarrior Team since 2010

Entry point for more <https://d5e.org/>



## Project founder: Paul Beckingham

- ▶ I started out using Gina Trapani's `todo.sh`, which was great, but I soon wanted features that would have been difficult to implement in a shell script, so I wrote my own.
- ▶ It stemmed from the fact that a `todo` program needs to be simple to use, and unobtrusive, otherwise it's a hassle. But it can't be too simple.
- ▶ If you go to the trouble of capturing this information, it seems wasteful not to leverage it. So it has a lot of features, but tries to remain simple to use.
- ▶ There are many different methodologies people use for managing their work, and Taskwarrior tries to walk a line through the middle of all that, with features for all the different approaches.
- ▶ Taskwarrior is intended to scale with the user, from very simple straightforward usage up to quite sophisticated task management.



# Reasons for Taskwarrior

## Taskwarrior

- ▶ is easy to learn.
- ▶ grows along with the work.
- ▶ is unbelievably powerful.
- ▶ is very fast.
- ▶ is easily extensible.
- ▶ is platform independent:
  - ▶ Most flavours of Unix and Linux, including Mac OS X
  - ▶ Windows with Cygwin (unsupported, but working)
  - ▶ Android with Termux
  - ▶ Third-Party Apps (Android-Client, GUI based on NodeJS)
- ▶ is actively developed.
- ▶ can be influenced by users (feature requests).
- ▶ has excellent and very friendly support.



## History – Some milestones

**2006-11-29** Version 0.0.1, Project began as enhancement to todo.txt.

**2008-06-03** Version 1.0.0 released

**2012-03-17** Version 2.0.0 released

**2014-01-15** Version 2.3.0, Task Server support

**2015-10-21** Version 2.5.0, Improved command line parser

**2016-02-24** Version 2.5.1 is a bug fix, code cleanup, performance release only – no features.

? Version 2.6.0 will overhaul recurrence and add more flavors of recurring tasks.

<http://taskwarrior.org/docs/history.html>



# Installation from source

## Attention!

Since some packagers (Ubuntu as example) implement their thinking of the place where files have to be without changing the templates, an installation from source is the recommended way.

All you need to compile is

- ▶ GnuTLS (ideally version 3.2 or newer)
- ▶ libuuid
- ▶ CMake (2.8 or newer)
- ▶ make
- ▶ A C++ Compiler (GCC 4.7 or Clang 3.0 or newer)