Merging Horde Groupware with jQuery Mobile

LinuxTag Berlin 26.05.2012

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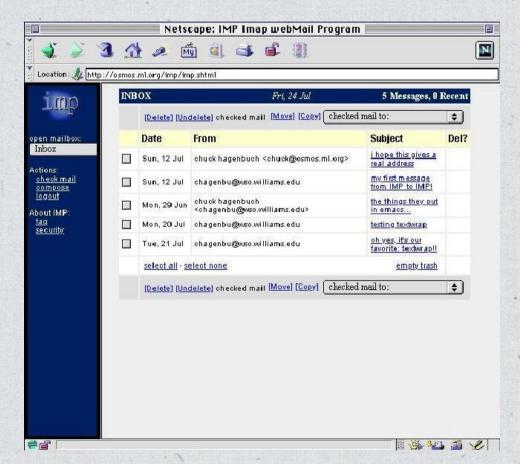


I'm going to show

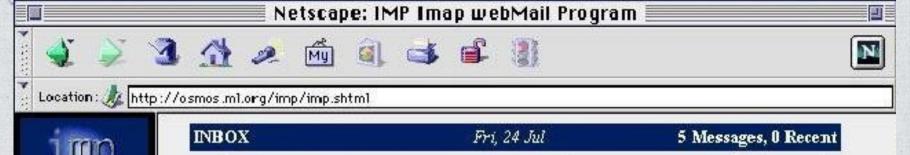
- How Horde evolved
- How that helped us adding a jQuery Mobile interface
- What have been the key points for a success
- Which problems we experienced
- How we solved them



- Horde has a history of 14 years
- 1998: IMP 1.0 PHP 3 webmail client









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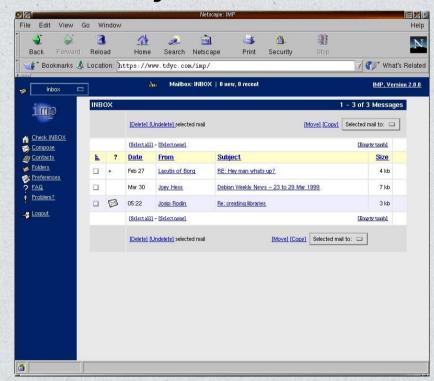




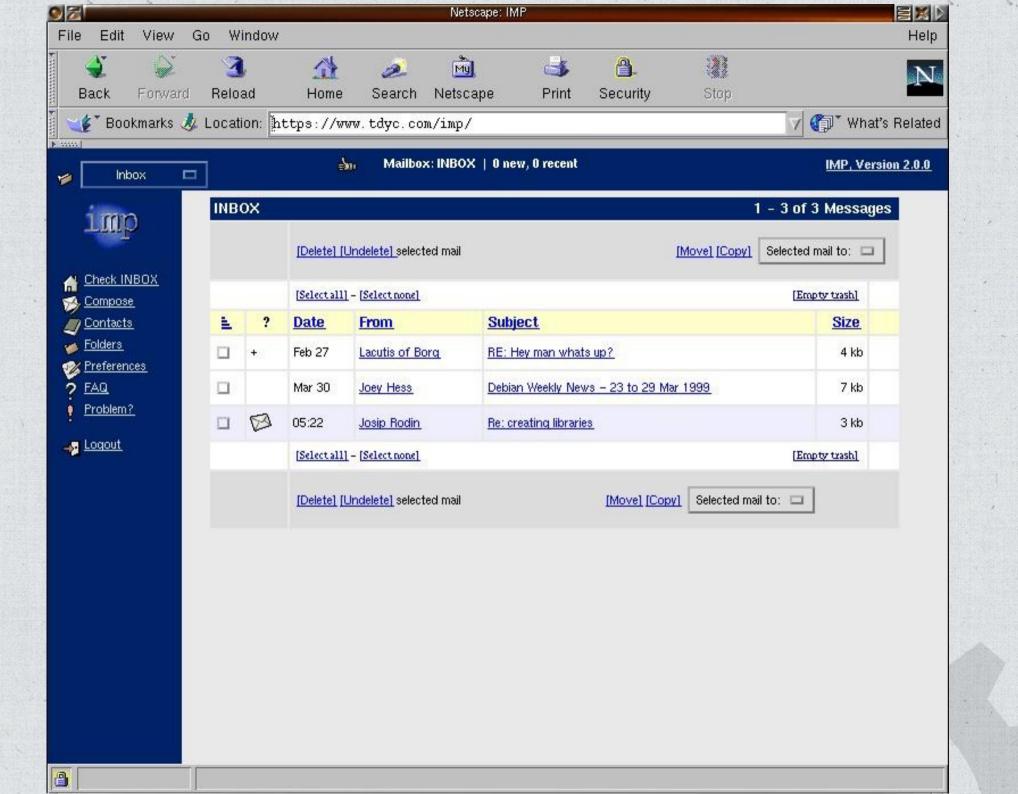
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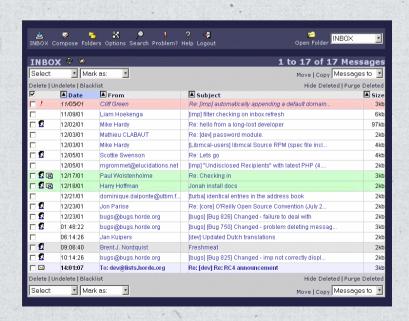
- 1999: Horde 1.0, IMP 2.0
- PHP 3 application framework
- First objects





