SourceForge 3.2 User Guide

User Guide

SourceForge Enterprise Edition

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About This Book

This User Guide introduces SourrceForge™ Enterprise Edition 3.2 and describes how users can benefit from the capabilities and resources that SourceForge offers.

Target Audience

This book is for developers, managers, and administrators of SourceForge applications.

Users of this book must be familiar with or have some knowledge of the following areas:

- Software development tasks
- Application development management tasks
- Application administrative tasks
- Web browser interface
- Integrated Development Environment (IDE)
- Software Configuration Management (SCM) systems, such as CVS and ClearCase

Organization

Chapters 1-2 provide a context for the rest of the chapters. Chapter 1 introduces the SourceForge features while Chapter 2 describes the types of SourceForge users and their privileges. Chapters 3-7 focus on procedures/end-user-tasks. The Appendices focus on individual tools and resources that work with SourceForge. The Index is both tool-oriented and procedure-oriented.

List of chapters and other sections:

- **Chapter 1: Introducing SourceForge**
- **Chapter 2: SourceForge Users and Privileges**
- **Chapter 3: Getting Started**
- **Chapter 4: For Non-Project Members**

- **Chapter 5: For Project Members**
- **Chapter 6: Project Administration**
- **Chapter 7: Application Administration**
- **Appendix A: Working with CVS**
- **Appendix B: SourceForge Supported Binary Documents**
- **Appendix C: SourceForge-WebShpere Studio Integration**
- **Index**

How to Use This Book

➪ Task-oriented audience:

— Users who are not Project managers/administrators or application administrators can skip chapters 6-7.

— Project managers/administrators can skip chapter 7.

— Application administrators must read all the chapters.

➪ Tool-oriented audience:

— Anyone wanting to know how to use a specific SourceForge tool/resource, should start with the Index.

Related Documentation

- *SourceForge 3.2 Installation and System Administration Guide*
- *Project Management Console User Guide*

Conventions

The following table shows the specific typeface elements used in this guide:

Convention	Usage
Italic	File names, file paths, and directory names (*C:\Applications*) URLs and protocol names *(http://www.vasoftware.com)*
`Fixed Width`	Literals and code sample

CHAPTER 1

Introducing SourceForge

SourceForge provides a web-based Development Intelligence application that integrates tools for application lifecycle management, knowledge management, project management, and analytics.

Using SourceForge, IT development and software engineering organizations can:

- Integrate tools for application development.
- Centralize the information and infrastructure required to support software process improvement.
- Automate the delivery of real-time information and metrics.

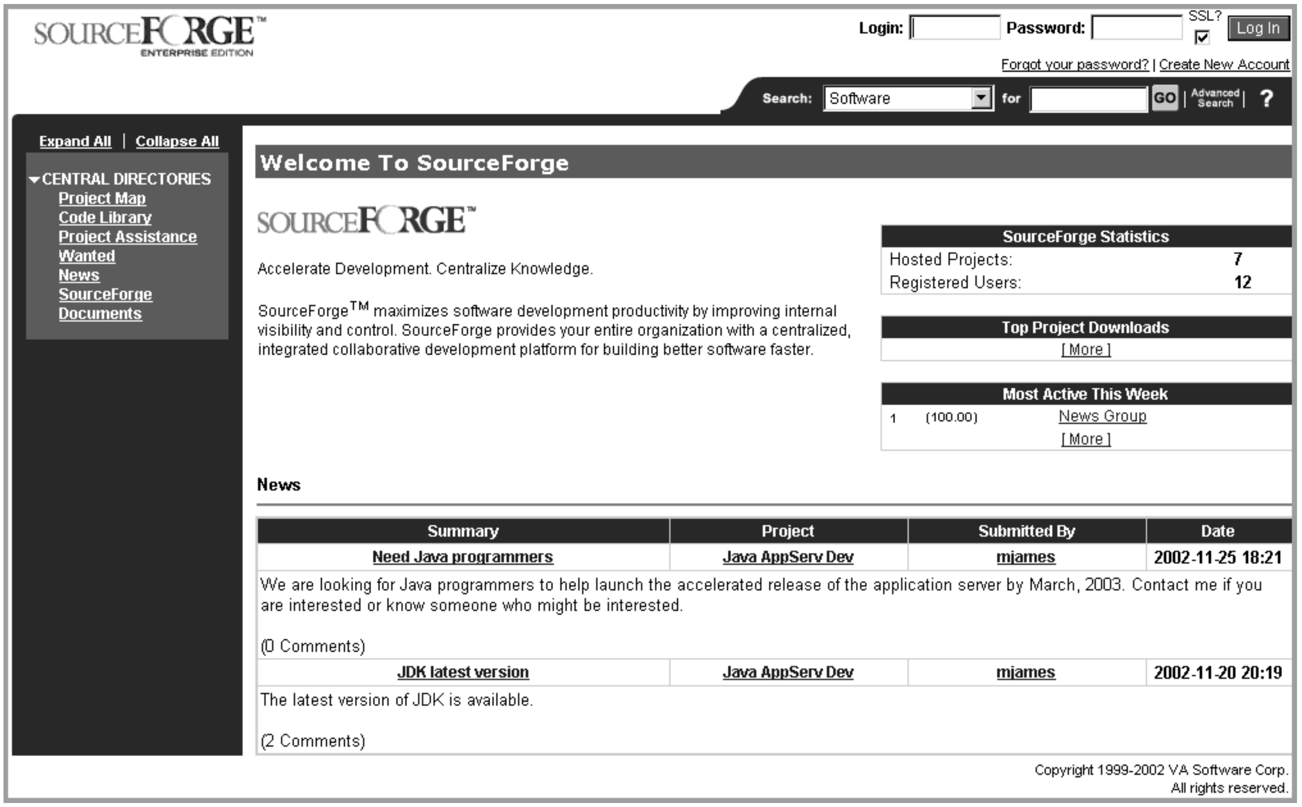


Figure 1. SourceForge

Users log in to SourceForge with a valid login name and password, via a secure web connection using 128-bit SSL encryption.

➪ For details on logging into SourceForge and performing project activities, refer to “Logging In and Out of SourceForge” on page 65.

This introductory chapter provides a high-level overview of SourceForge resources in the following major sections:

- “Navigating in SourceForge” on page 4
- “Functionality of SourceForge” on page 11
- “SourceForge Home Page” on page 13
- “User Information” on page 15
- “Project-Specific Resources” on page 19
- “Special Interest Groups (SIGs)” on page 43
- “Application-Wide Resources” on page 44
- “SourceForge.net” on page 53
- “VA Software Customer Advisory Council (CAC)” on page 55

Sections in this chapter provide references to appropriate sections in the book for details on using SourceForge resources.

Navigating in SourceForge

SourceForge provides a friendly web-based graphical user interface (GUI) for project members to participate in product development activities and for administrators to manage the users and project activities. The GUI has a consistent look and feel throughout the SourceForge application.

The four main areas of display—title bar, menu bar, navigation panel, and main screen—as noted in the following screen, constitute the SourceForge GUI:

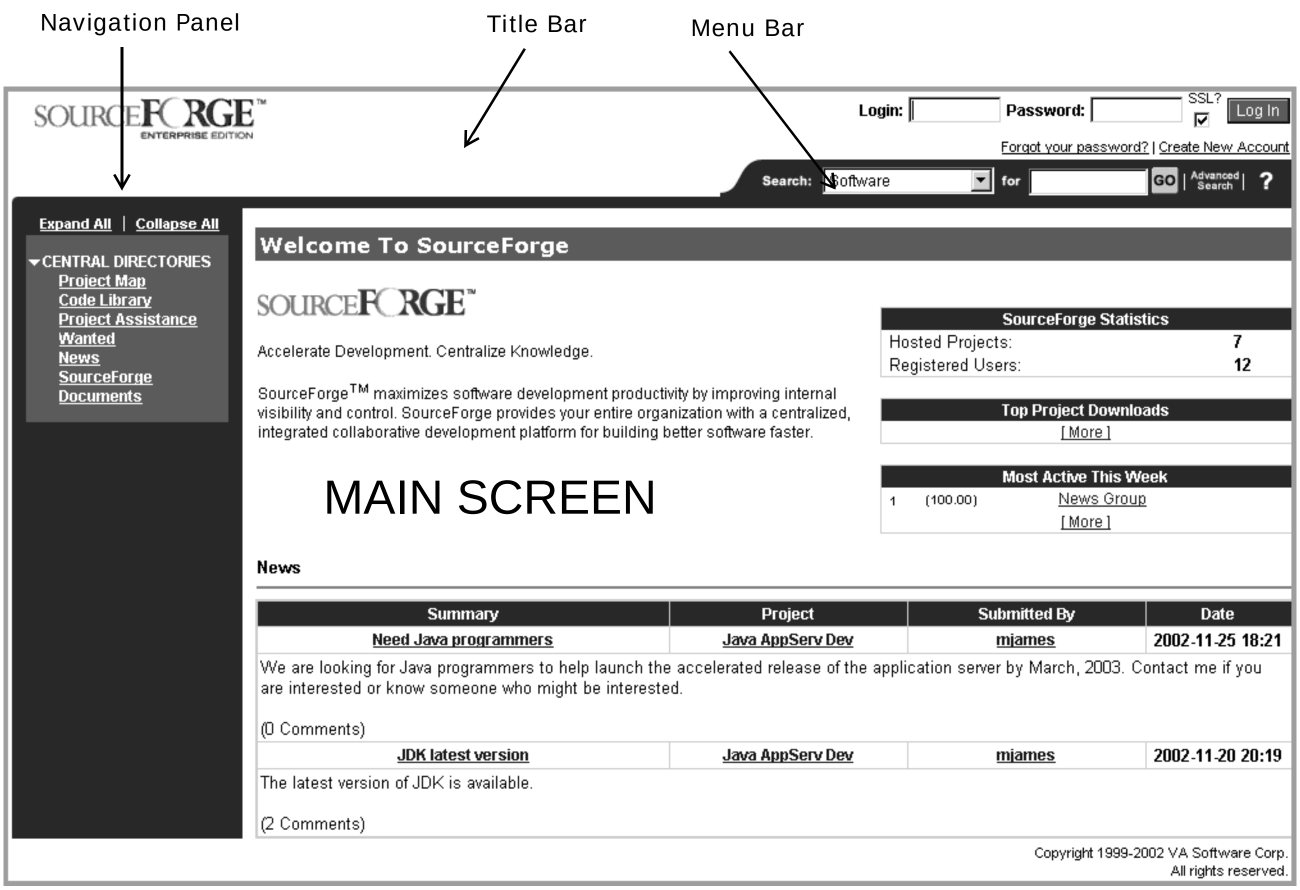


Figure 2. Main Areas of Display

All these main areas are always visible throughout the application.

Title Bar

The title bar displays the following information to users before logging into SourceForge:

- Login – input field for username
- Password — input field for password
- SSL – checkbox for activating the secure shell (SSL)
- Log In — command button to log into the system
- Forgot your password? — link to an area where users can create a new password
- Create New Account — link to an area where users can provide registration information

Figure 3. Title Bar - Before Logging In

The title bar displays the following information to users after logging into SourceForge:

- My Page — tab to display one's personal information page
- Jump — drop-down list of bookmarked URLs
- GO — command button to jump to bookmarks
- Log Out — command button to log out of the system

Figure 4. Title Bar - After Logging In

Menu Bar

The menu bar displays the following information:

- Search ... for — selection and input areas for specifying items that are searched in specific areas of SourceForge
- Advanced Search — link to an area where users can specify search criteria
- GO — command button to start the search
- ? icon — link to the SourceForge Help Center
- Project — drop-down list of projects of which the user is a member. Displays once the user is logged in.

The area below the menu bar displays the login name of the current user.

Figure 5. Menu Bar

Navigation Panel

The navigation panel (Figure 6 on page 8 and Figure 7 on page 9) contains several links to SourceForge resources presented in a hierarchical tree structure. This panel is dynamically constructed and only displays links to tools the logged-in user has permissions to access. Links connecting to SourceForge application-wide resources are displayed on the lower section of the navigation panel (Figure 6 on page 8), and project-specific resources appear on the upper section (Figure 7 on page 9).

The navigation panel contains the following buttons to expand or collapse the tree structure:

- Expand All — expands the navigation tree
- Collapse All — collapses the navigation tree

The navigation panel contains the following application-wide information:

- Central Directories — contains links to the project map, code library, project assistance wanted listing, news items, and SourceForge tools for project development. This section displays first when the application is launched.
- Account — links to a registered user's personal information. It also contains links to the registered user's personal profile page and personal log page.
- Bookmark This Page — links to an area where users can view current bookmarks, delete bookmarks, or add new bookmarks.
- Register New Project — links to an area where users can provide information about projects they want to create.
- Support Request — links to a page displaying support request information and SourceForge Help Center.
- SourceForge Admin — displays only for SourceForge application administrators. It links to an area where the administrators can perform SourceForge management tasks.

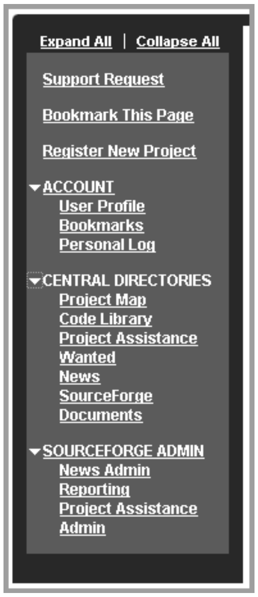


Figure 6. Navigation Panel - Links to Application-Wide Resources

The navigation panel contains the following project-wide information to users, based on their access permissions:

- Trackers — links to a list of trackers associated with the current project. Also contains links to the default trackers.
- The default software configuration management system (SCM) — links to the SCM repository. Also contains a link to browse the contents of the SCM repository.
- Document Manager — links to a page displaying the categories under which all the documents for the current project are stored. Also contains a link for submitting new documents to be stored in the document manager.
- Task Manager — links to a page displaying the various task groups for the current project.
- File Publisher — links to a page displaying a list of all the files released for the current project with their release information.
- Mailing Lists — links to a page displaying a list of all the mailing lists created for the current project.
- News — links to a page displaying a list of all the news items published for the current project. Also contains a link to submit news items.
- Forums — links to a page displaying a list of all the discussion forums for the current project. Also contains a link for each forum using which users can select to monitor a specific forum.

- Reporting — links to a page displaying a list of saved reports and a list of report templates to generate new reports.
- Project Management Console — launches the Project Management Console (PMC).
- Admin — contains several links to perform management tasks for the current project.

Figure 7. Navigation Panel - Links to Project-Wide Resources

Main Screen

This is the main area where a registered user can perform SourceForge-permitted actions and view the system's response.

This area displays the following widgets and text based on user activity:

- Screen Title
- Instructions for using the user-input fields
- Display fields (field titles, table titles, table column headers)
- User-input fields (text box; drop-down list; pop-up window)
- Command buttons and links
- Navigation buttons (to browse through pages containing large volumes of data)

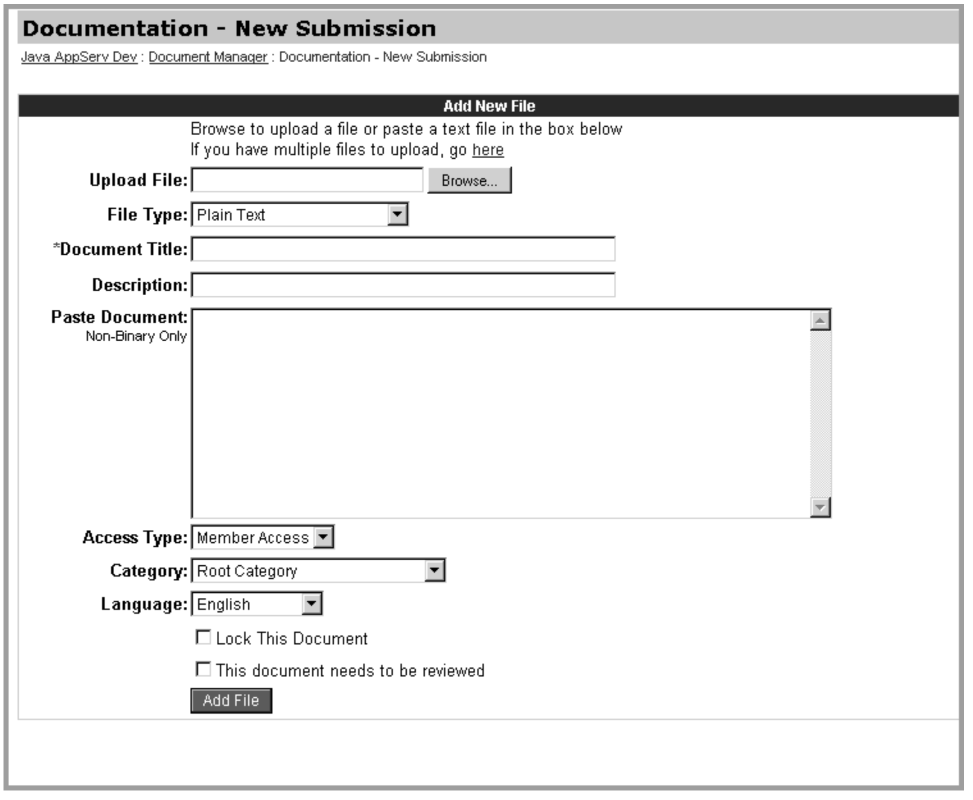


Figure 8. Main Screen

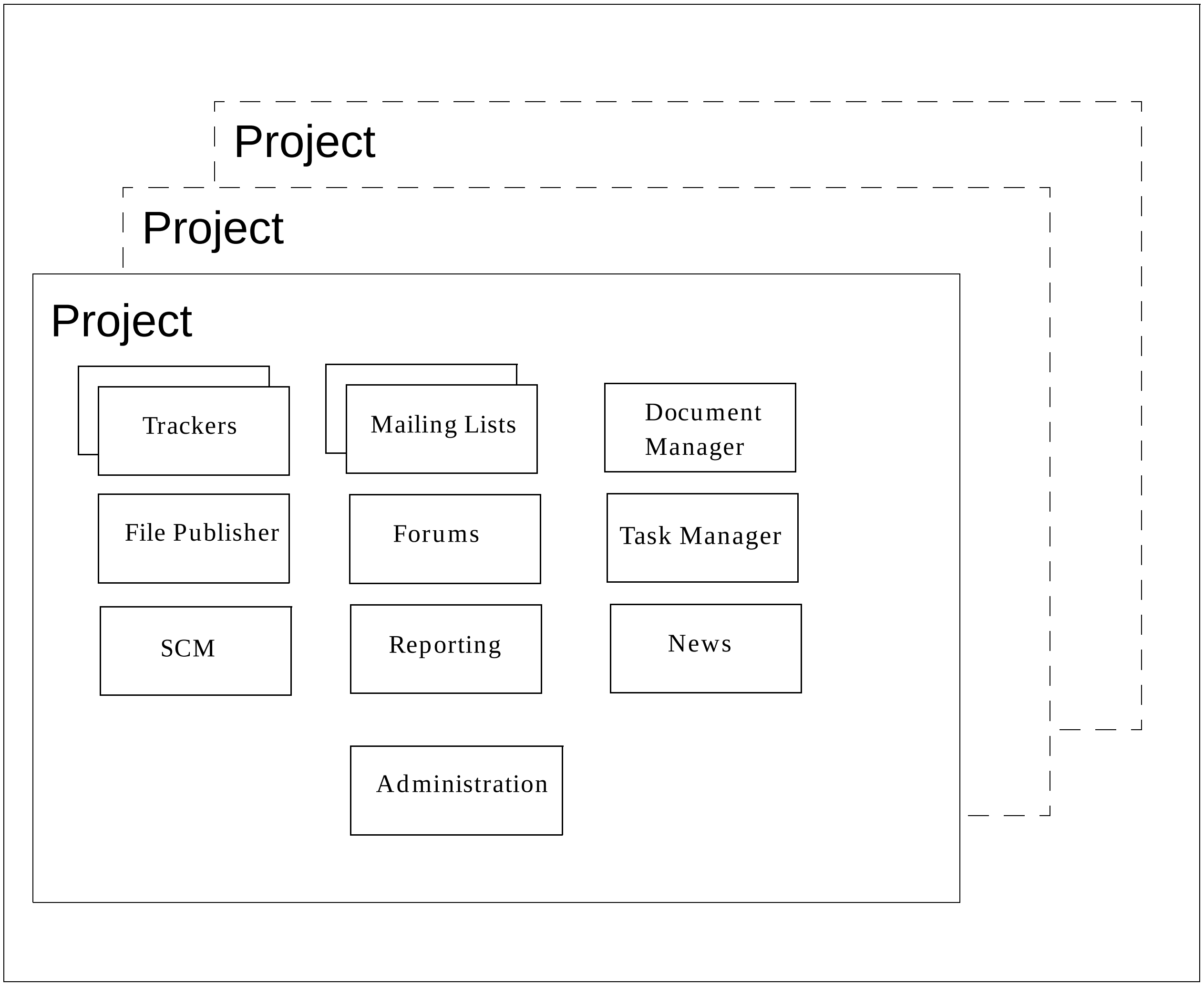
Functionality of SourceForge

SourceForge provides a variety of integrated resources to facilitate successful development and management cycles. Some of these resources are globally available across all projects while some others are configurable to be used within specific projects and be available for specific project members.

Using SourceForge resources, users can perform the following high-level tasks:

- Create projects
- Define project members and thus create a project team
- Define project tasks and assign them to project members
- Create and store documents within the application
- Control document versions
- Review documents
- File bug reports and feature requests
- Assign bug-fixing responsibilities
- Create discussion forums
- Participate in discussion forums
- Create mailing lists
- Post messages to mailing lists
- Post news items
- Generate reports at project-level as well as application-level
- Monitor project performance and activities
- Audit project change history
- Request for system-level support

To accomplish these and a wide range of other tasks, SourceForge provides the “project” as a workspace that offers dedicated environments where specific development tasks are performed by dedicated teams, as illustrated in the following schematic diagram. The sections following the diagram describe the various SourceForge resources available for performing these tasks.


Project
Project
Project
Trackers
Mailing Lists
Document Manager
File Publisher
Forums
Task Manager
SCM
Reporting
News
Administration

SourceForge Home Page

A user's introduction to the SourceForge environment is the SourceForge Home page.

The SourceForge Home page, shown in Figure 9 on page 14, offers news and information of general interest to all SourceForge users, including:

- SourceForge Statistics

  This section provides a count of registered users and SourceForge hosted projects.
- Top Projects Downloads

  This section connects you to an area that displays categorized project statistics, such as most active projects, top project downloads, and top forum postings.
- Most Active This Week

  This section lists the most active projects in the current week, with their ranking and percentile. The percentile is based on the ranking while the ranking is calculated based on project usage (including forums, bugs, and releases) statistics. The project mostly used is ranked 1 with an activity percentile of 100. From this section, you can access the project summary page for each project.
- News

  This section summarizes the latest news with associated project name, submitter name, and date of news submission. In addition, it links to the user profile page of each news submitter.
- Links to SourceForge-Wide Tools

  The navigation panel contains links to the various tools available throughout SourceForge across all projects.

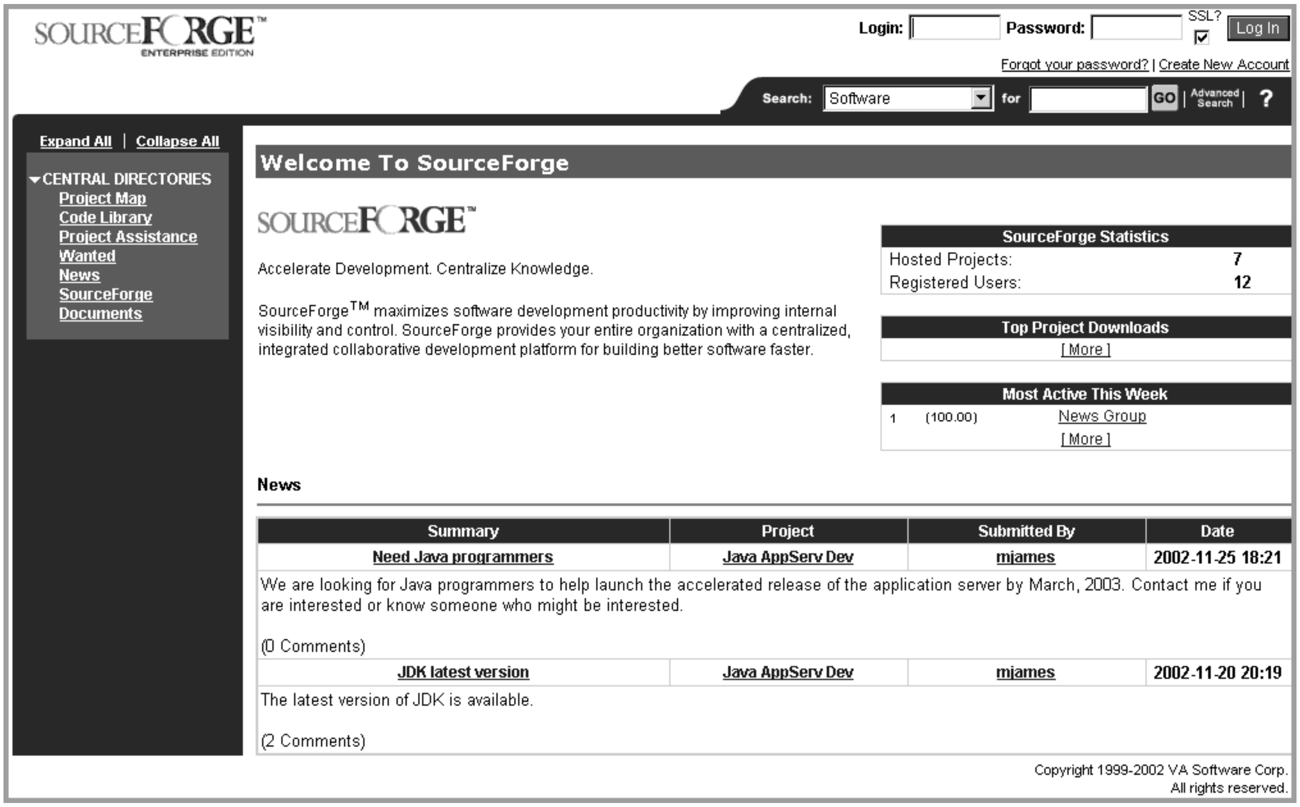


Figure 9. SourceForge Home Page

User Information

SourceForge provides certain areas for each user to maintain their personal account, project information, user profile, and log entries concerning their project-specific activities.

User Account

Users can change their SourceForge account information such as the password and e-mail address, and manage secure shell (SSH) account information such as public keys. Public keys are stored in SourceForge for quick access to CVS in cases where CVS is used as the software configuration management (SCM) repository.

⇨ For details on maintaining user account, refer to “Account Maintenance” on page 67.

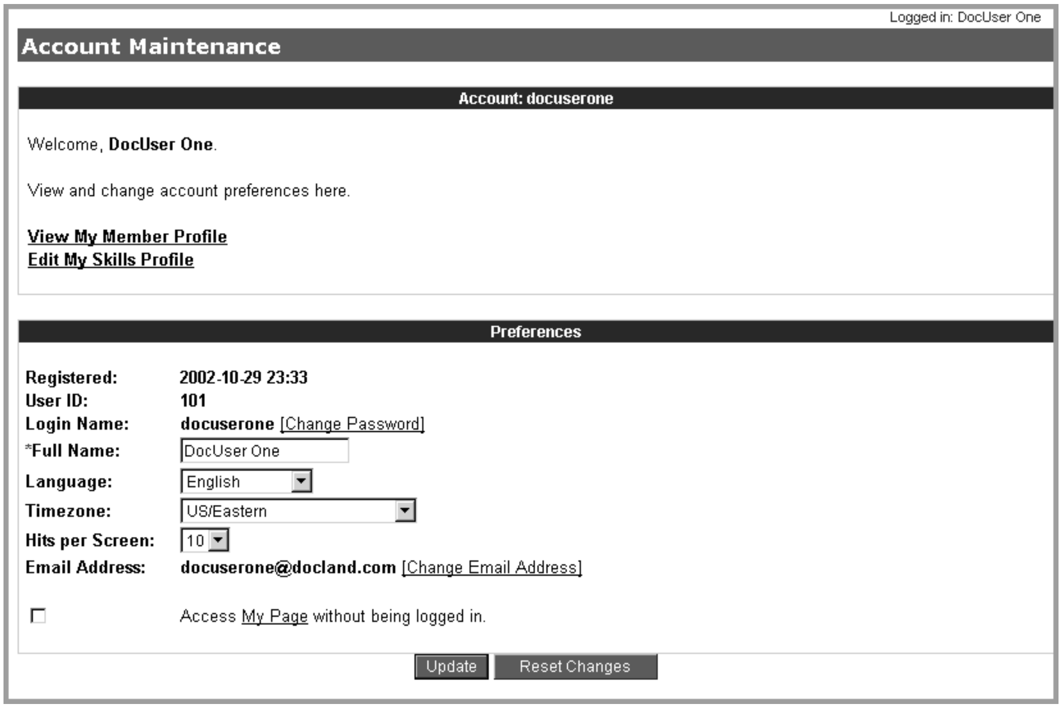


Figure 10. Account Maintenance page

My Page

Once logged in, SourceForge users are directed to their respective personalized information page (or “My Page”), which automatically assembles relevant information and consolidates it for user convenience. Any time after logging in and working within SourceForge, users can access their “My Page” directly via the My Page tab on the menu bar. The SourceForge “My Page” serves as a gateway to an individual user’s projects, with an integrated view of:

- Assigned items (such as bugs and project-related tasks)
  — My Assigned Items: Tracker Artifacts, My Tasks, Documents Waiting for Review, Documents Waiting for Approval
- Submitted Items
  — My Submitted Items: Tracker Artifacts
- Projects
  — My Projects
- Monitored Items
  — File Releases, Forums

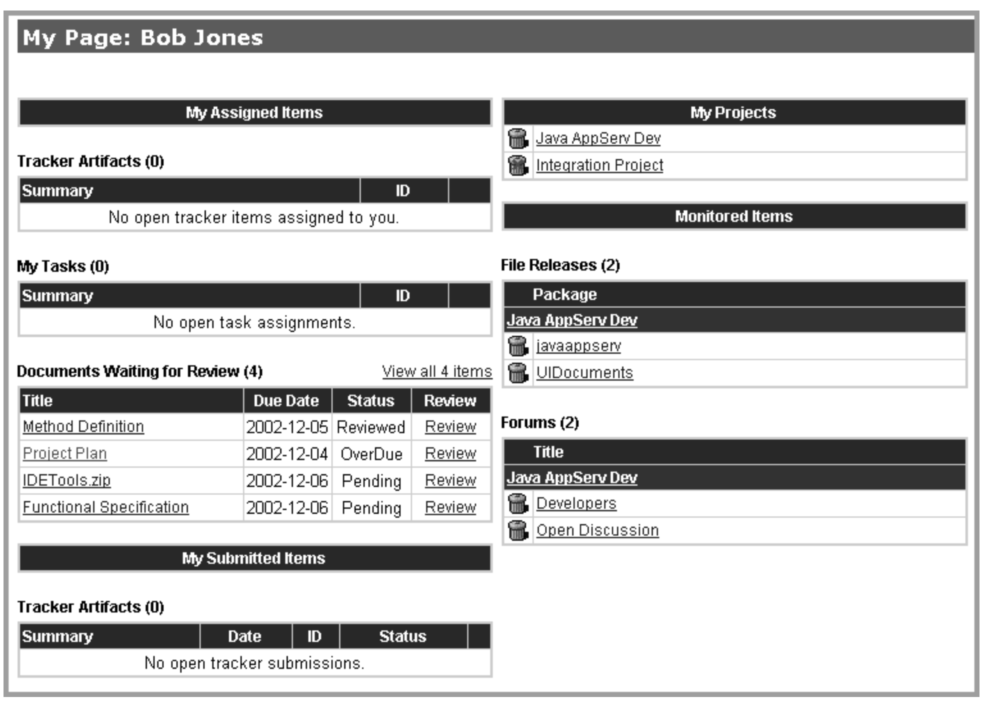


Figure 11. My Page

User Profile

Each user has a publicly accessible profile within SourceForge. The user profile includes information such as user ID, login name, full name, e-mail address, and a list of projects of which they are members. The user profile also includes a link to the user's personal log, which provides an area for users to periodically record their project-specific activities. This personal information is available to anyone who selects a user's name from locations within SourceForge, such as from the list of project members.

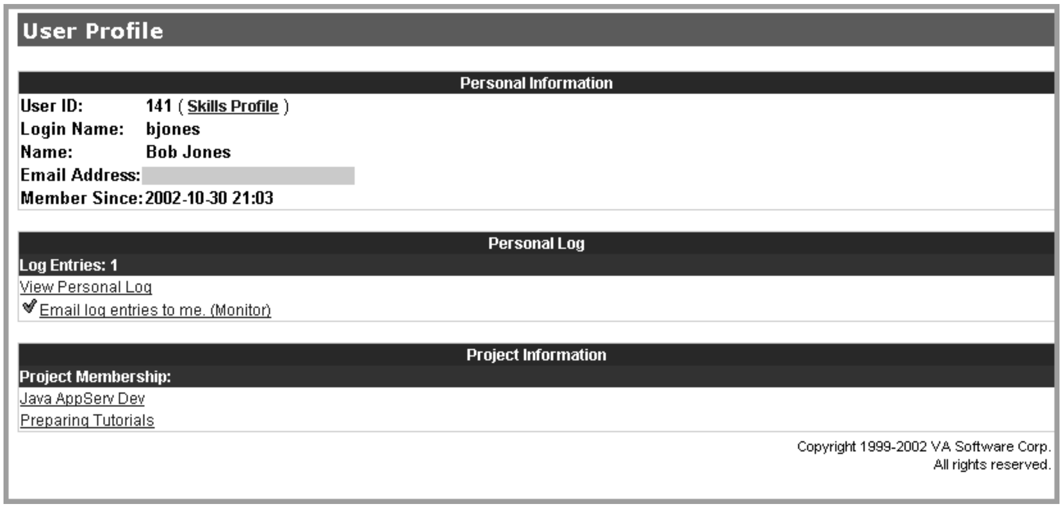


Figure 12. User Profile page

➪ For details on modifying personal information, refer to "Updating Your User Profile" on page 69.

Skills Profile

As part of the user profile, SourceForge users can optionally publish a skill-set profile by submitting a resume, and listing their skills and experience level across different technical and project areas. The resume and list of skills are available to other users only if the owner of the profile makes them publicly viewable.

Skill-set profiles are channels for developers to make their skills known to the rest of the organization, and help co-developers and managers quickly identify internal sources of expertise for consultation and/or collaboration.

➪ For details on creating and updating one's skill-set profile, refer to "Modifying Your Skills Profile" on page 69.

Personal Log

Personal Log is the area within SourceForge where users periodically record their project activities. Users have the option to make their personal logs available for public view to share project information and project status with team members and managers. All users can monitor publicly available personal logs and choose to receive automatic e-mail notices when new log entries are posted.

Figure 13. Personal Log page

➪ For details on creating, updating, and viewing personal log entries, refer to "Creating and Updating Personal Log Entries" on page 71 and "Viewing Personal Log Entries" on page 72.

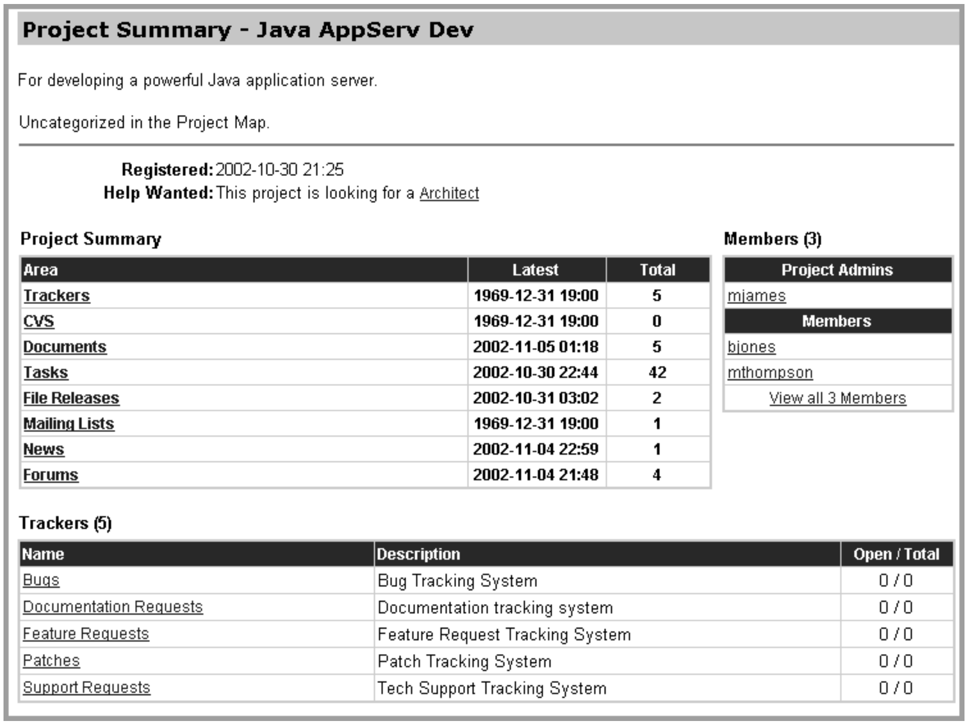
Project-Specific Resources

Projects are SourceForge-hosted workspaces that provide dedicated environments for dedicated teams to perform specific development tasks. Permission to use project resources is set on per member basis.

Project Information

Every project has a summary page, which serves as a centralized workspace for all project members and provides a high-level overview for non-project members who wish to observe project progress. This page includes a brief description of the project, as well as links to various development tools and published file releases. It also links to a project member list, including e-mail addresses and direct links to individual user profiles and skill-set profiles.

The development tools available via the Project Summary page are enabled by project administrators as deemed necessary for the benefit of project members.



Project Summary - Java AppServ Dev

For developing a powerful Java application server.

Uncategorized in the Project Map.

Registered: 2002-10-30 21:25
Help Wanted: This project is looking for a Architect

Project Summary

Area	Latest	Total
Trackers	1969-12-31 19:00	5
CVS	1969-12-31 19:00	0
Documents	2002-11-05 01:18	5
Tasks	2002-10-30 22:44	42
File Releases	2002-10-31 03:02	2
Mailing Lists	1969-12-31 19:00	1
News	2002-11-04 22:59	1
Forums	2002-11-04 21:48	4

Members (3)

Project Admins
mjames
Members
bjones
mthompson
View all 3 Members

Trackers (5)

Name	Description	Open / Total
Bugs	Bug Tracking System	0 / 0
Documentation Requests	Documentation tracking system	0 / 0
Feature Requests	Feature Request Tracking System	0 / 0
Patches	Patch Tracking System	0 / 0
Support Requests	Tech Support Tracking System	0 / 0

Figure 14. Project Summary page

Project administrators can perform project management activities via the Project Administration Summary page.

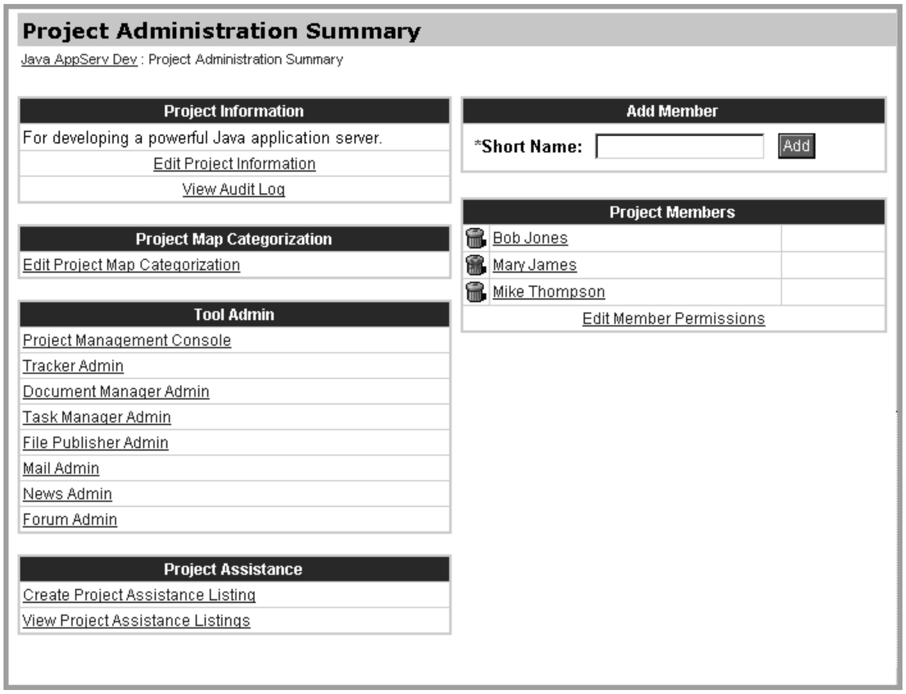


Figure 15. Project Administration Summary page

The Project Administration Summary page lets the administrator add registered members to the project and provides access to several project administration tools.

➪ For details on managing project information, refer to “Managing Project Information” on page 146.

Role-Based Access Control System (RBAC)

The role-based access control (RBAC) system provides project administrators with the ability to closely regulate access to the information and tools within each project. "Role" in SourceForge is an abstract concept representing a collective set of permissions to use SourceForge resources. Project administrators assign roles to project members. Subsequently, project members receive privileges to access certain data and perform certain functions within SourceForge, based on the roles they are assigned and the corresponding access permissions associated with each role.

For the benefit of the administrators, the SourceForge RBAC system offers five pre-defined roles: Project Admin, Manager, Developer, Employee, and Visitor. SourceForge administrators can edit these pre-defined roles for the entire application, and project administrators can edit them for specific projects. SourceForge administrators can also create new roles for the entire application, while project administrators can create new roles for specific projects.

The SourceForge RBAC system also provides three default user types—Project Member, Registered User, and Unauthenticated User— to indicate a user's project membership and login status. Each of these default user classes is associated with a default role. Every SourceForge user belongs to one or more of these user classes. Administrators can assign additional roles to these user types.

Figure 16 on page 22 displays an area where administrators can view the roles assigned to each project member.

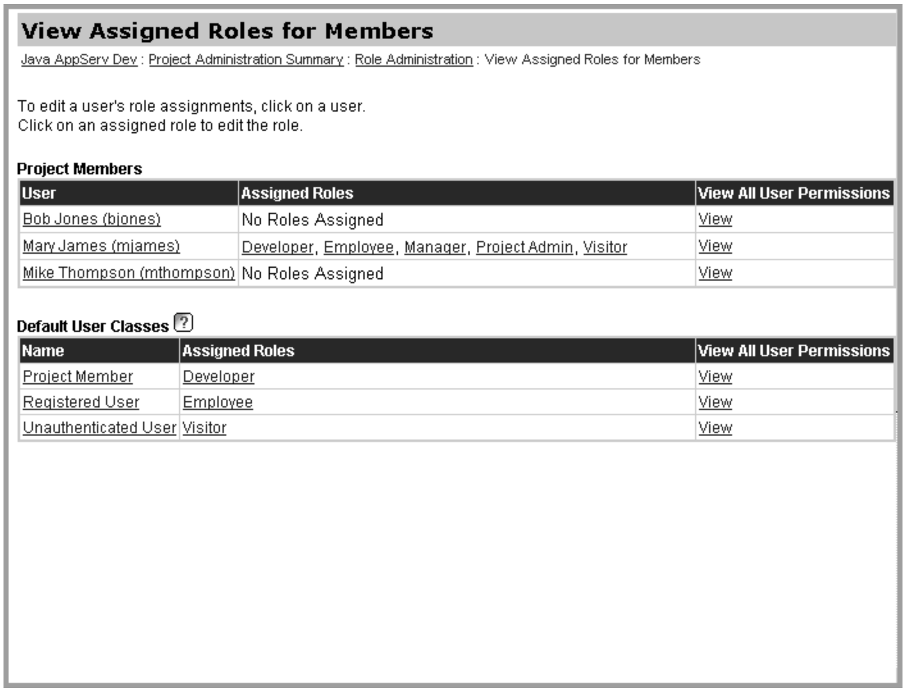


Figure 16. Assigned Roles for members

➪ For details on using the RBAC system, refer to “Using Role-Based Access Control (RBAC)” on page 157.

Software Configuration Management (SCM)

Software Configuration Management (SCM) helps development teams coordinate and control the changes they make to source code, to avoid the conflicts and confusion caused by simultaneous updates, modifications to shared code, and code fixes impacting multiple versions and releases.

Organizations can select their preferred SCM tools. Project administrators can create, configure, and manage their SCM tools through a single interface. SCM tools can be selected on a per-project basis at project creation time.

SourceForge provides CVS (Concurrent Versions System) for use as the default, integrated SCM solution, and out-of-the-box integration with Rational® ClearCase®.

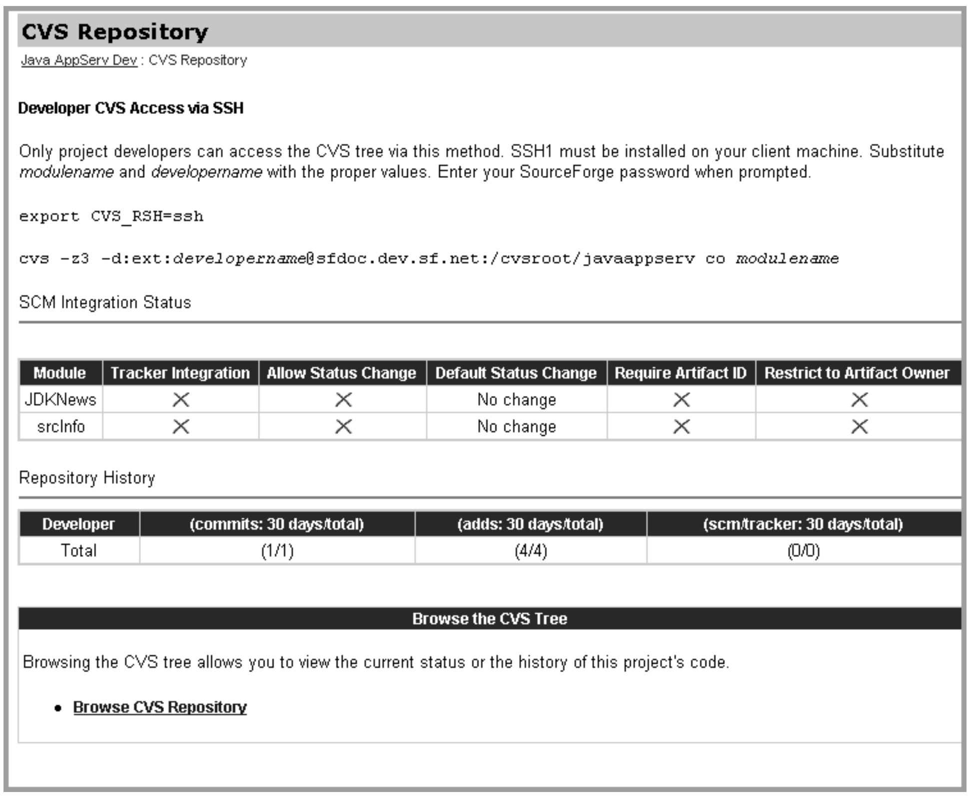


Figure 17. SourceForge CVS Repository

➪ For details on using CVS, the default SourceForge SCM, refer to Appendix A.

Issue Trackers

The SourceForge issue tracking system provides development teams with the flexibility they need to track and manage issues ranging from code defects to feature requirements. It is an extensible system for organizing and tracking data related to a project.

Individual data contained within a tracker are referred to as artifacts. For example, a bug report is considered an artifact. Depending on the access permissions provided to them, project members can submit artifacts to trackers. They can also choose to monitor specific tracker artifacts. Project and tracker administrators can change data elements that describe an artifact after it has been submitted. Artifacts are color coded according to the priority of the issues they address. The priority range can be set from one to five (1-5).

Administrators can perform mass updates of tracker artifacts. Such an activity is highly efficient and important, for example, when numerous bugs are fixed and can be closed en masse.