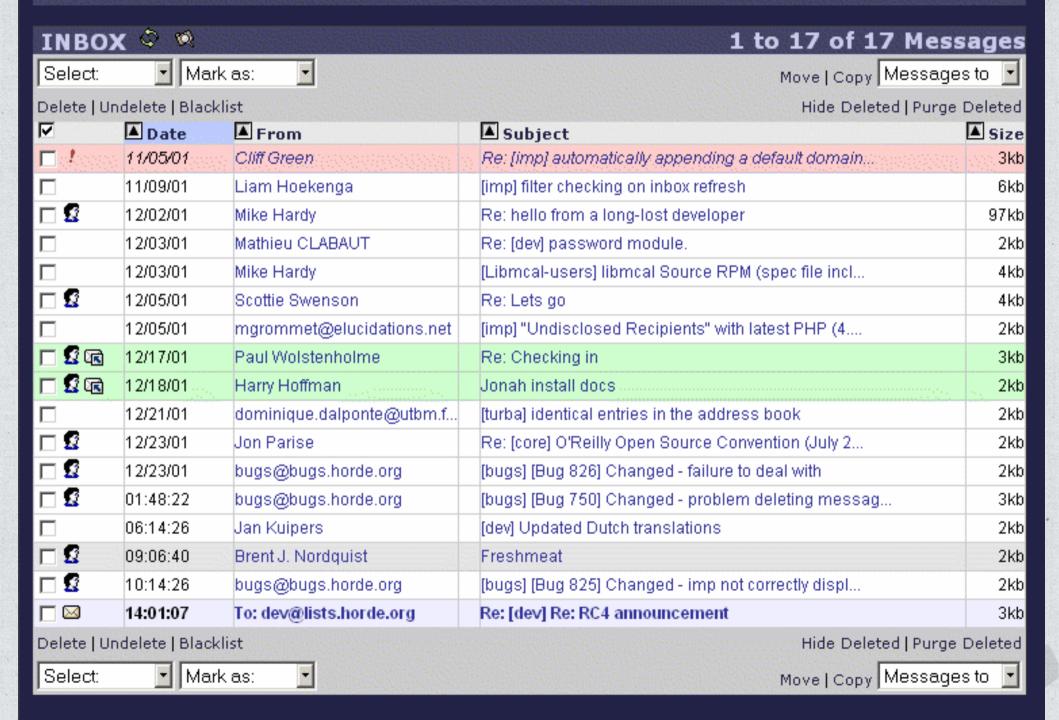


- 2002: Horde 2.0, IMP 3.0
- PHP 4
- First PHP OOP/MVC application framework
- 20 libraries

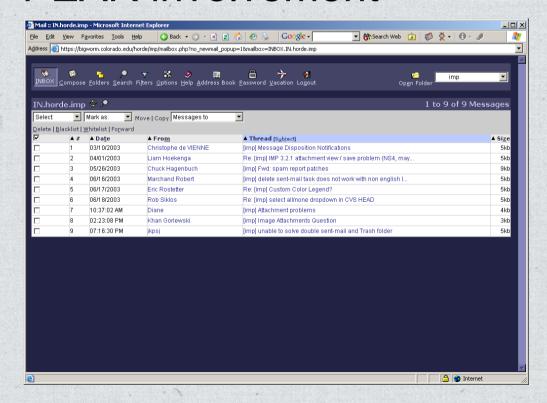




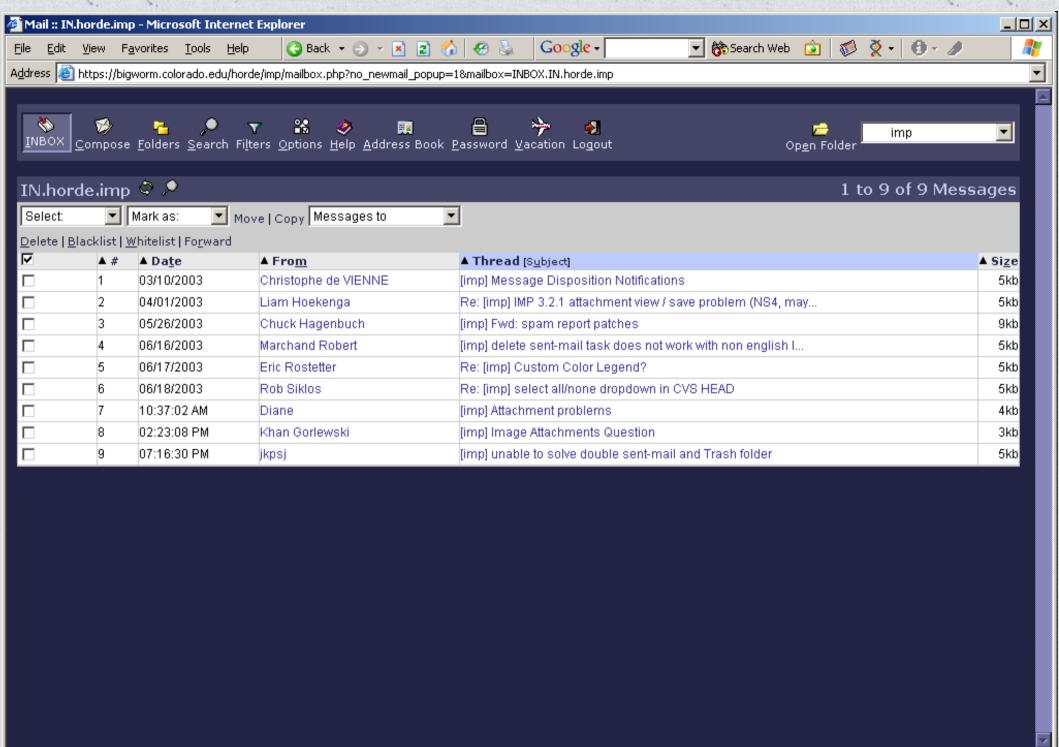




- 2004: Horde 3.0, IMP 4.0
- 64 PHP libraries
- PEAR involvement

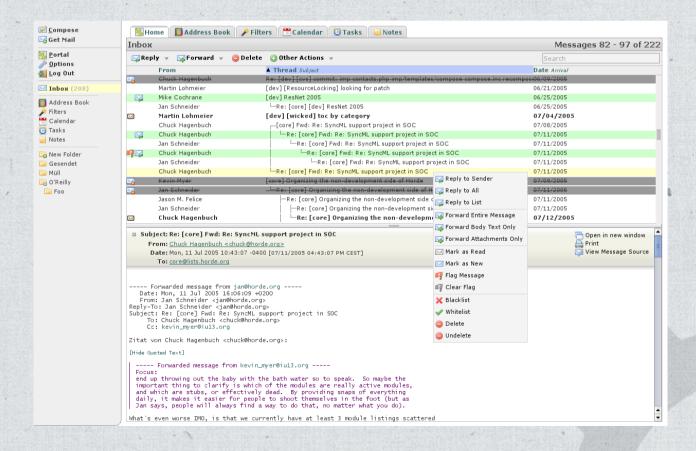


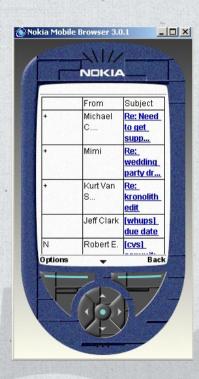




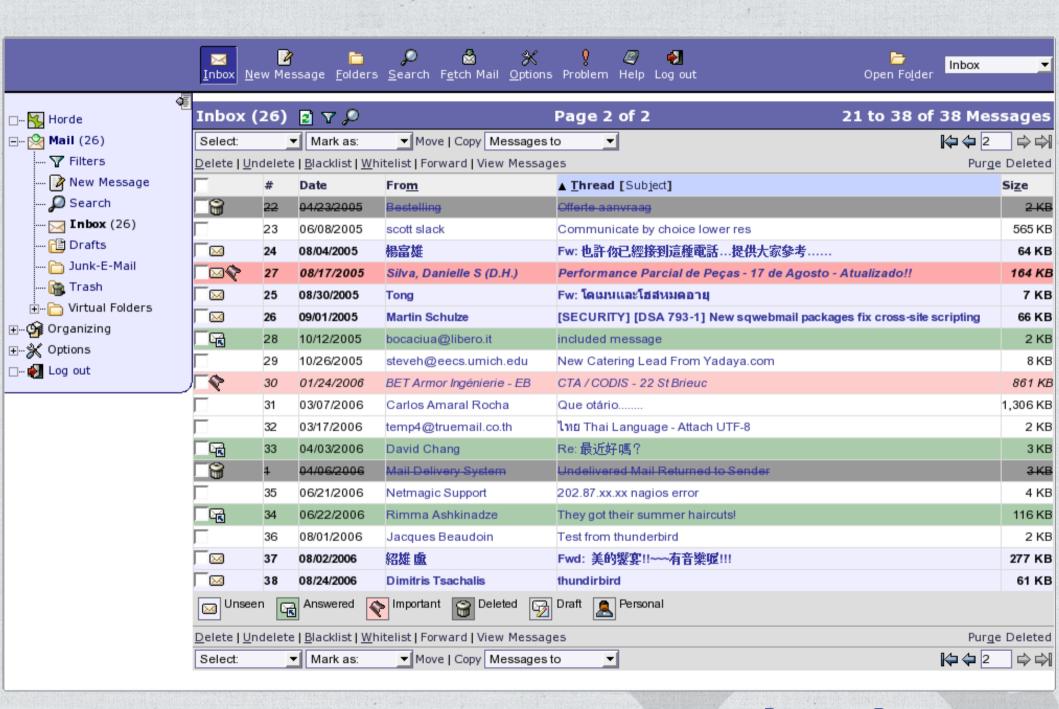
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- 2008: Horde 3.2, IMP 4.2
- New webmail interfaces: MIMP, DIMP