Submitted artifacts can be searched and browsed using flexible filtering and display functionality. The artifact information contained in the result set can be exported as a *.csv* (comma delimited) file for use in other applications. Also, the information within an artifact detail screen can be e-mailed to a list of e-mail addresses. When the status of a tracker artifact changes, e-mail updates are sent to the artifact's assignee and submitter, and other users who have opted to monitor the status of the tracker artifact.

Standard Trackers

When a project is started, the following standard trackers are created automatically:

- Bugs Tracker

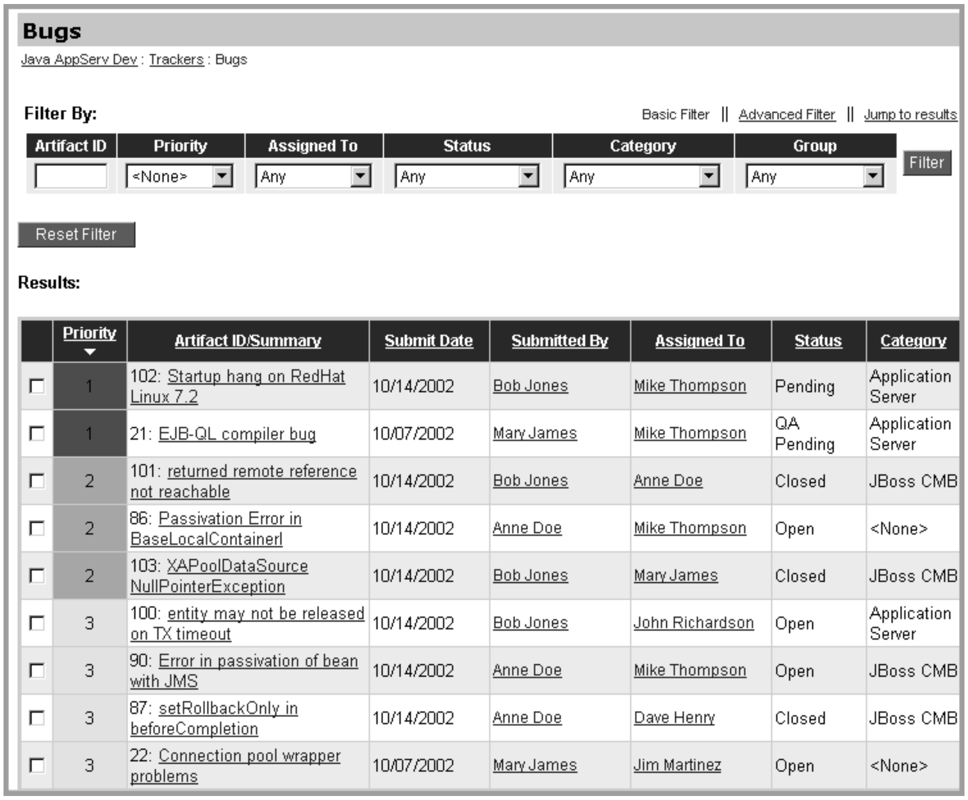
  Maintains bug reports and status lists for each project.
- Feature Request Tracker

  Manages requests from stakeholders to add features or to fulfill certain requirements. Feature requests can be prioritized or grouped by release number.
- Support Request Tracker

  Manages requests from end-users or fellow developers seeking assistance on a particular software application.
- Patch Tracker

  Enables tracking of individual patches to a code repository. Patch management is useful for groups that want to implement code review processes before code is committed to a repository.

➩ For details on using the trackers, refer to "Using the Trackers" on page 97.



Bugs

Java AppServ Dev : Trackers : Bugs

Filter By: Basic Filter || Advanced Filter || Jump to results

Artifact ID	Priority	Assigned To	Status	Category	Group
	<None>	Any	Any	Any	Any

Filter

Reset Filter

Results:

	Priority	Artifact ID/Summary	Submit Date	Submitted By	Assigned To	Status	Category
☐	1	102: Startup hang on RedHat Linux 7.2	10/14/2002	Bob Jones	Mike Thompson	Pending	Application Server
☐	1	21: EJB-QL compiler bug	10/07/2002	Mary James	Mike Thompson	QA Pending	Application Server
☐	2	101: returned remote reference not reachable	10/14/2002	Bob Jones	Anne Doe	Closed	JBoss CMB
☐	2	86: Passivation Error in BaseLocalContainerl	10/14/2002	Anne Doe	Mike Thompson	Open	<None>
☐	2	103: XAPoolDataSource NullPointerException	10/14/2002	Bob Jones	Mary James	Closed	JBoss CMB
☐	3	100: entity may not be released on TX timeout	10/14/2002	Bob Jones	John Richardson	Open	Application Server
☐	3	90: Error in passivation of bean with JMS	10/14/2002	Anne Doe	Mike Thompson	Open	JBoss CMB
☐	3	87: setRollbackOnly in beforeCompletion	10/14/2002	Anne Doe	Dave Henry	Closed	JBoss CMB
☐	3	22: Connection pool wrapper problems	10/07/2002	Mary James	Jim Martinez	Open	<None>

Figure 18. Bugs Tracker

Project administrators can restrict access types to trackers based on RBAC settings, and can easily configure the standard trackers provided with each project.

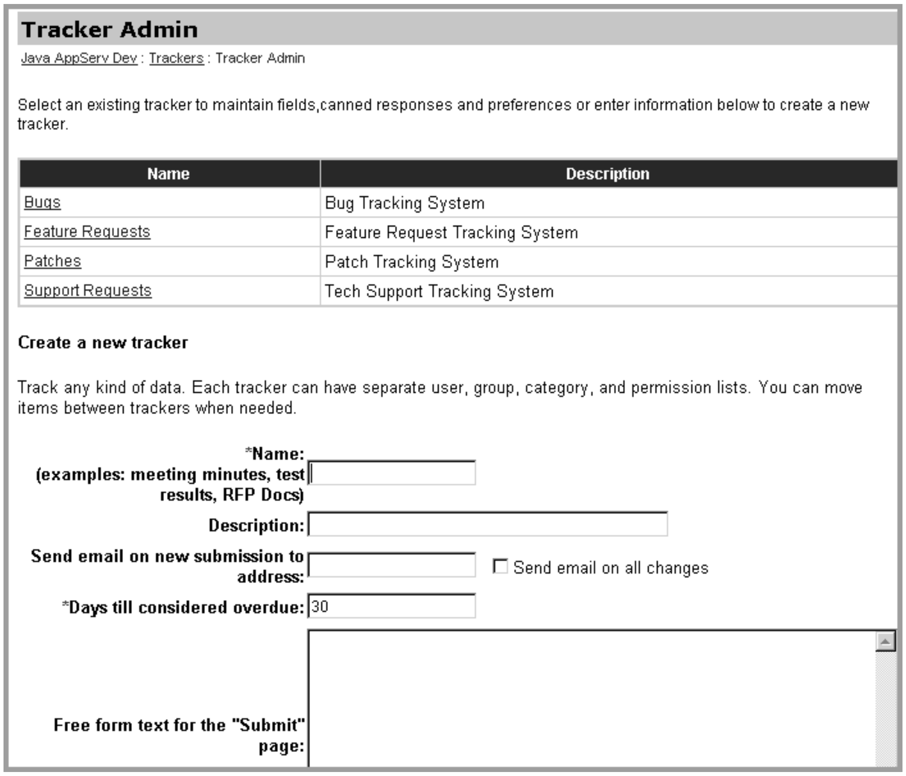


Figure 19. Tracker Admin page

➪ For details on managing trackers, refer to “Tracker Administration” on page 182.

Custom Trackers

Project administrators can create new trackers for each project and configure them for access by specific project members.

➪ For details on creating and configuring new trackers, refer to “Tracker Administration” on page 182.

Tracker-SCM Integration

SourceForge offers flexible levels of integration between issue trackers and SCM tools. Tracker-SCM integration enables tracker issue status to be updated at the same time modified code is committed, directly through the SCM tool. This SourceForge functionality reduces the administrative effort required for developers to record their changes, while providing managers with a means of enforcing traceability and accountability of project activities.

Project administrators can use three levels of Tracker-SCM integration, as shown in Figure 20 on page 28, to accommodate various stages of product development:

- **Allow Status Change**: Developers with SCM commit access permission can change the status of an issue (within a corresponding issue tracker).
- **Require Tracker ID**: Developers cannot commit code without linking commits to one or more tracker issues.
- **Restrict to Tracker Item Owner**: Developers cannot commit code that does not link to one or more issues that are specifically assigned to them.

Tracker-SCM Integration can be an extremely powerful feature for developers and managers to benefit from the following functionality:

— Linking code checkins to tracker items allows every code update to be related to a bug, a feature request, a requirement, or other tracked item.

— By making a tracker ID mandatory when checking in code, all code changes are traceable to a bug, a feature request, a requirement, or other tracked item.

— By making tracker IDs mandatory, developers are encouraged to handle single tracker artifacts at a time. Code checkins are thus more granular, and changes to the code are easily attributable to tracked artifacts. Granular checkins also reduces the number of files being worked on and hence reduces conflicts that need to be resolved when many developers are updating files simultaneously.

Examples:

A developer using CVS through a command-line client submits a code patch that fixes a bug. This developer can add a comment and close the bug posted in the bugs tracker—directly through the command-line client at the same time the code is committed.

A manager coordinating a code-freeze testing phase of a project selects the “restrict” mode in order to enforce traceability and accountability as team members are assigned bugs and issues for resolution—and prevent last-minute feature addition.

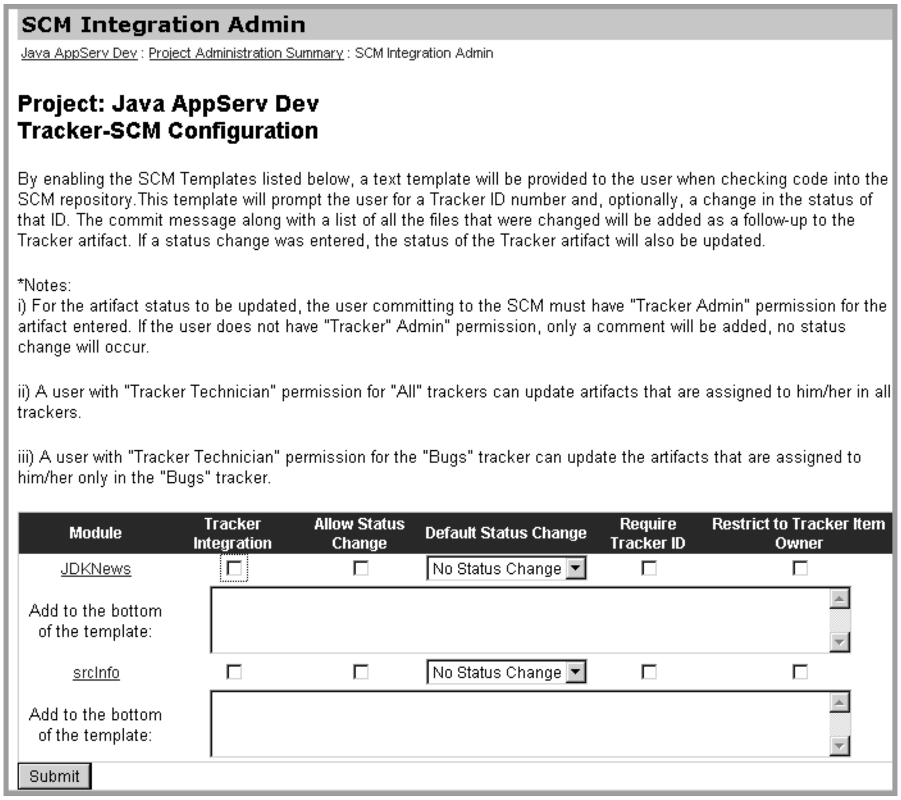


Figure 20. Tracker-SCM Configuration

➪ For details on managing the Tracker-SCM integration functionality, refer to “Managing the SCM-Tracker Integration” on page 216.

Task Manager

SourceForge provides a web-based management system that allows project tasks to be assigned to project members.

Project managers can divide individual tasks into several phases of completion, and project members can update task status as they complete individual phases of a task. This granular approach provides an option to change course, if and when needed, and ensures increased efficiency even in the midst of a short product development cycle.

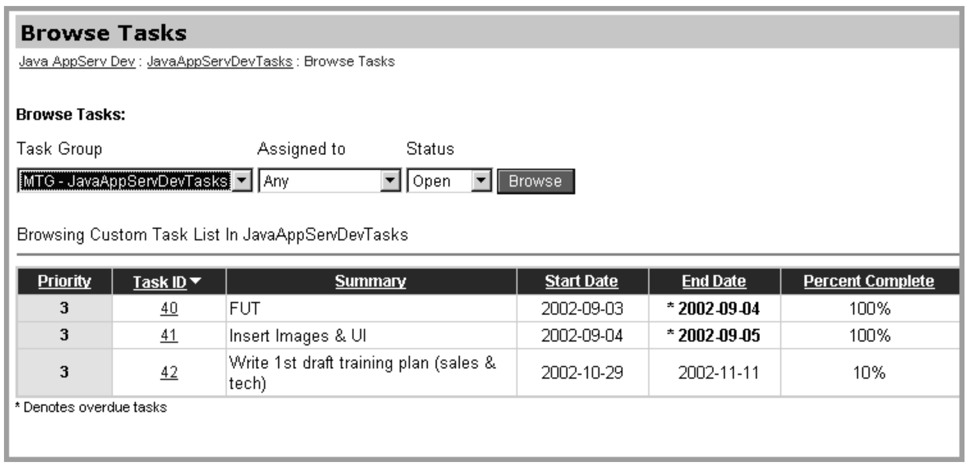


Figure 21. Task Manager

➪ For details on using the task manager, refer to “Using the Task Manager” on page 118.
➪ For details on managing tasks, refer to “Task Manager Administration” on page 204.

Document Manager

SourceForge provides a web-based document management system, the document manager, which lets users upload and categorize documents.

The document manager provides folders for storing and organizing documents. Users with the “document manager editor” permission can define and categorize these folders, and also create any number of sub-folders. Project members with access permission can freely move documents between folders.

All documents stored in the document manager are versioned, providing an historical archive. Documents may also be checked out by users and locked, preventing other users from making changes or overwriting files. Additionally, approval workflow rules can be established so that users submitting documents must have those documents reviewed and approved by authorized parties before they become generally available. Locking and approval workflow capabilities allow the document manager to serve as an environment for content creation and collaboration as well as publication and storage.

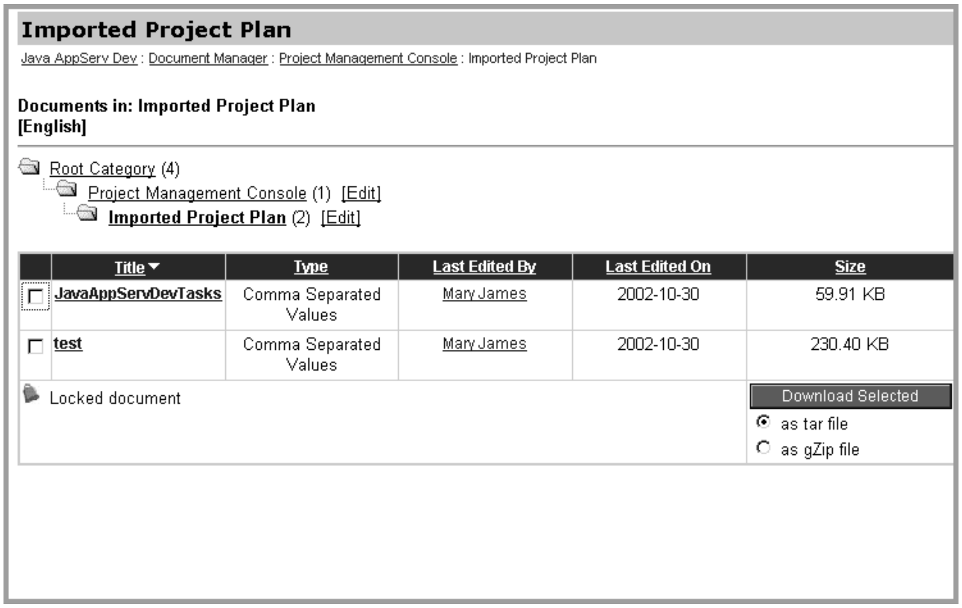


Figure 22. Document Manager

The contents of stored documents are also indexed and searchable (with Oracle). Over 180 binary document types can be searched—from Microsoft® Word®, Excel® and PowerPoint® to Adobe® PDF.

➪ For information on SourceForge-supported binary document types, refer to Appendix B.

For added security, access to documents can be restricted on a user-level basis. Project administrators can create a list of users—members or nonmembers of a project—with access rights to a document, protecting sensitive materials.

➪ For information on providing access permissions, refer to "Using Role-Based Access Control (RBAC)" on page 157.

➪ For details on using the document manager, refer to "Using the Document Manager" on page 103.

➪ For details on managing documents, refer to "Document Manager Administration" on page 195.

Forums

Project administrators can create any number of public or private discussion forums. Discussion messages can be read individually or as entire threads, in four viewing modes: `flat`, `threaded`, `nested`, and `ultimate`.

- `Flat` — All messages are displayed in a linear list with the latest message placed at the top.
- `Threaded` — Messages are threaded in groups, where each group is consisted of a message, and subsequent replies.
- `Nested` — Messages are displayed in a linear list, where each reply is subsumed under its previous message.
- `Ultimate` — Any new message or message response is displayed at the top of the message list, so that active threads are always visible.

Project members can also choose to monitor individual forums on any accessible project, causing the text of newly posted discussion messages to be forwarded automatically via e-mail.

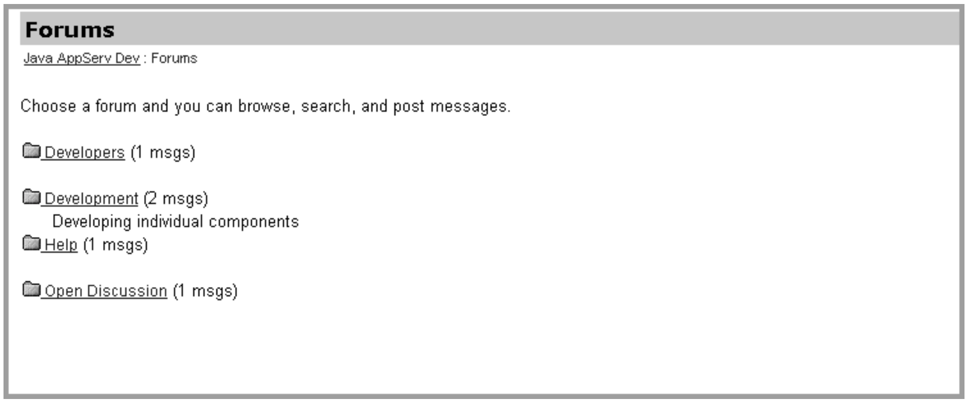


Figure 23. Forums

➪ For details on using the forums, refer to “Participating in Discussion Forums” on page 124.
➪ For details on managing the forums, refer to “Forum Administration” on page 173.

Mailing Lists

Mailing lists make it easy for SourceForge users to have focused discussions via e-mail. All messages posted to a mailing list are maintained in a searchable message archive, if Oracle is the underlying database, and contents of attachments are automatically captured and indexed in the document manager.

SourceForge provides the option to create and maintain multiple mailing lists per project. Project administrators create and maintain these mailing lists and set them as public or private as necessary.

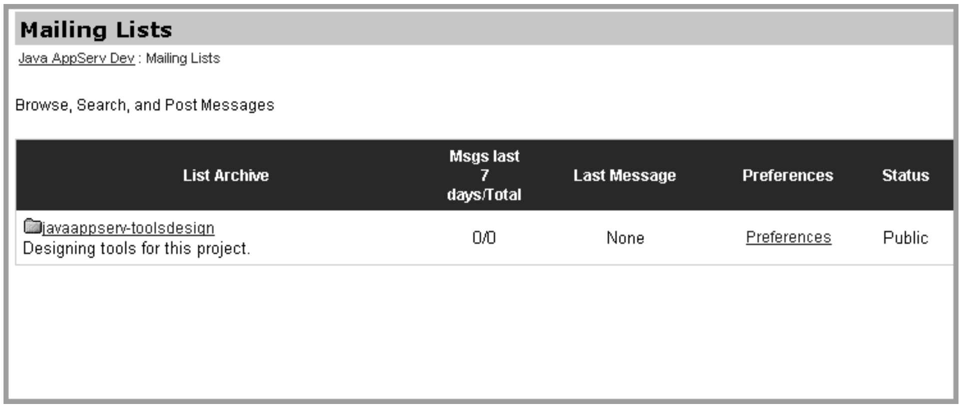


Figure 24. Mailing Lists

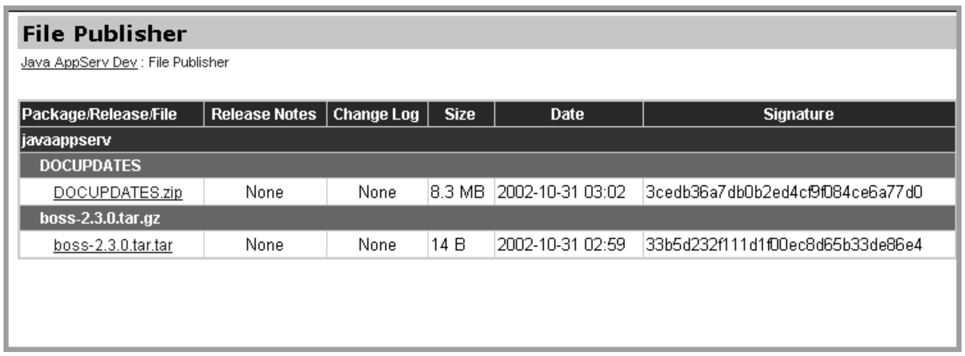
➪ For details on using the mailing lists, refer to “Using Mailing Lists” on page 122.

➪ For details on managing the mailing lists, refer to “Mailing Lists Administration” on page 176.

File Publisher

The SourceForge file publishing system provides a standard repository for software and documentation files released for each project. Released files are indexed in the “File Releases” area on the Project Summary page.

The project administrator or a member with the file release technician permission for each project determines when to release files for a project and how often subsequent releases should occur.



File Publisher

Java AppServ Dev : File Publisher

Package/Release/File	Release Notes	Change Log	Size	Date	Signature
javaappserv					
DOCUPDATES					
DOCUPDATES.zip	None	None	8.3 MB	2002-10-31 03:02	3cedb36a7db0b2ed4cf9f084ce6a77d0
boss-2.3.0.tar.gz					
boss-2.3.0.tar.tar	None	None	14 B	2002-10-31 02:59	33b5d232f111d1f00ec8d65b33de86e4

Figure 25. File Publisher

➪ For details on using the file publisher, refer to “Using the File Publisher” on page 130.

➪ For details on managing the file publisher, refer to “File Publisher Administration” on page 207.

News Items

Project administrators can post important bulletins and updates to the project news system for display on the Project Summary page.

Each headline in the News section on the Project Summary page links to a news posting with its own embedded discussion forum.

Figure 26. News Items

➪ For details on viewing the news items, refer to “Browsing News Items” on page 87.

➪ For details on managing the news items, refer to “News Administration” on page 179.

Reporting on Project Usage

With SourceForge, administrators can monitor development activities at many different levels—from monitoring the activity of a single developer to monitoring progress on all active projects throughout the enterprise.

Reports can be automatically generated at regular intervals (weekly, monthly, or quarterly); exported for use with external applications (such as spreadsheets, text editors, or database programs) using comma-delimited (*.CSV*) files, and scheduled, run, and distributed automatically. Predefined report templates can further simplify the process.

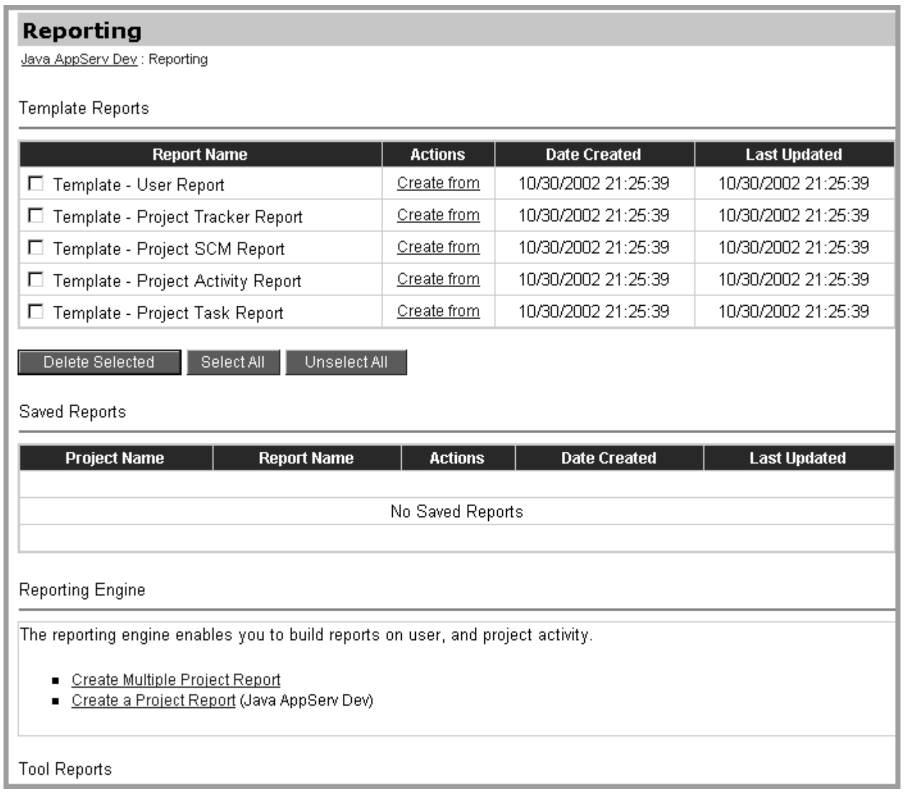


Figure 27. Reporting

SourceForge offers usage monitoring and reporting at the following levels:

- Project usage
- Tracker reporting
- Task Manager reporting

Project Usage Statistics

Project-level statistics provides a comprehensive view of project activities, such as project page views, bugs, and support requests.

Statistics can be displayed for the last seven days, the last 30 days, or monthly during the last three months in the following areas:

- Month/lifespan
- Rank
- Internal traffic (page views)
- File downloads
- Issues opened and closed
  - — Bugs
  - — Support
  - — Patches
  - — All Trackers
- Tasks opened and closed
- SCM activity

Tracker Reporting

Reporting at the tracker level provides aging and distribution reports for all project trackers. Project members and administrators can easily create several types of reports for any of their issue trackers.

- Aging Report

  Displays three graphs for a selected time period, including:
  - — Average turnaround time for closed items
  - — Number of items submitted
  - — Number of items still open
- Distribution by Assigned To

  Shows the number of issues (open or otherwise) assigned to each tracker technician on the project during the specified time period.
- Distribution by Category

  Reports the number of issues assigned in each available issue category during the specified time period.

- Distribution by Group

  Reports the number of issues assigned to each group during the specified time period.
- Distribution by Status

  Reports the number of issues for each status code during the selected time period.

Task Manager Reporting

Reporting at the task level provides aging and task reports. Project administrators can easily create several types of reports for any of their project tasks.

- Aging Report

  Displays three graphs for a selected time period, including:

  — Average turnaround time for closed items

  — Number of tasks started

  — Number of incomplete tasks
- Tasks by Technician

  Shows the number of tasks (open or otherwise) assigned to each task technician on the project during the specified time period.
- Tasks by Task Group

  Shows the number of tasks (open or otherwise) assigned to each task group on the project during the specified time period.

➪ For details on using reports, refer to “Using Project Statistics” on page 131.

Scheduling Reports

For users of Oracle, SourceForge provides a reporting engine which provides comprehensive and detailed user-defined reports on user, project-wide activities, and application-wide activities. It also includes the functionality to schedule reports.

➪ For details on scheduling reports, refer to “Scheduling Reports” on page 140.

Audit Log

The Audit Log provides a consolidated view of a project’s change history, including a member list with access to individual member’s user profile.

Project administrators can observe how a project changes over time in terms of its membership.

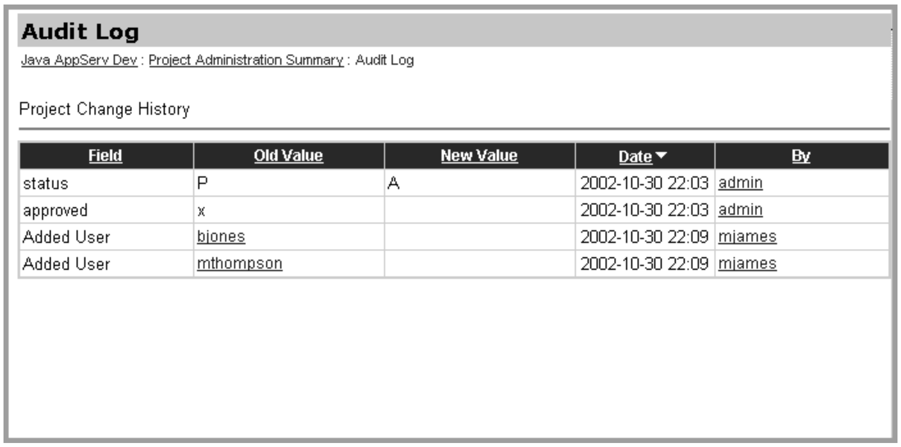


Figure 28. Audit Log

➪ For details on using the audit log, refer to “Auditing Project Change History” on page 153.

Project Assistance

Project administrators can post internal requests for developer assistance through an "assistance wanted" tool specifying a job description and skill requirements. All registered users can view job postings and respond.

The project assistance wanted listing saves time and effort to find people with skills suitable for a specific job. Listings can help managers identify potential project team members, experts in specific areas who can serve as consultants, and opportunities for inter-project collaboration.

Figure 29. Project Assistance: job listing

➪ For details on using the project assistance listing, refer to "Project Assistance" on page 86.

➪ For details on managing the project assistance listing, refer to "Project Assistance Administration" on page 154.

Project Management Console

SourceForge also provides integrated project planning, management, and reporting capabilities through the Project Management Console (PMC).

The PMC enables new levels of project management effectiveness, visibility, and control by combining real-time tracking and metrics reporting with SourceForge's rich set of collaborative development tools. Visually intuitive charts, graphs, and traffic-light indicators give managers a high-level view of software project status at a glance. Managers can quickly drill down to the details via interactive Gantt charts, audit logs, and graphic views of tasks and task dependencies.

With the PMC, potential problems are identified early, so that managers can quickly track and resolve them before they impact project schedules and budgets.

Using the PMC, project plans can always be current. Project plans are created within SourceForge, or imported from and exported back to Microsoft® Project®.

Since it automates status updates and project tracking, SourceForge frees managers and developers alike from unnecessary meetings and tedious administrative tasks. With the PMC, development teams spend less time reporting their activity and more time being active.

Figure 30. Project Management Console

➩ For details on using the PMC, refer to the *Project Management Console User Guide.*

Special Interest Groups (SIGs)

Special Interest Groups (SIGs) are specialized topic areas within SourceForge that host closely related projects. These specialized projects are open communities for developers with shared interests and skills. Topics may include any relevant areas of development. SIGs provide a means for grouping projects, for example, by division or organization.

You can think of SIGs as containers for related projects, serving as a location for SourceForge features created there shared by members of all constituent projects, such as mailing lists, forums, and news. SIGs maintain separate records of membership, news, forums, and mailing lists from constituent projects. All data (such as news and activities) within a SIG is aggregated.

SIG members can efficiently use the tools available within SIGs. Tools can be used within each SIG or across all SIGs. SIGs are created just like other projects but upon specifying that they are SIGs.

Registered users submit a new SIG request in the same way as they do for a project. The SourceForge Administrator assigns the type to be SIG when the SIG is approved. The SIG then displays on the project list of the user's personal information page ("My Page").

➩ For details on creating SourceForge projects, refer to "Creating Your Own Project" on page 92.

Application-Wide Resources

SourceForge offers a number of application-wide resources for all registered users regardless of their project-status, and certain privileges for administrators to manage these resources. The following sections describe these resources: Bookmarks, Project Map, Search, Code Library, and project assistance listing.

Bookmarks

Users can create and edit their favorite bookmarks, or delete them when necessary. The system saves and lists those bookmarks for the users to access any time they are within SourceForge. These bookmarks are accessible on the Jump drop-down list on the menu bar.

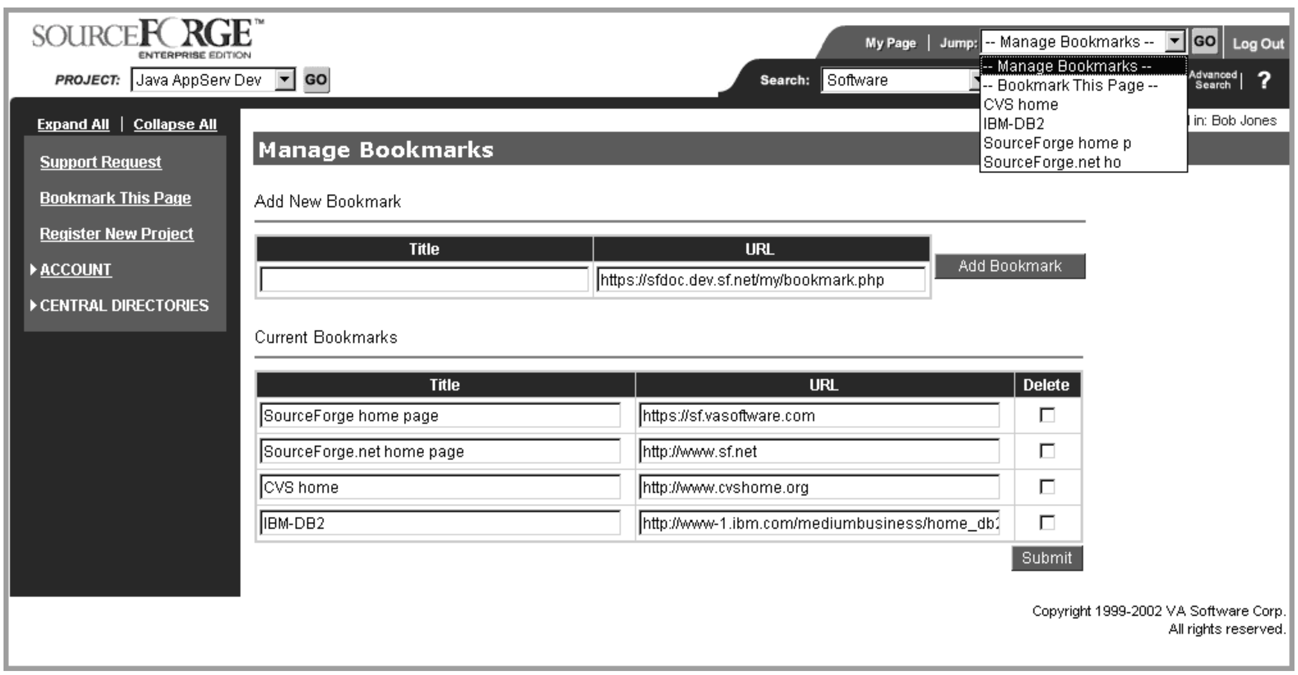


Figure 31. Bookmarks

➪ For details on managing bookmarks, refer to “Bookmarks” on page 76.

Project Map

The project map, shown in Figure 32 on page 46, provides a single centralized location to quickly view, sort, or find development projects throughout an organization. By browsing the project map, users can easily identify opportunities for code reuse and collaboration within an organization.

Project administrators can specify how their projects should be categorized. Default category choices are:

- Programming Language
- Operating System
- Development Status
- Environment
- Intended Audience
- Natural Language

Project administrators also can assign multiple sub-categories to a given project (for example, when a single project uses multiple programming languages).

SourceForge administrators can customize and configure the default category choices at any time (for example, when a company wants to add a “Line of Business” category with values relevant to that particular organization).

The project map, if efficiently used, can be a powerful tool to promote reuse and to prevent re-work. Lack of visibility into ongoing projects may trigger reinventing the wheel. Using appropriate categories in the project map will prevent such repetitions.

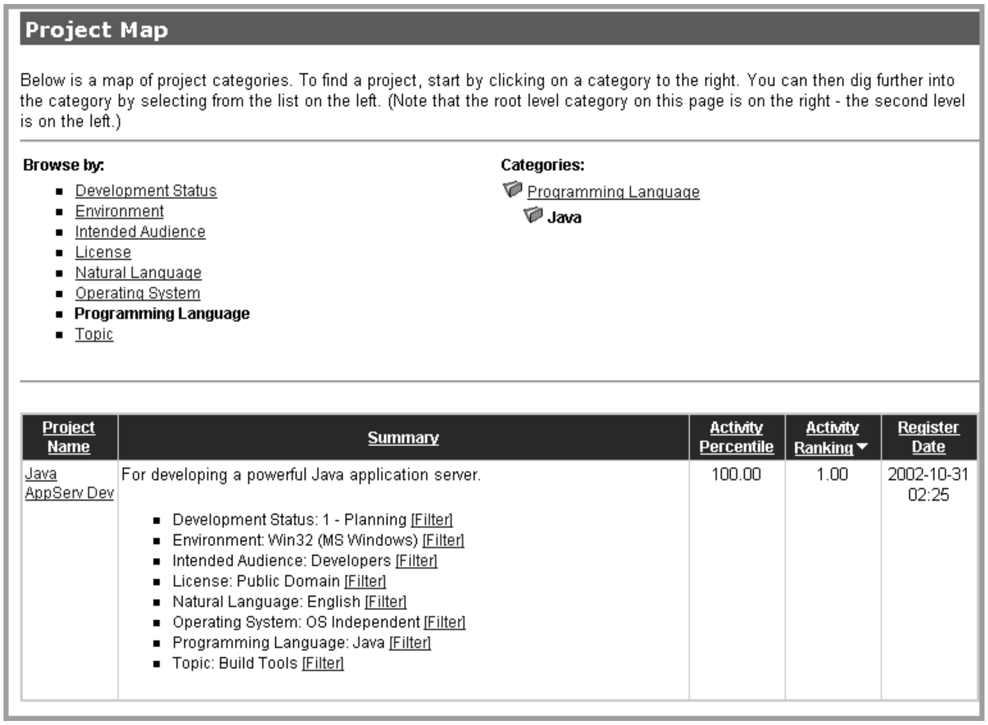


Figure 32. Project Map

➪ For details on using the project map, refer to “Browsing the Project Map” on page 78.

Search Engine

SourceForge captures and automatically indexes information stored in the database, making virtually all data within the environment searchable. Oracle lets users search for items in all the areas of SourceForge, while Postgres searches are restricted to users and projects.

Search functionality covers not only meta-data (such as, bug descriptions) and stored text data (for example, discussion forum comments), but also the contents of most industry-leading binary document formats, such as Microsoft® Word®, Excel®, and PowerPoint®, Adobe® PDF, and Lotus® 1-2-3.

Searches may be global in scope, or restricted on a per-project or per-tool basis.

Multiple search options are available, as shown in Figure 33 , including a “search all” function that lets you search through all SourceForge content. You can also limit your searches to topic areas, such as projects or forums, and search topics within a specific project.

Several search types are available to refine the search based on keywords provided. You can perform advanced SourceForge-wide searches ranging from simple “find items containing any of the provided words” to fuzzy-logic.

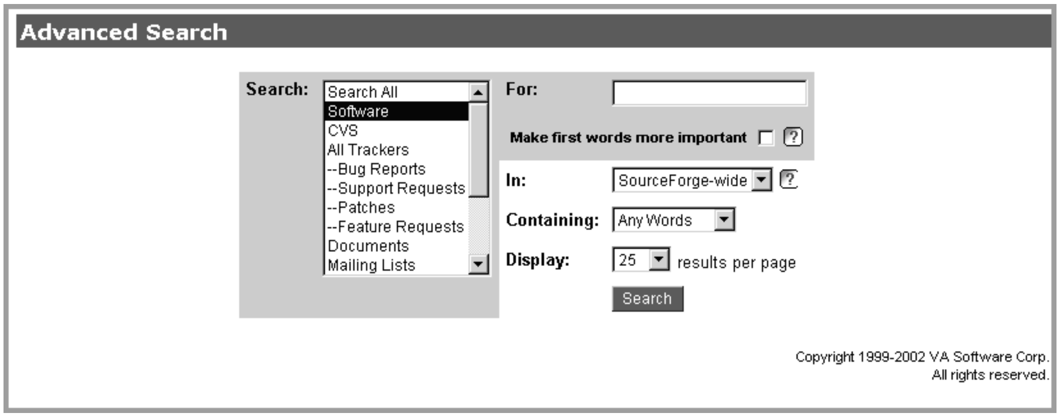


Figure 33. Search Engine: Advanced Search

The following table outlines the differences between the search functionalities provided by Oracle 8i (compatibility tested), Oracle 9i (fully supported), and PostgreSQL (7.2 and higher):

Table 1. Search Functionality: Oracle vs. PostgreSQL

Oracle 8i and 9i	PostgreSQL 7.21 and higher
Search includes virtually all application data: software/group, bug reports, support requests, patches, feature requests, all trackers, forums, tasks, CVS, mailing lists, documents*, people, code snippets, user diaries, and the project assistance wanted section.	Search is limited to software/group, bug reports, support requests, patches, feature requests, forums, and people.
Search respects role-based access control (RBAC).	Search respects role-based access control (RBAC).
Search includes all and multi-area search.	Not available with PostgreSQL
Can search within “all my projects.”	Not available with PostgreSQL
Includes all words, any words, substring, exact phrase, fuzzy match, and topic** searches.	Not available with PostgreSQL.
Users can specify the number of results per page as well as a weighted order*** display.	Not available with PostgreSQL.

***** With Oracle, you can index and search all types of documents, including binaries (such as, MS Word, MS Excel, and PDF).

****** Search types:

- All words— returns only documents that have all of the keywords entered (“AND” search).
- Any words — returns documents that have any of the keywords entered (“OR” search).
- Substring — returns documents that contain words with the substring in them. For example, a substring search on “think” will return documents with the keywords such as “think,” “unthinkable,” and “thinktank.”
- Exact phrase — returns only documents that have the exact phrase entered.
- Fuzzy match — returns results that are “close” matches to the keywords entered, often correcting common spelling errors.
- Topic — search returns results that include keywords that are topically related to the keyword. For example, a search on “sport” returns documents that include the word “baseball.”

***A weighted order search returns results based on the order in which the keywords are entered.

For example, if the search string is “java application development,” the search gives more weight to documents that include the keyword “java” than to those that include “application,” which in turn will be given more weight than documents including only the keyword “development.”

➪ For details on using the search engine, refer to “Using the Search Engine” on page 88.

Code Library

The code library lets users search for and share reusable code system-wide. Code components can be packaged and stored centrally, for sharing among users, projects, and teams. Code can also be stored and cataloged on the basis of programming language and application category.

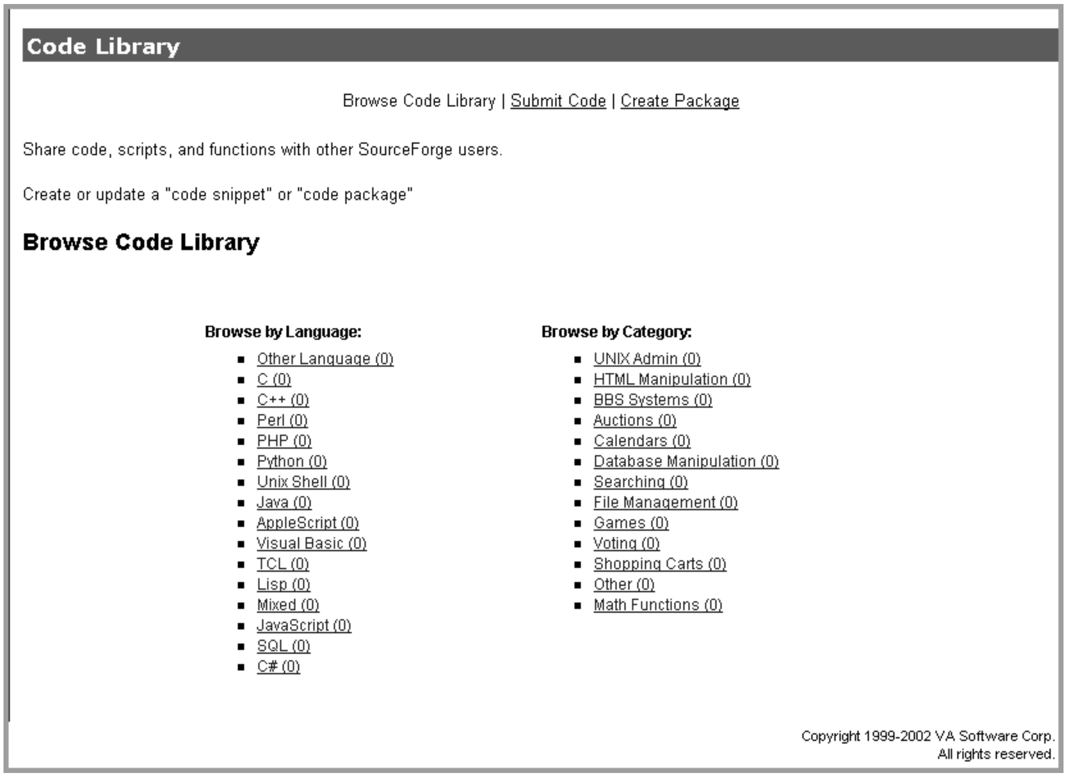


Figure 34. Code Library

➪ For details on using the Code Library, refer to “Using the Code Library” on page 80.

Reporting at SourceForge Level

Reporting at SourceForge level offers a top-level view of application-wide activities, such as projects, downloads, bugs, and SCM commits. SourceForge application administrators can monitor a number of application-wide statistics:

- SourceForge-wide aggregate statistics
- Project comparison statistics
- SourceForge page views
- New users and new projects
- Most recent logins
- Language statistics

Application administrators obtain greater visibility into software development activities throughout the enterprise, and can predict and mitigate problems early in the development lifecycle.

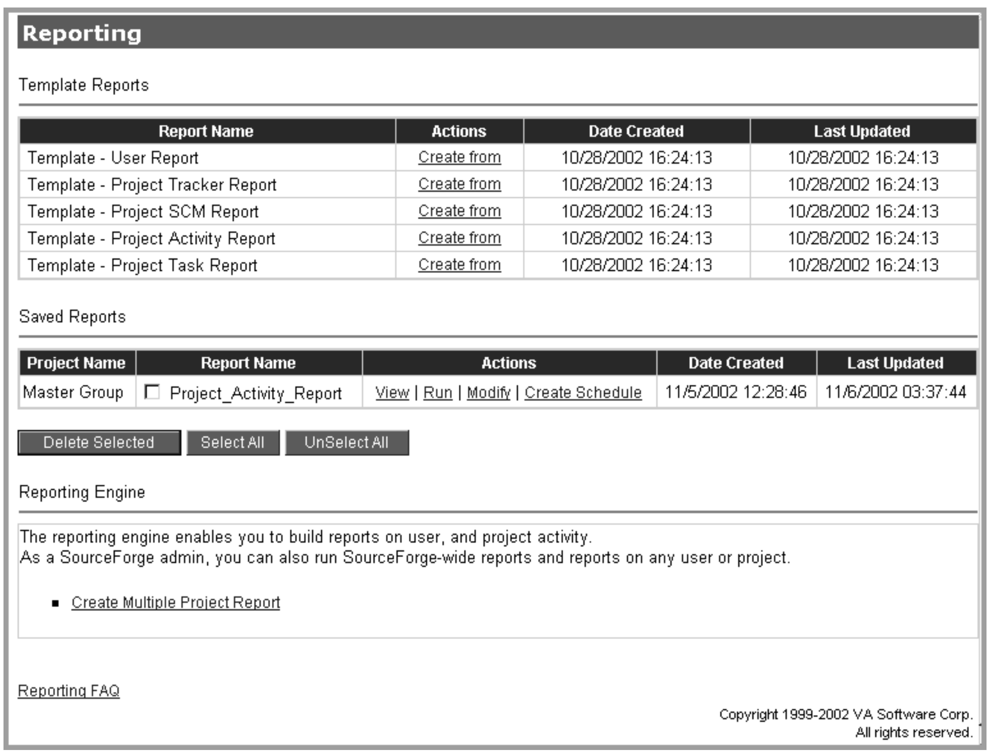


Figure 35. SourceForge-Wide Reporting

➯ For details on managing reports, refer to “Monitoring SourceForge-Wide Statistics” on page 247.