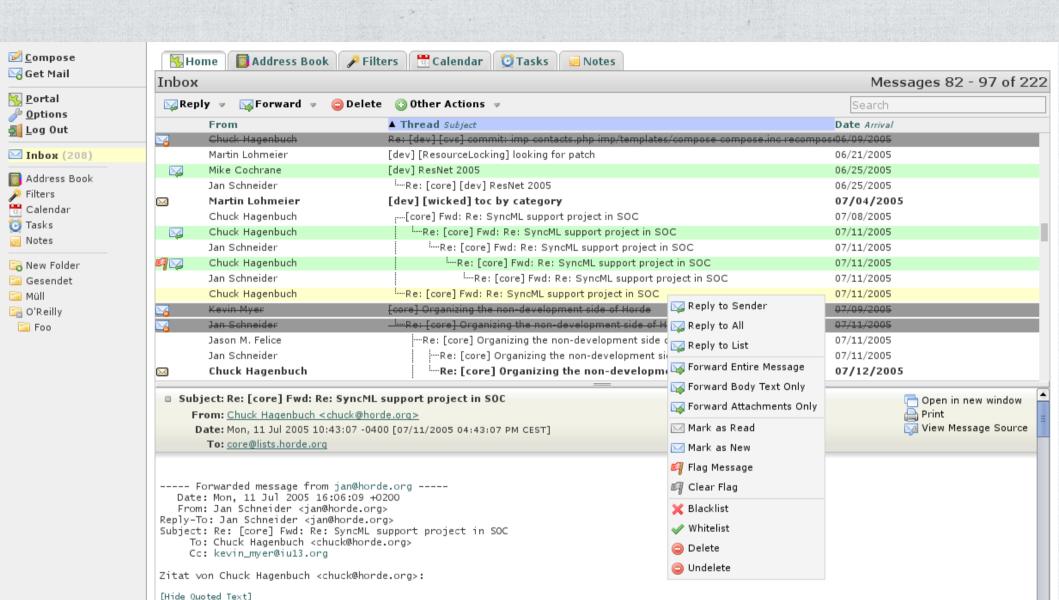










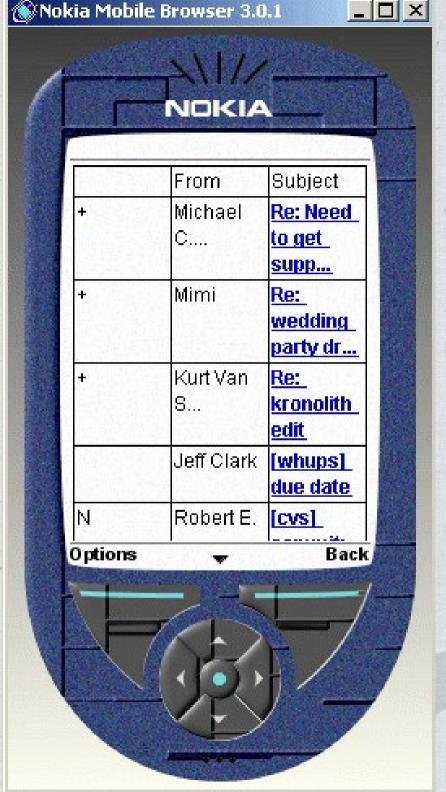


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end up throwing out the baby with the bath water so to speak. So maybe the important thing to clarify is which of the modules are really active modules, and which are stubs, or effectively dead. By providing snaps of everything daily, it makes it easier for people to shoot themselves in the foot (but as Jan says, people will always find a way to do that, no matter what you do).

What's even worse IMO, is that we currently have at least 3 module listings scattered

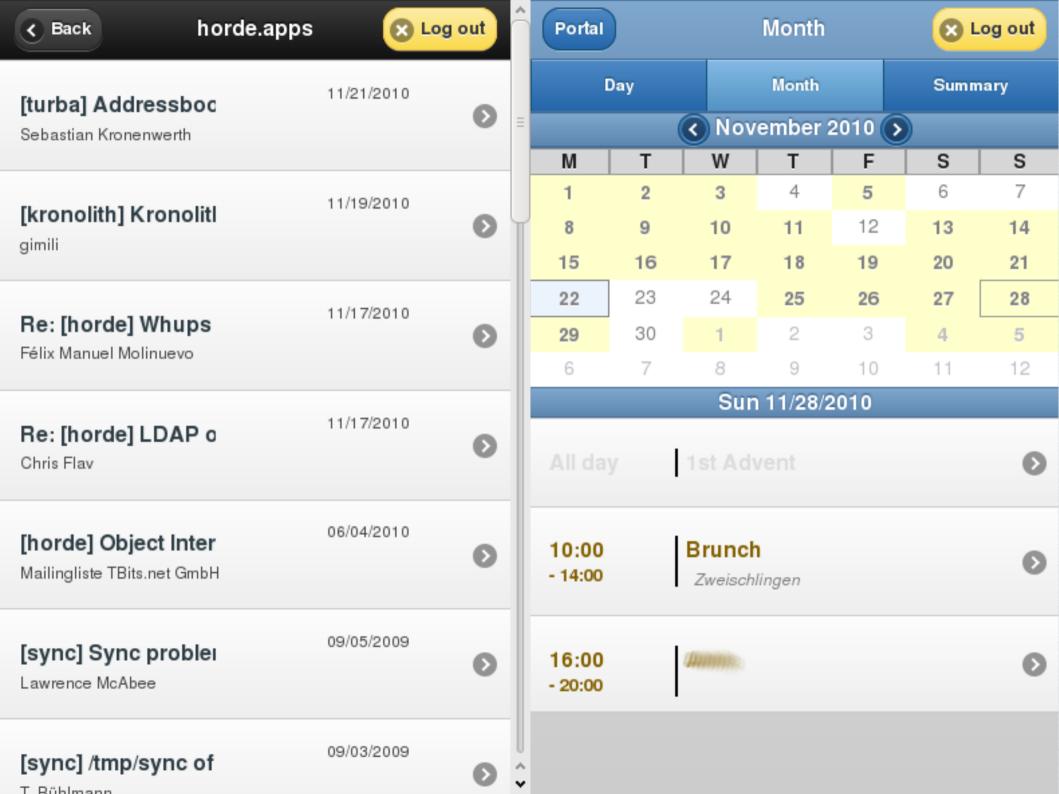




horde

- 2011: Horde 4, IMP 5
- PHP 5
- 91 libraries
- PEAR distribution (modularization, dependency management and injection)
- Webmail interfaces "back home"
- jQuery Mobile interfaces