Scheduling Reports

For users of Oracle, SourceForge provides a reporting engine which provides comprehensive and detailed user-defined reports on user, project-wide activities, and application-wide activities. It also includes the functionality to schedule reports.

➩ For details on scheduling reports, refer to “Scheduling Reports” on page 140.

SourceForge.net

SourceForge Enterprise Edition is intended for deployment within medium and large organizations. VA Software is very confident of the performance and scalability of SourceForge to meet the needs of such organizations as the capabilities of SourceForge have been exercised across a large user base of active software developers via SourceForge.net.

SourceForge.net is the world's largest Open Source software development website, with the largest repository of Open Source code and applications available on the Internet. *SourceForge.net* provides free services to Open Source developers.

Since its launch in November 1999, this fast-growing SourceForge community has fueled software innovation on software platforms including Linux, UNIX, Microsoft, Palm, and Apple. *SourceForge.net*'s robust online services facilitate real-time software collaboration and distribution across virtual teams. Specialized communities, called Foundries, enhance peer-level participation around specific technologies.

With an average of 16,000-19,000 separate code changed happening daily, and developer-to-developer e-mails ranging from 800,000 to 1,000,000 on a daily basis, more Open Source developers collaborate on more projects at *SourceForge.net* than anywhere on the web.

➪ For participating in SourceForge.net activities, visit: *http://www.sourceforge.net*

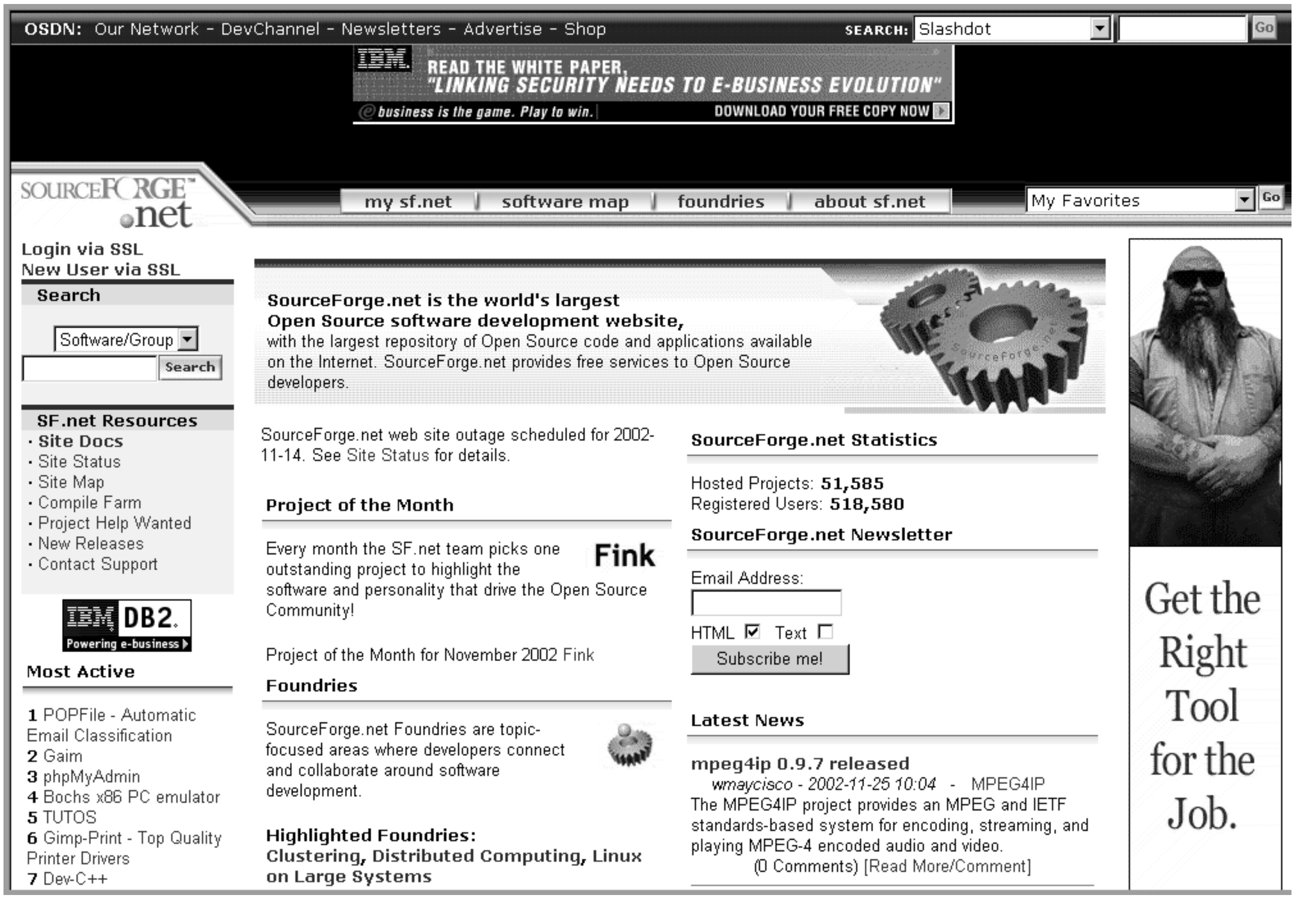


Figure 36. SourceForge.net page

VA Software Customer Advisory Council (CAC)

The VA Software Customer Advisory Council (CAC) is a selected group of highly valued members of the VA customer community who come together periodically with VA Staff to discuss the benefits, challenges, and future direction of SourceForge and adjunct products. Benefits to members include frequent opportunities to communicate directly with VA senior staff, to directly input enhancement and other requests, and to participate in defining future VA product strategy. Members are invited to attend one or more off-site events annually, and to participate in quarterly Web-based seminars covering a variety of topics. Members may also be invited to participate in additional activities from time to time.

Members are responsible for making efforts to attend all scheduled CAC events and participating as requested by VA Software.

➪ For membership information, contact: *cac@vasoftware.com*

➪ For accessing the VA Software CAC website, visit: *http://www.vasoftware.com/cac/*

CHAPTER 2

SourceForge Users and Privileges

This chapter assumes that you have a good understanding of the SourceForge resources described in *Chapter 1, Introducing SourceForge*.

As described in *Chapter 1, Introducing SourceForge*, SourceForge offers a wide range of resources for its users to facilitate and make their product development efforts successful.

For the sake of ensuring data stability and security, SourceForge provides the flexibility to restrict access to its various areas and functionality on a per user basis.

SourceForge users can be broadly categorized as follows:

- Non-Project Members
- Project Members
- Project Administrators
- Application Administrators
- System Administrators

This chapter defines these types of users and describes their privileges to use SourceForge.

Non-Project Members

Non-Project members are registered users of SourceForge, but they are not members of some projects.

Non-project members can only view project information that has been designated by individual project administrators as visible to this type of users.

Based on their access permissions, these users can use SourceForge resources as noted here:

- Access their personal page (“My Page”).
- Access and edit their personal account information.
- Access and edit their skill-set information.
- Create and update their personal log entries.
- Create and update their bookmarks.
- Submit requests for obtaining technical support for using SourceForge.
- Use the project map to browse projects.
- Use the code library.
- Browse job postings and respond to them.
- Browse application-wide news items.
- Use the search engine to locate some information stored within SourceForge areas that are publicly viewable.

➪ For details on using SourceForge as non-project members, refer to “Getting Started” on page 63 and “For Non-Project Members” on page 75.

Project Members

Project members are registered users of SourceForge and assigned as members of specific projects by a project administrator. A user can be a member of many projects and there can be many project members assigned to a project.

Project members have all the privileges of non-project members, and **based on their access permissions** they can use additional SourceForge resources as noted here:

- Create their own project to become an administrator for that project.
- Remove themselves from projects.
- Browse tracker artifacts and submit tracker issues.
- Monitor how a project is performing.
- Use the Software Configuration Management system (SCM) to download/submit data.
- Generate and store Secure Shell (SSH) keys for easy access to CVS, if CVS is their choice of the SCM system.
- View, subscribe/unsubscribe to a mailing list.
- Browse project news.
- Browse the list of discussion forums, choose to monitor a forum, and stop monitoring a forum.
- Browse documents stored in the document manager.
- View, review, translate, print, submit, and edit documents.
- Browse and modify tasks.
- Download files from the file publisher.

Project members can benefit more from becoming a project administrator.

➩ For details on using SourceForge as project members, refer to “For Project Members” on page 91.

Project Administrators

When a registered user requests that a new project be created, a SourceForge application administrator receives that request and approves or rejects it, and the requestor receives an automatic e-mail notification accordingly. When a SourceForge application administrator approves a project, the project creator automatically becomes an administrator for that project. There can be more than one administrator for a project.

Project administrators have all the privileges of project members. In addition, they have administrative privileges and have a high-level overview of a project they administer. Specifically, they can perform the following tasks:

- Edit a project's information.
- Monitor how project membership changes over time.
- Create and edit job postings for a project.
- Create new roles and/or assign default roles to project members.
- Add/Update discussion forums.
- Create mailing lists and set preferences for a mailing list.
- Manage project-specific news.
- Create new trackers with a desired set of field preferences.
- Edit and configure the fields of existing trackers.
- View/move/edit/delete documents in the document manager.
- Protect documents in the document manager by restricting access to the desired documents.
- Create task groups.
- Create/edit file packages.
- Create/edit file releases.
- Monitor project-level and tracker level performance statistics.
- Configure SCM modules for tracker integration.

➪ For details on using SourceForge as project administrators, refer to "Project Administration" on page 145.

Application Administrators

SourceForge application administrators are registered users of SourceForge and enjoy all the privileges that SourceForge offers. SourceForge application administrators are the equivalent of “root” or “administrator” accounts and have access to **all** project data, public and private.

SourceForge application administrators have the highest overview of the enterprise. Specifically, they can perform the following tasks:

- Manage SourceForge users, in terms of their membership status.
- Manage SourceForge projects, in terms of their approval status.
- Maintain the SourceForge project map in terms of adding new categories and updating existing categories.
- Establish job categories for individual projects.
- Send SourceForge-wide e-mail messages.
- Approve SourecForge-wide news items.
- Monitor SourceForge-wide performance statistics.
- Monitor SourceForge-wide facilities log.
- Manage SourceForge configuration utilities such as supported languages, string translation, and 404-page redirection.

➪ For details on using SourceForge as application administrators, refer to “Application Administration” on page 221.

System Administrators

SourceForge system administrators have the responsibility to maintain system-specific data.

➪ For details on using SourceForge as system administrators, refer to the *SourceForge 3.2 Installation and Administration Guide.*

CHAPTER 3

Getting Started

This chapter assumes that you have a good understanding of the SourceForge resources and user privileges described in the preceding chapters.

This chapter describes how one can become registered members and use SourceForge.

Major Topics:

- "Creating a New Account" on page 64
- "Logging In and Out of SourceForge" on page 65
- "Account Maintenance" on page 67
- "User Information" on page 69
- "Using the SourceForge Help Center" on page 73

Creating a New Account

All users can create a new account.

To create a new account:

1. On the SourceForge Home page, click Create New Account below the Log In button.

   The Register New Account page displays.

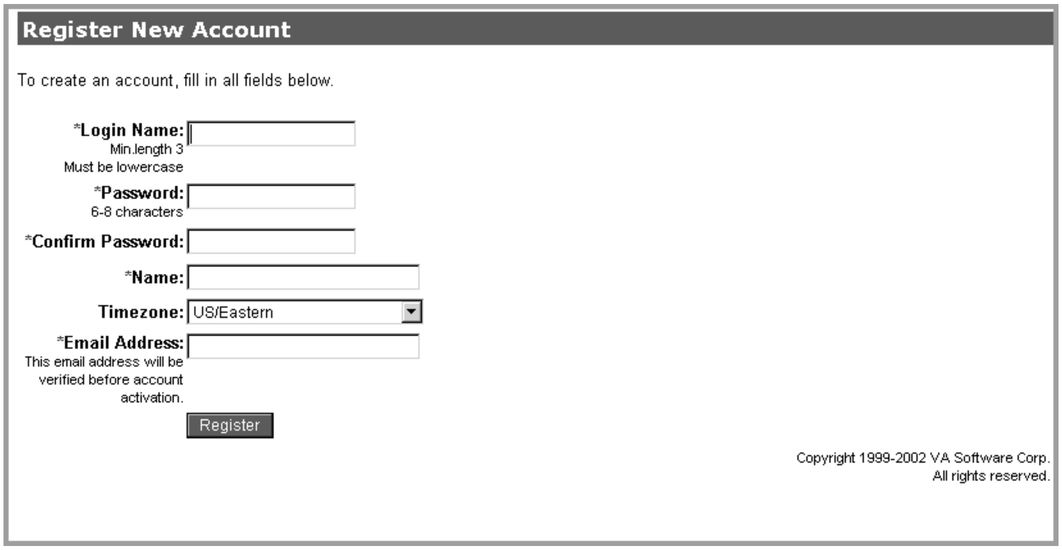


Figure 37. Register New Account page

2. On the Register New Account page:
   a. Enter a login name and password in appropriate fields.
   b. Confirm the password.
   c. Enter your full name in the Name field.
   d. Select a zone from the Timezone drop-down list.
   e. Enter your e-mail address in the Email Address field.
   f. Click Register.

You will receive an e-mail notification confirming your account creation with instructions for logging into that account.

Logging In and Out of SourceForge

To have all the benefits of SourceForge resources, you must become a registered user by logging into SourceForge.

To log into SourceForge for the first time:

1. Respond to the e-mail notification confirming your account creation.
2. Log into SourceForge.

To log into SourceForge after the first time:

1. Enter your SourceForge login name and password in the text fields located in the top right corner of SourceForge Home page.
2. If you want to keep your SourceForge pages secure, make sure that the SSL box is checked.
3. Click Log In.

To log out of SourceForge:

Any time after logging in and working within SourceForge, if you want to exit the application click the Log Out button located in the top right corner of the screen.

To regain access to SourceForge if you forget your password:

1. Click the “Forgot your password?” link below the Password field.

   The Lost Account Password page displays.
2. Enter your SourceForge login name.
3. Click Submit.

   The Lost Password Confirmation page displays informing you about an e-mail notification containing instructions to access your SourceForge account.
4. Follow the URL sent in the e-mail.

   The Lost Password Login page displays.
5. Enter a new password and confirm it.
6. Click Update.

   The Password Changed page displays.
7. Log into SourceForge using the new password.

To change your password after logging in:

1. Click Account in the navigation panel.
2. On the Account Maintenance page, scroll down to the Preferences section.
3. Click Change Password.
4. On the Change Password page:
   a. Enter old password in the Old Password field.
   b. Enter the new password in the Password field.

      The password must be between 6 and 8 characters long, and should not contain any space.
   c. Re-enter the new password in the Confirm New Password field.
   d. Click Update.

Account Maintenance

The Account Maintenance page displays your SourceForge account information. You can view and edit the following account information:

— User profile

— Skills profile

— Account preferences including your password, full name, language, time zone, and email address

Editing Personal Account information

You can modify your personal account information, such as the name, password, e-mail address, language preference, and time zone.

To edit your personal account:

1. Click Account in the navigation panel.

   The Account Maintenance page displays.

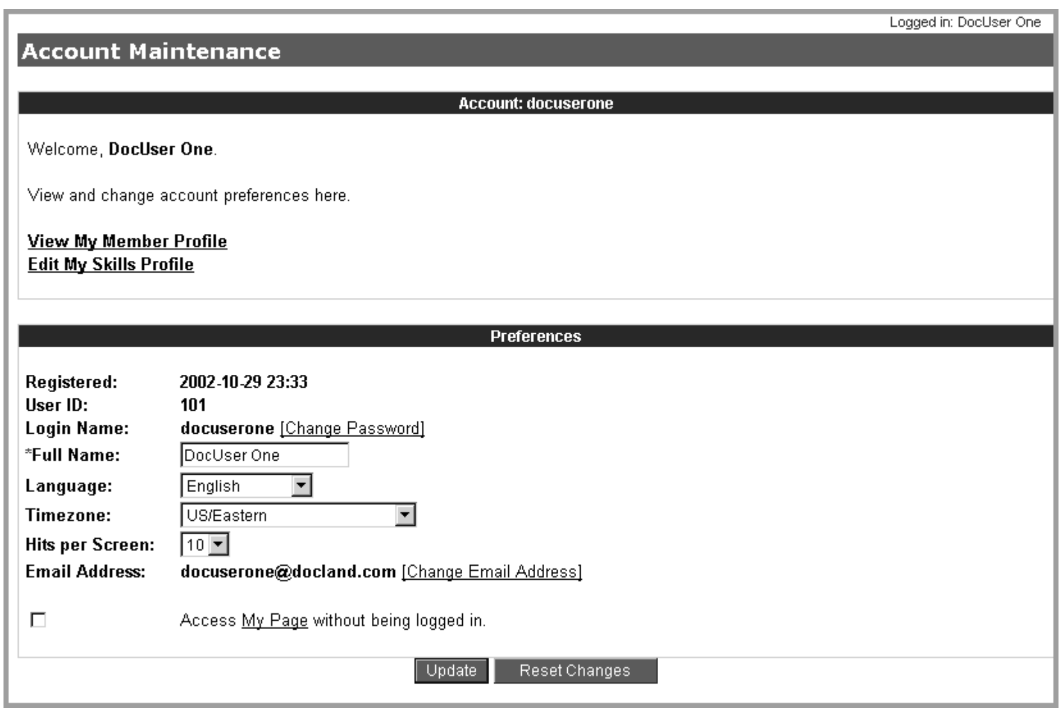


Figure 38. Account Maintenance page

2. Edit your full name, if necessary.
3. In the Language drop-down list, specify the language of your choice.
4. In the Timezone drop-down list, specify the desired time zone.
5. Optionally, click Change Password to provide updated password.
   a. On the Change Password page, enter your current password in the Old Password field.
   b. Enter the new password in the next field.
   c. Re-enter the new password in the third field to confirm new password.
   d. Click Update.
6. Optionally, click Change Email Address to provide new e-mail address.
   a. On the Change Email Address page, enter your new e-mail address in the text field.
   b. Click Send Confirmation to New Address.
7. Click Update.

User Information

SourceForge keeps your personal profile information in two types of profiles: User Profile and Skills Profile. You can also maintain a record of your project activities using the Personal Log area. You can create and save log entries via the Personal Log page. You can make these entries viewable to the public or keep them private. If log entries are publicly viewable, other users can choose to monitor your entries. Each new entry marked public will be automatically mailed to all users who are monitoring your log.

➪ For details on viewing personal logs, refer to “Viewing Personal Log Entries” on page 72.

Updating Your User Profile

You can update your personal profile via the Account Maintenance page. The current information is displayed on the personal profile (User Profile) page.

Modifying Your Skills Profile

You can add new skills to your profile and/or modify your skills profile via the Account Maintenance page. You can also set your skills profile to be “public.”

To modify a skills profile:

1. Click Account in the navigation panel.

   The Account Maintenance page displays.
2. Click Edit My Skills Profile.

   The Edit Your Profile page displays.
3. To update profile status and description:
   a. Select the Yes radio button to make the profile publicly viewable. Or, select No to keep the profile private.

      By default, the skills profile is not publicly viewable. You must select Yes to make it public.
   b. Enter a description of your skill-set in the Resume/Description of Experience text box.
   c. Click Update Profile.
4. To add a new skill to your profile:
   a. In the Add a New Skill section, specify the skill, skill-level, and experience-level in the drop-down lists.
   b. Click Add Skill.
5. To delete a skill from your profile:

   Click the Delete button corresponding to the skill you want to delete.

6. To modify a skill in your profile:
   a. Make the changes using the drop-down lists corresponding to the skill you want to update.
   b. Click Update.
7. Make sure you have provided all updated information.
8. Click Finished.

Creating and Updating Personal Log Entries

You can periodically record your project-specific activities in your personal log.

To create a personal log entry:

1. Expand the Account menu in the navigation panel.
2. Click Personal Log.

   The Personal Log page displays.
3. On the Personal Log page:
   a. Enter a short description for this log entry in the Summary field.
   b. Enter the details of the entry in the Details text box.
   c. Select the Public check box to make this entry publicly viewable.
   d. Click Submit to save this entry.

The new entry is added to the list of existing entries in the Personal Log Entries section of the Personal Log page.

To edit a personal log entry:

1. Follow steps 1-2 to create a personal log entry.
2. On the Personal Log page:
   a. Click the entry in the Personal Log Entries section.
   b. The Personal Log page for this entry is displayed.
   c. Edit the entry as necessary.
   d. Click Submit to save your edits.

Viewing Personal Log Entries

You can view log entries of other users if they have made the log entries publicly viewable.

To view a personal log:

1. Select a project.

   You can click the name of the desired project listed on SourceForge Home page (Most Active This Week section) or on My Page (My Projects section).

   The Project Summary page displays.
2. Click "View All # Members" in the Members section.
3. On the Project Member List page, click the desired name in the Member column.

   The project member's User Profile page displays.
4. Click View Personal Log in the Personal Log section.

   The project member's Personal Log page displays the log entries with a summary and posted date for each entry.
5. Click the desired entry.

   The Personal Log page displays the details of the selected entry.

Using the SourceForge Help Center

The SourceForge Help Center connects you to areas within SourceForge where you can:

- Obtain user documentation
- File requests for product support
- Contact the SourceForge application administrator

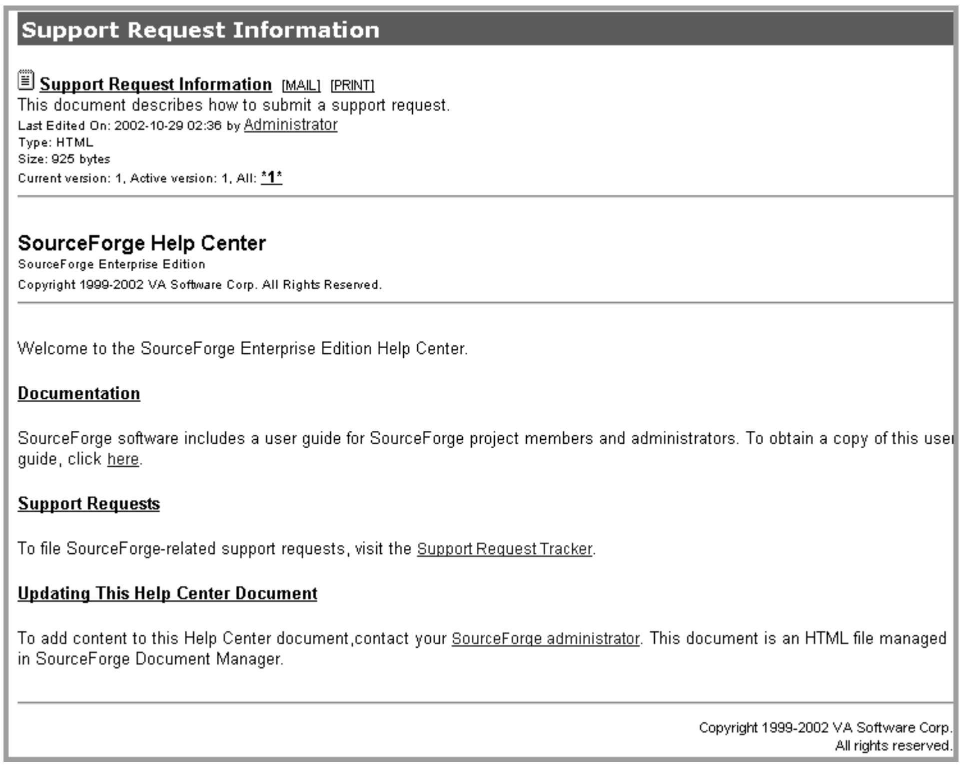


Figure 39. SourceForge Help Center

➪ To access the SourceForge Help Center page, click the question mark icon at the top right side of the screen.

CHAPTER 4

For Non-Project Members

This chapter assumes that you have a good understanding of the SourceForge resources, user privileges, and the information for beginners described in the preceding chapters.

As noted in *Chapter 2, SourceForge Users and Privileges*, non-project members are registered users of SourceForge, but they are not members of some SourceForge projects.

This chapter describes how non-project members can use SourceForge resources.

Major topics:

- "Bookmarks" on page 76
- "Using Application-Wide Resources" on page 78

Bookmarks

You can create your favorite and frequently used web pages as bookmarks from the Manage Bookmarks page.

Creating Bookmarks

To create bookmarks:

1. Click Bookmark This Page in the navigation panel.
   The Manage Bookmarks page displays.
2. In the Add New Bookmark section of the Manage Bookmarks page:
   a. Enter the URL for the bookmark in the URL field.
   b. Enter a title for the bookmark in the Title field.
   c. Click Add Bookmark.

Deleting Bookmarks

You can delete bookmarks any time after you have created them.

To delete bookmarks:

1. Click Bookmark This Page in the navigation panel.

   The Manage Bookmarks page displays a list of existing bookmarks in the Current Bookmarks section.

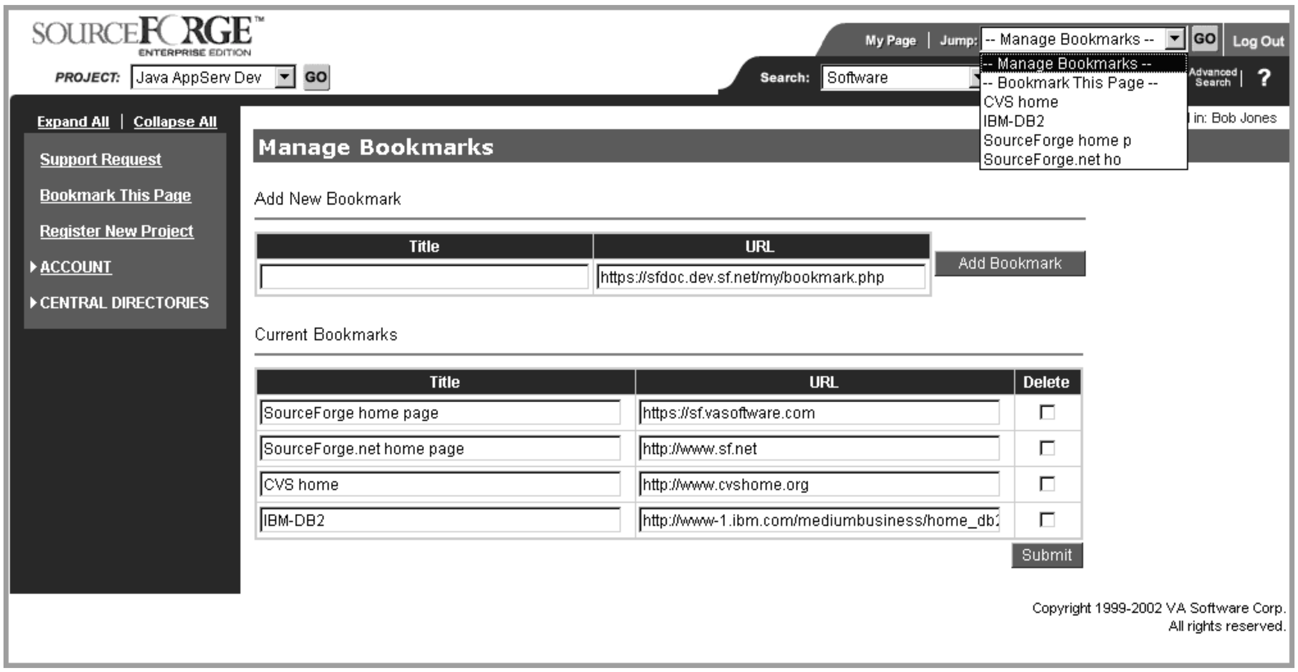


Figure 40. Manage Bookmarks page

2. Select the Delete check box corresponding to the bookmark(s) to delete.
3. Click Submit.

   This command deletes all the bookmarks you have selected.

Using Application-Wide Resources

Based on your access permissions, you can use the following SourceForge-wide resources that are available across all SourceForge projects: Project Map, Code Library, Project Assistance Wanted listing, News, and the search engine.

You can also view project-specific items, such as tracker artifacts, news items, and forum discussions, provided these tools are enabled for the project and that you have appropriate access permissions.

Browsing the Project Map

Using the project map (Figure 41 on page 79) you can locate a project or browse projects by category.

To locate a project on the project map:

1. Expand Central Directories in the navigation panel.
2. Click Project Map.

   The Project Map page displays.
3. Select a topic from the topic list on the right.

   A list of sub-topics under the specified parent topic displays.

   Individual projects subsumed directly under a parent topic are listed in a separate section on the bottom.

To browse projects by category on the project map:

1. Expand Central Directories in the navigation panel.
2. Click Project Map.

   The Project Map page displays.
3. Select a category from the Browse by list on the left.

   A list of sub-categories under the specified parent category displays on the right.
4. Click a desired sub-category name on the right.

   A list of individual projects directly under the specified category displays on the bottom.

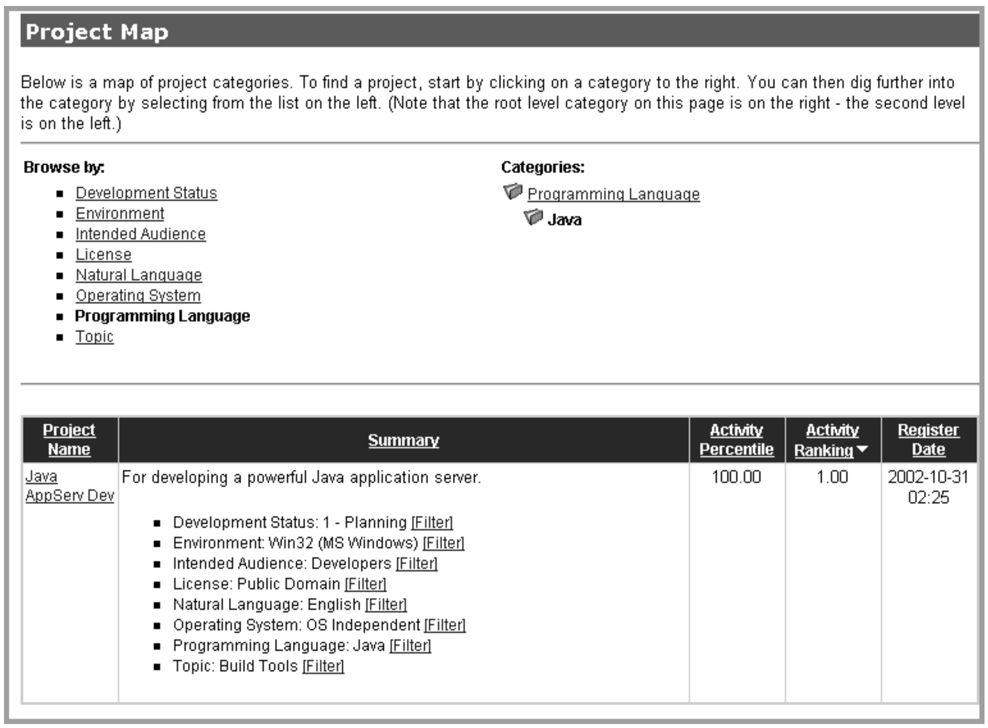


Figure 41. Project Map

Using the Code Library

Non-registered users can browse the code library. Registered users can submit new code, submit new versions of code, create code packages, and submit new versions of packages--all to be stored in the code library and shared with other registered users.

To browse the code library:

1. Expand the Central Directories menu in the navigation panel.
2. Click Code Library.

   The Code Library page displays, listing the programming languages and categories.
3. Select a language or category to browse.

   The Snippet Library page displays, listing snippets and packages with corresponding IDs, brief descriptions, and names of authors.

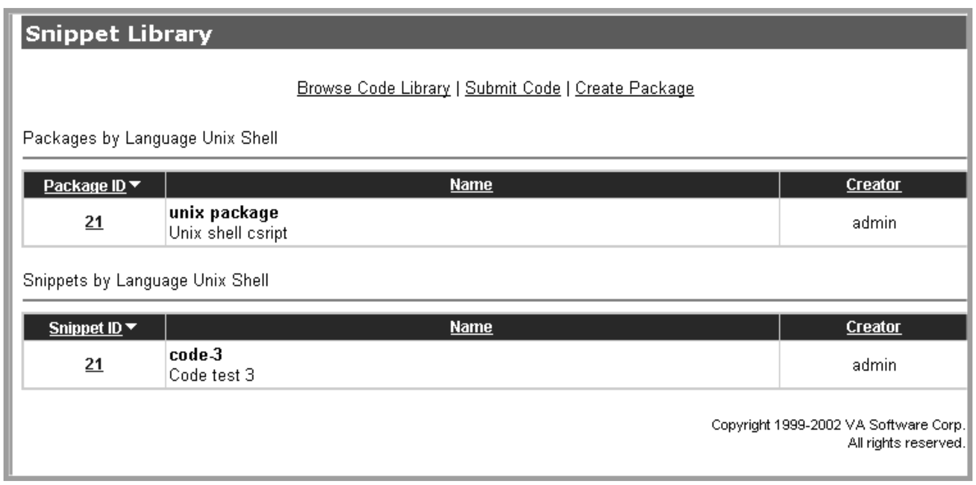


Figure 42. Snippet Library

4. Click the desired snippet ID or package ID to view the snippet versions or package versions respectively.
   a. The latest snippet version displays, if you select the snippet ID.
   b. The package version and snippets in that package displays, if you select the package ID.

Figure 43. Snippet versions listed

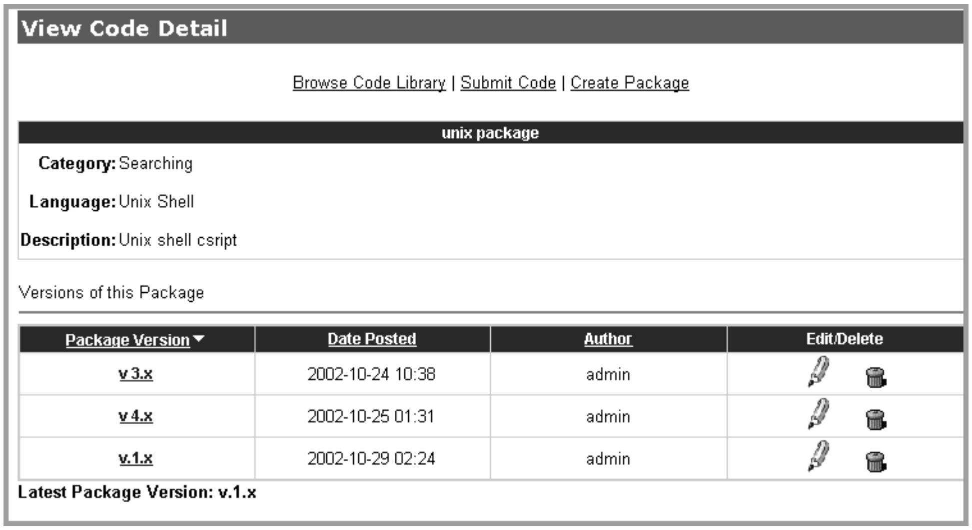


Figure 44. Package versions listed

To download a snippet from the snippet library:

1. Follow the steps for browsing the code library, until you see a list of snippets.
2. Click the desired Snippet ID.

   The versions of the selected snippet are listed now.
3. Click the version number in the Download Version section.

   The snippet displays in a browser window. Copy and paste it into the target application.

To submit code:

1. Expand the Central Directories menu in the navigation panel.
2. Click Code Library.

   The Code Library page displays, listing the programming languages and categories.
3. On the Code Library page, press Submit Code.

   The Submit a New Snippet page displays.
4. On the Submit a New Snippet page:

   a. Enter a name for the snippet in the Title field.

   b. Enter a description of the snippet in the Description field.

   c. Specify the type of the snippet in the Type drop-down list.

d. Specify the language of the snippet in the Language drop-down list.
e. Select a category for the snippet from the Category drop-down list.
f. Enter the version number for the snippet in the Version field.
g. Paste or enter the contents of the snippet in the Snippet Code text box.
h. Click Submit.

To post a new snippet version:

1. Expand the Central Directories menu in the navigation panel.
2. Click Code Library.

   The Code Library page displays, listing languages and categories.
3. Locate the snippet to be updated in the Language or Category list.
4. Click the desired snippet ID on the Snippet Library page.

   The versions of the selected snippet are listed now.
5. Click Submit a New Version (on the bottom of the page).

   The Post a New Version page displays.
6. On the Post a New Version page:
   a. Enter the version number of the modified snippet in the Version field.
   b. Enter a description of the changes from the previous version in the Changes text box.
   c. Paste or enter the contents of the new version in the Snippet Code text box.
   d. Click Submit.

To create a code package:

All registered members can create and submit new code into the code library.

1. Expand the Central Directories menu in the navigation panel.
2. Click Code Library.

   The Code Library page displays, listing languages and categories.
3. Click Create Package.

   The Submit a New Snippet Package page displays.
4. On the Submit a New Snippet Package page:
   a. Enter a name for this package in the Title field.
   b. Enter a complete description of the package in the Description text box.
   c. Specify the language of the package in the Language drop-down list.
   d. Select a category for the package from the Category drop-down list.

e. Enter a version number for the package in the Version field.

f. Click Submit.

You can add snippets to this package.

To post a new package version:

1. Expand the Central Directories menu in the navigation panel.
2. Click Code Library.

   The Code Library page displays, listing languages and categories.
3. Locate the package to be updated by using the Language or Category list.
4. Click the desired package ID on the Snippet Library page.

   The versions of the selected package are listed now.
5. Click Submit a New Version (on the bottom of the page).

   The Post a New Version page displays.
6. On the Post a New Version page:
   a. Enter the version number of the modified package in the Version field.
   b. Enter a description of the changes from the previous version in the Changes field.
   c. Click Submit.

To add code snippets to a package:

If you are the creator of a code package, you can add code snippets to the package.

1. Expand the Central Directories menu in the navigation panel.
2. Click Code Library.

   The Code Library page displays, listing languages and categories.
3. Locate the package you want to update.
4. Click the ID of the desired package.
5. Click the pencil icon next to the version to which you wish to add a code snippet.

   The Add Snippets to a Package page displays.
6. Enter the version ID for the code snippet in the Snippet Version ID field.
7. Click Submit.

To delete code snippets from a package:

If you are the creator of a code snippet, you can delete it from its package. And, if you want to remove a snippet from the library's snippet list, you must remove it from all the packages in which it is included.

1. Expand the Central Directories menu in the navigation panel.
2. Click Code Library.

   The Code Library page displays, listing languages and categories.
3. Locate the snippet you want to delete.
4. Click the ID of the desired snippet.
5. Click the trash can icon next to the snippet version you want to delete.

Project Assistance

Using the project assistance listing, you can browse a menu of job categories to find projects in need of help. You can respond to a job posting by sending a message to the job poster from the job posting page.

To browse job postings:

1. Expand the Central Directories menu the navigation panel.
2. Click Project Assistance Wanted.

   A list of job categories displays.
3. In the “Project Assistance Wanted - Latest Posts” section, click the desired job title to view the details.

   The job description page displays.
4. Click the project title (For Project) to view the summary of the project associated with the job posting.

To respond to a job posting:

1. Follow the steps 1-3 described for browsing job postings.
2. On the job description page, click the contact name next to Contact Info.

   The Send Message page displays.
3. On the Send Message page:
   a. Enter the text of your message in the Message box.
   b. Click Send Message.

An e-mail message is sent to the job poster.

Browsing News Items

You can read all publicly available news items using the news tool.

To browse news items:

1. Expand Central Directories in the navigation panel.
2. Click News.

   A list of news items displays.
3. Click the desired news item to view.

   The news description page displays a news summary, news date, author's name, and the message.

   a. Select a display mode from the first drop-down list.

      Options: `Flat`, `Threaded`, `Nested`, `Ultimate`

      — `Flat`: All messages are displayed in a linear list with the latest message placed at the top.

      — `Threaded`: Messages are threaded in groups, where each group is consisted of a message, and subsequent replies.

      — `Nested`: Messages are displayed in a linear list, where each reply is subsumed under its previous message.

      — `Ultimate`: Any new message or message response is displayed at the top of the message list, so that active threads are always visible.

   b. Specify the desired number of items to display from the second drop-down list.

   c. Click Change View.

Using the Search Engine

The search area is located above the main screen. Based on your access permissions and the public/private settings of specific areas, the search engine lets you locate information from anywhere within SourceForge.

Figure 45. Search tab

➯ For information on searching with Oracle vs. PostgreSQL, refer to “Search Engine” on page 47.

Basic Search

To perform a simple search:

1. Select the desired topic area from the Search drop-down list.

   You can select multiple items in this list by holding down the `Ctrl` key and selecting the desired items.
2. Enter the term you are searching for in the “for” text field.

   The search term must be at least two characters long.
3. Click GO.
   a. If the search term is found, the result is displayed.
   b. If the search term is not found, a note to that effect is displayed.

   In either case, the Advanced Search option also is displayed.

Advanced Search

To perform an advanced search:

1. Click Advanced Search on the menu bar.

   The Advanced Search page displays.

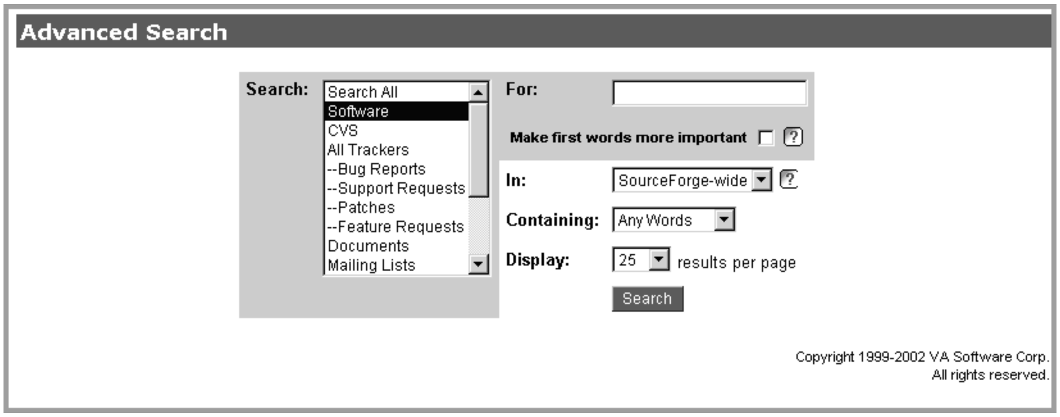


Figure 46. Advanced Search page

2. On the Advanced Search page:

   a. Select the desired topic area from the Search drop-down list.

      You can select multiple items in this list by holding down the Ctrl key and selecting the desired items. The Search All option lets you search through all SourceForge content.

   b. Specify a project in the “In” drop-down list. Or, select SourceForge-Wide if you don’t want to restrict your search to any particular project.

   c. Enter the term you are searching for in the For text field.

      The search term must be at least two characters long.

   d. Check the box below the For text field, to specify that the first words must be given more weight.

      You can launch the Help text window by clicking the ? button, and learn more about searching by weighted order of words.

3. In the Containing drop-down list, specify the mode of search.

   Options: `All Words`, `Any Words`, `Substring`, `Exact Phrase`, `Fuzzy Match`, `Topic`.

   `All Words` - returns only documents that have all of the keywords entered ("AND" search).

   `Any Words` - returns documents that have any of the keywords entered ("OR" search).

   `Substring` - returns documents that contain words with the substring in the. For example, a substring search on "think" returns documents with the keywords "think," "unthinkable," and "thinktank.")

   `Exact Phrase` - returns only documents that have the exact phrase entered.

   `Fuzzy Match` - returns results that are "close" matches to the keywords entered, often correcting common spelling errors.

   `Topic` - returns results that include keywords that are topically related to the keyword. For example, a search on "sport" returns documents that include the word "baseball."
4. In the Display drop-down list, specify the number of results to be displayed.
5. Click Search.
   a. If the search term is found, the result is displayed.
   b. If the search term is not found, an error message is displayed.
   c. If the search triggers a database error (maybe because you are not logged in), an error message is displayed.

CHAPTER 5

For Project Members

This chapter assumes that you have a good understanding of the SourceForge resources, user privileges, and user actions described in the preceding chapters.

Projects are workspaces within SourceForge that offer dedicated environments where specific development tasks are performed by teams. Project administrators, who are the owners and "gatekeepers" of individual projects, define a set of developers to work on a project and those developers are called project members. Any registered member of SourceForge can become a member of a project as assigned by a project administrator.

This chapter describes how project members can use SourceForge.

Major topics:

- "Project Membership" on page 92
- "Maintaining Your Shell Account Information" on page 95
- "Using the Trackers" on page 97
- "Using the Document Manager" on page 103
- "Using the Task Manager" on page 118
- "Using Mailing Lists" on page 122
- "Participating in Discussion Forums" on page 124
- "Using the File Publisher" on page 130
- "Using Project Statistics" on page 131

Note: For details on using CVS, refer to Appendix A.

Project Membership

Your personal information page—My Page—lists all the projects of which you are a member.

➩ Click the My Page tab on the top right of the screen to view all the projects of which you are a member.

The projects are listed in the My Projects section.

Creating Your Own Project

SourceForge provides the flexibility for registered members to create their own projects and subsequently assemble a team of developers to work on those projects.

To create a project:

1. Click Register New Project in the navigation panel.

   The Register New Project page displays.

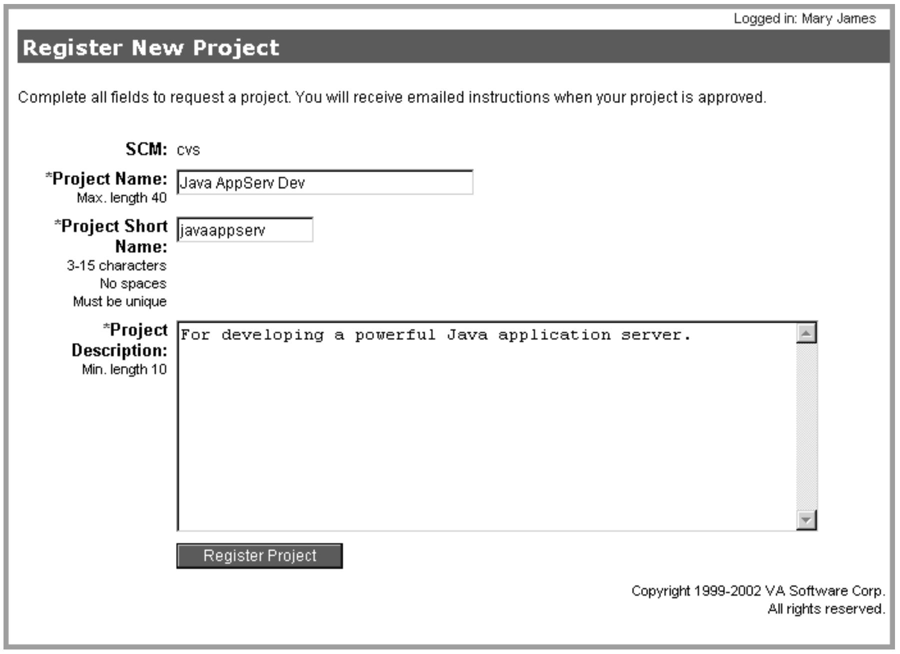


Figure 47. Register New Project page

2. On the Register New Project page:
   a. Optionally, select a template for the project you are about to register from the Select Template drop-down list. This list displays if projects have been created already.
   b. Enter a name for the project in the Project Name field.

      The project name is a short informal description of your project and is limited to 40 alpha-numeric characters.
   c. Enter a short name for your project in the Project Short Name field.

      The short name should be between 3 and 15 characters in lower case, and can contain only characters, numbers, and dashes.
   d. Enter a brief description of your project in the Project Description box.

      This description must be at least 10 characters long, and it will be shown on the Project Summary page.

      Note: If you want to create a SIG, identify the project as a SIG in the description.
   e. Click Register Project.

      Your new project request is sent to the SourceForge administrator.

The project approval notification looks similar to the following:

Your project registration for SourceForge has been approved.

Project Full Name	*<project name>*
Project Short Name	*<project short name>*
Project Template	*<template for the project>*
SCM Type	*<scm application used for the project>*
SCM Server	*<server name>*
Project Page	*<URL of the project summary page>*
Project Admin Page	*<URL of the project information page>*

Note: Save the project approval notification for future reference. Specifically, note the group_id number in the Project Admin Page, which you might need for other project tasks.

Removing Yourself from a Project

Project members can remove themselves from a project on their “My Page.” This ‘removal’ does not delete the project, but merely removes the member from the project. The project name is also removed from the member’s My Page.

Project administrators cannot remove themselves from a project they are managing. Such projects are marked with a red cross symbol.

To remove yourself from a project:

1. Select the My Page tab on the top right of the screen.

   My Page displays.
2. On My Page:
   a. View the list of project names displayed in the My Projects section.

      Trash can icons with red crosses indicate the projects for which you are assigned as a project administrator. You cannot remove yourself from those projects.
   b. Click the unmarked trash can icon adjacent to the project to remove.

Maintaining Your Shell Account Information

Secure shell (SSH) is a tool for secure remote login over insecure networks. It provides an encrypted terminal session with strong authentication of both the server and the client, using public-key cryptography.

SSH features include:

- A variety of user authentication methods tunneling arbitrary TCP connections through the SSH session, protecting insecure protocols such as IMAP and allowing secure passage through firewalls.
- Automatic forwarding of X-Windows connections
- Support for external authentication methods, including Kerberos and SecurID
- Secure file transfers

To establish quick access to the SourceForge CVS repository, you can use SSH.

Adding SSH keys to SourceForge

To add secure shell (SSH) public keys to SourceForge or edit the keys, first you must generate them. You can generate public keys by running the following command from your SSH installation directory:

```
ssh-keygen
```

➪ For details on installing SSH and generating SSH public keys, refer to Appendix A.

To store SSH keys in SourceForge:

1. Make sure you are logged into SourceForge.

   The Account Maintenance page displays.
2. Click Account in the navigation panel.
3. Scroll down to the Shell Account Information section.
4. Click Edit Keys.

   The Change Authorized Keys page displays.
5. Copy the public key from the *.pub* file in your SSH installation directory.
6. On the Change Authorized Keys page:
   a. Paste your public key in the text box.

      Note: You cannot upload more than one key (including different key types) per host, where host is defined as a computer with a hostname or IP Address such as a workstation or server.

   b. Click Update.

Using the Trackers

If you have appropriate access permissions, you can browse the artifacts in all the trackers—default as well as custom.

You can browse and filter tracker artifacts by any of the following criteria: Assignee, Status (Open, Closed, Pending, and so on), Category, or Group. You can also sort the sub-set of filtered artifacts by any of the following criteria in ascending or descending order: tracker artifact ID number, priority, summary, open date, close date, submitter, or assignee.

Browsing Tracker Artifacts

SourceForge offers two methods of filtering tracker artifacts to browse: basic filtering and advanced filtering, as shown in Figure 48 and Figure 49 on page 98. The output of these filtering methods is displayed as the result set, as shown in Figure 50 on page 98.

The basic filter is the default filter. The first time you visit a tracker, the artifacts are displayed using the default basic filter. If at any time you browse the artifacts in this tracker using the advanced filter, it will be the default filter when you view the same tracker the next time.

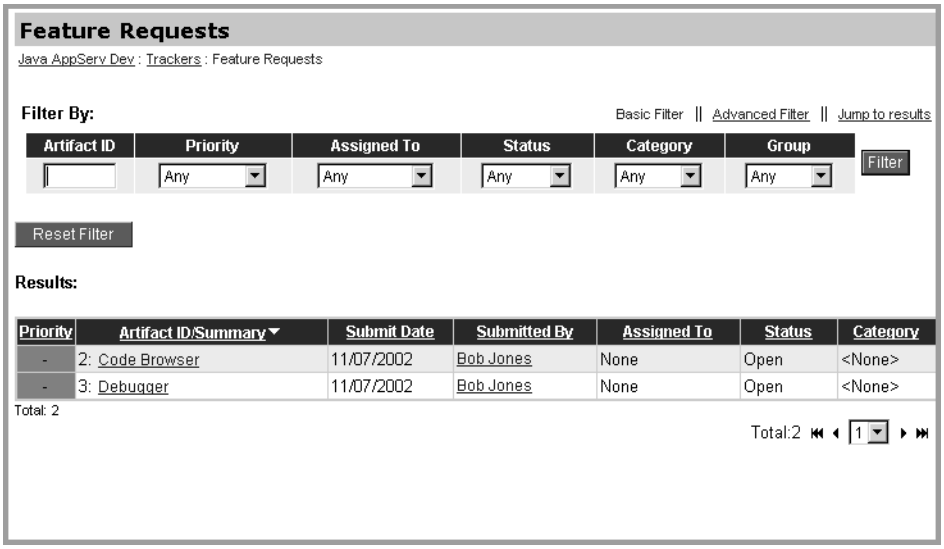


Figure 48. Tracker Artifacts: Basic Filter

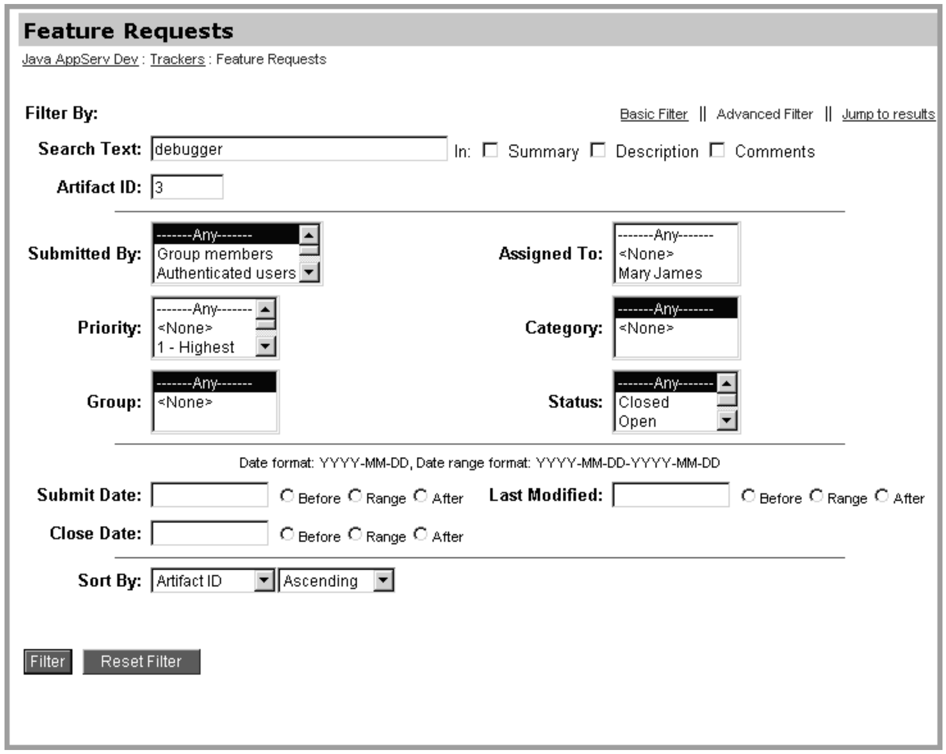


Figure 49. Tracker Artifacts: Advanced Filter

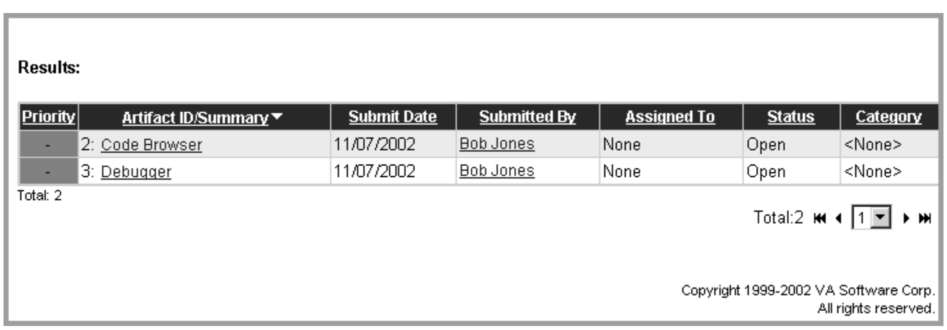


Figure 50. Filter Result Set

Browsing Tracker Artifacts Using the Basic Filter

To browse tracker artifacts using the basic filter:

1. Make sure you are within the desired project.
2. Expand the Trackers menu in the navigation panel.
3. Click a tracker name to browse.

   The tracker page displays the list of artifacts.
4. On the tracker page, click Basic Filter, located above the Filter button.
   a. If you know the ID of the artifact you want to view, enter that ID in the ID filed. Click Filter.

      The Artifact ID overrides other criteria for filtering.

      The artifact details are displayed on a separate page for your viewing.

   b. If you want to view the artifacts by other criteria, specify those criteria in the drop-down boxes. Click Filter.

      The result set is displayed on the bottom of the screen.

      Tracker artifacts are displayed using color-coding so that the most critical items are immediately identifiable. You can sort the tracker list using any of the column headings.

      — Click the subject of the desired artifact in the Artifact ID/Summary column.

      The artifact details are displayed on a separate page for your viewing.

Browsing Tracker Artifacts Using the Advanced Filter

To browse tracker artifacts using the advanced filter:

1. Make sure you are within the desired project.
2. Expand the Trackers menu in the navigation panel.
3. Click a tracker name to browse.

   The tracker page displays the list of artifacts.
4. On the tracker page, click Advanced Filter, located above the Filter button.
5. In the list boxes and drop-down lists on the tracker page, specify the artifact criteria to use as a filter.
6. Click Filter.
7. Click Jump to Results to view the filtered data. You can also scroll down the page.

   Tracker artifacts are displayed using color-coding so that the most critical items are immediately identifiable. The artifacts matching your filtering criteria display in the sort order that you specified. You can sort the tracker list using any of the column headings.
8. Click the subject of the desired artifact in the Artifact ID/Summary column.

   The artifact details are displayed on a separate page for your viewing.

Submitting Artifacts

When tracker artifacts are submitted, they can be automatically assigned based on the category selection that you have made. Supporting internal workflow processes, a tracker can be configured to assign artifacts in specific categories to default technicians.

Often data files (core dumps, examples, log files, and so on) need to be kept with a tracker artifact, especially for bug trackers. Files can be attached during and after the creation of a tracker artifact. This mechanism allows corroborating information to follow a bug report from creation to resolution, and be available to whomever is working to correct the defect.

To submit tracker artifacts:

1. Make sure you are within the desired project.
2. Expand the Trackers menu in the navigation panel.
3. Click Submit under the desired tracker name.

   The Submit page displays.

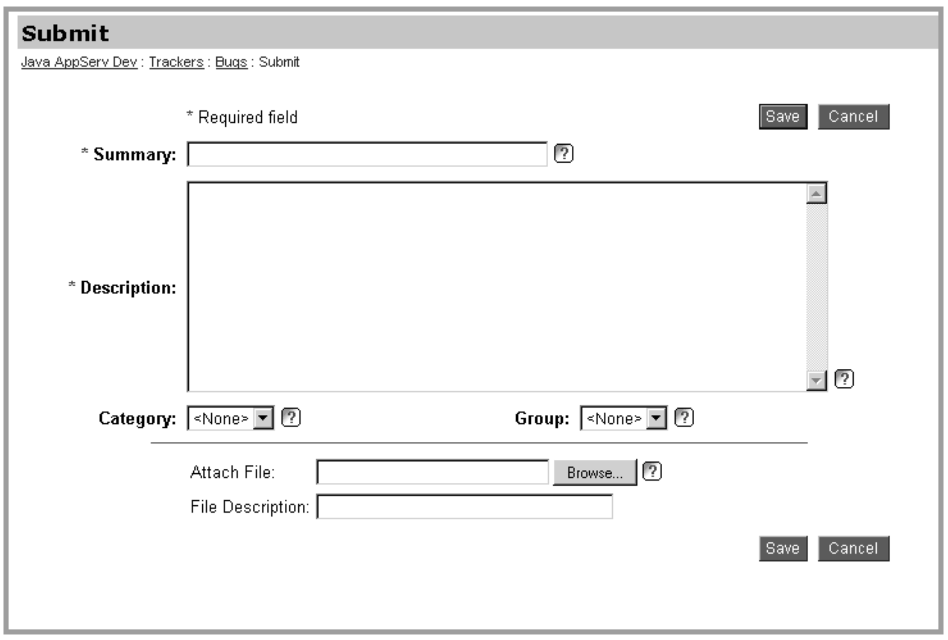


Figure 51. Tracker: Submit page

Note: The fields displayed on the tracker's Submit page are controlled by the way the project administrator has set them. The following steps describe how to use the input fields in a default tracker. Use the help button (?) to view the help text for other fields when they are displayed.

4. Enter a summary of the tracker artifact in the Summary field.
5. Enter a complete description of this tracker artifact in the Description box.

   For bugs, enter a complete description of how to recreate the problem. Do not enter passwords or other confidential information.
6. Optionally:
   a. Specify a category for this artifact in the Category drop-down list.
   b. Specify the desired group for this artifact in the Group drop-down list.
7. In the Projected Hours field, enter the estimated number of hours it may take to address this artifact.
8. If this tracker artifact refers to an external file:
   a. Use the Browse button to upload and attach the file to the tracker artifact.
   b. Enter a brief description of the file contents in the File Description field.
9. Click Save to submit the artifact.

Using the Document Manager

You can browse the document manager to know about the categories of documents available. Subsequently, you can select a category and access individual documents. You can also submit new documents to be shared with other users.

Browsing Documents

You can access documents either via the document manager or via a project's summary page.

To browse documents via the document manager:

1. Click Document Manager in the navigation panel.

   The Root Category page displays a list of sub-categories and individual documents stored in the Root Category.

2. Drill down the desired categories until you find a list of individual documents displayed.
3. Click the title of the desired document.

   The document's property page displays the following information about the selected document: title, description, edited time, editor, file type, language, file size, status, versions, and change log.

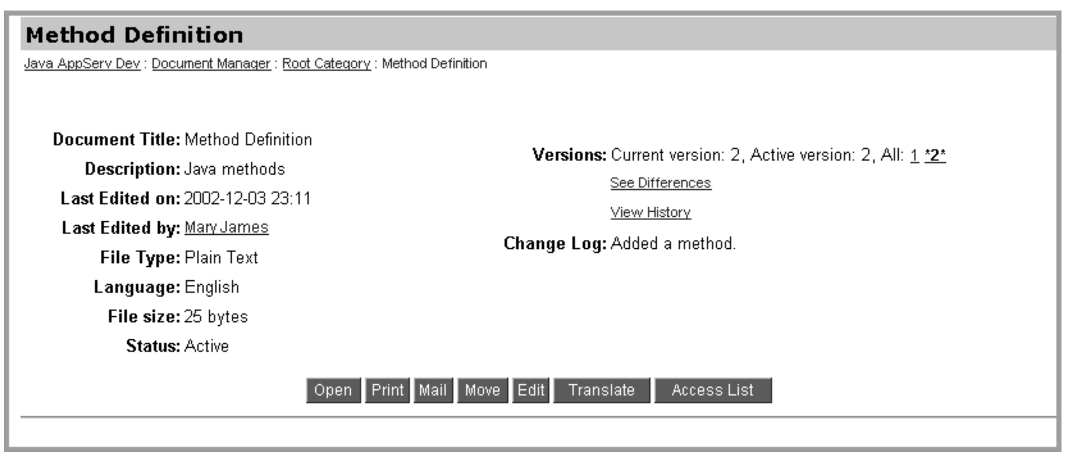


Figure 52. Document Properties

To browse documents via the project summary page:

1. Access the Project Summary page via
   My Page > My projects > [*desired project*]
2. Click Documents in the Project Summary section.
3. In the Documents section, click the title of the document to view.

   The document's property page displays the following information about the selected document: title, description, edited time, editor, file type, language, file size, status, versions, change log, and review information.

Opening and Printing Documents

The print feature is available only for non-binary documents.

To print a document:

1. Click Document Manager in the navigation panel.

   A list of documents and document categories is displayed on the Root Category page.
2. Drill down the desired category until you see a list of individual documents.
3. Click the name of the desired document.

   The document's property page is displayed.
4. To open the document, click Open.
5. To print the document, click Print.

   The document content is displayed in your browser.
   Use the browser's Print feature to print the document.

Mailing Documents

To mail a document:

1. Access the property page of the desired document, as described in the section "Browsing Documents" on page 103.
2. Click Mail.

   The Mail Document page displays.
3. Enter the recipient's e-mail address in the Recipient Email field.
4. Enter the subject of the mail message in the Subject field.
5. Optionally, enter a message in the Message text box.
6. Click Mail Document.

Comparing Different Versions of Documents

You can only compare different versions of non-binary documents.

To compare different versions of a document:

1. Access the property page of the desired document, as described in the section “Browsing Documents” on page 103.
2. Click See Differences.

   The Documentation - Differences page displays the information about the different versions available. You can see how many versions are available and which one is current.
3. Specify the versions to compare in the drop-down lists.
4. Click Show Differences.

   The page displays the differences, where the changes are rendered in green preceded by a plus (+) symbol.

Viewing Document History

To view the change history of a document:

1. Access the property page of the desired document, as described in the section “Browsing Documents” on page 103.
2. Click View History.

   The View Document Changes page displays a list of the various versions of the document.

Translating Documents

If you have access permission as Document Editor, you can translate documents.

To translate a document:

1. Access the property page of the desired document, as described in the section “Browsing Documents” on page 103.
2. Click Translate.

   The Translate Document page displays.
3. Specify the target language in the Language drop-down list.
4. Specify the file type in the File Type drop-down list.
5. If the document is of non-binary type, paste it in the Paste Document box.
6. Click Translate Document.

Editing Document Information

If you have access permission as Document Editor, you can modify the information about a document including its title, description, access type, activity status, and locked status.

To edit document information:

1. Access the property page of the desired document, as described in the Browsing Documents section.
2. Click Edit.

   The Edit Document page displays.

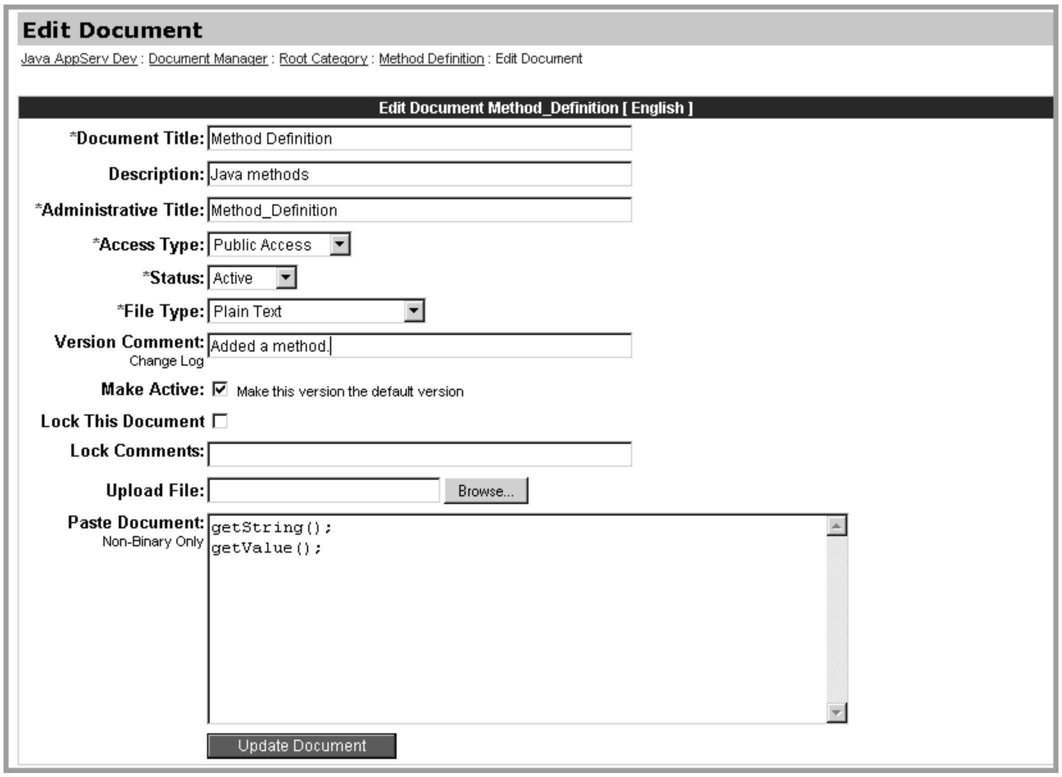


Figure 53. Edit Document page

3. Make necessary changes in the provided fields:
   a. To change the title, use the Document Title field.
   b. To change the description, use the Description field.
   c. Enter the file name for the document in the Administrative Title field.
      — This name will be used in the URL for the document. It should not contain any spaces, and file extensions should be omitted. Each administrative title must be unique within a project.
   d. To set the access type (Member Access, Private Access, Public Access), use the Access Type drop-down list.
   e. To change the status of the document, use the Status drop-down list.
      — Selecting Active means that you are approving the document.
   f. To make the current version the default, select Make Active.
   g. To lock the document, select Lock This Document.
4. Click Update Document.

Submitting a Single Document

If you have the "document manager editor" permission, you can submit documents to the document manager.

To submit a single document:

1. Click Submit below Document Manager in the navigation panel.

   The Documentation - New Submission page displays.

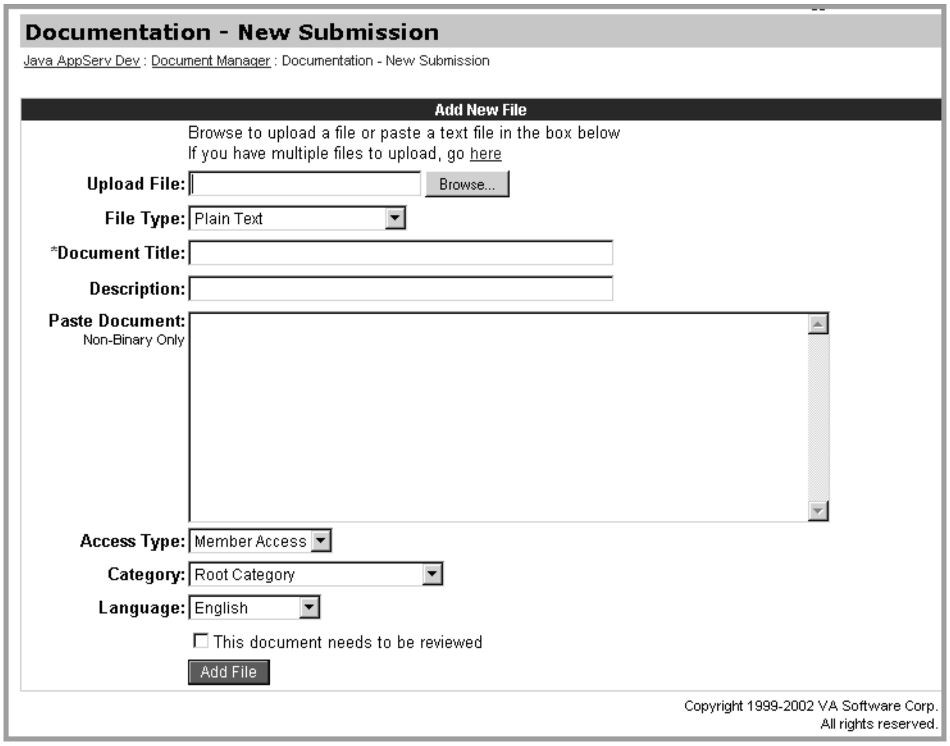


Figure 54. Documentation - New Submission page: submitting a single document

2. On the Documentation - New Submission page:

   a. Click Browse to locate and upload the desired binary document, or paste the document if it is non-binary into the Paste Document box.

   b. Specify the file type of the document, in the File Type drop-down list.

      The “Referenced URL” option in the File Type list requires a fully qualified path to the object. Relative paths are not supported.
      Example of a fully qualified path: *https://sf.vasoftware.com/projects/sfse*

   c. Enter the name of the document in the Document Title field.

      This name should be a brief title that describes the document.

   d. Enter a description of the document in the Description field.

      This description will appear just below the title in the document manager.

   e. Select the access permission for this document from the Access Type drop-down list.

      Member Access — Any member of the project with access to Document Manager can view the document.

      Private Access — Only project administrators and documentation editors can view the document.

      Public Access — Anyone with permission to access Document Manager can view the document.

   f. Specify a category to file the document, in the Category drop-down list.

   g. Specify the language of the document in the Language drop-down list.

   h. Click Add File.

Submitting Documents for Review

First, follow the steps 1-2g described for submitting a single document.

Continue, as follows:

1. Select the This document needs to be reviewed box.
2. Click Add File.

   The Document Manager: Review Options page displays.

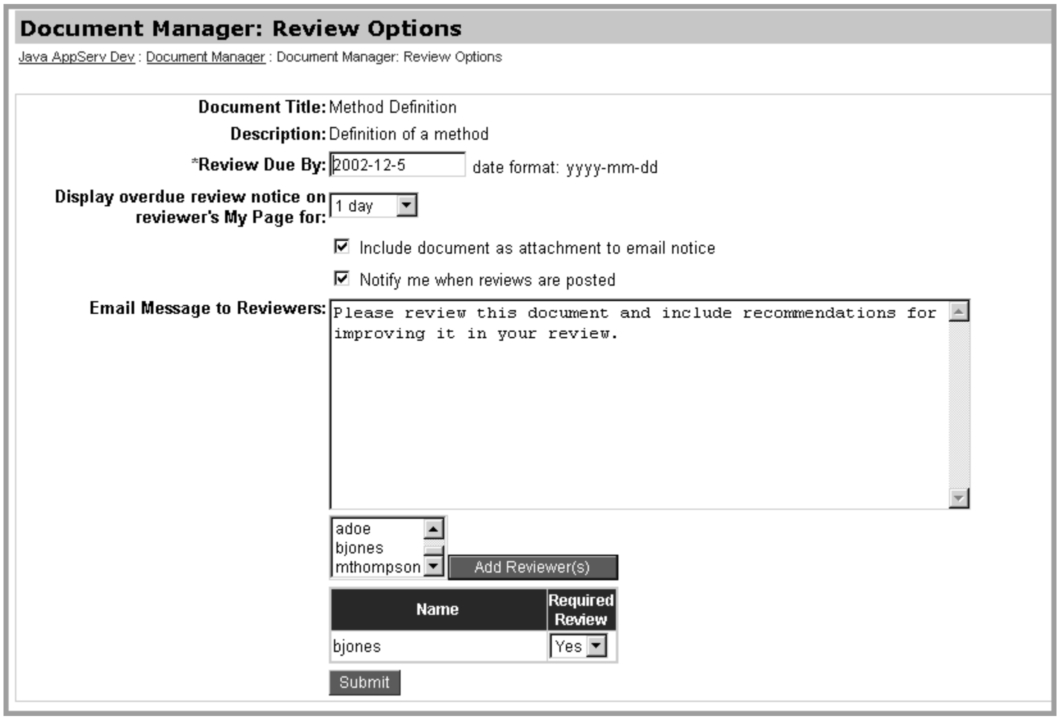


Figure 55. Submitting a document for review

3. Enter the due date for the review in the Review Due By field.

   The date format is: yyyy-mm-dd.
4. Select the desired time limit in the drop-down list to display the review overdue notice.
5. Use the first checkbox to specify if the document has to be attached to the e-mail notification.
6. Use the second checkbox to receive notifications when reviews are posted.
7. Enter your message for the reviewers in the text box.

8. Select the desired name(s) from the displayed list.
9. Click Add Reviewer(s).

   The Required Review window displays with the option to specify whether the review is required of a given member.
10. Select Yes for a member if the review by that member is mandatory. Select No if the member’s review is optional.
11. Click Submit.

    A message appears confirming that the document has been posted for review.

Submitting Multiple Documents

To submit multiple documents:

1. Click Submit below Document Manager in the navigation panel.

   The Documentation - New Submission page displays.

2. Click “here” to access the area to submit multiple documents.

   The Documentation - New Submission page displays two separate sections for submitting document file types: one for binary (non-text) type and the other for non-binary (text) type.

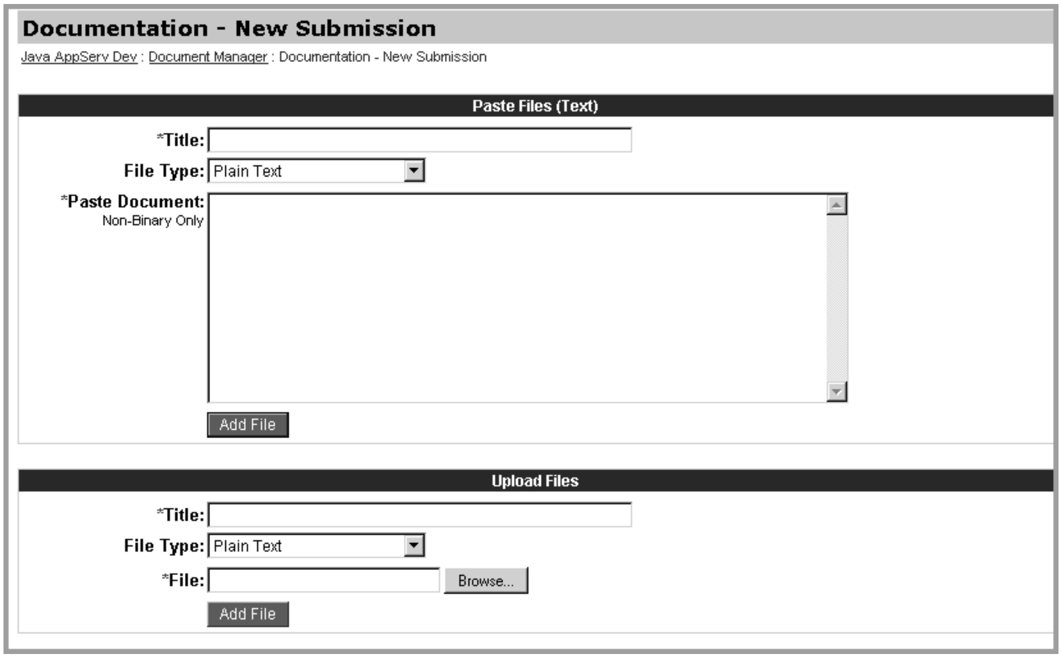


Figure 56. Documentation - New Submission page: submitting multiple documents

3. On the Documentation - New Submission page:

   a. Decide which type of document file—binary (non-text) or non-binary (text)—you want to submit.

   b. Enter the name of the document in the corresponding Title field.

   c. If the file type is non-binary, paste it in the Paste Document text box.

   d. If the file type is binary:

      — Specify the type in the appropriate File Type drop-down list.

      — Upload the file using the Browse... button.

e. Click the corresponding Add File button.

The added files are listed in the lower section of the page, as shown here:

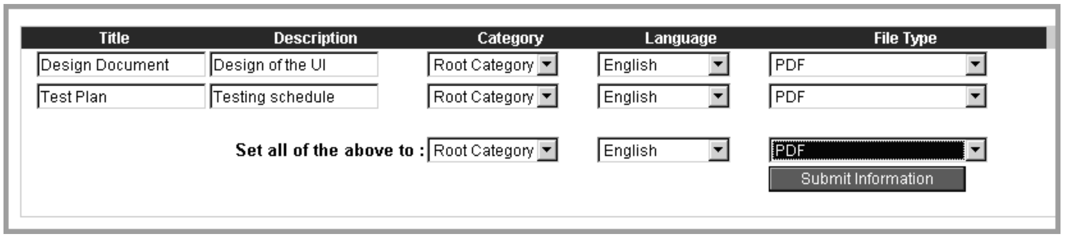


Figure 57. Document Manager: submitting multiple files

4. Enter brief descriptions of the documents in the corresponding fields.
5. Click Submit Information.

Reviewing Documents

If you have been assigned to review a document, you will see the name of that document listed on My Page.

To review a document:

1. Click the My Page tab.
2. Scroll down to the Documents Waiting for Review section.

   This section contains the following information about the document: title, review status, review due date, and a link to the area where you can provide your review comments.
3. Click the title of the desired document to access its property page, and subsequently open it for viewing.
4. Navigate back to the Documents Waiting for Review section on My Page.
5. Click Review next to the desired document to access the page where you can provide your comments.

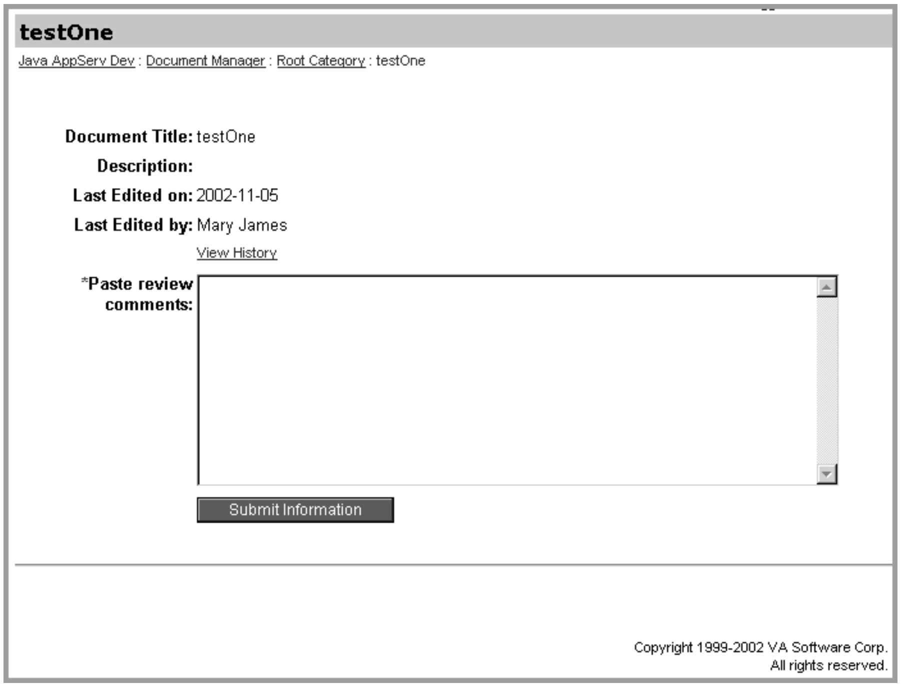


Figure 58. Providing Review Comments

6. Enter your comments in the text box.
7. Click Submit Information.

   The review status of the document is updated on My Page, and an e-mail notification is sent to the document submitter if the submitter had specified to receive such notification when submitting the document for review.

Reading Review Comments

To read review comments:

1. Access the property page of the desired document, as described in the section “Browsing Documents” on page 103.
2. Click Read review comments in the Status section.

   The review comments are displayed along with the reviewer’s name.

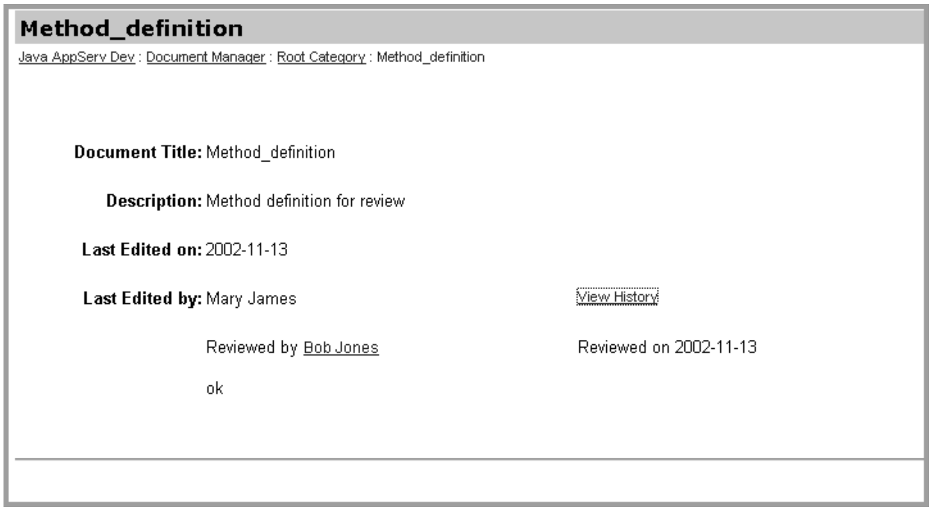


Figure 59. Document Review Comments

Using the Task Manager

Based on your access permissions, you can browse tasks in the task manager, create task groups, and add tasks to task groups.

Viewing Tasks

SourceForge provides a number of ways of viewing assigned tasks depending on your access permission levels.

To view tasks:

1. Expand the Task manager menu in the navigation panel.
2. Click the title of the desired task group.

   The Browse Tasks page displays.

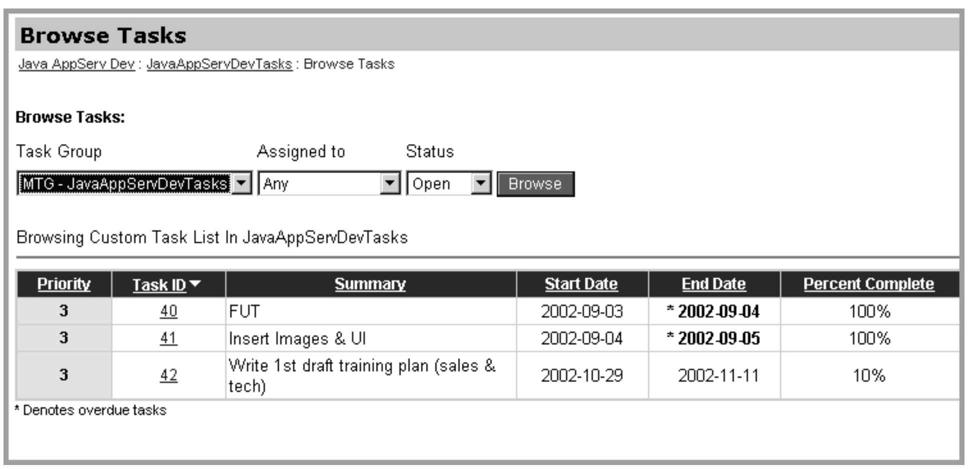


Figure 60. Browse Tasks page

3. Click the desired Task ID.

   The Task Detail page displays the details of the selected task.

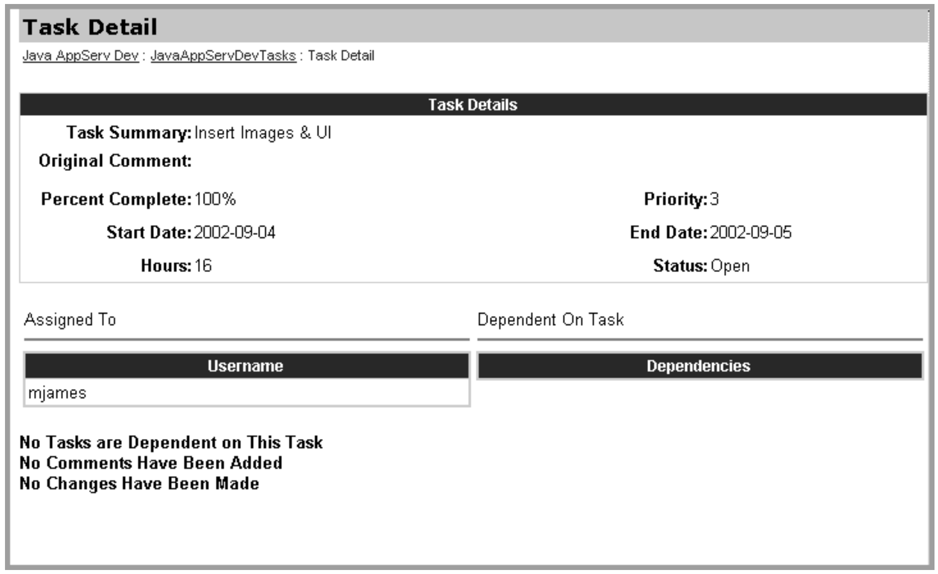


Figure 61. Task Detail page

Adding Tasks to a Task Group

Provided you have the task administration permission, you can add any number of tasks to a task group.

To add a task to a task group:

1. Expand the Task Manager menu in the navigation panel.
2. Click the Add Task link under the desired task group name.

   The Add a New Task page displays.

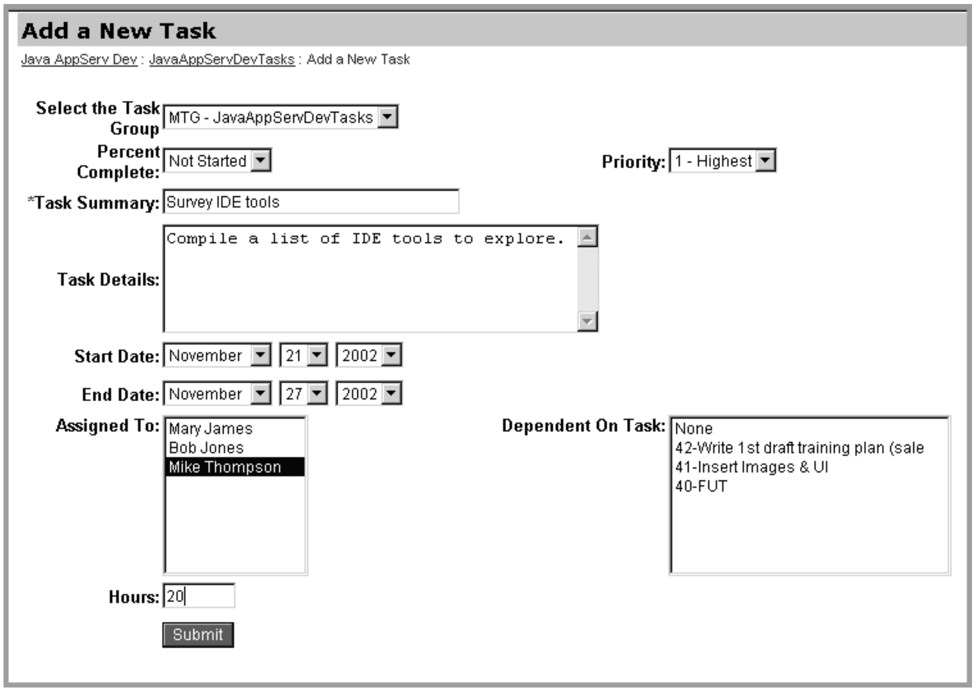


Figure 62. Add a New Task page

3. On the Add a New Task page:
   a. Select the percentage complete or Not Started from the Percent Complete drop-down list.
   b. Specify the priority level of the task in the Priority drop-down list.
   c. Enter a short title for the task in the Task Summary field.
   d. Enter the details of the task in the Task Details field.
   e. Specify a start date for the task using the drop-down lists under Start Date.
   f. Specify an end date for the task using the drop-down lists under End Date.
   g. Assign the task to a member by selecting a name from the Assigned To list.
   h. As necessary, select a previously entered task that this task is dependent upon from the Dependent on Task list.
   i. Enter the number of hours needed to perform this task.
   j. Click Submit.

Using Mailing Lists

Anyone can subscribe to a project mailing list that is public.

To subscribe to a mailing list:

1. Click Mailing Lists in the navigation panel.

   The Mailing Lists page displays.

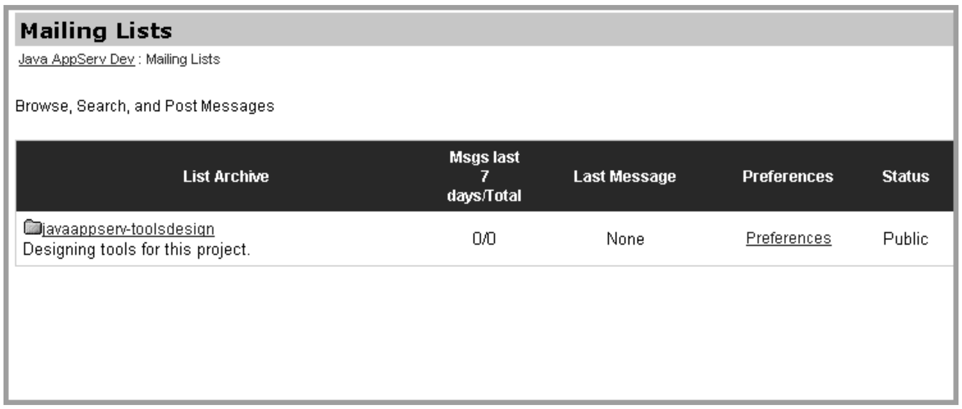


Figure 63. Mailing Lists page

2. On The Mailing Lists page, click Preferences on the row of the desired mailing list.

   The project's mailing list information page displays.

3. Scroll down to the Subscribing to <*mailing list*> section on the list information page:

   a. Enter your email address in the Your email address field.

   b. Enter a password in the Pick a password field.

   c. Re-enter the password in the Reenter password to confirm field.

   d. Select the desired radio button (`Yes/No`) to indicate whether or not you want to receive list mail batched in a daily digest.

   e. Click Subscribe.

To unsubscribe from a mailing list:

1. Click Mailing Lists in the navigation panel.

   The Mailing Lists page displays.
2. On The Mailing Lists page, click Preferences on the row of the desired mailing list.

   The project’s list information page displays.
3. Click Visit Subscriber List, in the <*mailing list*> Subscribers section.

   The <*mailing list*> Subscribers page displays a list of e-mail addresses.
4. On the <*mailing list*> Subscribers page, click your e-mail address.
5. On the configuration page:
   a. Enter your password near the Unsubscribe from button.
   b. Click Unsubscribe from.

To send messages to a mailing list:

1. Click Mailing Lists in the navigation panel.

   The Mailing Lists page displays.
2. Click Preferences next to the desired list.

   The project’s list information page displays the email address for this mailing list.
3. Select the list name in the Using <*mailing list*> section of the list information page.
4. Using your email client, send a message to this email address.

   The message is sent to the mailing list.

Participating in Discussion Forums

Each project can have multiple discussion forums. These online forums allow members and other interested parties to discuss issues related to projects, sub-projects, and tasks. Messages posted to public forums are retained and are searchable by SourceForge users.

Messages can be read individually or as entire threads. The four types of message views include:

- `Flat` — All messages are displayed in a linear list with the latest message placed at the top.
- `Threaded` — Messages are threaded in groups, where each group is consisted of a message, and subsequent replies.
- `Nested` — Messages are displayed in a linear list, where each reply is subsumed under its previous message.
- `Ultimate` — Displays any new message or message response at the top of the message list. This ensures that active threads are always visible.

Browsing Forum Messages

To browse messages:

1. Expand the Forums menu in the navigation panel.
2. Click the name of the desired forum.

   The forum's main page displays.
3. Click the desired forum topic ("Topic").

   Messages posted to the forum are displayed.

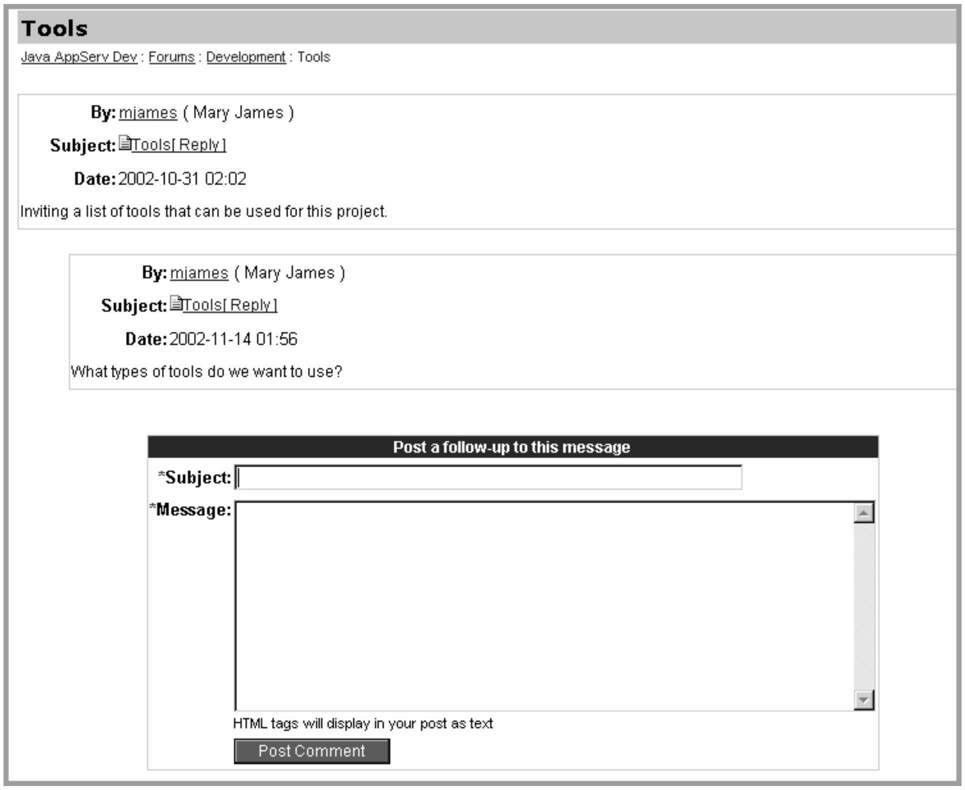


Figure 64. Forum messages

Monitoring Forums

You can monitor selected forums by requesting that new messages be automatically sent to your e-mail address. You can also stop monitoring a forum as necessary.