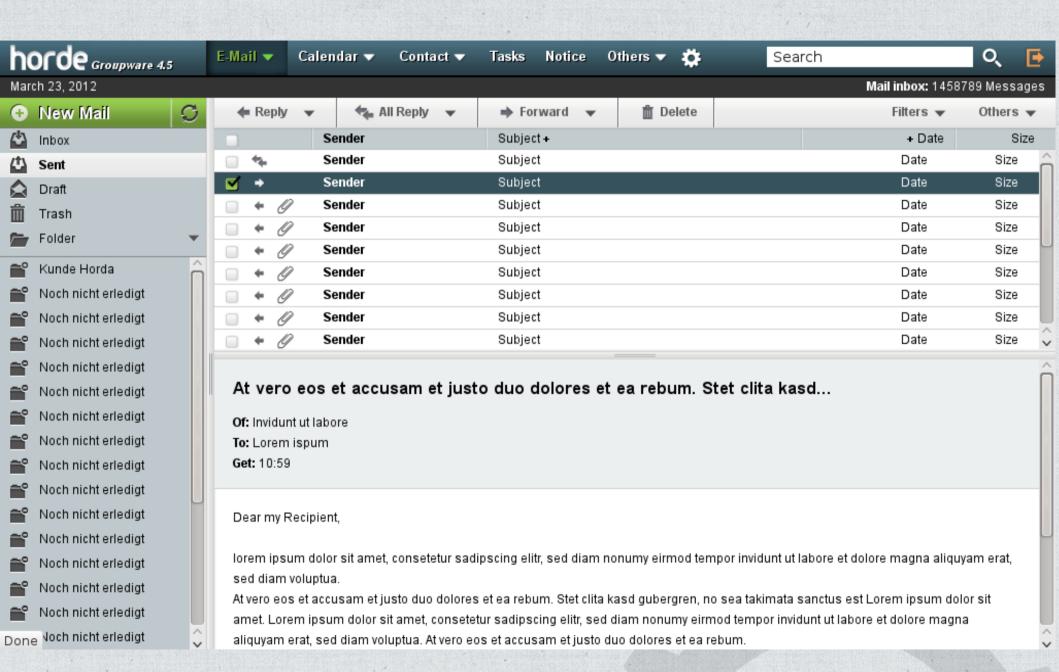




A little bit of future

- 2012: Horde 5, IMP 6
- Redesign of traditional and dynamic (AJAX) interfaces

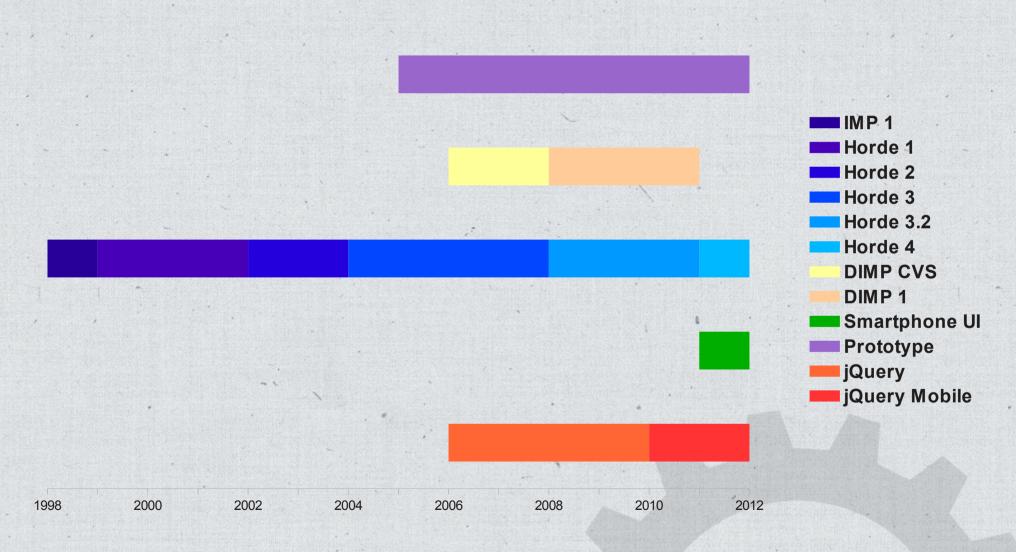








Frameworks Timeline





How to create JQM applications

- HTML 5 page with CSS and JS from JQM
- External page loading via AJAX
- URL hash updating



We could have done that

- Single controller scripts for:
 - Application list
 - Folder list
 - Mailbox, message list
 - Message
- Possible because of MVC (IMP, DIMP, MIMP)



Advantages of traditional approach

- Browser degrading
- Easier to implement (best case: exchanging templates)



Disadvantages of traditional approach

- Payload overhead (HTML fragments)
- No client-side caching
 - Going back == new request or:
 - No server upates going back
- Already using AJAX in JQM



- Skeletons of all pages in single document/request
- Horde 4:
 - Observe vclick event
 - Manual JQM page change
 \$.mobile.changePage('#pageid');
 - Manual AJAX request with callback
 \$.ajax({...});
 - Update skeletons with JSON response



- Horde 5:
 - Real links: #message?view=SU5CT1g&uid=2115
 - Observe pagebeforechange event



```
toMessage: function(url, options)
    if (HordeMobile.currentPage('message')) {
        HordeMobile.updateHash(url);
     else {
        options.dataUrl = url.parsed.href;
        $.mobile.changePage($('#message'), options);
    $.mobile.showPageLoadingMsg();
    HordeMobile.doAction(
        'showMessage', {...},
        ImpMobile.messageLoaded
```



- Advantage: works with every page loading technique
 - Click
 - \$.mobile.changePage()
 - Deep links



Reuse of existing AJAX API

- AJAX API existed for DIMP
- API methods for anything needed