To start monitoring a forum:

1. Expand Forums in the navigation panel.
2. Click the name of the desired forum.

   The forum's main page displays.

3. Click Monitor under the forum name in the navigation panel.

All new posts to this forum will automatically be sent to your e-mail address. The name of the forum is displayed in the Monitored Items > Forums section on your My Page.

To stop monitoring a forum:

1. Select the My Page tab on the menu bar.

   The My Page displays.

2. Navigate to the section Monitored Items > Forums.
3. Click the trash icon next to the name of the desired forum to halt monitoring.

Posting a Forum Message

After reading a message thread, you may wish to join the discussion. You join a discussion by posting a follow-up message to a message thread.

To post a follow-up message:

1. Expand the Forums menu in the navigation panel.
2. Click the name of the desired forum.

   The forum's main page displays.
3. Click the desired forum topic.

   Messages posted to the forum are displayed.
4. Click the desired Subject [Reply] link.

   The message is displayed with its ID.

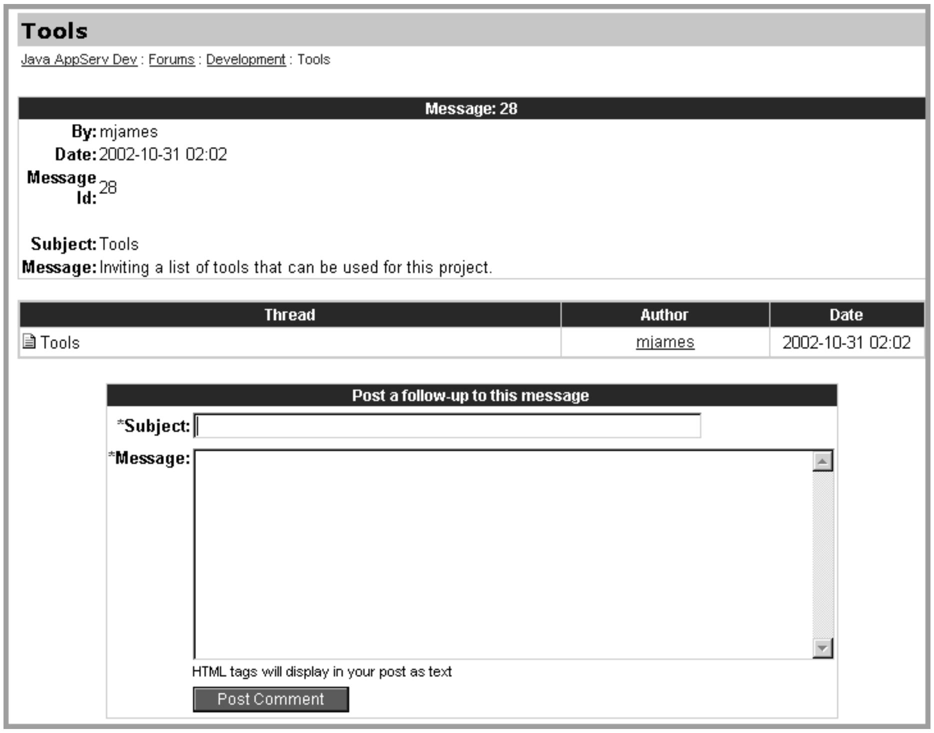


Figure 65. Forum message detail

5. Scroll down to the section “Post a follow-up to this message.”
6. Use the Subject field to modify the subject, if necessary.

   In most cases, it is better to leave the subject unchanged so the message is identifiable as a follow-up to the original message in views other than threaded or nested.
7. Enter the text of your follow-up message in the Message box.
8. Click Post Comment to post your follow-up message to the forum.

Starting a New Forum Thread

You can start a new thread within a discussion forum by posting a new message that is unrelated to any existing messages.

To start a new thread:

1. Expand the Forums menu in the navigation panel.
2. Click the name of the desired forum.

   The forum's main page displays.
3. Scroll down to the Start a New Thread section.

Figure 66. Forum: Start a New Thread section

4. Enter the subject in the Subject field.
5. Enter the content of your message in the Message box.
6. Click Post Comment to post your comment to the forum.

Using the File Publisher

The file publishing system provides access to all the releases available for public usage. You can download various types of releases using the file publisher.

Downloading File Releases

To download a file release:

1. Click File Publisher in the navigation panel.

   The File Publisher page displays. This page lists all the public releases with details of release name, release notes, change log, size and date of the release, and signature (MD5 Checksum number).

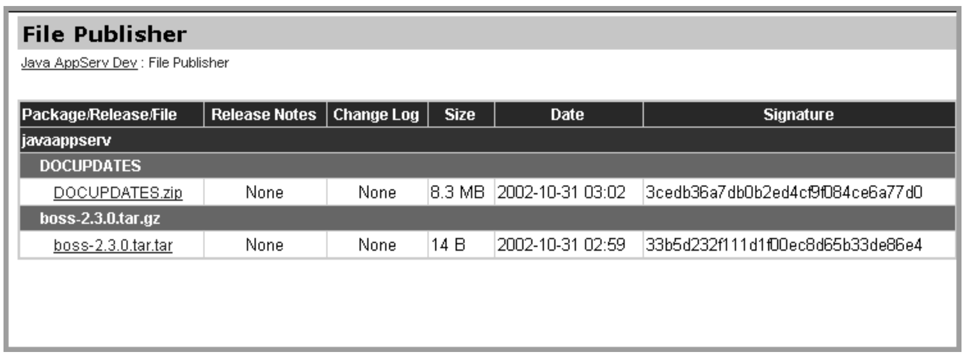


Figure 67. File Publisher page

2. To save the desired file, right-click the name of the file and use the Save Target As... option to save it to the desired location.
3. To view the Release Notes or Change Log for a release, click the corresponding text file icon.

Using Project Statistics

Project statistics are available for you to view if you have the appropriate access permissions. The statistics can be displayed for the last seven days, thirty days, or monthly over the preceding three months.

Viewing Project Performance Information

To display project performance statistics:

1. Expand the Reporting menu in the navigation panel.
2. Click Statistics.

   The Usage Statistics page displays.

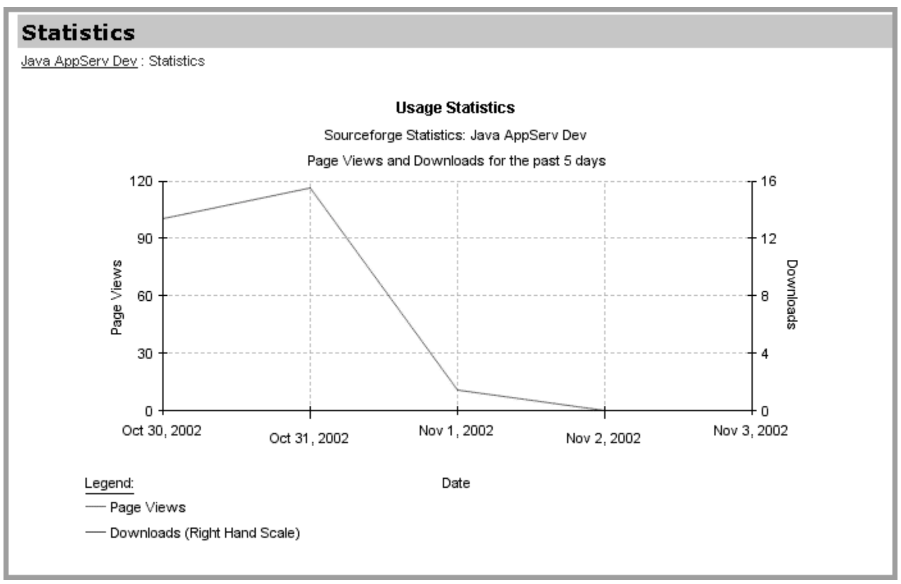


Figure 68. Project Usage Statistics

The graph on the Usage Statistics page shows the number of page views and downloads for the time period specified. The remaining statistical values are defined in the following table.

Table 2. Usage Statistics fields

Field	Description
Month/Lifespan	Time period for this statistic.
Rank	Project ranking in terms of activity.
Page Views	Number of time the pages for this project have been viewed over the time period specified.
D/l (Downloads)	Number of downloads from this project for the time period.
Bugs	Number of open and total (in parentheses) bug tracker items for this project for the time period.
Support	Number of open and total (in parentheses) support tracker items for this project for the time period.
Patches	Number of open and total (in parentheses) patch tracker items for this project for the time period.
All Trkr	Number of open and total (in parentheses) overall tracker items for this project for the time period.
Tasks	Number of open and total (in parentheses) Tasks for this project for the time period.
SCM	Number of SCM commits and adds (in parentheses) for this project for the time period.

Reporting on Projects

The SourceForge reporting function lets members accurately track project activity while minimizing project overhead requirements. SourceForge includes five predefined report templates and a wide range of custom reporting options. Additionally, reports can be scheduled to run at regular time intervals and data from reports can be exported as .csv (comma delimited) files for use in external applications.

Only members with Document Manager editor and custom reporting permissions can create and save reports. You can view saved reports stored in the document manager if you have the appropriate permission set.

You can use the following report templates to automate your project reporting requirements:

- **User reports**

  User reports let you monitor user activities, such as SCM adds and SCM commits.
- **Project Tracker reports**

  Project reports let you report on all tracker activities (for example, artifacts open and closed etc.) for the project for which you are a project administrator. Administrators can create reports on all projects.
- **Project SCM reports**

  Reports on all group SCM activities such as the number of SCM adds and SCM commits.
- **Project Activity reports**

  Reports on group activities by percentile and activity ranking.
- **Project Task reports**

  Reports on group-wide task activities.

Using Predefined Template Reports

To create and save a report:

1. Click Reporting in the navigation panel.

   The Reporting page displays.

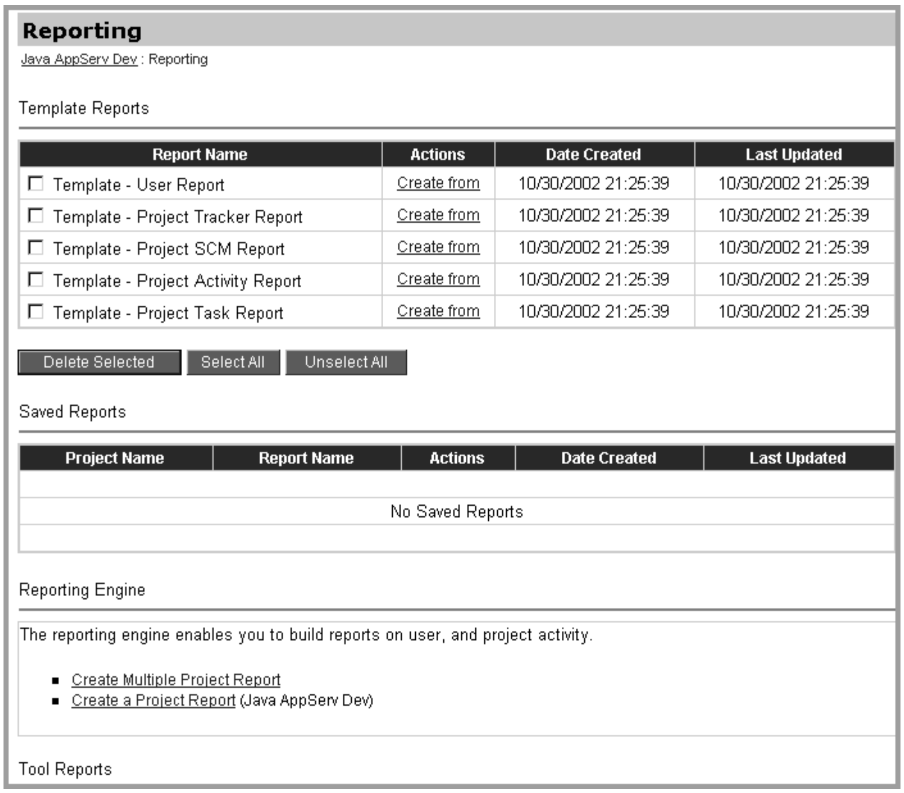


Figure 69. Reporting page

2. Select one of the following report types from the list.
   - Template-User Report
   - Template-Project Tracker Report
   - Template-Project SCM Report
   - Template-Project Activity Report
   - Template-Project Task Report

3. Click Create from in the Actions column.

   The Build a Report page displays.

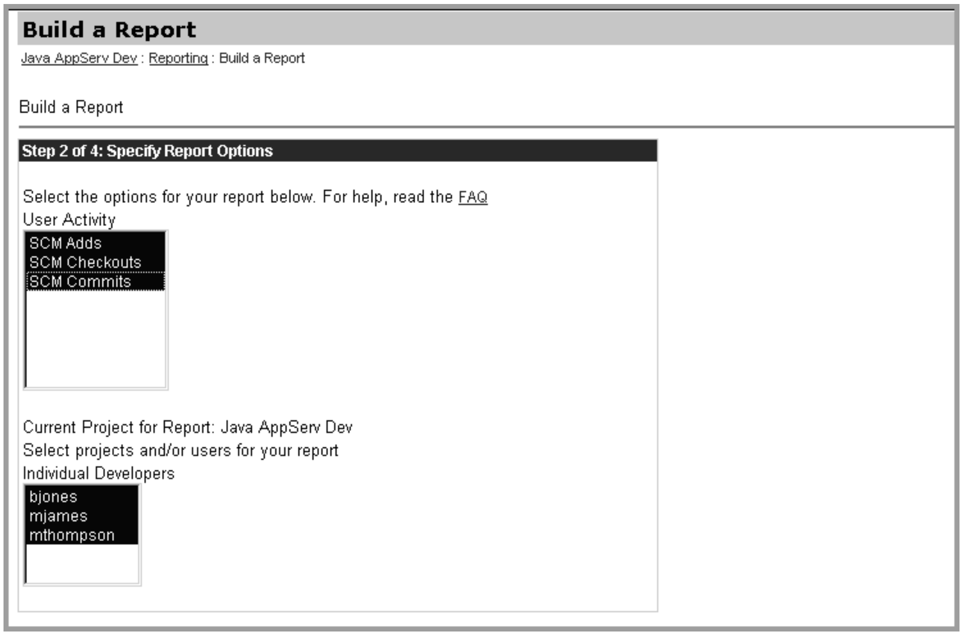


Figure 70. Build a Report page: specifying report parameters

4. Specify your report parameters. The available parameters depend upon the type of report you have selected.

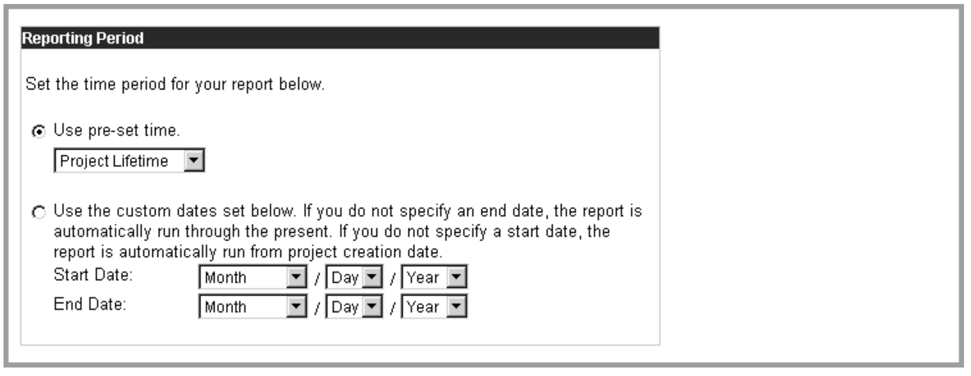


Figure 71. Build a Report page: specifying report period

5. Specify the reporting period.

Figure 72. Build a Report page: specifying report format and type

6. Specify a format for the report.
7. Specify a type for the report data: Aggregate Report or Averaging Report.
8. Specify a basis for this report: time interval or project.
9. Click Reset to re-renter your selections, if necessary.
10. Click Preview Report.

    The report preview section displays.

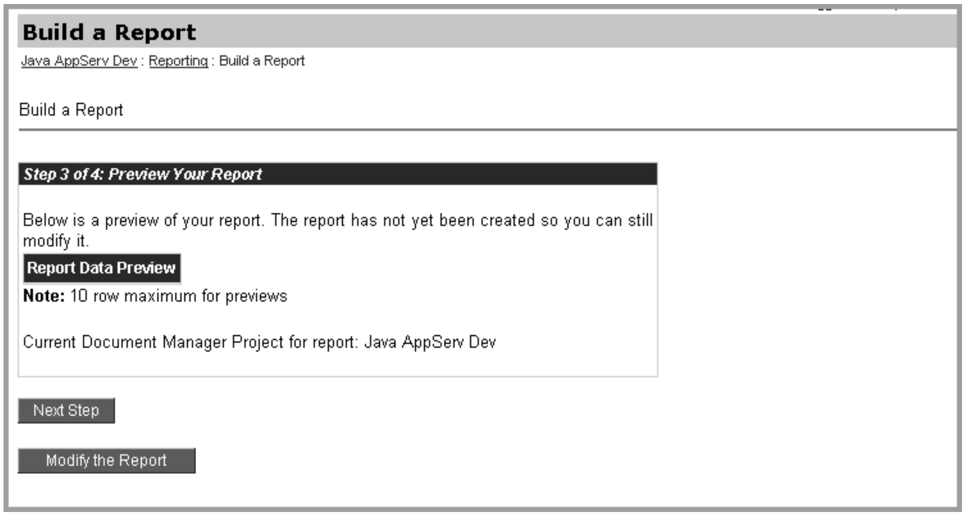


Figure 73. Build a Report page: previewing your report

11. In the Preview Your Report section:
    a. To modify the report, click Modify the Report and repeat the preceding steps.
    b. To proceed, click Next Step.

    The Add New File section displays.
12. In the Add New File section:
    a. Enter a brief title for the report document in the Document Title field.
    b. Enter a short description of the report in the Description field.
    c. Specify the access level for this document from the Access Type drop-down list.
    d. Specify a category for this report in the Category drop-down list.
    e. Select a language for this report from the Language drop-down list.
    f. Click Add File.

    A confirmation page displays giving the URL to access this report.

    The report is saved to the location specified in the confirmation message. You can access the report from the Saved Reports section of the Reporting main page, as shown in Figure 75 on page 140.

Reporting on Trackers

Provided you have access to trackers, you can create the following types of reports for any of your project trackers:

- **Aging Report —** Displays three graphs for the time period selected.
  - **Average Turnaround Time for Closed Items (days) —** Shows the mean number of days a tracker artifact is open for each time period.
  - **Number of Items Submitted —** Shows the number of new tracker artifacts opened during each time period.
  - **Number of Items Still Open —** Shows the number of tracker artifacts currently open.
- **Distribution by Status** — Shows how many artifacts are set to each status.
- **Distribution by Assigned To—** Shows the number of artifacts assigned to each tracker technician during the time period selected. Items that are currently open are shown in red; others are shown in blue.
- **Distribution by Category —** Shows the number of artifacts assigned in each category during the selected time period. Items that are currently open are shown in red; others are shown in blue.
- **Distribution by Group —** Shows the number of items assigned in each group during the selected time period. Items that are currently open are shown in red; others are shown in blue.

Misc. Distribution Reports—You can generate these reports if the following fields are used in the Tracker: **Platform, OS, Browser, Version, Release, Issue Type, Customer.**

To create a report on trackers:

1. Expand the Reporting menu in the navigation panel.
2. Click Tracker Reporting.
3. Select the tracker for the report from the drop-down list.

   This list includes the default trackers as well as any new trackers you have created.
4. Click OK.
5. Select the report type and time period from the drop-down lists.
6. Click Show to display the report.

Saving Reports in the Document Manager

You can store the reports you generate in the document manager in order to share them with other users. Only members with Document Manager editor and custom reporting permissions can create and save reports. You can view saved reports stored in the document manager if you have the appropriate permission set.

To save a report to the document manager:

1. Click Reporting in the navigation panel.

   The Reporting main page displays.

2. In the Saved Reports section, click Create Schedule next to the desired report.

   The Create Schedule page displays.

3. Specify the start date, frequency, and duration for the schedule.
4. Scroll down to the Distribution Option section.

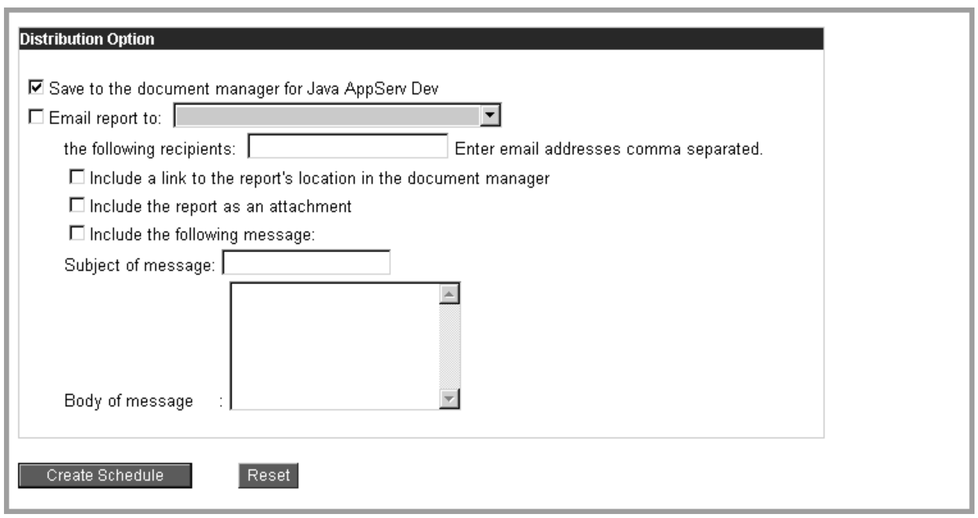


Figure 74. Distributing Reports to a Mailing List

5. Select “Save to the document manager for <*project name*>.”
6. If necessary, use the Reset button to re-enter your specifications.
7. Click Create Schedule.

Scheduling Reports

The report scheduling function lets you schedule saved reports to run for a pre-defined time period or indefinitely. A scheduled report can be distributed using the Document Manager, project mailing lists, or by using customized email lists. You can distribute reports using any of these methods or all three in combination.

Only users with the custom reporting permission can schedule reports.

The Reporting main page has a section, Saved Reports, listing all the saved reports, as shown in Figure 75 on page 140.

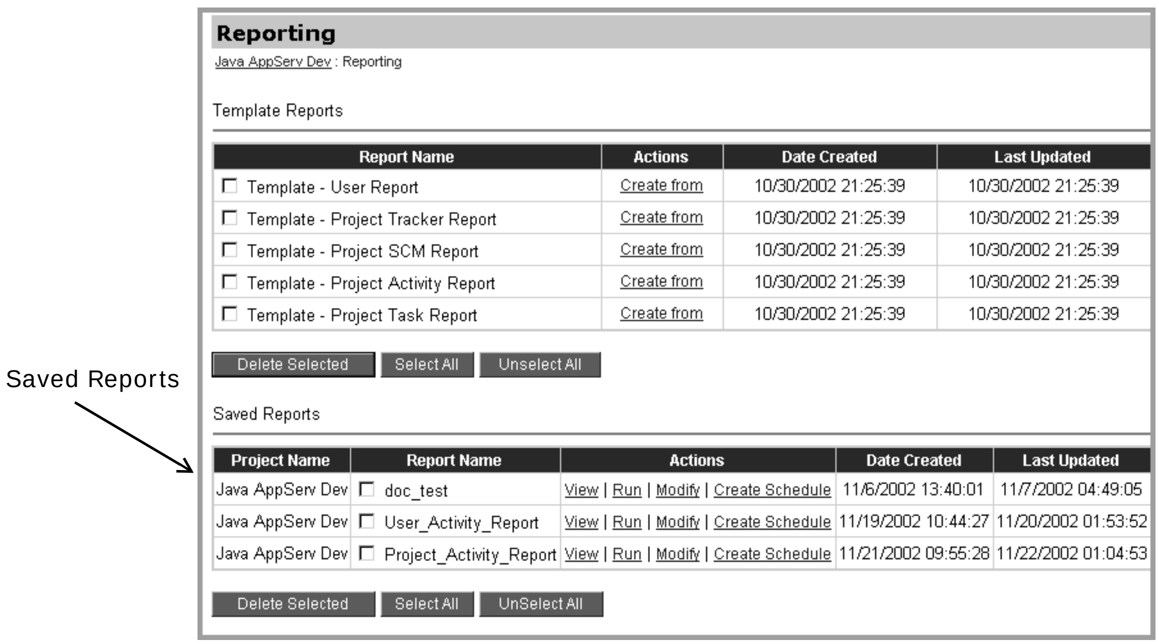


Figure 75. Saved Reports section

To schedule a report:

1. In the Saved Reports section of the Reporting main page, click Create Schedule next to the report you are about to schedule.

   The Create Schedule page displays.

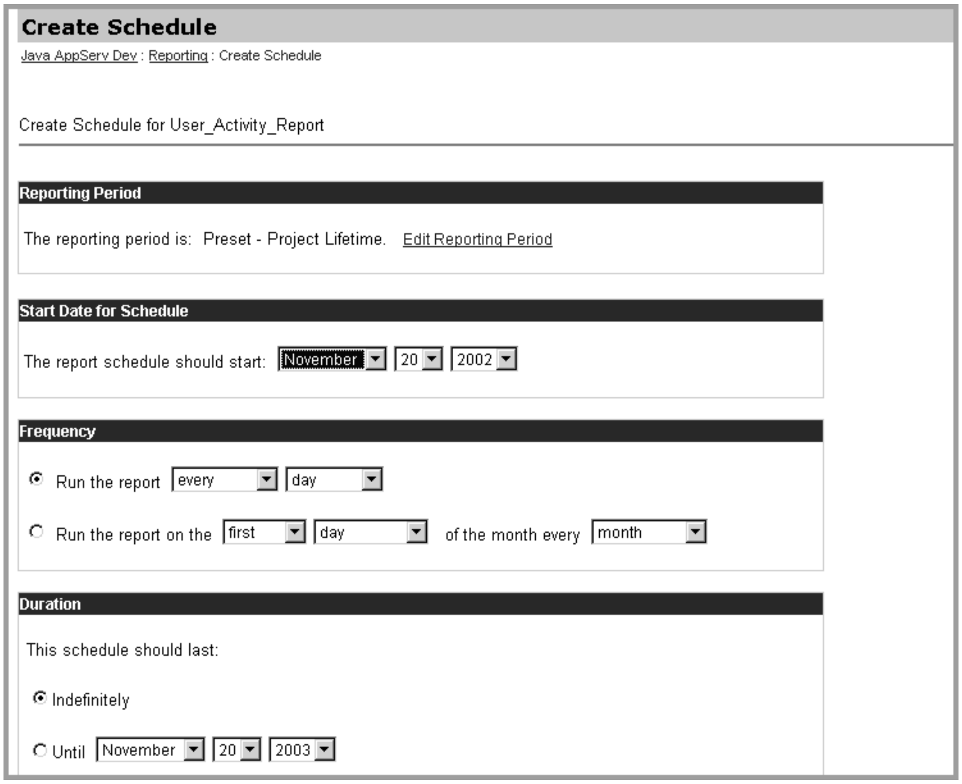


Figure 76. Create Schedule page

2. On the Create Schedule page:
   a. To modify the reporting period specified previously, click Edit Reporting Period.
   b. To schedule a report to run on a weekly basis, set the frequency to “Run the report every week.”
   c. To schedule a report to run on a monthly basis, set the frequency to “Run the report on the first day of the month every month.”
   d. To schedule a report to run on a quarterly basis, set the frequency to “Run the report on the first day of the month every 3 months.”
3. Click Create Schedule.

Distributing Reports

To schedule a report distribution:

1. In the Saved Reports section of the Reporting main page, click Create Schedule next to the desired report.

   The Create Schedule page displays.

2. Specify the start date, frequency, and duration for the schedule.
3. Scroll down to the Distribution Option section.
4. To schedule a report distribution via a project mailing list:
   a. Check the Email Report To box.
   b. Select a mailing list from the drop-down list.
5. To schedule a report to be distributed to specific individuals:
   a. Check the Email Report To box.
   b. Enter individual e-mail addresses, each separated by a comma, in the next field.

Reporting on Tasks

Provided you have the task administration permission, you can create the following types of reports on task groups within SourceForge:

- **Aging Report —** Displays the average number of days a task remained open during the selected time period.
  - — **Average Duration for Closed Tasks (Days) —** Shows the mean number of days a closed task was open during each time period.
  - — **Number of Tasks Started —** Shows the number of new tasks started during each time period.
  - — **Number of Incomplete Tasks —** Shows the number of tasks currently open.
- **Tasks by Technician —** Shows the number of items assigned to each task technician during the time period selected. Because a task can be assigned to more than one technician, some tasks may be counted more than once. Tasks that are currently open are shown in red; all others are shown in blue.
- **Tasks by Task Group—** Shows the number of tasks in each task group during the selected time period. Tasks that are currently open are shown in red; all others are shown in blue.

To create a report on tasks:

1. Expand Reporting in the navigation panel.
2. Click Task Manager Reporting.

   The Task Reporting page displays.
3. Select the report type and time period from the drop-down lists.
4. Click Show to display the report.

CHAPTER 6
Project Administration

This chapter assumes that you have a good understanding of the SourceForge resources, user privileges, and user actions described in the previous chapters.

When a registered user requests that a new project be created, a SourceForge application administrator receives that request and approves or rejects the request. The requestor is notified of the decision via e-mail. When the application administrator approves the project, the user automatically becomes an administrator for that project.

All of the member privileges applicable to project members apply to project administrators.

This chapter describes the administrative privileges of project administrators.

Major Topics:

- “Managing Project Information” on page 146
- “Auditing Project Change History” on page 153
- “Project Assistance Administration” on page 154
- “Using Role-Based Access Control (RBAC)” on page 157
- “Tracker Administration” on page 182
- “Document Manager Administration” on page 195
- “Task Manager Administration” on page 204
- “Forum Administration” on page 173
- “Mailing Lists Administration” on page 176
- “News Administration” on page 179
- “File Publisher Administration” on page 207
- “Managing the SCM-Tracker Integration” on page 216

Managing Project Information

Managing project information involves the tasks of adding registered members to a project, editing member access permissions, enabling project features, and editing project map categorization.

Viewing Project Administration Summary

Each project has a Project Administration Summary page that shows high-level information for the project. This summary provides the managers with an easy-to-use entry point for a project. The summary page also shows the project tools that are enabled for the project.

To access the Project Administration Summary page:

1. Expand the Admin menu in the navigation panel.
2. Click Project Admin.

   The Project Administration Summary page displays.

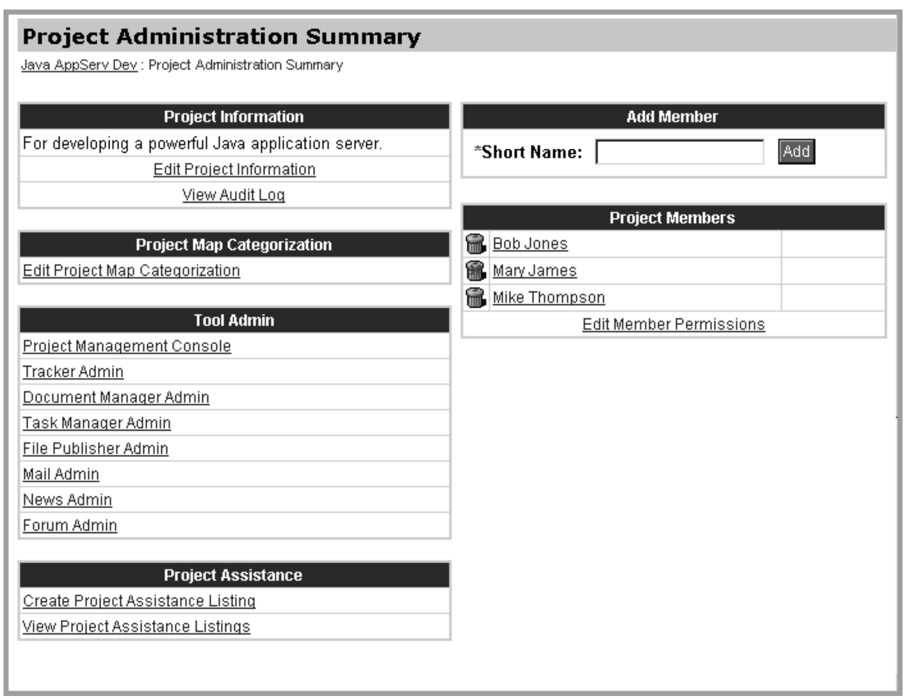


Figure 77. Project Administration Summary page

The Project Administration Summary page, as shown in Figure 77 on page 146 includes:

- Project information (with links to separate areas for editing project information and viewing project change history)
- Project map categorization information
- Tool Administration information
- Project Assistance information
- Input field for adding new members to the project
- List of Project Members (with a link to edit member access permissions)

Adding Registered Members to a Project

You must add registered users to a project so they can become members of that project. You cannot add users to a project until they are confirmed registered SourceForge users.

Also, you need to know the user's login name. This name is needed for the system to recognize the user.

To add registered users to become members of a project:

1. Expand the Admin menu in the navigation panel.
2. Click Project Admin.

   The Project Administration Summary page displays.
3. On the Project Administration Summary page:

   a. Enter the login name of the user in the Short Name field.

   b. Click Add.

   Note: If the user you're trying to add to the project does not have an active status, contact your SourceForge-application administrator.

Editing Project Member Permissions

To edit project member permissions:

1. Expand the Admin menu in the navigation panel.
2. Click Project Admin.

   The Project Administration Summary page displays.
3. Click Edit Member Permissions in the Project Members section.
4. The Role Administration page displays.

   Refer to the section “Using Role-Based Access Control (RBAC)” on page 157 for details on role administration.

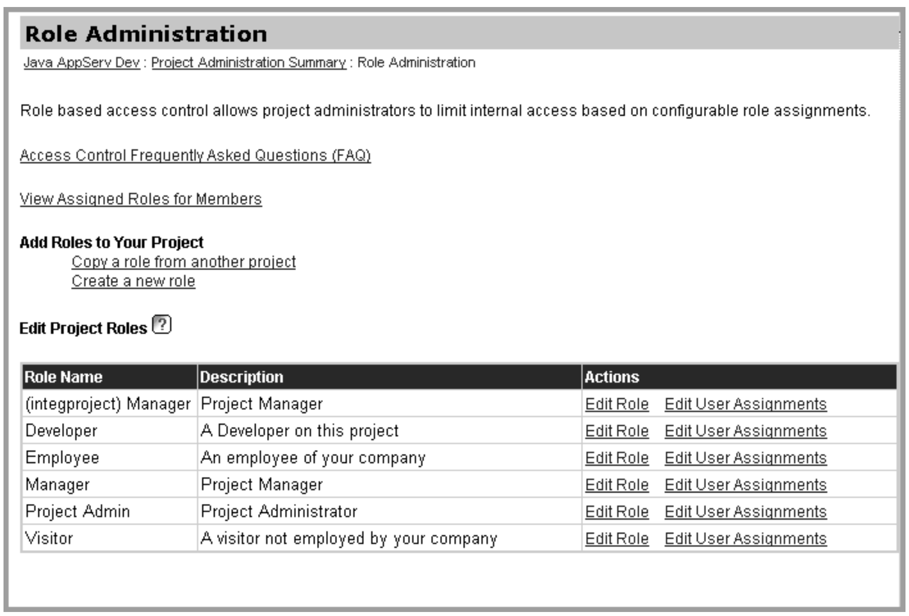


Figure 78. Role Administration page

Editing Project Information

Each project has a project information page that lists the features enabled for the project. As necessary, you can activate or deactivate any of these enabled features at any time. You can also choose to receive notifications about new tasks assigned for the project.

To enable features for a project:

1. Expand the Admin menu on the navigation panel.
2. Expand the Project Admin menu.
3. Click Project Info.

   The Edit Project Information page displays.

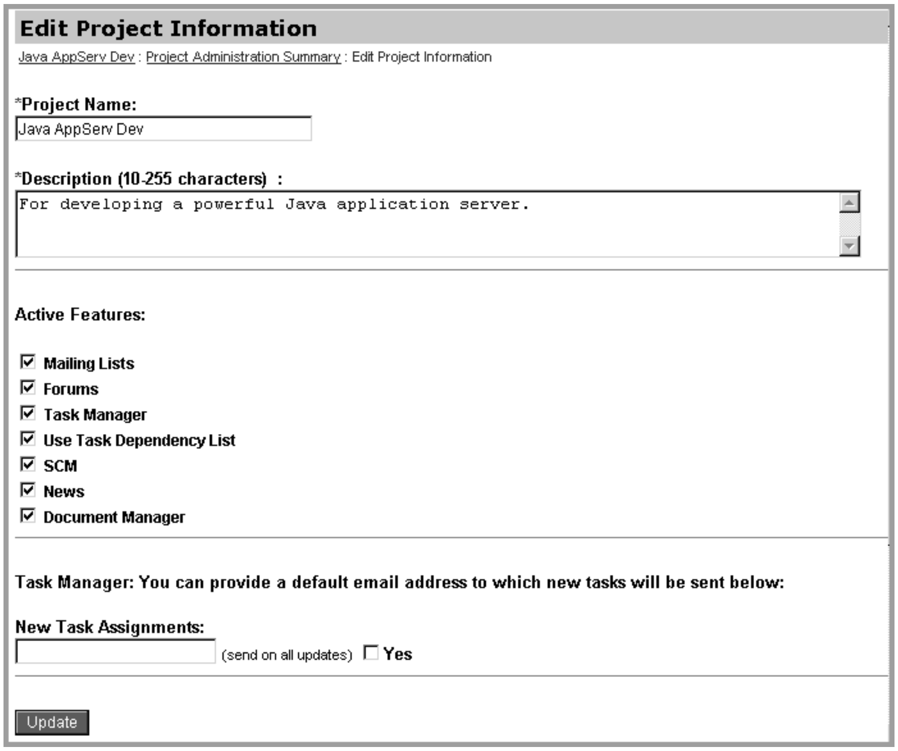


Figure 79. Edit Project Information page

4. On the Edit Project Information page:
   a. Check or uncheck the desired boxes in the Active Features section.
   b. Click Update.

The updated information is populated through the specified roles, and all the project members who are assigned these roles will have access to the feature you just enabled.

The navigation tree in the navigation panel reflects the updated information by displaying only the enabled features for the project.

To receive notification about project tasks:

1. Expand the Admin menu on the navigation panel.
2. Expand the Project Admin menu.
3. Click Project Info.

   The Edit Project Information page displays.
4. On the Edit Project Information page:
   a. Enter your e-mail address in the New Task Assignments field.
   b. Select Yes to receive notification on all task updates.

Editing Project Map Categorization

To edit project map categorization:

1. Expand the Admin menu in the navigation panel.
2. Click Project Admin.

   The Project Administration Summary page displays.
3. In the Project Map Categorization section, click Edit Project Map Categorization.

   The Edit Project Map Category page displays a list of root categories.

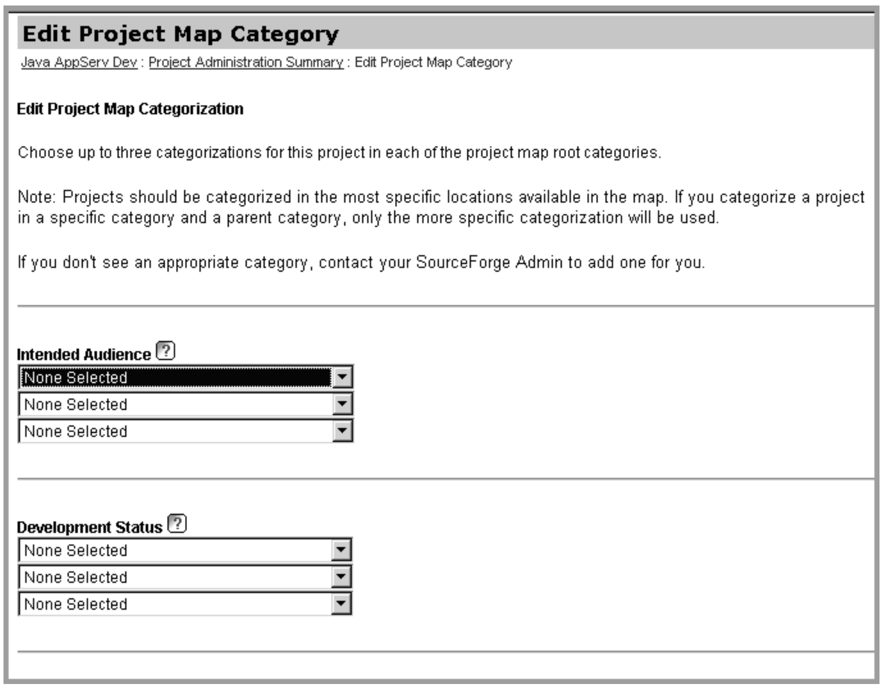


Figure 80. Edit Project Map Category page

4. Specify up to three categorizations for this project in each of the root categories.
5. Click update All Category Changes.

Auditing Project Change History

The Audit Log page displays a consolidated view of a project's change history. You can find out how a project has changed over time in terms of its membership and other activities.

To view project change history:

1. Expand the Admin menu on the navigation panel.
2. Expand the Project Admin menu.
3. Click Audit Log.

   The Audit Log page displays.

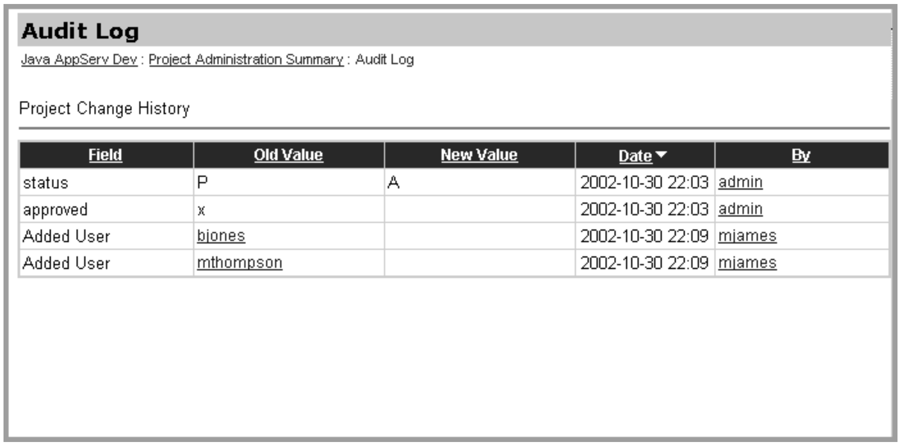


Figure 81. Audit Log page

The Audit Log page displays the project change history concerning the following items:

- Project activities (in the Field column).
- Old and changed descriptions of each activity in the Old Value and New Value columns respectively.
- Date of the activity in the Date column.
- Name of the administrator who performed the activity in the By column.

Names of users displayed on the Audit Log page link to their respective User Profile page.

➪ For information on User Profile, refer to "User Information" on page 69.

Project Assistance Administration

The SourceForge application administrator defines job categories and skills that are required to carry out the various jobs. You can create job postings and edit job information.

Creating Job postings

You must describe the job and define the skills and levels of competency and experience for the job.

To create a job posting:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Click Project Assistance.

   The Create a New Job page displays.

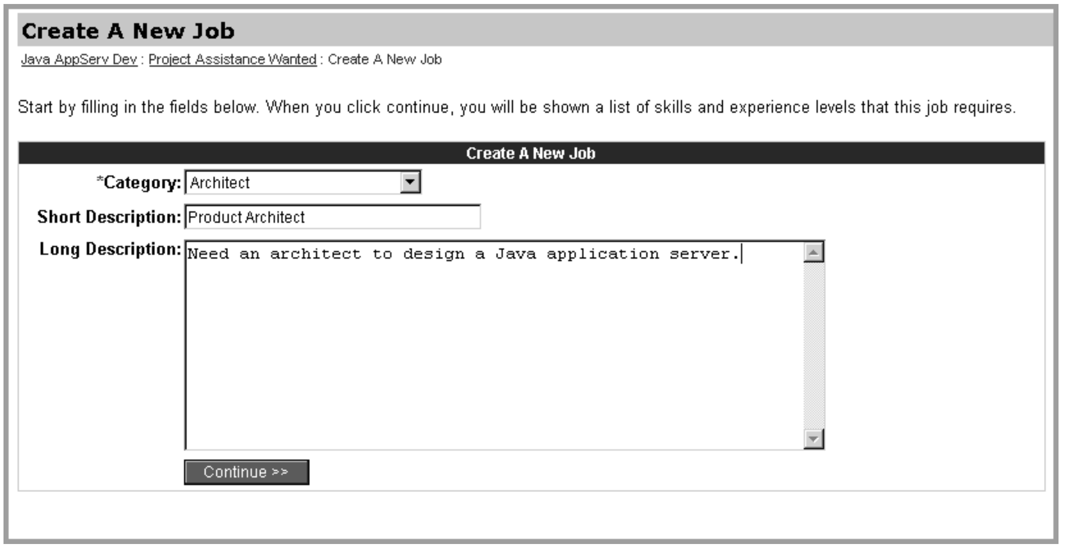


Figure 82. Create a New Job page

4. On the Create a New Job page:
   a. Select a category for this job from the Category drop-down list.
   b. Enter a brief description of the job in the Short Description field.
   c. Enter a detailed job description in the Long Description field.
   d. Click Continue.

      The page displays a message indicating that the job was successfully posted.

      You need to define the skill and levels of competency and experience for this job.
   e. Select a skill, competency level, and experience from the drop-down lists in the Add a New Skill section.
   f. Click Add Skill to add the skill to the Skill Inventory for the job.
   g. Continue adding skills until you have added all the relevant skills for the job.
   h. Click Finished.

Editing Job Information

You can make changes to a job posting at any time and also delete the posting. After two weeks, a job’s status is automatically changed to deleted.

Job postings have one of the following statuses:

- `Open` — The job posting is open to applicants.
- `Filled` — The job has been filled.
- `Deleted` — The job posting no longer is available to be viewed except by project or SourceForge administrators.

To edit a project assistance wanted request:

1. Expand the Admin link in the navigation panel.
2. Expand Project Admin.
3. Click List/Edit under Project Assistance.

   The Project Assistance Wanted list is displayed.

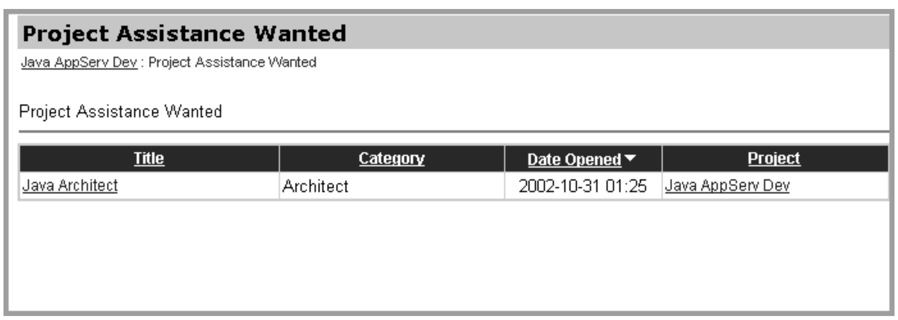


Figure 83. Project Assistance Wanted page

4. On the Project Assistance Wanted list page:
   a. Click the title of the posting to edit.

      The job description is displayed.

   b. Click Edit Job.
   c. Make changes, as necessary.

      You can delete a job posting by selecting Deleted from the status drop-down list. Deleting a job posting removes the posting from view.

   d. Click Update Descriptions.
   e. Make changes to the Job Skills as necessary.
   f. Click Finished.