 - Mailbox loading: viewPort(view, slice, requestid, sortby, sortdir)
 - Message loading: showMessage (uid, view)
 - Update polling: poll()



Reuse of existing AJAX API

- API methods for anything needed
 - Message composition: getReplyData(format, imp_compose, type, uid) getForwardData() getRedirectData() getResumeData()
 - Message building/sending: sendMessage(form)
 redirectMessage()
 saveDraft()
 addAttachment()



Reuse of existing AJAX API

- API methods for anything needed
 - Message management:

```
reportSpam()
copyMessages()
moveMessages()
deleteMessages()
```



Key items for success

- Modularity
 - Strict separation of views and logic
- Flexibility
 - Proved multi-view support
- APIs
 - JS application talking to PHP application via AJAX/JSON



Problems

- Conflicting frameworks
 - Existing JS/AJAX framework on Prototype
 - New JS/AJAX/UI framework on jQuery Mobile
 - \$.hell
- No jQuery.noConflict()
 - Low resources on mobile devices



Workarounds/Solutions

- Workarounds
 - Port required JS code to jQuery
 - Filter security token from AJAX response /*-secure-{"some":"json_object"}*/
- Merge Prototype with jQuery



Conclusion

- How Horde evolved
 - From monolithic app to very modular framework
- How that helped us adding a jQuery Mobile interface
 - Re-use of existing APIs and multi-view architecture
- What have been the key points for a success
 - Modularity, flexibility, APIs



Conclusion

- Which problems we experienced
 - JQM focused on "static" page loading
 - Conflicting frameworks
- How we solved them
 - Intercept "pagebeforechange" event
 - Minimal code duplication



Questions?



Thank you!

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http://www.horde.org/ http://demo.horde.org/