Using Role-Based Access Control (RBAC)

“Role” in SourceForge is an abstract concept signifying a collective set of user- permissions to access specific resources in SourceForge. A role represents a collection of permissions ranging from “access to mailing lists” to “project administration.” A role enables a set of specific actions within a project. Roles are assigned to users who are members of a given project and to default user classes.

You can grant each developer read/write access to source code and project information on a per project basis. Access to source code is through Secure Shell access (CVS) or via the secure mechanism within the Clearcase client software.

A number of components in SourceForge can be designated as Public or Private providing an additional level of access control. Public or Private access can be set for the following areas:

— Projects (set by SourceForge Administrators)

— Forums

— Mailing lists

— File Publisher

— Documents

Private forums and private mailing lists allow more precise control than is possible with roles, which generally enable access control at the tool level. Private distinctions (for forums and mailing lists) limit access to components to project members only.

For example, if a member of the default user class “registered user” has access to forums but the forum is designated as “Private,” the registered user cannot view the forum if they are not also a project member.

Within the file publisher, hidden files, hidden releases, and hidden packages are visible only to users who are assigned to a role with the file publisher technician permission.

The following table lists the permissions associated with each SourceForge default role.

Table 3. SourceForge Default Roles and Associated Permissions

Role	Associated Permissions
Project Admin	Document Manager Editor File Release Technician Forum Moderator Project Administrator Project Management Console Administrator Task Manager Administrator Task Manager Technician Tracker Administrator Tracker artifact submission Tracker Manager Tracker Technician
	Access To: Custom Reporting, Document Manager, File Publisher, Forums, Mailing Lists, News, Project Management Console, Project Statistics, SCM, Task Manager, Trackers.
Manager	Project Administrator Document Manager Editor Task Manager Administrator Task Manager Technician Tracker artifact submission
	Access To: Custom Reporting, Document Manager, File Publisher, Forums, Mailing Lists, News, Project Statistics, SCM, Task Manager, Trackers.
Developer	Task Manager Technician Tracker artifact submission
	Access To: File Publisher, Forums, Document Manager, Mailing Lists, News, Task Manager, All Trackers, Project Statistics, SCM.
Employee	Access to: Forums, Mailing Lists, News.
Visitor	This role has no permissions by default.

The SourceForge administrator creates a template role within the Master Group project. All new projects automatically receive all template roles from the Master Group project, as well as the Master Group project's role assignment for default user classes. Any modifications to template roles (made by the SourceForge administrator) will display only in newly created projects, not in existing projects. Once a template role is copied into a project, that role can be modified by the project administrator or SourceForge administrator.

The following table describes the privileges of SourceForge access permissions.

Table 4. SourceForge Access Permissions

Permissions	Details
Project Administrator	Allows users to administer roles and edit project preferences.
Forum Moderator	Enables users to create, edit, and delete forums and to delete forum postings.
Task Manager Administrator	Allows users to create, edit, and delete all tasks and task groups.
Task Manager Technician	Enables users to be assigned to tasks and to edit their assigned tasks.
Tracker Manager	Allows users to create trackers and edit fields, canned responses, and preferences for all project trackers.
Tracker Administrator	Gives users full read and edit access to all items associated with a specific tracker.
Tracker Technician	Allows users to be assigned to tracker items and to edit their assigned items.
Tracker submit artifact	Allows users to submit artifacts to the trackers.
Document Manager Editor	Allows users to create, edit, and delete documentation and categories.
File Release Technician	Allows users to create, edit, and delete files, releases, and packages. Also allows users to view files with “hidden” and “pending” status.
Project Management Console Administrator	Allows users to administer all activities that use the project management console.

Permissions	Details
Access to forums	Provides access to the specified areas of SourceForge.
Access to mailing lists	
Access to task manager	
Access to trackers	
Access to document manager	
Access to news	
Access to file release system	
Access to project statistics	
Access to scm	
Access to custom reporting	
Access to Project Management Console	

Creating Roles

You can create roles *only* for projects for which you are an administrator.

To create roles:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Expand Access Control.
4. Click Create Role.

   The Create Role page displays.

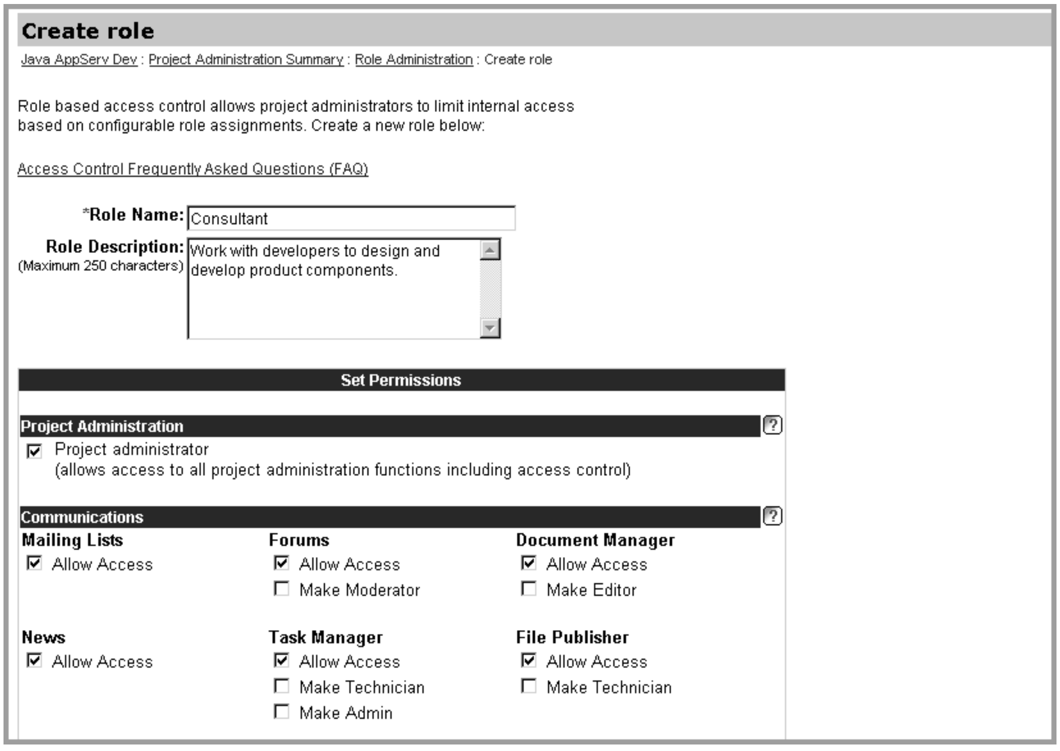


Figure 84. Create Role page

5. On the Create Role page:
   a. Enter a name for the role in the Role name field.
   b. Enter a description in the Role Description text box.
   c. In the Set Permissions section, set permissions for this role by specifying the areas of SourceForge that a user in this role can access.
   d. Click Reset to re-enter your specification, if necessary.
   e. Click Submit to create the role.

Copying Roles

You can copy roles from any project for which you are an administrator into the current project. If you do not have administrative access to any project, only the Master Group is available to copy roles from.

To copy roles:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Expand Access Control.
4. Click Copy role.

   The Copy Roles: Step 1 of 2 section is displayed.

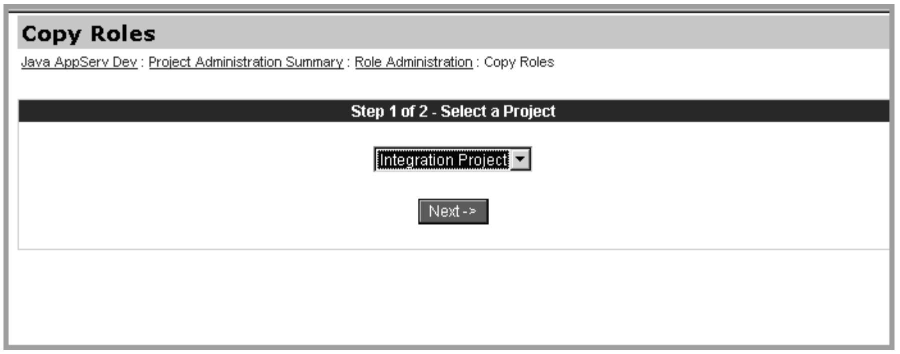


Figure 85. Copy Roles page - step 1

5. Select a project from the pull-down menu.
6. Click Next.

   The Copy Roles: Step 2 of 2 section is displayed.

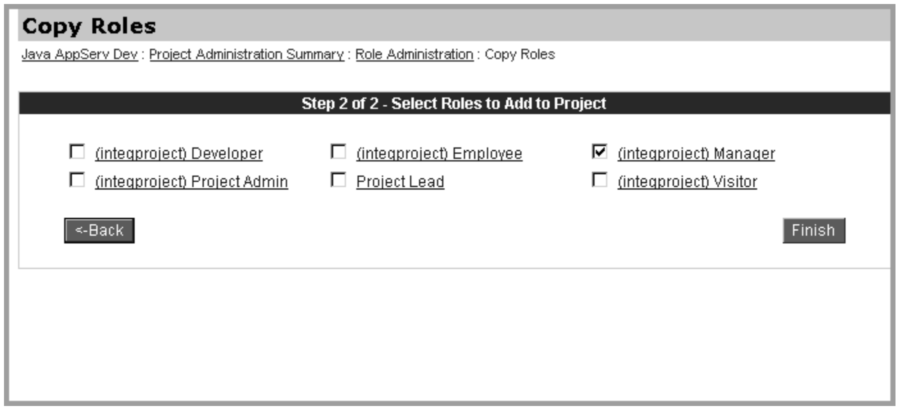
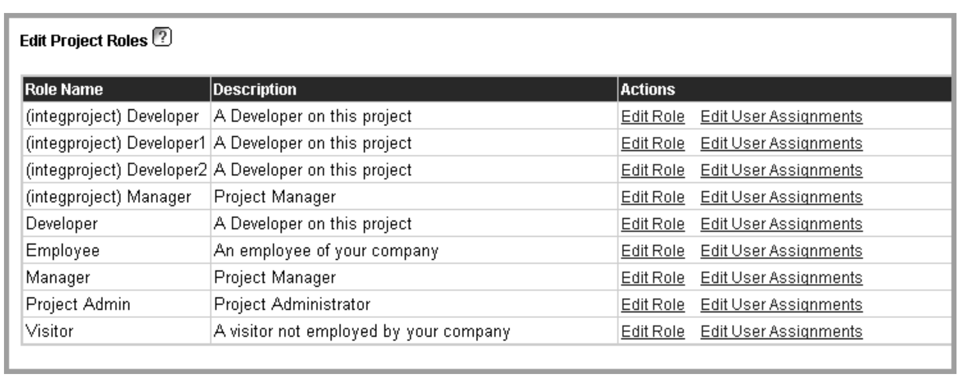


Figure 86. Copy Roles page - step 2

7. Select the roles to add to your project.
8. Click Finish.

No Conflicts in Role Names

If the role names selected for copying conflict with the role names in the target project, they are copied with the name of the source project as their prefix and a numeral as the suffix. For example, if the role name Developer from the source project also exists in the target project, it is copied as <*source project*> Developer<*numeral*>, where the numeral starts with nothing and adds one count for successive copying of the same role, as shown in Figure 87. This mechanism avoids role name conflicts.



Edit Project Roles

Role Name	Description	Actions	
(integproject) Developer	A Developer on this project	Edit Role	Edit User Assignments
(integproject) Developer1	A Developer on this project	Edit Role	Edit User Assignments
(integproject) Developer2	A Developer on this project	Edit Role	Edit User Assignments
(integproject) Manager	Project Manager	Edit Role	Edit User Assignments
Developer	A Developer on this project	Edit Role	Edit User Assignments
Employee	An employee of your company	Edit Role	Edit User Assignments
Manager	Project Manager	Edit Role	Edit User Assignments
Project Admin	Project Administrator	Edit Role	Edit User Assignments
Visitor	A visitor not employed by your company	Edit Role	Edit User Assignments

Figure 87. Copying roles - avoiding role name conflicts

Editing Roles

To edit an existing role:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Click Access Control.

   The Role Administration page displays.
4. Click Edit Role corresponding to the desired role name.

   The Edit Role page displays.

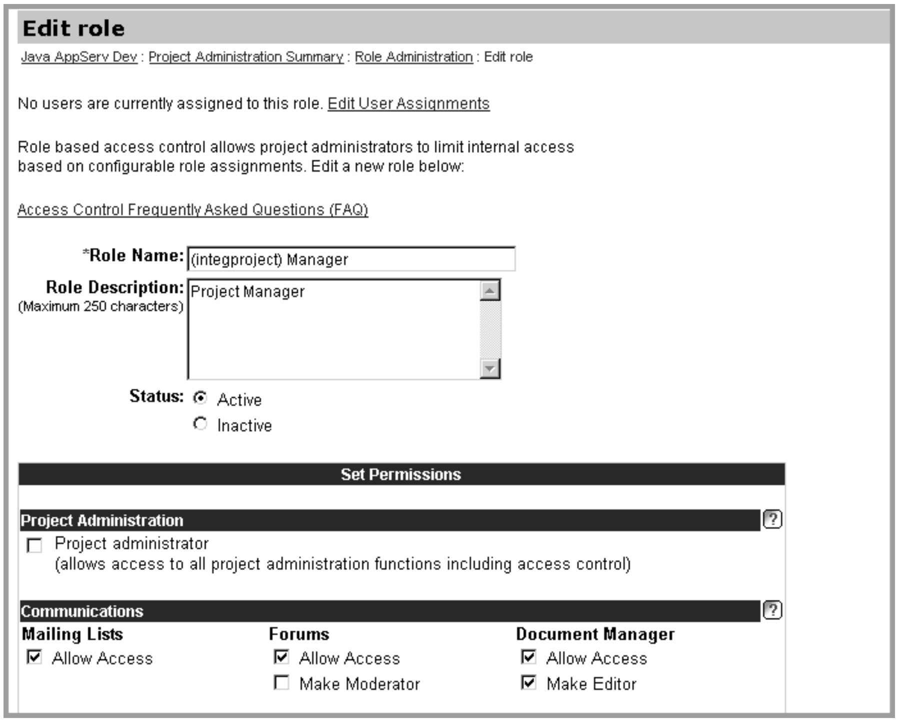


Figure 88. Edit Role page

5. Edit the role information, as necessary.
6. Click Reset to re-enter your edits, if necessary.
7. Click Submit to save your changes.

Editing User Assignments for a Role

To edit users assignments to a role:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Click Access Control.

   The Role Administration page displays.
4. Click Edit User Assignments next to the desired role name.

   The Edit User Assignments to <*role*> page displays a list of project members and default user classes marked (in check boxes) for being assigned the current role. This page also contains role details such as name, status, description, and access permissions associated with the current role.

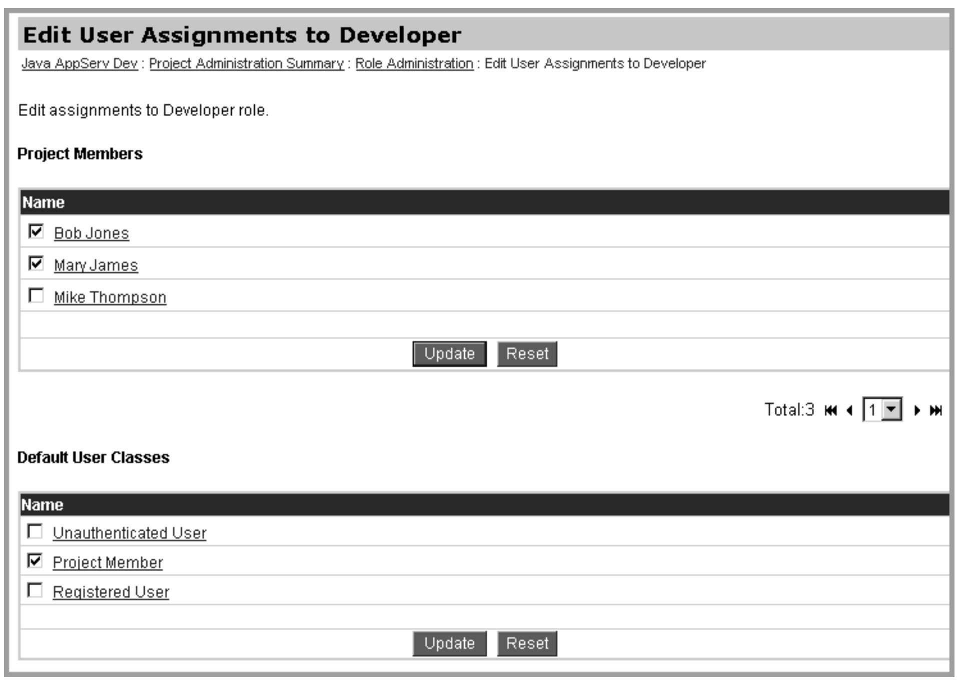


Figure 89. Edit User Assignments page

5. Select or unselect the desired check boxes to edit the user assignment for the current role.
6. Use the Rest button to re-enter your selection as necessary.
7. Click Update.

Assigning Roles for Users

To assign a role for a user:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Expand Access Control.
4. Click View Assignments.

   The View Assigned Roles for Members page displays.

   This page contains a list of all the project members, roles assigned to each project member, default user classes, and the roles associated with each default user class. This page also provides an option to view access permissions for each project member and each default user class.

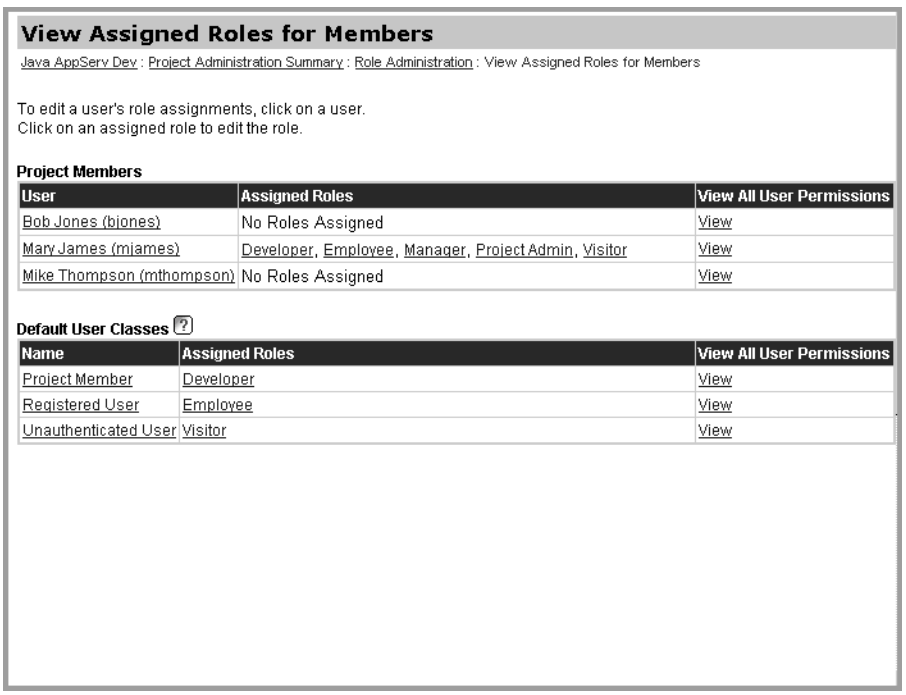


Figure 90. View Assigned Roles for Members page

5. On the View Assigned Roles for members page:
   a. Click a user name (in the User column) to assign roles for that user.
   b. Click a default user class name (in the Name column) to modify role assignments for that user class.
   c. Click View corresponding to a user name or default user class to have a consolidated view of all access permissions for that user or default user class.

Modifying Role Assignments

To modify a user's role assignments:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Expand Access Control.
4. Click View Assignments.

   The View Assigned Roles for Members page displays.
5. Click a user's name.

   The Modify Role Assignments for <*user*> page displays.
6. Select the boxes next to the roles that you want to assign to this user. Deselect the roles that you do not want to assign to this user.
7. Click Save to save your edits.

Creating Custom Roles

SourceForge provides the capability for you to create custom roles and define them with desired sets of actions.

Example of User-Defined Roles with Associated Actions

Here is an example of three user-defined roles—**CA-User**, **NY-User**, and **TX-User**—and the example actions associated with each of them. The user-defined role names—**CA-User**, **NY-User**, and **TX-User**—are rendered in bold-type at the top.

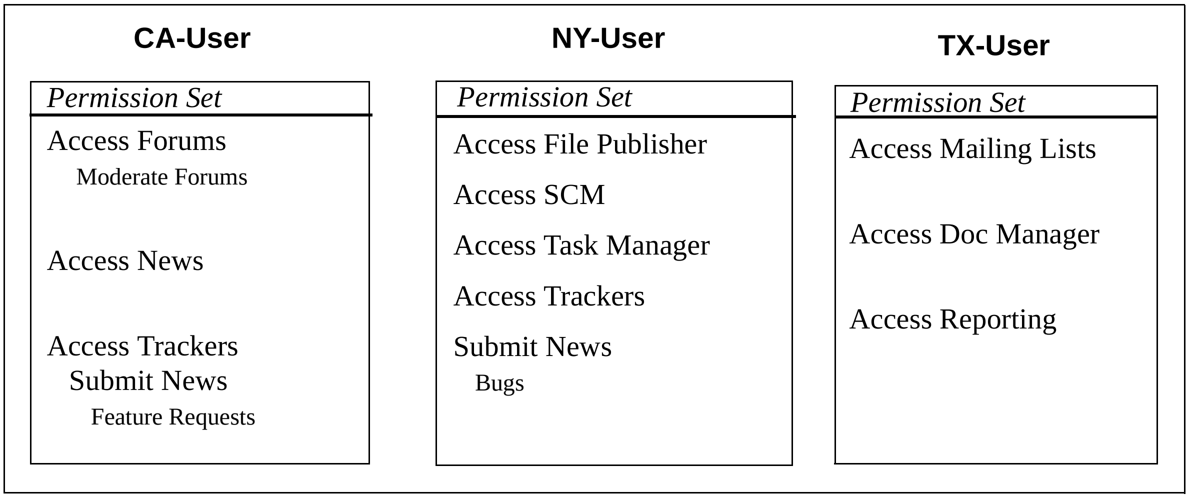


Figure 91. Example of User-Defined Roles and Associated Actions

Example of User Classes with Default Roles and New Roles

The following example shows how to assign newly created roles to the User Classes. The newly created roles are **CA-User**, **NY-User**, and **TX-User**. Of these, **CA-User** and **TX-User** are added to “Project Member,” **NY-User** is added to “Registered User,” and **NY-User** and **TX-User** are added to “Unauthenticated User.”

Table 5. Default User Classes, Default Roles, and New Roles

Project Member	Registered User	Unauthenticated User
Developer (default role)	Employer (default role)	Visitor (default role)
CA-User (new role)	**NY-User** (new role)	**NY-User** (new role)
TX-User (new role)		**TX-User** (new role)

Forum Administration

You can create new forums, delete forum messages, and update forum status.

Adding Discussion Forums

To add a discussion forum:

1. Expand the Admin menu in the navigation panel.
2. Click Forum Admin.

   The Forum Administration page displays.
3. Click Add Forum.

   The Add Forum page displays.

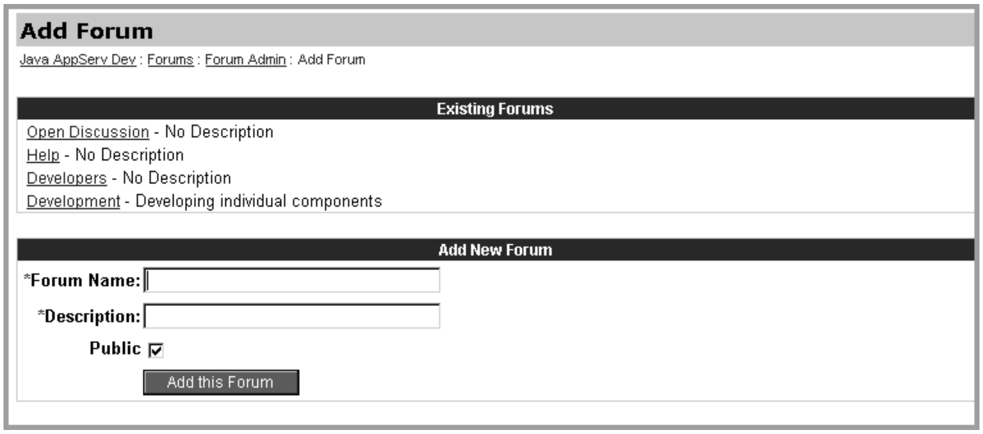


Figure 92. Add Forum page

4. On the Add Forum page:
   a. Enter the new forum name in the Forum name field.
   b. Enter a description for the forum in the Description field.
   c. Select the Public check box if you want to make this forum public.
   d. Click Add This Forum to submit the new forum information.

Deleting Forum Messages

As a preliminary procedure for deleting a message, you need to know the ID of that message.

To obtain a forum message ID:

1. Expand Forums in the navigation panel.
2. Click the desired forum name to view the message thread in that forum.

   The <*forum name*> page displays a list of forum topics with the name of the topic starter, number of replies, and the date and time of the last post for each topic.
3. Click the desired topic to display the message(s).

   The forum displays the message page.
4. Click the desired Subject to display the subject page.

The Message section contains the message ID. Make a note of this ID.

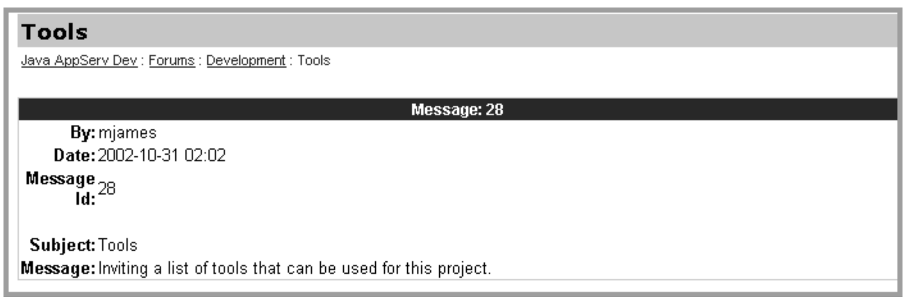


Figure 93. Forum Message ID

To delete a forum message:

1. Expand the Admin menu in the navigation panel.
2. Click Forum Admin.

   The Forum Administration page displays.
3. Click Delete Message.

   The Delete Message page displays
4. Enter the ID for the message to be deleted in the text field.
5. Click Submit.

Updating Forum Information

To update forum information or change status:

1. Expand the Admin menu in the navigation panel.
2. Click Forum Admin.

   The Forum Administration page displays.
3. Click Update Forum Info/Status.

   The Update Forum Info/Status page displays.
4. On the Update Forum Info/Status page:
   a. Make changes to the forum details (name, description, and e-mail address for posts), as necessary.
   b. Select Yes or No to indicate whether or not you want to allow anonymous posts for this forum.
   c. Select Yes or No or Deleted to make the forum public, private, or hide from view respectively.
   d. Click Update Info to save your edits.

Mailing Lists Administration

You can create new mailing lists and configure mailing-list settings.

Adding Mailing Lists

To add a mailing list:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Click Mail Admin.

   The Mailing List Admin page displays.

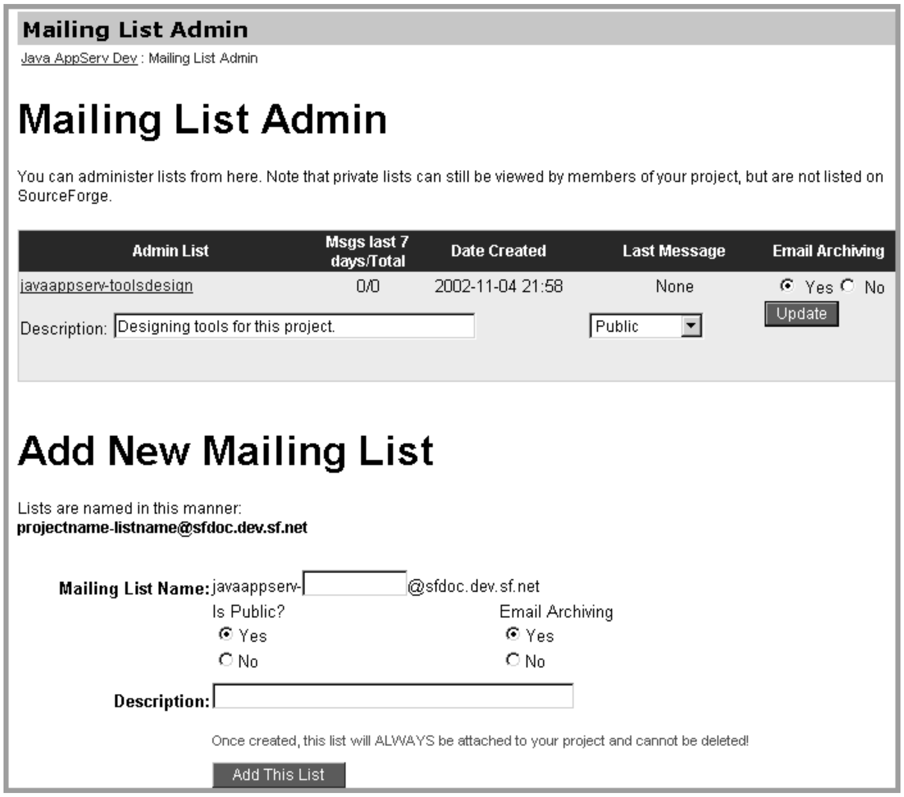


Figure 94. Mailing List Admin page

4. On the Mailing List Admin page:
   a. In the Add New Mailing List section, enter the name for your mailing list in the Mailing List Name field.

      You only need to enter the unique list name portion of the mailing list name. The rest of the name is created automatically based on the project name and the SourceForge mail server information.
   b. Select Yes to make this list public, or select No to make this list private.
   c. Select Yes or No to enable or disable e-mail archiving.
   d. Enter a description for this list in the Description field.
   e. Click Add This List.

The new mailing list is permanently added to the project and cannot be deleted.

Setting Mailing List Preferences

You can set the status and e-mail archiving properties of a mailing list.

To set mailing list preferences:

1. Expand the Admin menu in the navigation panel.
2. Expand Project Admin.
3. Click Mail Admin.

   The Mailing List Admin page displays.

   This page displays a description, status, and e-mail archiving property for each mailing list.
4. Modify the description (in the Description field), status (drop-down list: public/private/suspended), and the option to archive email messages (radio button option), as necessary, for each message.
5. Click Update.

   You must click the corresponding Update button for each message after any modification.

News Administration

You can post news items for your project and approve news items submitted by members to be displayed for public view.

Posting News Items

To post a news item:

1. Click Submit under News in the navigation panel.

   The Submit page displays.

2. On the Submit page:

   a. Enter a subject for the news item in the Subject field.

   b. Enter the details of the news item in the Details text box.

   c. Click Submit.

Administering Project News

You can edit or delete the news items posted to a project. If you edit a news item that is posted to the SourceForge home page, the item is placed in the pending news items area and must be approved again by a project administrator for publication on the home page.

To edit news details:

1. Expand the Admin link in the navigation panel.
2. Expand Project Admin.
3. Click News Admin.

   The News Administration page displays.

Figure 95. News Administration page

4. Click the desired news item to edit.

   The Approve NewsByte page displays.

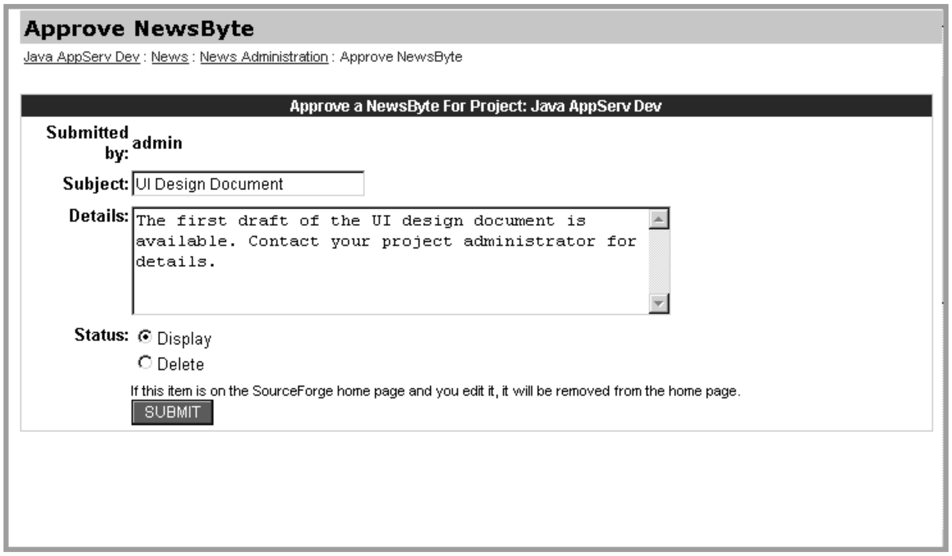


Figure 96. Approve NewsByte page

5. Edit the Subject and Details fields, as necessary.
6. Select a status for the news item.

   “Display” allows the news item to be displayed on the Project Summary page. “Delete” removes the news item.
7. Click Submit.

Tracker Administration

You can create new trackers and customize existing trackers.

Creating New Trackers

In addition to the standard trackers provided with SourceForge, additional custom trackers can be created to track data related to a project. Each custom tracker can have unique user, group, category, and permission lists.

To create new trackers:

1. Expand the Admin menu in the navigation panel.
2. Click Tracker Admin.

   The Tracker Admin page displays.

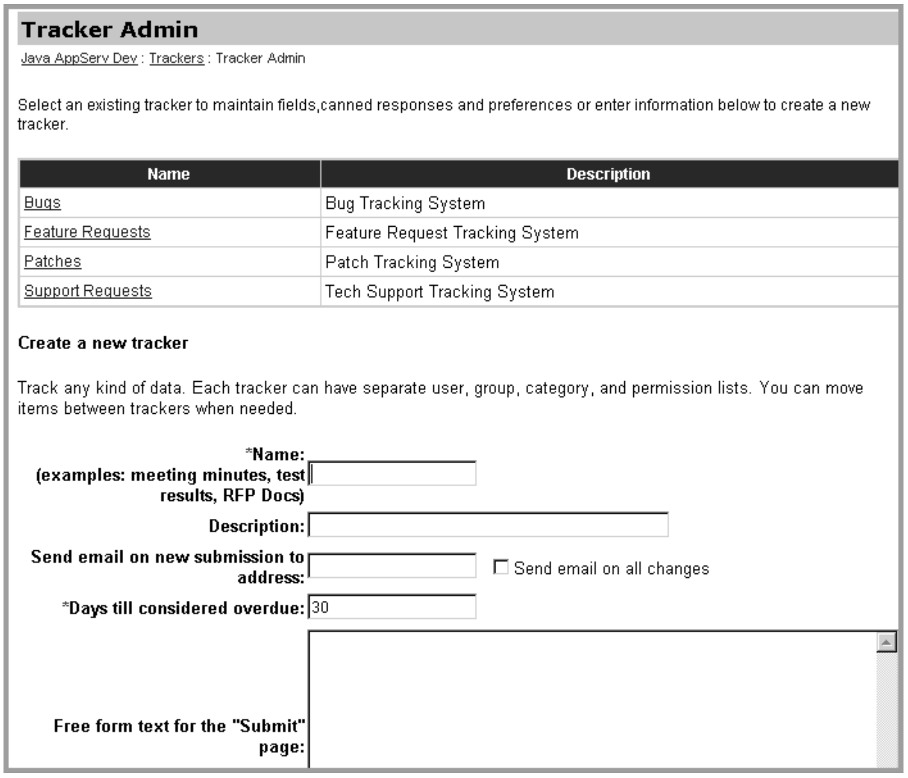


Figure 97. Tracker Admin page

3. On the Tracker admin page:
   a. Scroll down to the "Create a new tracker" section.
   b. Enter a name and description in the corresponding text fields.
   c. Enter the number of days artifacts for this tracker should remain in an open or unresolved state before they are marked overdue in the list of artifacts.

      This information is important for bug and support type tracker artifacts to make sure that they have been resolved in a timely manner.
   d. Optionally, you can do the following:
      — Enter an email address for a user to receive an email notification of a new tracker artifact.
      — Check "Send email on all changes" to send an email notification to the user specified in the preceding step when any change is made to any tracker artifact.
      — Enter any text message you wish to have appear on the Submit page. This message would include any instructions or guidelines for the user who is submitting the tracker artifact.
      — Enter any text message you wish to have appear on the page listing all the artifacts in this tracker.
   e. Click Submit.

      The Add/Update Tracker User Access Permissions page displays.
   f. Follow the steps for setting up tracker user permissions, described next.

Setting Tracker Access Permissions

To set tracker user access permissions:

1. Follow the steps 1 - 3e for creating a new tracker, described in the preceding section.

   The Add/Update Tracker User Permissions page displays. Each text box contains a list of roles and an associated access permission noted above the box, as shown in the next graphic.

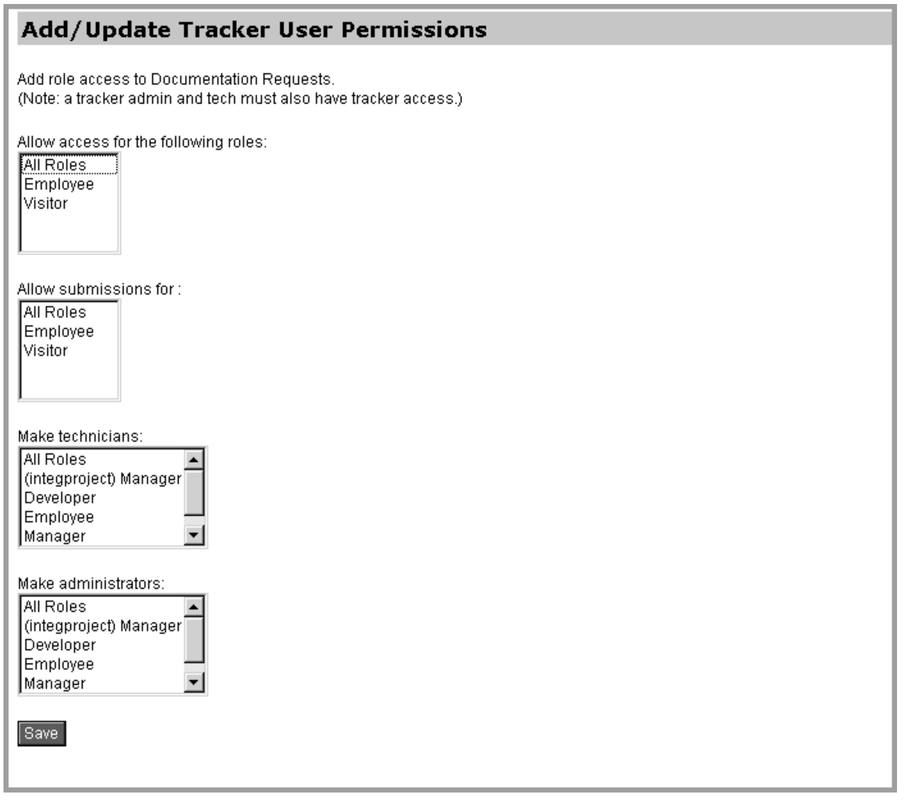


Figure 98. Add/Update Tracker User Permissions page

2. On the Add/Update Tracker User Permissions page:
   a. In each text box, specify one or more roles to obtain the associated access permission.
   b. Click Save.

If you do not wish to proceed with creating the new tracker, use the browser’s back arrow to navigate to the Tracker Admin page.

Configuring Tracker Fields

The standard trackers included in the SourceForge installation and the custom trackers you create can be configured at any time to meet your individual requirements and those of the projects you administer. You can modify existing tracker fields or add new fields. You can add your own canned responses to tracker artifacts. You can also change tracker preferences such as expiration time and e-mail notification addresses.

Each tracker has its own set of pre-defined and enabled fields that you cannot modify. You can modify other fields and also enable new fields.

To modify tracker fields:

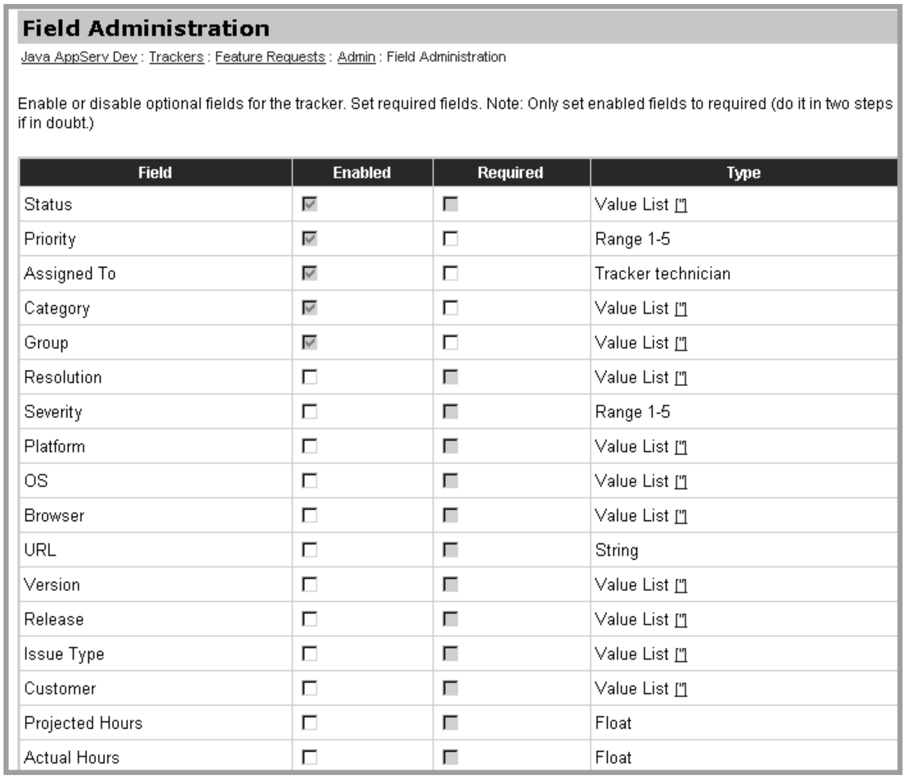
1. Expand the Admin link in the navigation panel.
2. Click Tracker Admin.

   The Tracker Admin page displays. The names of trackers are listed in the Name column.
3. Click the name of the tracker to modify.

   The Admin page displays.
4. Click Fields Admin.

   The tracker's Field Administration page displays, as shown in Figure 99 on page 186.

   The Field Administration page has a table listing all the fields available for the tracker. Some of the fields are already enabled for this tracker and some fields are required, as indicated by a check mark in the grey check box. White check boxes indicate the modifiable fields. You can enable any of these modifiable fields or mark them as required, as described in the following steps. You can also add new properties to existing and newly enabled fields. Added properties for a field are displayed near Value List in column four (labeled, Type).


Field Administration

Java AppServ Dev : Trackers : Feature Requests : Admin : Field Administration

Enable or disable optional fields for the tracker. Set required fields. Note: Only set enabled fields to required (do it in two steps if in doubt.)

Field	Enabled	Required	Type
Status	☑	☐	Value List [*]
Priority	☑	☐	Range 1-5
Assigned To	☑	☐	Tracker technician
Category	☑	☐	Value List [*]
Group	☑	☐	Value List [*]
Resolution	☐	☐	Value List [*]
Severity	☐	☐	Range 1-5
Platform	☐	☐	Value List [*]
OS	☐	☐	Value List [*]
Browser	☐	☐	Value List [*]
URL	☐	☐	String
Version	☐	☐	Value List [*]
Release	☐	☐	Value List [*]
Issue Type	☐	☐	Value List [*]
Customer	☐	☐	Value List [*]
Projected Hours	☐	☐	Float
Actual Hours	☐	☐	Float

Figure 99. Field Administration page

5. To enable a field, select the corresponding check box
6. To make a field required, select the corresponding check box.
7. To add a new property to a field, click the corresponding Value List button (rendered in blue).

   The Edit Field page displays the Edit field window, as shown next.

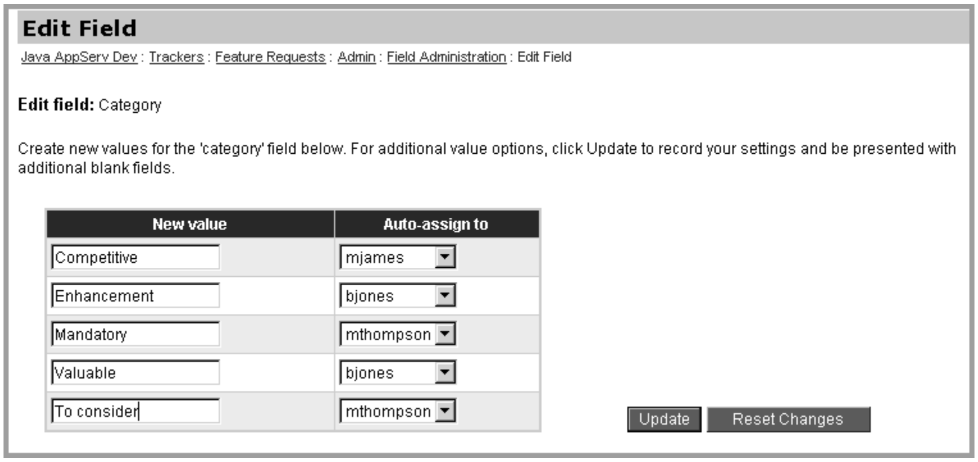


Figure 100. Edit Field - window 1

8. On the Edit Field page:
   a. Enter the new property value(s) in the text fields in the New Value panel.
   b. To auto-assign tracker artifacts to project members, specify a name in the Auto-assign to drop-down list for each value.

      This drop-down list is displayed only if the field being edited is Category. The tracker will automatically assign the artifacts to the designated person.
   c. Click Reset Changes to clear and re-enter your information.
   d. Click Update to save the entries.

      You'll return to the Field Administration main page. Notice that the values you added are displayed as value list entries in the Type column.
   e. On the Field Administration main page:

      — Click Reset Changes to clear and re-enter your information.

      — Or, click Update to save the edits.

Editing the Properties of New Fields

To edit newly added properties of a tracker field:

1. Expand the Admin link in the navigation panel.
2. Click Tracker Admin.

   The Tracker Administration page displays. The names of trackers are listed under Name.
3. Click the name of the tracker to modify.

   The Admin page displays.
4. Click Fields Admin.

   The tracker's Field Administration page displays.

   The newly added field property values are displayed near Value List in the Type column.
5. Click the desired Value List button (rendered in blue).

   The Edit Field page displays the Edit field window.

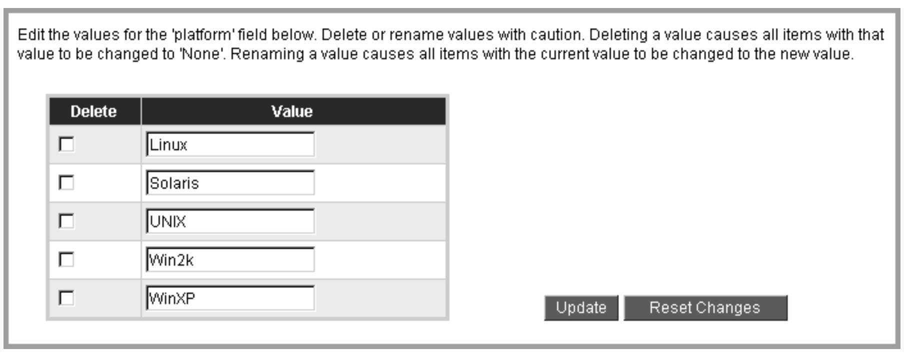


Figure 101. Edit Field - window 2

6. On the Edit Field page:
   a. Edit the name of the desired property in the Value field.
   a. If you want to remove a value, select the corresponding Delete check box.
   a. Using the drop-down list, re-designate tracker artifacts to the desired project member as necessary.
   b. Click Reset Changes to clear and re-enter your edits, if needed.
   c. Click Update to save the edits.

      You'll return to the Field Administration main page.
   d. On the Field Administration main page:

      — Click Reset Changes to clear and re-enter your information.

      — Or, click Update to save the edits.

Creating Canned Responses

Canned responses are customized generic messages that are displayed as responses to artifact requests. You can create new canned responses to suit your specific needs.

To create a generic response:

1. Expand the Admin link in the navigation panel.
2. Click Tracker Admin.

   The Tracker Admin page displays. The names of trackers are listed in the Name column.
3. Click the name of the desired tracker.

   The Admin page displays.
4. Click Add/Update Canned Responses.

   The Add/Update Canned Responses page displays.

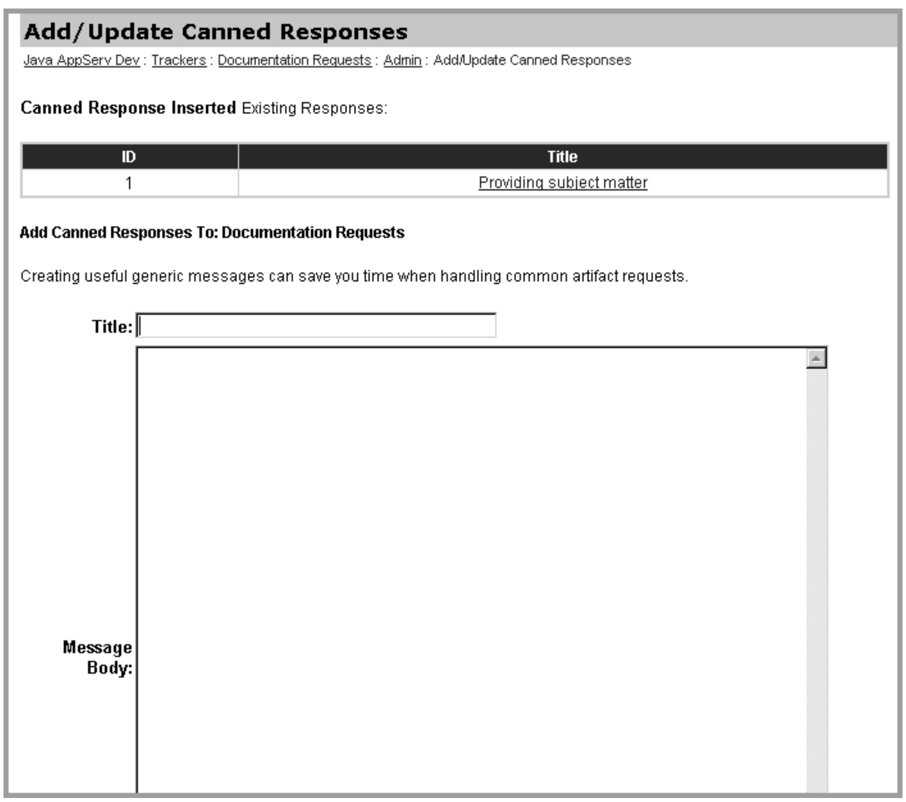


Figure 102. Add/Update Canned Responses page

5. Enter a brief description for your generic response in the Title field.
6. Enter your response in the Message Body text box.
7. Click Submit.

   The response is given an ID and is listed in the Existing Responses section.

   This response is available for your use when you respond to an artifact in this tracker from the tracker's artifact's detail view page.

Updating Canned Responses

To update a generic response:

1. Expand the Admin link in the navigation panel.
2. Click Tracker Admin.

   The Tracker Admin page displays. The names of trackers are listed in the Name section.
3. Click the name of the tracker to modify.

   The Admin page displays.
4. Click Add/Update Canned Responses.

   The Add/Update Canned Responses page displays.
5. Click the title of the desired response listed in the Existing Responses section.

   The Modify Canned Responses In: <*tracker name*> section displays.

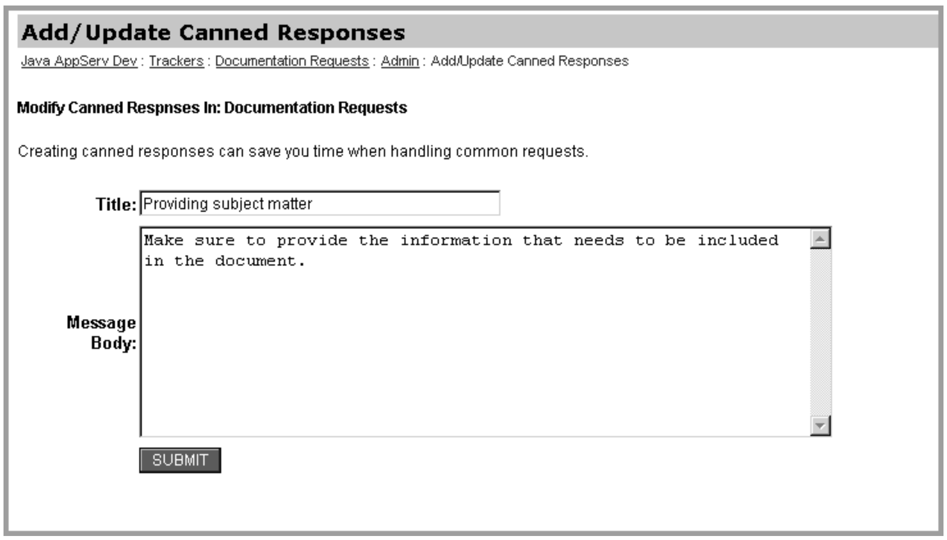


Figure 103. Modify Canned Responses section

6. Make the necessary changes in the title and/or the message body.
7. Click Submit.

Updating Tracker Field Properties

To update Tracker properties:

1. Expand the Admin link in the navigation panel.
2. Click Tracker Admin.

   The Tracker Admin page displays. The names of trackers are listed in the Name column.
3. Click the name of the tracker to modify.

   The Admin page displays.
4. Click Update Preferences.

   The Update Preferences page displays.

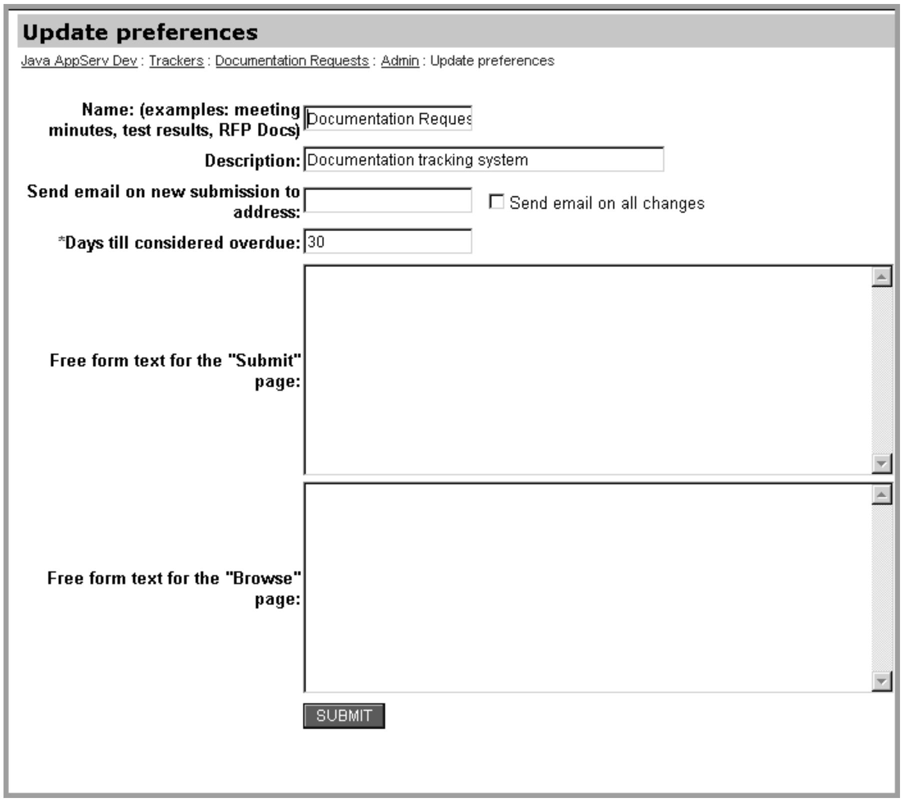


Figure 104. Update Preferences page

5. On the Update Preferences page:
    a. Edit the name in the Name field.
    b. Edit the description in the Description field.
    c. Edit any other information on the page, as necessary.
    d. Click Submit.

Any update in the tracker name is reflected in the Trackers section of the navigation panel. Other updates are reflected on appropriate tracker pages.

Performing Mass-Updates on Tracker Artifacts

Tracker artifacts can be “mass updated,” that is, any of the assigned specifics of multiple tracker artifacts can be modified in bulk. For example, you can simultaneously set any or all of the browsed tracker artifacts to a priority of “1,” or simultaneously assign any or all of the browsed tracker artifacts to a single project member.

To perform mass updates on tracker artifacts:

1. Select the desired tracker from the Trackers menu in the navigation panel.

    The tracker displays its artifacts.
2. Use the Basic Filter or Advanced Filter, as needed, to display a sub-set of artifacts.

    The artifacts are listed in the Results section.
3. Select the artifacts to update by selecting the corresponding check boxes.
4. Scroll down to the Update Selected section.
5. Specify the values for Assigned To, Status, category, Group, and Priority, as needed.
6. Click Update.

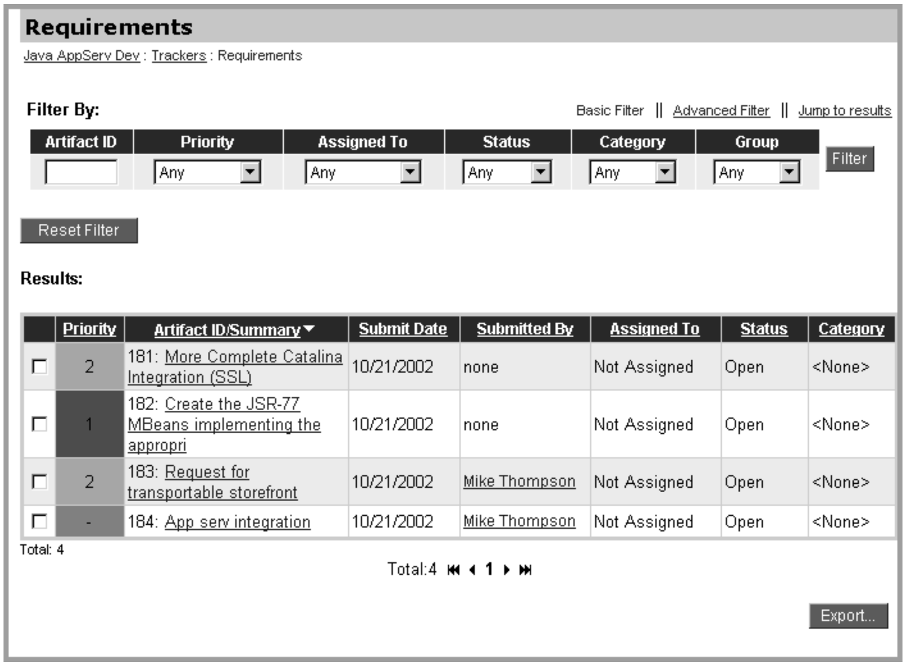


Figure 105. Tracker fields: mass update - 1

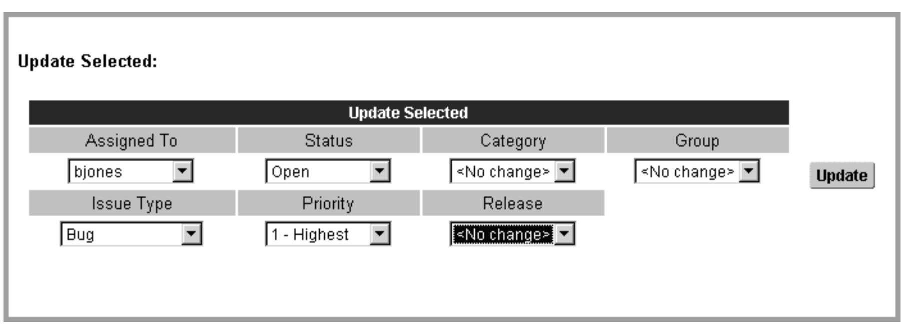


Figure 106. Tracker fields: mass update - 2

Document Manager Administration

You can create new document categories and manage them. You can also protect documents by creating an access control list (ACL) of specific project members.

Browsing Documents and Document Categories

You can browse categories and view the list of documents in a category.

To view documents in a category:

1. Expand the Admin menu in the navigation panel.
2. Click Doc Manager Admin.

   The Document Manager Administration page displays.

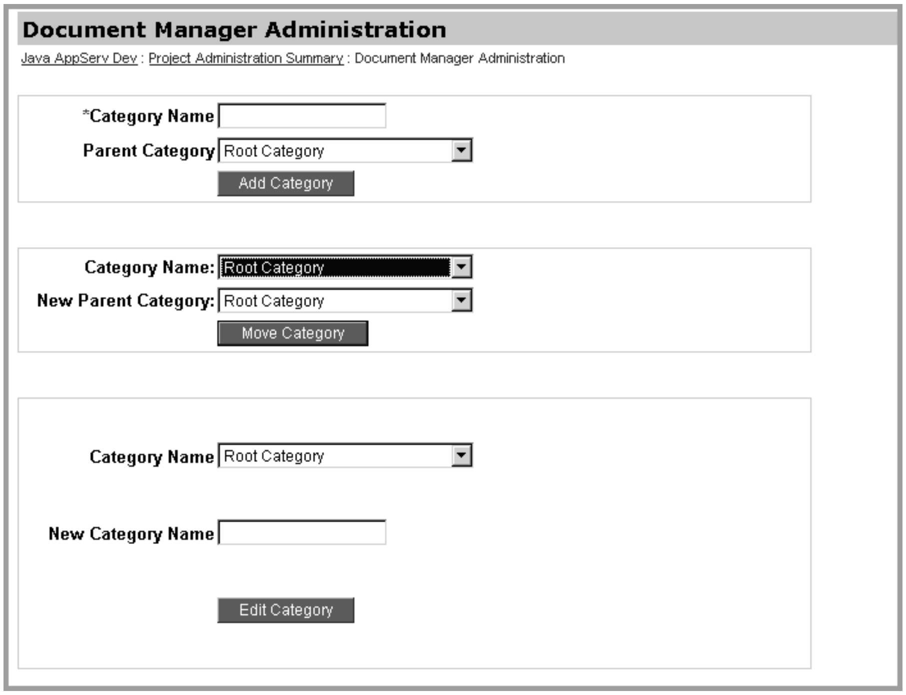


Figure 107. Document Manager Administration page

3. Scroll down to the last section on this page.
4. Select the desired category from the Category Name drop-down list located above the Show Files button.

5. Click Show Files.

   The list of files in the specified category is displayed in the lower section of the screen. This list contains the title and description for each file.

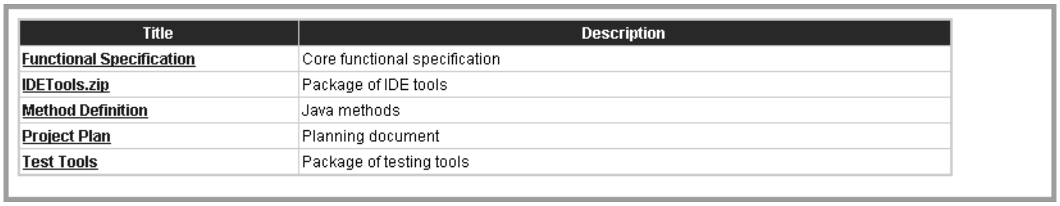


Figure 108. Documents in a given category

6. Click the name of the desired document.

   The properties page of the specified document displays.

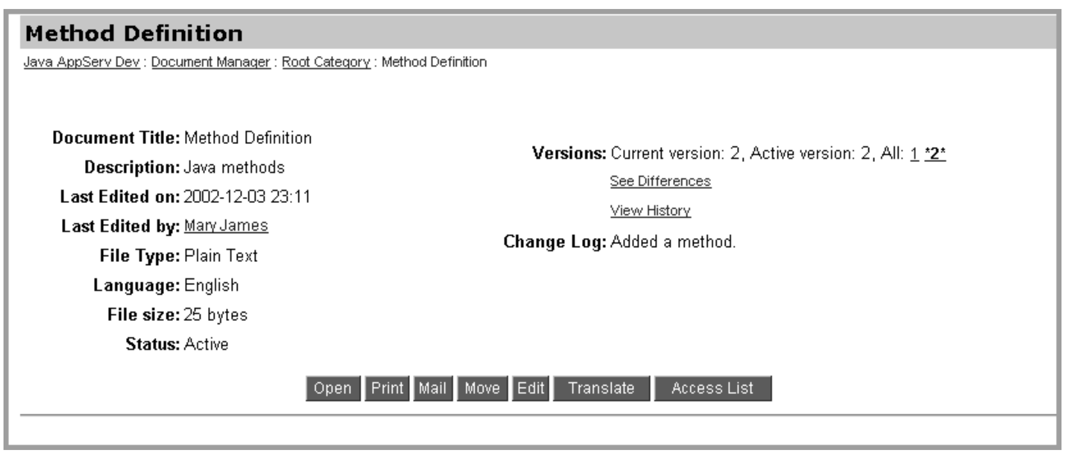


Figure 109. Document Properties

Adding Document Categories

To add a new document category:

1. Expand the Admin menu in the navigation panel.
2. Click Doc Manager Admin.

   The Document Manager Administration page displays.

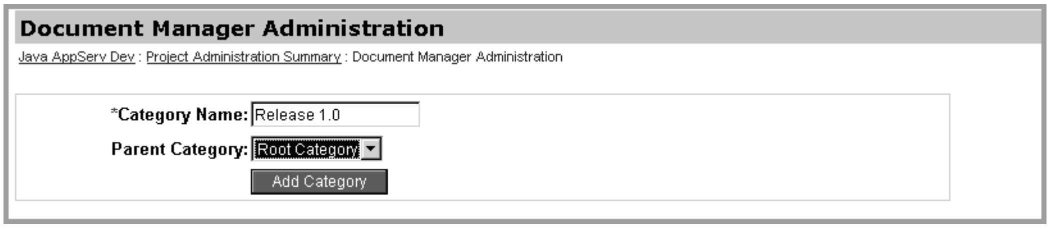


Figure 110. Adding a document category

3. Enter a name in the Category Name field located above the Add Category button.
4. In the Parent Category drop-down list, specify a parent category for the new category being added.
5. Click Add Category.

Moving Document Categories

To move a document category:

1. Expand the Admin menu in the navigation panel.
2. Click Doc Manager Admin.

   The Document Manager Administration page displays.
3. Select a category in the Category Name drop-down list located above the Move Category button.

   This is the category you're moving.

Figure 111. Moving a document category

4. Select a category in the New Parent Category drop-down list.

   This is the parent category for the category you're moving.
5. Click Move Category.

Editing Document Categories

To edit a document category:

1. Expand the Admin menu in the navigation panel.
2. Click Doc Manager Admin.

   The Document Manager Administration page displays.
3. Select a category in the Category Name drop-down list located above the Edit Category button.

   This is the category name you are about to edit.

Figure 112. Editing a document category

4. Enter the new name for the category in the New Category Name field.
5. Click Edit Category.

Copying Documents to Categories

To copy a document to a category:

1. Expand the Admin menu in the navigation panel.
2. Click Doc Manager Admin.

   The Document Manager Administration page displays.
3. Select a document in the Document to Copy drop-down list located above the Copy Document button.

   This is the document you are about to copy.

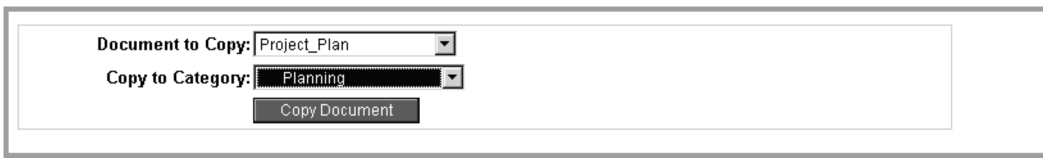


Figure 113. Copying a document to a category

4. Specify a category in the Copy to Category drop-down list.

   This is the category into which you are about to copy the document.
5. Click Copy Document.

Providing Access to Documents

You can protect documents by providing restricted access to project members.

Adding Users to the Access Control List

To provide access to a document:

1. Click Document Manager in the navigation panel.

   The Root Category with its list of sub-categories and individual documents displays.
2. Locate the desired document in these categories.
3. Click the title of the document.

   The document’s property page displays.

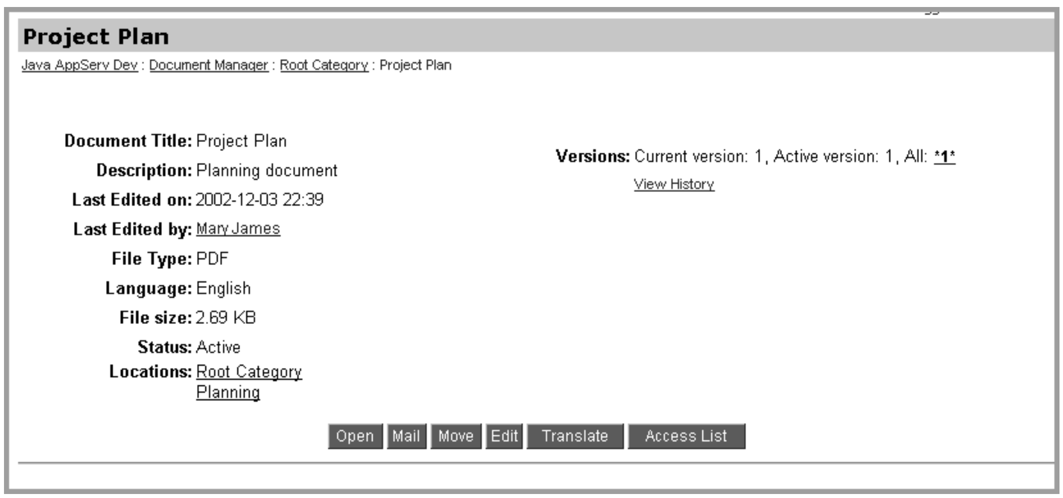


Figure 114. Document Property page

4. Click Access List.

   The Document Manager: Access Control List page displays.
5. Select the name of the user you want to give access to this document.
6. Click Add User to Access Control List.

   The user name is added to the access control list, as shown in Figure 115.

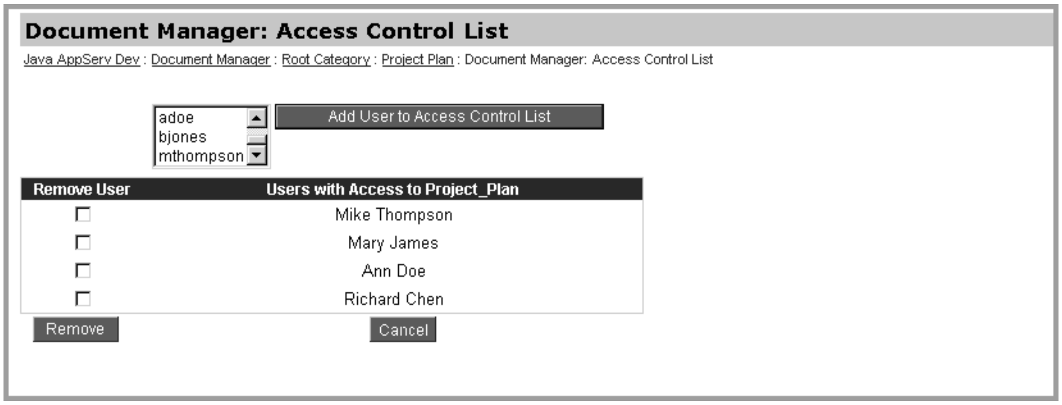


Figure 115. Access Control List

Editing the Access Control List

To remove users from the access control list:

1. Follow steps 1-4 described for Adding Users to the Access Control List.

   A list of users with access to the current document is displayed, as shown in Figure 115.
2. Click Remove next to the name of the user to be removed from the Access Control List.

Setting Reminder Time for Locked Documents

To set reminder time for locked documents:

1. Expand the Admin menu in the navigation panel.
2. Click Doc Manager Admin.

   The Document Manager Administration page displays.
3. Scroll down to the section with the Set Time button.

Figure 116. Setting time for locked documents

4. Enter the desired number of hours in the Set reminder time for locked documents field.
5. Click Set Time.

Task Manager Administration

You can add any number of tasks to any project through the project's task group. So, the first task that must be completed is the creation of task groups for a project. When creating a task, you can assign the task to a project member or leave it unassigned.

Creating Task Groups

You can add any number of task groups to a project.

To create a task group:

1. Expand the Admin menu in the navigation panel.
2. Click Task Manager Admin.

   The Task Manager Administration page displays.
3. Click Add a Task Group.

   The Add Task Group page displays.

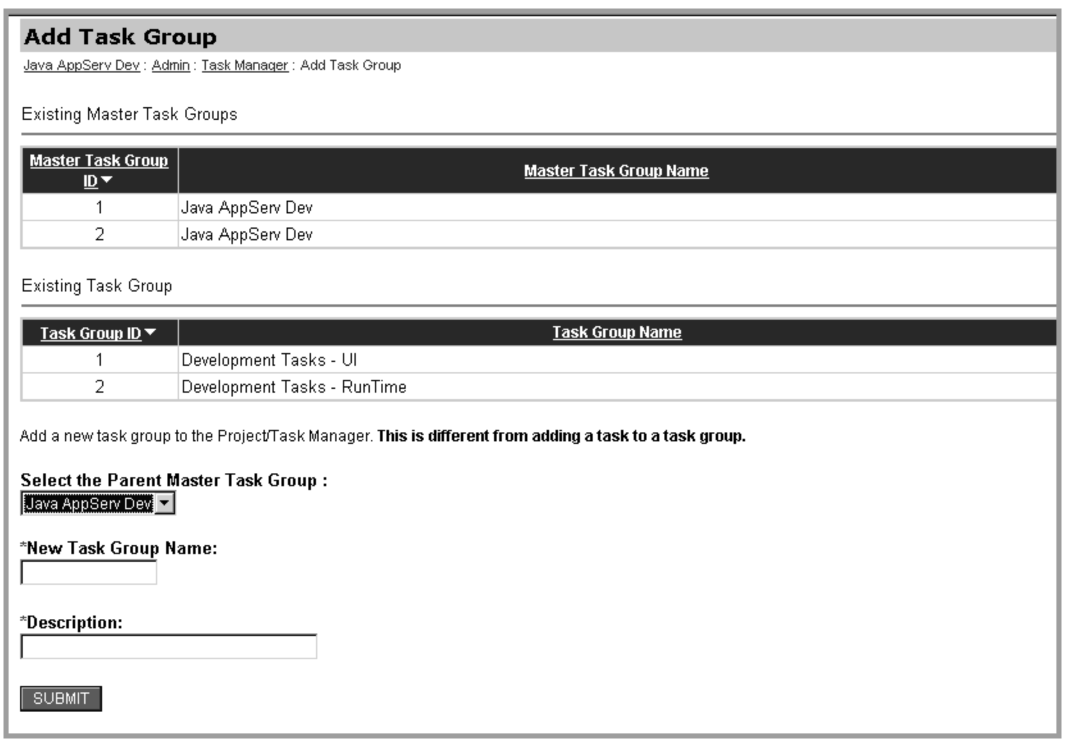


Figure 117. Add Task Group page

4. On the Add Task Group page:
   a. Select Yes to specify that this task group can be accessed by all project members.
   b. Select No to specify that this task group cannot be accessed by all project members.
5. Select the desired task group from the drop-down list.

   This is the parent group for the task group you are about to add.
6. Enter a name for the new task group in the New Task Group Name field.
7. Enter a description in the Description field.
8. Click Submit.

The task group is added to the project and its name is displayed in the Task Manager menu in the navigation panel.

Updating Task Group Status and Other Information

To update a task group status and other information:

1. Expand the Admin menu in the navigation panel.
2. Click Task Manager Admin.

   The Task Manager Administration page displays.
3. Click Update Task Group Info/Status.

   The Update Task Group Info/Status page displays.

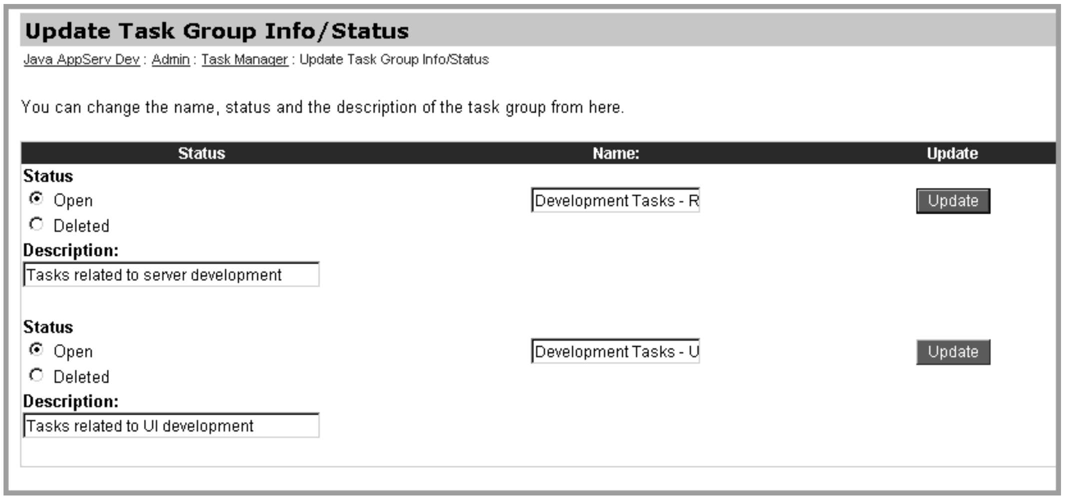


Figure 118. Update Task Group Info/Status page

4. Make changes to the status and/or title of the desired task group.
5. Click the corresponding Update button.

File Publisher Administration

The file publishing system lets you publish the released versions of your software and various types of project documentation. Published files represent collections of material that are intended for other internal teams, or for release to end-users.

You can determine when to release files as well as the audiences who can view your project files and documentation. For example, depending on the status assigned to your file release, you can distribute various iterations of your project files to all SourceForge users within your organization. You can also distribute your files to all users for a specific project, or you can mark your project files as private for targeted distribution.

Users with file publisher technician permission obtain administration privileges for the file publishing system. Editing permissions for the file publishing system are available only to those users with project administrator permissions.

➪ For details on SourceForge roles and permissions, refer to “Using Role-Based Access Control (RBAC)” on page 157.

Released files are shown in the Latest File Releases area on the Project Summary page for each project. The Project Summary page includes a download link for downloading copies of these files.

The project administrator or file publisher technician for each project determines when to release files for a project and how often subsequent releases should occur.

File Release Status

A file release has one of the following status labels:

Active — Standard. Visible to all project members.

Hidden — Invisible to non-administrative users.

Pending — Invisible to non-administrative users.

Deleted — Unavailable for non-administrative users.

SourceForge administrators, project administrators, and project members with file release technician permission can view the File Publisher Admin page which displays the status for all the file releases.

File Release Components

A file release for a project consists of three elements: package, releases, and files.

Package — grouping of releases for a project. Package naming conventions are discretionary. For example, you might name your package using the internal code name for the release.

Releases — Within a package are releases for that package. Each release is generally a different version of the same set of files. For example, a package containing the files related to an application called `SampleApp` might have three releases: alpha, beta, and gold. Each of these releases would generally contain the same set of files, but each would be progressively more complete.

Files — A package release contains one or more files. For example, an alpha release of the `SampleApp` application may include the application, the help files, and a `.pdf` file of the user's guide. The package for this example would be named `SampleApp`, the release name would be Alpha, and the release would include two files: a `zip` archive containing the application and associated files, and a separate `.pdf` file containing the user guide.

You can create new packages and add them to the File Publisher, add releases to existing packages, and edit the status of a package.

Best Usage Scenario

Some projects have both a stable branch and a development, or unstable, branch of the same project. This branching mechanism permits end-users to choose between stability or the availability of cutting-edge features. One way to accommodate this type of branching within the file publishing system is to have one package for the development release and one package for the stable release.

To extend the example above, the `SampleApp` project administrator decides to provide a separate development tree for the `SampleApp` code base. To implement this scheme, a new package named `SampleApp-Develop` is created. File releases under development are added to the `SampleApp-Develop` package, while stable releases are added to the `SampleApp` package.

You may have situations where a project needs to include several different component packages for each release. Often, these components are dependent on a base package, but are optional from the end-user perspective. A possible solution is to include each of these components as a separate file within a particular file release.

If the releases of a project are multiple, very different pieces of software, releases can be managed by adding another package for each of the major pieces of software that the project provides. When the software has matured to the point where it is managed and developed by two separate development teams, the administrator for that project may decide to create a new, separate project to more clearly separate the different package offerings. Usually, adding a new package is sufficient.

In summary:

- Each software effort can have at least one project.
- Each project can contain one file publisher system with one or more packages.
- Each package can contain one or more releases.
- Each release can contain one or more files.

File Publisher and Software Configuration Management (SCM)

The SourceForge file publisher system is a separate system from the software configuration management (SCM) system. Content can be exported from the project's SCM repository, then packaged and released under the file publisher system. SCM provides a means to enhance your development practices (by storing file history for each file you develop). The file publishing system helps you distribute your files in a ready-to-use format.

File Release Statistics

SourceForge collects statistics on the number of downloads for files released through the file publishing system. These statistics are aggregated daily.

Organizing Your File Releases

The following are a few tips for releasing files:

- If your project uses a repository, it is a good idea to match the module names for different major components to the file release package names for the same components.

  This method is good especially if the components are split into separate packages at the time of release.

  Also, it is easy for users to locate specific materials in the repository.
- Registering a separate project for each major subject area may work better than adding voluminous information to a single project.

  A single project shares the same repository, bug tracker, support request tracker, forums, and mailing lists regardless of the number of packages released for that project. If a single project releases a large number of different packages, managing other aspects of the project can be complicated.
- If you want users to ask for support or to provide feedback in a certain format, include this type of documentation in your file releases and accompanying release notes.

- If your project releases several different packages, consider adding a Tracker category for each package.

  This technique lets you separate issues easily by package and ensures that those issues reach the appropriate developer or support staff in a timely manner.

  You may also apply this technique to forums and mailing lists. However, start with a generic forum or mailing list for users and the same for members; if volume warrants, then consider creating a separate forum or mailing list for each package.

- Release materials from your project in a consistent manner.

  Include the same basic directory structure with each of your releases.

  Include consistent documentation with each release. Consistency helps avoid confusion as long as the release structure is logical from inception.

Creating New File Packages

To create a new file package:

1. Expand the Admin menu in the navigation panel.
2. Click File Publisher Admin.

   The File Publisher Administration page displays.
3. Click Create New Code Package.

   The Create Package text box displays.

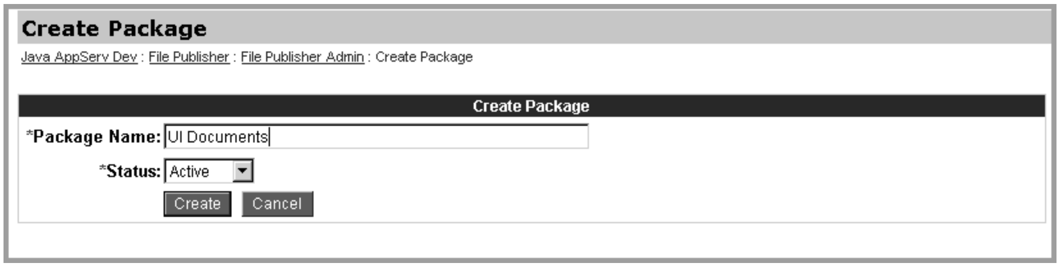


Figure 119. Create Package page

4. Enter the name of the new package in the Package Name field.

   The name must be unique inside of a project and may contain only URL-safe characters, without spaces.
5. Specify a status for the package from the drop-down list.

   Active—The package can be viewed and edited by project administrators and release technicians, and downloaded by a project member or a user that has access to project file publisher.

   Hidden—The package can be viewed and edited by project administrators and release technicians only, but cannot be downloaded. This status is useful when a package is being assembled and validated prior to its release as an Active package.
6. Click Create to create the package, or click Cancel to cancel your entries.

Editing Package Name and Status

To edit the name and status of a package:

1. Expand the Admin menu in the navigation panel.
2. Click File Publisher Admin.

   The File Publisher Admin page displays.
3. Click the name of the desired package.

   The Update Package page displays.

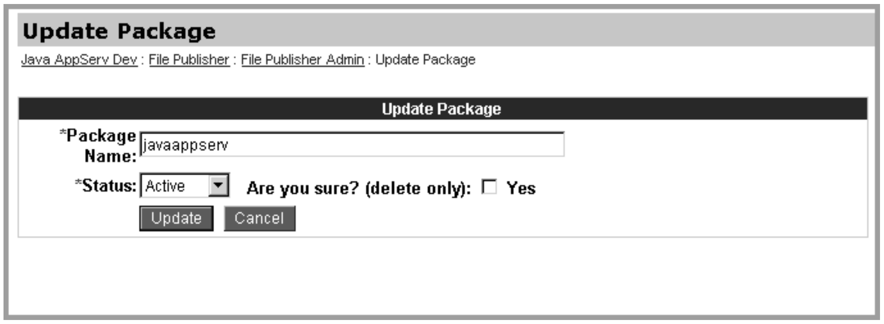


Figure 120. Update Package page

4. Edit the name of the package, if necessary.
5. Specify the desired status in the drop-down list.
6. If you have set the status of the package to Deleted, select the Yes check box .
7. Click Update to save the changes, or click Cancel to revert the edits.

Adding File Releases to Existing Packages

To distinguish a file release from other releases within a package, you may give it any name you choose. Typically, a file release is tied to a software revision and you might name the release using the version number for the software release (such as, 1.0 or 2.0.23).

To create a file release:

When a new file release is created, the project administrator or File Publisher Technician can provide release notes and/or a change log for the release.

1. Expand the Admin menu in the navigation panel.
2. Click File Publisher Admin.

   The File Publisher Admin page displays.
3. On the File Publisher Admin page:
   a. Click New Release in the section displaying the package name and status.

      The Create New Release section displays.

   b. Specify a package for the release in the Package drop-down list.

   c. Enter a name for the release in the Release Name field.

   d. Enter a brief description of the release in the Release Notes text box.

   e. Enter the change information in the Change Log text box.

   f. Using the Browse button, select the file to release.

      The file name and file path display in the Files field.

   g. Select the desired status for the release:

      Active—The files release can be viewed and edited by project administrators and release technicians, and the files can be downloaded from the Project Summary page and File Publisher Admin page by project members or users that have access to project file publisher.

      Hidden—The file release can be viewed and edited by project administrators and release technicians, and can be downloaded from the File Publisher Admin page.

      Pending—Waiting for approval.

   h. Click Reset to modify the entries, if necessary.

   i. Click Create Release to create the release, or click Cancel to cancel the operation.

      The Create Release command adds the release to the package.

Editing Release Name and Status

To edit the name and status of a release:

1. Expand the Admin menu in the navigation panel.
2. Click File Publisher Admin.

   The File Publisher Admin page displays.
3. Click the name of the desired release.

   The Edit Release page displays.

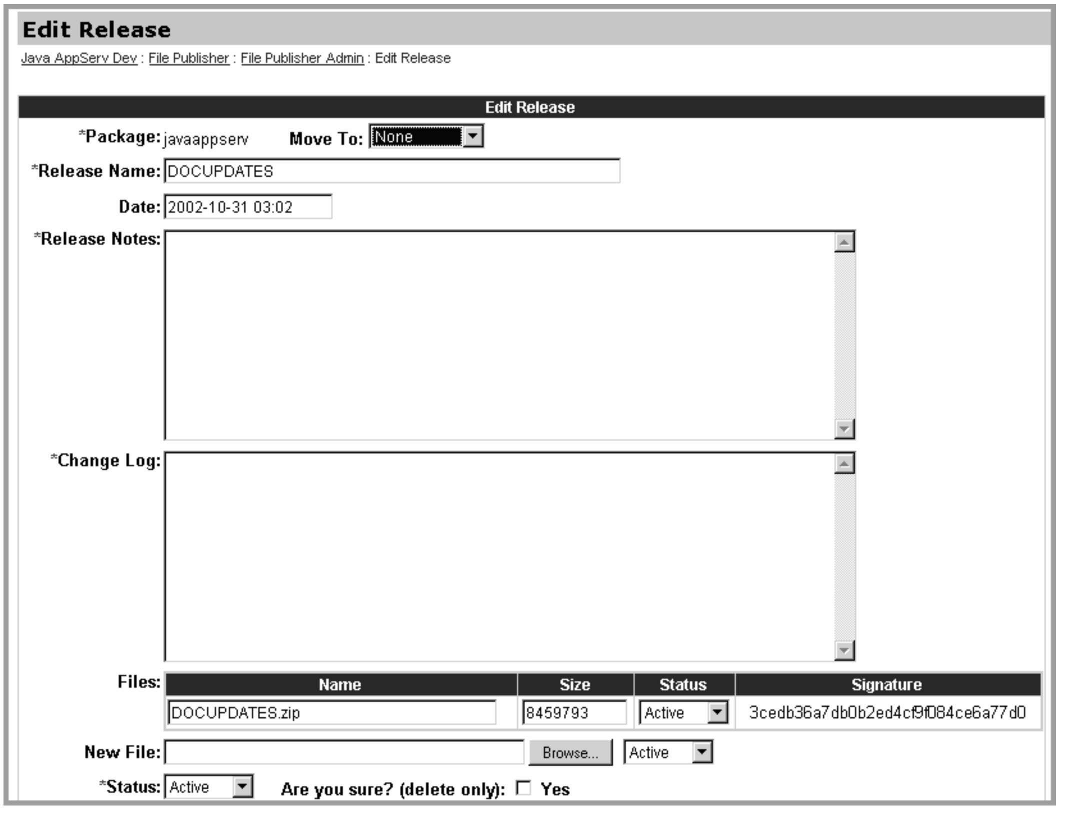


Figure 121. Edit Release page

4. In the Move To drop-down list, select the desired package to move the release to.
5. Edit the name of the release, if necessary.
6. Enter your release notes in the Release Notes text box.
7. Provide a log entry in the Change Log text box.
8. Specify the desired status in the Status drop-down list.
9. If you have set the status of the package to Deleted, select the Yes check box.
10. Click Reset to re-modify the entries, if necessary
11. Click Update Release to save the changes, or click Cancel to revert the edits.

Note: If you change the status of a release to Deleted, the release is removed only from the package, but remains on the server.

Managing the SCM-Tracker Integration

Associating a repository with a tracker artifact lets you make modifications to code and track the resolution. For example, if a bug report is submitted to a project, you can then modify the code associated with the bug artifact and, when you are finished commit it to the directory tree. With tracker integration the status of the bug tracker artifact can be automatically changed at commit according to your preference. Additionally, you can restrict your commit to require an association with the artifact ID number and you can restrict the commit to require an artifact owner.

SourceForge supports integrated SCM functionality for Rational ClearCase™ and CVS. CVS (Concurrent Versioning Systems) is the SourceForge default SCM tool. ClearCase or CVS, integrated with SourceForge, provides the following benefits:

- Automatic set up of your project source control infrastructure. This function eliminates the time and administrative overhead costs associated with setting up new source code repositories.
- Increased real-time visibility into the status of project source code. For CVS, SourceForge uses a web-based viewer that allows you to view files, including the revision number, revision author, revision date, and the last log entry.
- Enhanced security and access control to your project files. The SourceForge role- based access control system allows you to define SCM user responsibilities and permission levels.
- Integration with trackers artifacts. Associating an SCM module with a tracker artifact allows a user to make modifications to code and track the resolution. Additionally, the integration allows changes within the SCM package to propagate changes within the tracker. For example, when checking in code, a user may choose to change the status of an artifact to “closed.” This saves time and helps with workflow.
- Effective reporting systems. SourceForge presents a wide array of statistical information related to users and projects. This includes SCM statistics such as commits (updates), check outs, and adds. This information can be viewed by user and by project.

Configuring Your SCM Tool

As part of your SourceForge installation process, you will be asked to specify the SCM tool that you will be using.

➪ For details on installing SourceForge, refer to the *SourceForge 3.2 Installation and System Administration Guide*.

The SCM repository is then created as part of the project registration process. Currently, a user provides a “Project Full Name,” “Project Description,” and “Project Short Name.” The SourceForge administrator reviews the information input on this form. If the project is approved, the appropriate infrastructure is created for the project, including the CVS repository. You must also do this for ClearCase.

For further information on working with ClearCase, consult the product information literature accompanying your ClearCase application.

Configuring a Module

You must create modules and store them in the Software Configuration Management (SCM) system you have selected to use with SourceForge.

➪ For details on importing modules into CVS, refer to Appendix A.

To configure a SCM module for tracker integration:

1. Expand Admin and Project Admin menus in the navigation panel.
2. Click SCM/Tracker Integration.

   The SCM Integration Admin page displays a list of modules in your repository.

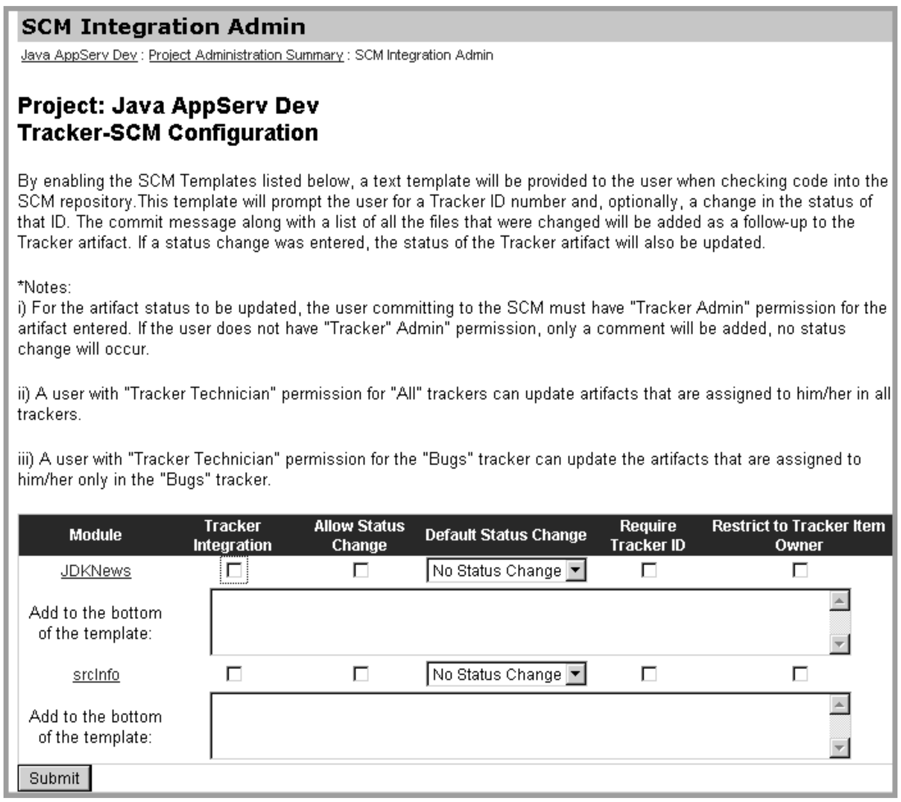


Figure 122. SCM Integration Admin page

3. Perform the following tasks for the desired module:
    a. Enable Tracker Integration.
    b. Enable Allow Status Change.
    c. Specify a status parameter in the Default Status Change drop-down list.
    d. Enable the option Require Tracker ID.
    e. Enable the option Restrict to Tracker Item Owner.
    f. Enter your notes in the text box.

       The notes you enter will be included in the template which will be presented to the user committing code or other data.
4. Click Submit.

   Note: If you are using CVS, you must perform a fresh *checkout* of your repository. If you *update* only your local repository, your integration will not work.

Using the SCM-Tracker Integration Feature

To use the tracker integration feature:

1. Submit a tracker artifact and note the artifact ID.
2. Check out a new copy of the desired module only if you have not checked out a copy since your last integration.

   After you have made changes to the file and performed a commit, your editor should display the integration template.
3. Enter the artifact ID and your log message in the appropriate fields.
4. Save the template and exit.

CHAPTER 7

Application Administration

This chapter assumes that you have a good understanding of the SourceForge resources, user privileges, and user actions described in the previous chapters.

Major Topics:

- "Managing Users" on page 224
- "Maintaining Canned Responses" on page 227
- "Managing Projects" on page 230
- "Maintaining the Project Map" on page 236
- "Maintaining Job Categories and Skills" on page 239
- "Managing SourceForge-Wide Mailing" on page 242
- "Managing Application-Wide News" on page 245
- "Monitoring SourceForge-Wide Statistics" on page 247
- "Monitoring the SourceForge Facilities Log" on page 252
- "Managing Supported Languages" on page 254
- "Managing the String Translation Database" on page 258
- "Managing 404 Page Redirection" on page 264
- "Managing SourceForge Administrators" on page 266
- "Viewing the Scheduled Tasks Queue" on page 267
- "Role Templating" on page 268
- "SourceForge Error Codes" on page 270
- "SourceForge Include Variables" on page 271

As a SourceForge application administrator, you are responsible for managing and maintaining the whole SourceForge installation.

To begin working with SourceForge, you must log into SourceForge as a SourceForge administrator using the password created during the installation process.

When you log into SourceForge, three groups are available for your use: Master Group, Stats Group, and News Group.

Master Group

Each SourceForge installation has one Master Group which serves as a workspace where all the SourceForge-wide administration functions are performed. The SourceForge application administrator creates and maintains the Master Group project. The Master Group provides five pre-defined roles—Project Administrator, Manager, Developer, Employee, and Visitor—for every project created within SourceForge.

➪ For details on roles and access permissions, refer to “Role-Based Access Control System (RBAC)” on page 21 and “Using Role-Based Access Control (RBAC)” on page 157.

Stats Group

Each SourceForge installation has one Stats Group which is used by SourceForge to maintain application-wide statistics.

News Group

Each SourceForge installation has one News Group which is used by SourceForge to maintain application-wide news.

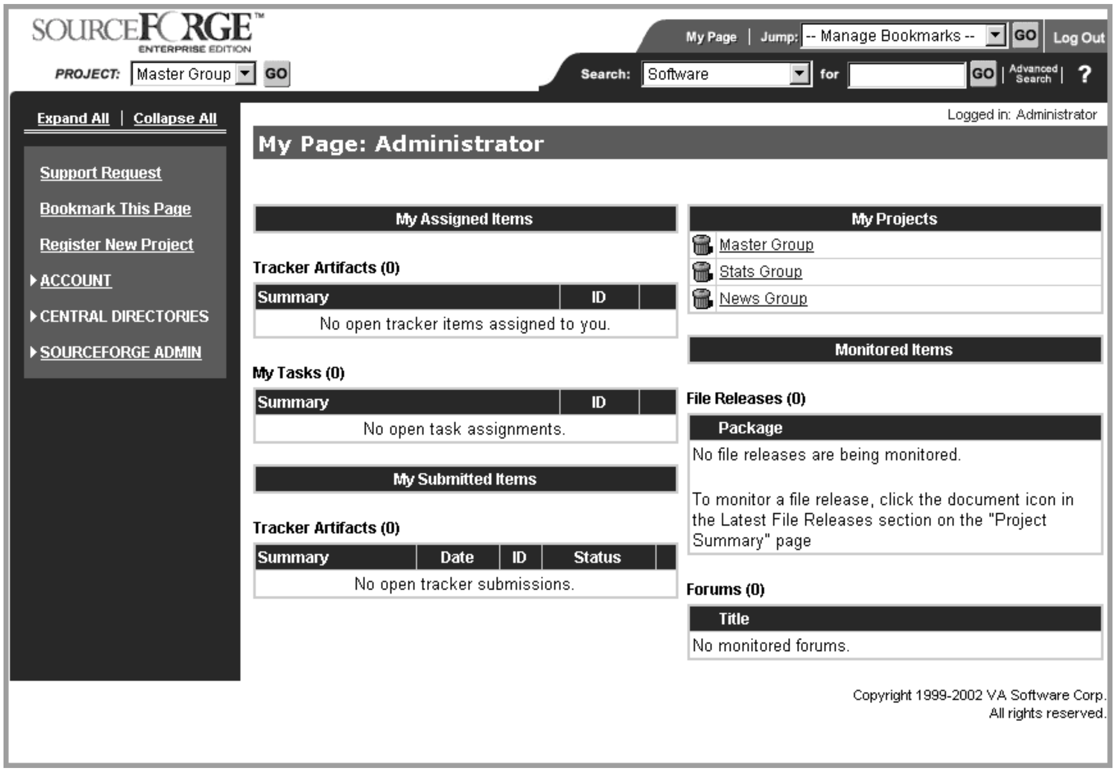


Figure 123. SourceForge Administrator's My Page

Managing Users

As SourceForge Administrator, you may wish to give other users certain application-wide Administrator permissions. You do this by first adding users to the Master Group and then giving the users access permissions for the Master Group.

➪ For detailed information on adding users to projects and assigning member permissions, refer to “Managing Project Information” on page 146 and “Using Role-Based Access Control (RBAC)” on page 157.

Browsing User Information

SourceForge Administrators can search for users by name, user name, email address, status, project, and period of activity.

To browse a list of users:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click Find and Manage Users.

   The Find and Manage Users page displays. It gives a count of the total number of SourceForge users and provides the option to search for users by name, e-mail address, status, project, and duration of activity.

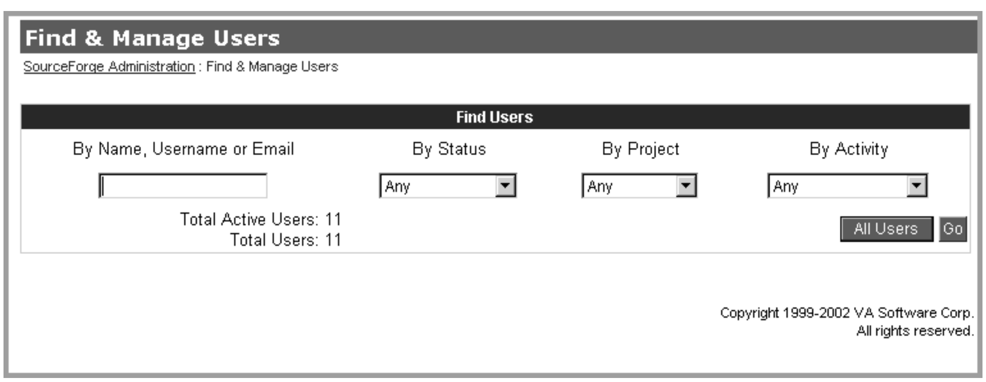


Figure 124. Find and Manage Users page

3. Enter the full name, SourceForge login name, or e-mail address of the user you are searching for in the left-most text field.
4. Specify your search criteria in the By Status, By Project, or By Activity boxes.
5. Click Go.

   The list of user(s) matching the search criteria is displayed on the lower section of the page.

   Note: If you prefer not to specify a user name or other information but want a list of all users, click All Users instead of Go.

Editing User Information

The Edit User page lets you change the following information about a user:

- Name — Full name of the user
- Status — Active, Pending, Suspended, or Deleted
- Email — The current email address for the user.

To edit user information:

1. On the Find and Manage Users page with a list of users displayed, click the desired User Name.

   The Edit User page displays.

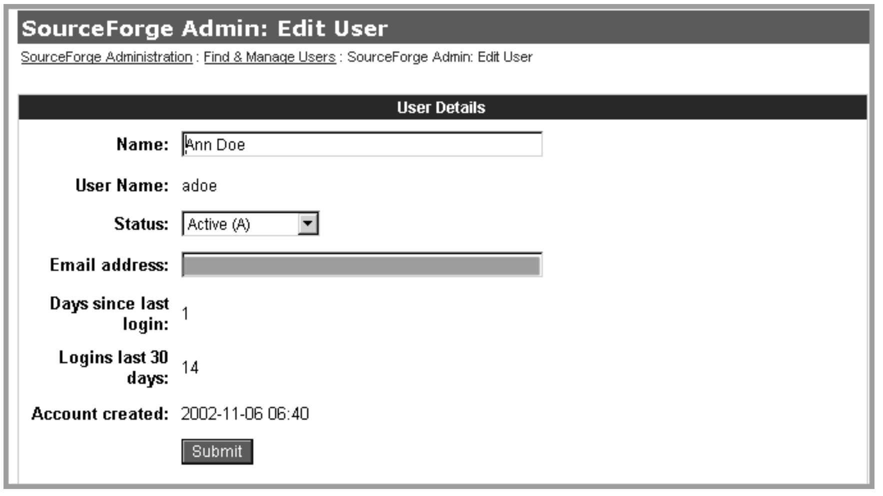


Figure 125. Edit User page

2. Edit the necessary information.
3. Click Submit.

Maintaining Canned Responses

When a project or group registration request is denied, an email message is sent notifying the requestor that the project has been denied. In the e-mail message, you can include canned responses that contain common reasons why projects or groups are denied.

Creating a Canned Response

To create a canned response:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Manage Canned Responses.

   The Create Canned Response page displays.

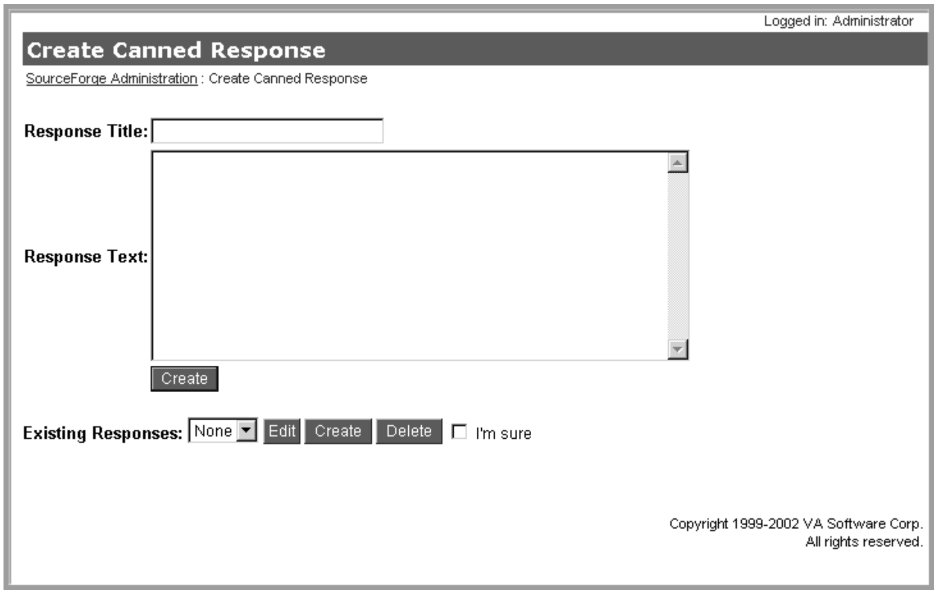


Figure 126. Create Canned Response page

3. Enter the title for the response in the Response Title field.
4. Enter the text for the message in the Response Text field.
5. Click Create.

   The title of the canned response is placed on the Existing Responses drop-down list. Canned Responses are available to you when you approve/reject a pending project.

Modifying a Canned Response

You can modify existing canned responses.

To edit a canned response:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Manage Canned Responses.

   The Create Canned Response page displays.
3. Select a response from the Existing Responses drop-down list.
4. Click Edit.

   The Edit Canned Response page displays.

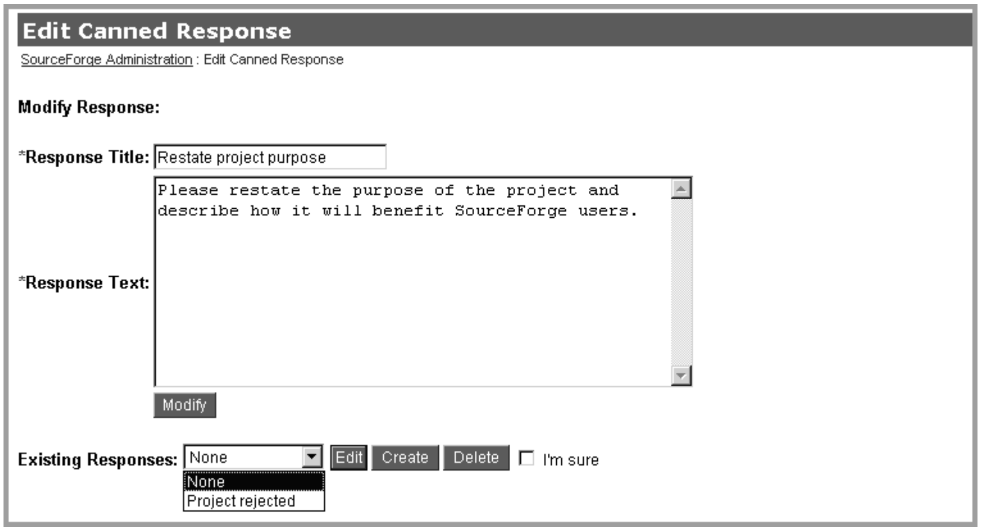


Figure 127. Editing Canned Responses

5. Make changes to the response as necessary.
6. Click Modify.

   A message confirming your edits will display.

Deleting a Canned Response

You can choose to delete an existing canned response.

To delete a canned response:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Manage Canned Responses.

   The Create Canned Response page displays.
3. Select a response from the Existing Responses drop-down list.
4. Select the check box next to I'm sure.
5. Click Delete.

   The response is deleted.

Managing Projects

Only you as the SourceForge Administrator can approve special interest groups and projects.

Browsing Project Information

You can search for projects alphabetically or by project status as follows:

- `Pending` — Projects or groups submitted by users waiting for approval.
- `Incomplete` — Project or groups that are awaiting additional information to be completed before they can be approved.
- `Deleted` — Projects or groups that have been deleted.

To browse projects:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Find and Manage projects.

   The Find and Manage Projects page displays. You can search projects by any of the following criteria: name of the project, short name of the project, status, and activity.

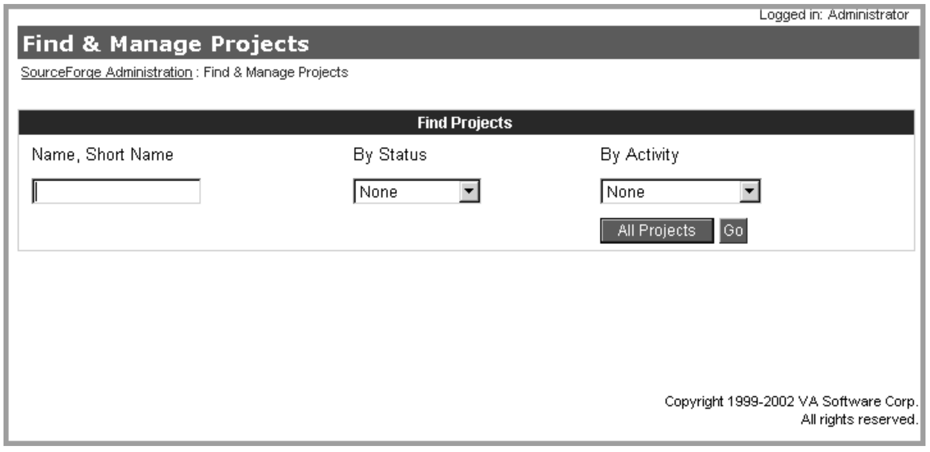


Figure 128. Find and Manage Projects page - search criteria

3. Enter the name of the project or the short name of the project in the Name, Short Name field.
4. Specify a status in the By Status drop-down list.
5. Specify a period of activity in the By Activity drop-down list.
6. Click Go.

   Note: If you prefer not to specify a project name or other information but want a list of all projects, click All Projects instead of Go.

   The following information about every project is displayed:

   — Name

   — Short Name

   — Date Created

   — Status

   — Number of Users

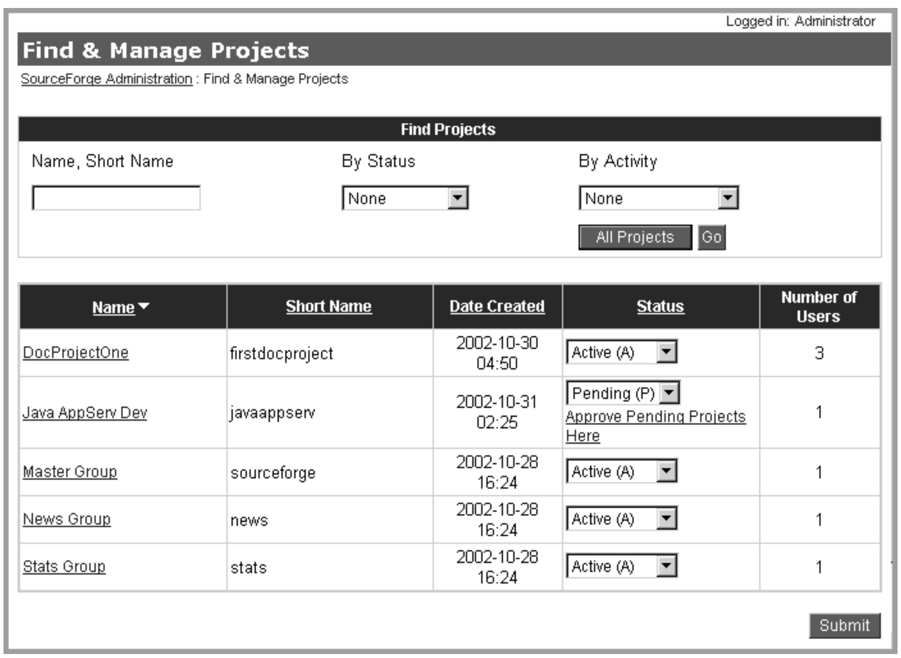


Figure 129. Find and Manage Projects - result set

Approving New Projects

You are responsible for approving all project or group requests from users before a project or group becomes active. If a project request does not contain all of the required information, you can change the status to incomplete and send a canned response to the user.

To approve projects:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click Approve New Projects.

   The Approve Pending Projects page displays.

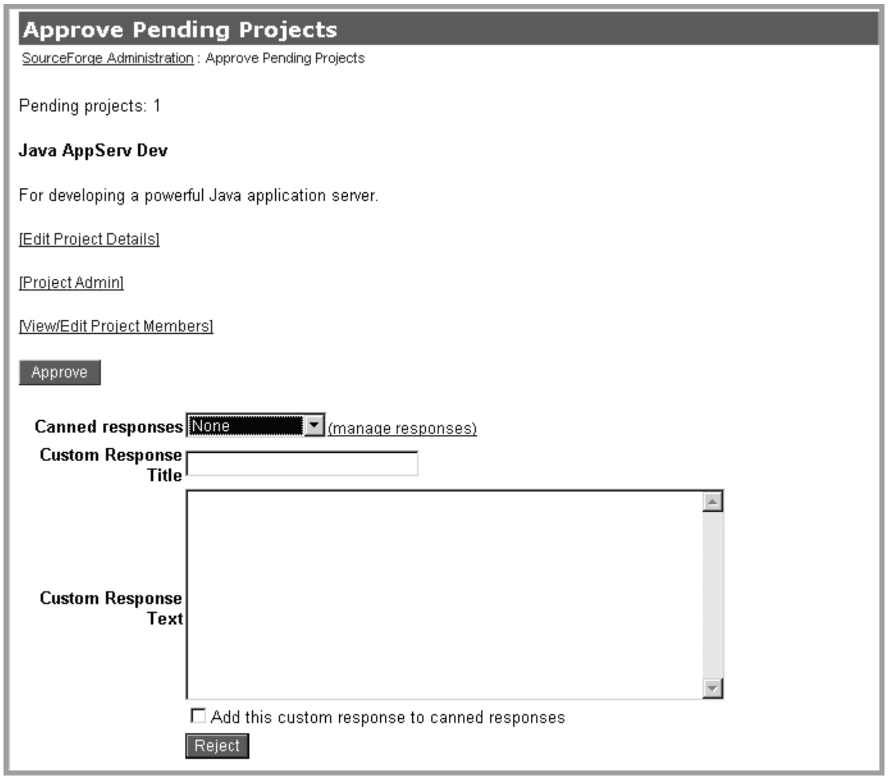


Figure 130. Approve Pending Projects page

3. Click Approve corresponding to the desired project.

   The project is approved and the approval notification is sent to the requestor.

Approving a Special Interest Group (SIG)

You can approve a SIG like any other project after specifying that it is of the type SIG.

To approve a SIG:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Approve New Projects.

   The list of groups or projects waiting for approval displays.
3. Click the appropriate Edit Project Details link.

   The Edit Project page displays.

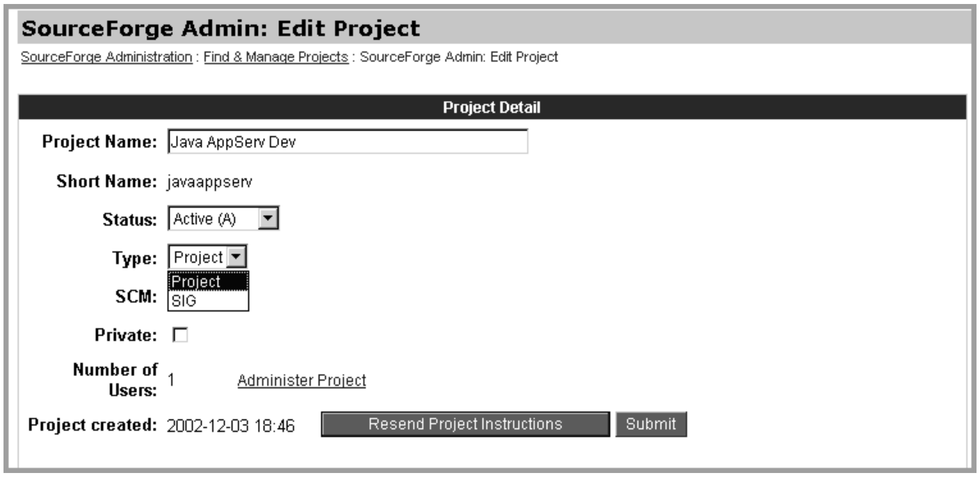


Figure 131. Edit Project page

4. Select SIG from the Type drop-down list.
5. Click Approve Pending Projects Here.

   The Approve Pending Projects page displays.
6. Select the Approve icon.

The project requestor receives an e-mail that the SIG is approved.

Rejecting Projects

To reject a project request:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Approve New Projects.

   The Approve Pending Projects page displays.
   a. Select a canned response as appropriate from the Canned Responses drop-down list in the project you are rejecting.
   b. If the canned responses are not appropriate, enter a custom response using the fields provided.
3. Click Reject.

The project is removed from the list of pending projects and an e-mail is sent to the requestor stating the reason the project request was denied.

Editing Project Information

You can change the following high-level information about a project.

- Project Name— Project or Special Interest Group
- Status — Incomplete, Active, Pending, Holding, Deleted
- Type—Project or SIG

➪ For a description of SIG (special interest group), refer to “Special Interest Groups (SIGs)” on page 43.

- Private — Yes or No option

To edit high-level project information:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Approve New Projects.

   The Approve Pending Projects page displays.
3. Scroll to the section detailing the desired project.
4. Click Edit project Details.

   The Edit Project page displays.
5. Make changes to the fields and select either Resend Project Instructions or Submit, as necessary.

   When you click Resend Project Instructions, a message displays: “Project Instructions Have Been Resent.” The instructions are sent to the user who registered the project. The notifications looks similar to the following:

   The Project Instructions required by you are as follows:

Project Full Name	*<project name>*
Project Short Name	*<project short name>*
Project Template	*<template for the project>*
SCM Type	*<scm application used for the project>*
SCM Server	*<server name>*
Project Page	*<URL of the project summary page>*
Project Admin Page	*<URL of the project information page>*

Maintaining the Project Map

The Project Map contains a set of default categories. Each category consists of a short and long category name, and a description.

The default project map categories are:

- Development status
- Environment
- Intended audience
- License
- Natural language
- Operating system
- Programming language
- Topic

You can add additional categories or edit the default categories.

Adding Project Map Categories

You are responsible for adding project map categories in SourceForge.

To add a new category:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click Add to the Project Map in the Project Map section.

   The Project Map-Add Node page displays.

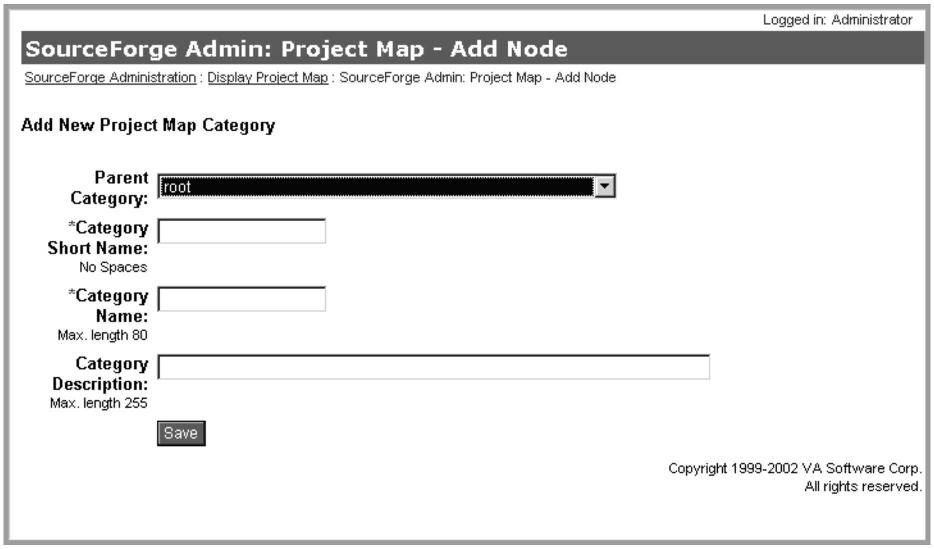


Figure 132. Project Map - Add Node page

3. Select a parent category from the Parent Category drop-down list.
4. Enter a short name for the category in the Category Short Name field.

   This name should be between 3 and 15 characters in lower case, and contain only characters, numbers, and dashes.

5. Enter a full name for the category in the Category Name field.

   This is the name that will appear in the Project Map and is limited to 80 characters.

6. Enter a description for the category in the Category Description field.

   The description is limited to 255 characters and should provide enough specific information so that a project administrator can assign projects appropriately to this category.

7. Click Save.

Modifying a Project Map Category

You can change the parent, name, or description of an existing category. When a change to a category is made, all the child categories and projects change as well. To move a category from one parent to another, change the parent category.

To modify a category:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Display Project Map in the Project Map section.

   The Project Map displays.
3. Click Edit next to the desired category.

   The Project Map-Edit Category page appears.

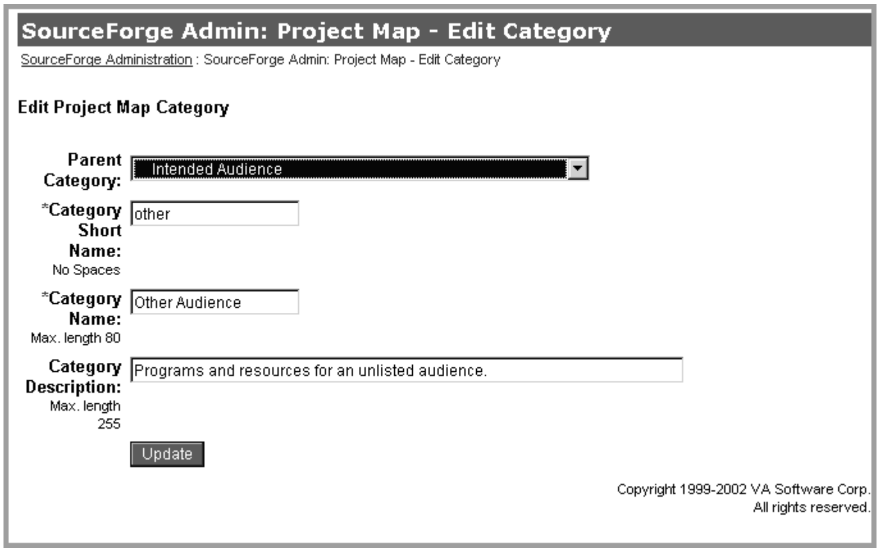


Figure 133. Project Map - Edit Category page

4. Edit the category information, as necessary.
5. Click Update.

Maintaining Job Categories and Skills

When creating a project assistance wanted listing, the project administrator specifies a job category that describes the basic need (such as tester, administrator, and developers). You, as the SourceForge Administrator establish these categories and you can augment or change them at any time.

Adding a Job Category

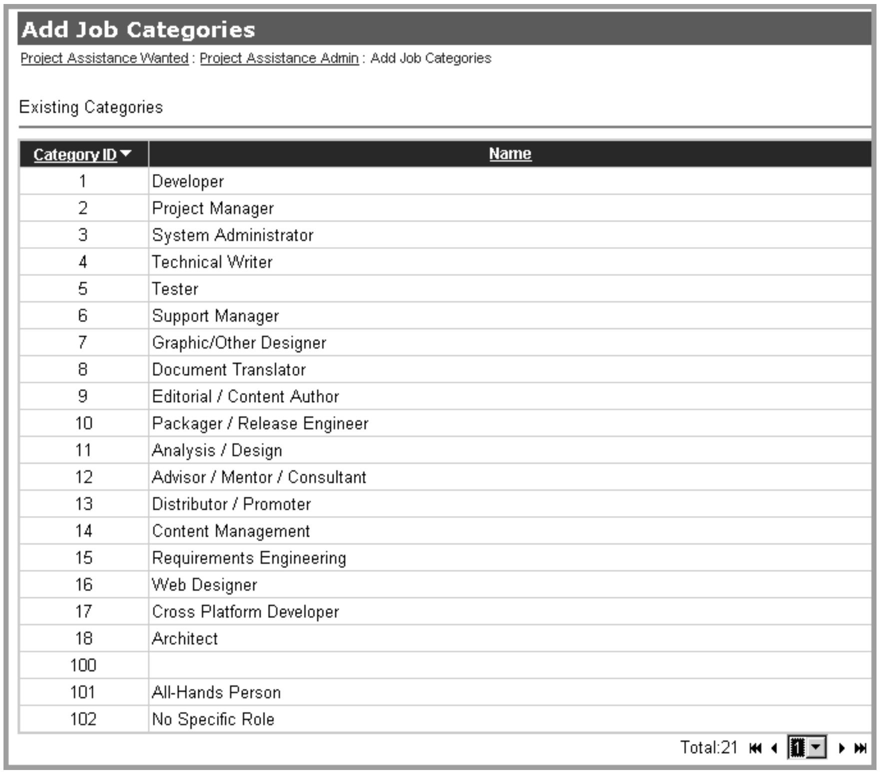
You are responsible for maintaining job categories. Once a project assistance wanted category is added, it cannot be deleted.

To add a category

1. Expand the SourceForge Admin menu in the navigation panel.
2. Click Project Assistance Admin.

   The Project Assistance Admin page displays.
3. Click Add Job Categories.

   The Add Job Categories page displays.



Add Job Categories

Project Assistance Wanted : Project Assistance Admin : Add Job Categories

Existing Categories

Category ID	Name
1	Developer
2	Project Manager
3	System Administrator
4	Technical Writer
5	Tester
6	Support Manager
7	Graphic/Other Designer
8	Document Translator
9	Editorial / Content Author
10	Packager / Release Engineer
11	Analysis / Design
12	Advisor / Mentor / Consultant
13	Distributor / Promoter
14	Content Management
15	Requirements Engineering
16	Web Designer
17	Cross Platform Developer
18	Architect
100	
101	All-Hands Person
102	No Specific Role

Total:21 1

Figure 134. Add Job Categories page

4. Enter a name for the new category in the New Category Name field in the lower section of the page.
5. Click Submit.

   The skill name with an ID is added to the list of Existing Skills.

Adding a Job Skill

You are responsible for maintaining job skills. Once a job skill is added, it cannot be deleted.

To submit a job skill information:

1. Expand the SourceForge Admin menu in the navigation panel.
2. Click Project Assistance Admin.

   The Project Assistance Admin page displays.
3. Click Add Job Skills.

   The Add Job Skills page displays.
4. Enter a name for the new skill in the New Skill Name field.
5. Click Submit.

Managing SourceForge-Wide Mailing

You can send SourceForge-wide email messages to the following target audiences:

- All project members— Includes all users who are developers on at least one project.
- All project administrators— Includes users who have project administrator permissions on at least one project.
- All users— Includes all registered users regardless of whether they are currently members of a project.

Sending E-mail

To send an application-wide e-mail message:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Mass Mail SourceForge Users in the SourceForge Utilities section.

   The Administrative Mass Mail Engine page displays.

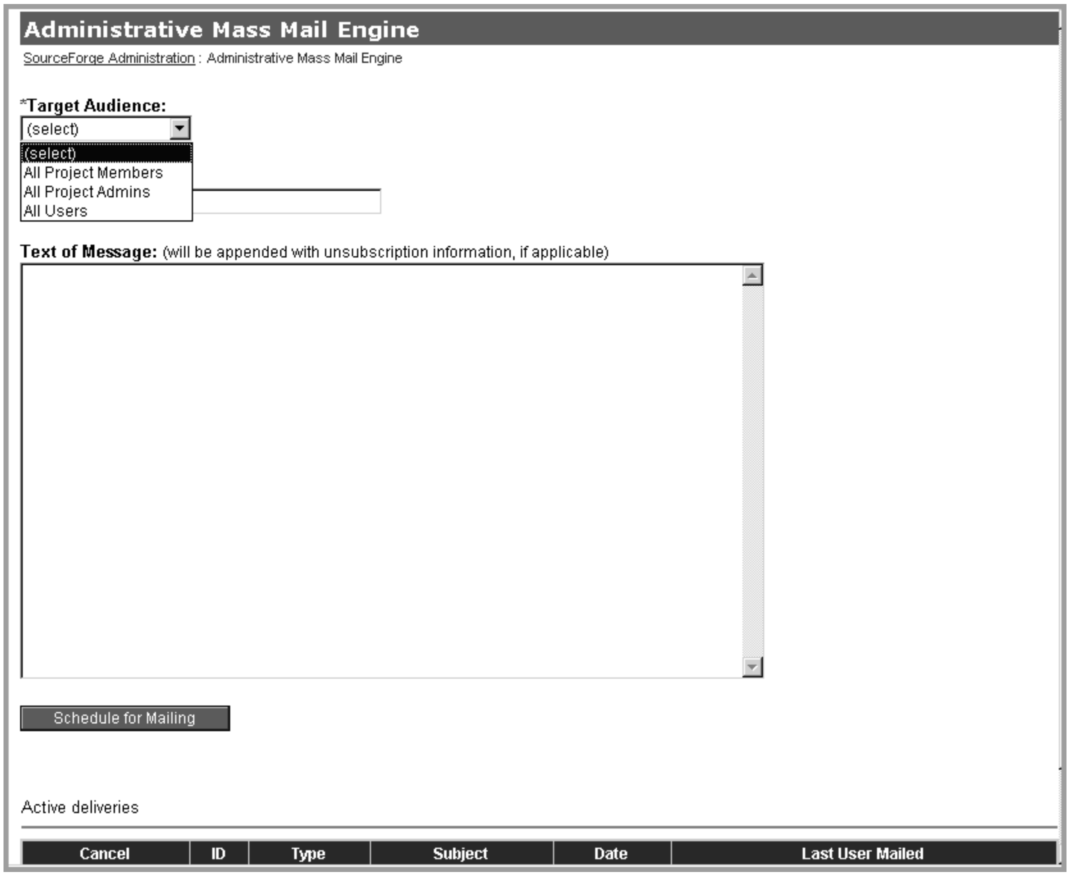


Figure 135. Administrative Mass Mail Engine

3. Specify the desired audience in the Target Audience drop-down list.
4. Enter a subject for the message in the Subject field.
5. Enter the text of the message in the Text of Message box.
6. Click Schedule for Mailing to send the mail message.

Note: Mass mail is sent every 45 minutes. This means that if you send two messages successively, the second message is sent 45 minutes after the first one.

Active Deliveries

When you submit an e-mail message for distribution, that mail is scheduled for delivery and included in a delivery queue. This delivery queue is displayed in the section Active Deliveries on the Administrative Mass Mail Engine page. If necessary, you can cancel the e-mail delivery by clicking the “X” in the Cancel column.


Active deliveries

Cancel	ID	Type	Subject	Date	Last User Mailed
[X]	1	ALL	[SourceForge] JavaAppServ Dev project started	2002-11-05 03:34	

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Figure 136. Active Deliveries list

Managing Application-Wide News

When a news item for a project is created it is automatically placed in a pending area at the application level. As SourceForge Administrator, you are responsible for reviewing the pending news items for possible placement in the SourceForge-wide news area.

You can also edit the subject and contents of news items before they are distributed.

To approve a news item for inclusion in the SourceForge-wide news:

1. Expand the SourceForge Admin menu in the navigation panel.
2. Click News Admin.

   The SourceForge News Admin page displays.

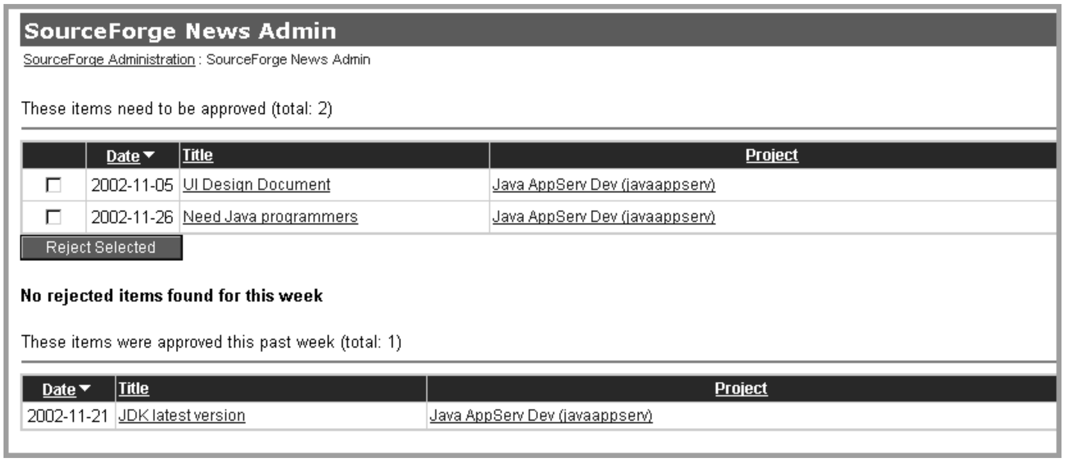


Figure 137. SourceForge News Admin page

3. Click the Title link for the pending news item.

   The Approve a NewsByte section displays.

4. Make changes to the news item, as necessary.
5. Click Approve for Front Page.
6. Click Submit.

To reject a news item for inclusion in the SourceForge-wide news:

1. Expand the SourceForge Admin menu in the navigation panel.
2. Click News Admin.

   The News Admin page displays.
3. Select the check box next to the news item to reject.
4. Click Reject Selected.

Monitoring SourceForge-Wide Statistics

You can monitor a number of SourceForge-wide statistics including:

- SourceForge-wide overview statistics
- Project comparison statistics
- SourceForge-wide graphs
- Most recent logins
- Language distribution

To view the application-wide statistics:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click SourceForge Statistics in the SourceForge Utilities section.

   The SourceForge Site Statistics page displays.

Aggregate Statistics

The Overview Stats link on the SourceForge Site Statistics page connects to the Sitewide Aggregate Statistics section. Here, you can obtain information regarding SourceForge as a whole including:

- Statistics for all time
- Statistics for the last seven days
- Statistics for the past 2 months

The following fields are shown on the Aggregate Statistics page:

Table 6. SourceForge-wide Aggregate Statistics fields

Field	Definition
Current Aggregate Statistics for All Time	
Site Views	Total number of times the pages for this site have been viewed.
Downloads	Total number of files downloaded from this SourceForge site.
Developers	Total number of developers registered as users on this SourceForge site.
Projects	Total number of projects registered on this SourceForge site.

Table 6. SourceForge-wide Aggregate Statistics fields (continued)

Field	Definition
Statistics for the past 7 days	
Day	Specific date for these statistics in DDMMMYYYY format.
Site Views	Number of times the pages for this site have been viewed over the past sixties.
Downloads	Total number of files downloaded from this site on this day.
Bugs	Number of bug tracker items open and total (in parentheses) for all projects on this day.
Support	Number of support tracker items open and total (in parentheses) for all projects on this day.
Patches	Number of patch tracker items open and total (in parentheses) for all projects on this day.
Tasks	Number of tasks open and total (in parentheses) for all projects on this day.
SCM	Total number of SCM commits and adds (in parentheses) for all projects on this day.
Statistics for the past 2 months	
Month	Specific year and month for these statistics in YYYYMM format.
Site Views	Number of times the pages for this site have been viewed over the past three month.
Downloads	Total number of files downloaded from this site on this day.
Bugs	Number of bug tracker items open and total (in parentheses) for all projects this month.
Support	Number of support tracker items open and total (in parentheses) for all projects this month.
Patches	Number of patch tracker items open and total (in parentheses) for all projects this month.
Tasks	Number of tasks open and total (in parentheses) for all projects this month.
SCM	Total number of SCM commits and adds (in parentheses) for all projects this month.

Project Statistical Comparisons

The Project Stats link on the SourceForge Site Statistics page connects to the Project Statistical Comparisons section.

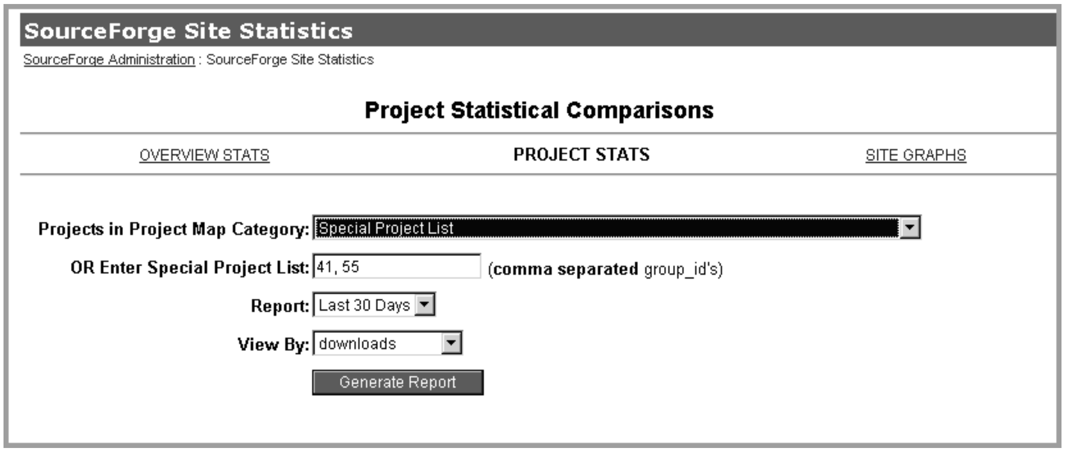


Figure 138. Project Statistical Comparisons

From this page, you can generate a report similar to the application-wide overview statistics but on a per-project basis. You can view the statistics for all the projects or you can select a subset of projects using the following parameters:

- Project ID number or Project Map category.

  Two ways to know the ID of a project:

  a. The project approval notification (sent via e-mail) contains the project ID.

  b. Clicking on any link under Project Admin in the navigation panel displays the project ID as "group_id=<*project_id*>" in the browser's URL/Address field.
- Results for the last 30 days or over all time.
- The field by which to sort the results for viewing.

  The View By drop-down list offers the following options: downloads, site-views, messages, tracker artifacts, tasks, and SCM activities.

Site Graphs

The Site Graphs link on the SourceForge Site Statistics page connects to the Sitewide Statistics Graphs section.

This section lets you display three graphs, including:

- The number of page views for the last 30 days.
- The number of page views per month for the last twelve months.
- New users and projects on a daily basis.

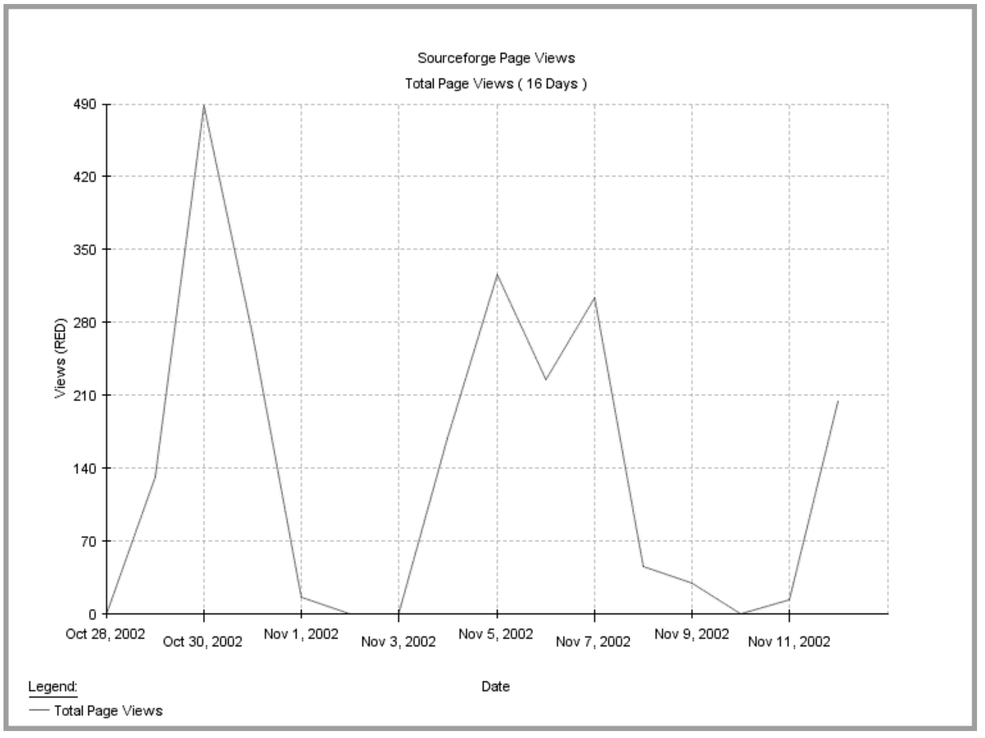


Figure 139. SourceForge Page Views

Most Recent Logins

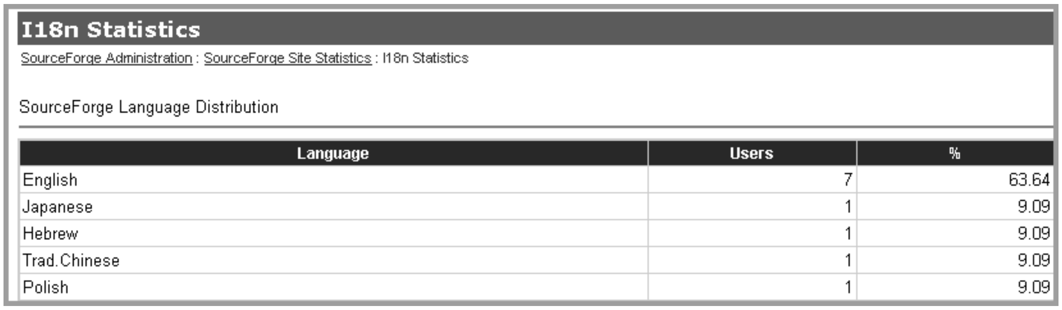
The Most Recent Logins link on the SourceForge Site Statistics page connects to a page displaying a list of the most recently opened sessions.

The list of most recently opened sessions contains the date, time, user name, and source IP address for the sessions.

Note: The Source IP address for the SourceForge administrator is not displayed.

Language Distribution

The internationalization link (I18N Statistics) on the SourceForge Site Statistics page connects to the I18N (internationalization) Statistics page which displays the number of users for each SourceForge-supported international language.


I18n Statistics

SourceForge Administration : SourceForge Site Statistics : I18n Statistics

SourceForge Language Distribution

Language	Users	%
English	7	63.64
Japanese	1	9.09
Hebrew	1	9.09
Trad.Chinese	1	9.09
Polish	1	9.09

Figure 140. Language Distribution

This page shows how the users have set their language preferences.

➪ For details on setting user preferences, refer to “Account Maintenance” on page 67.

Monitoring the SourceForge Facilities Log

As SourceForge Administrator, you have access to the application-wide facilities log. This log shows all activities on SourceForge for a specific date.

To access the facilities log:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click Browse Facilities Log in the SourceForge Utilities section.

   The SourceForge Facilities Log page displays a list of all the jobs run for the current day.

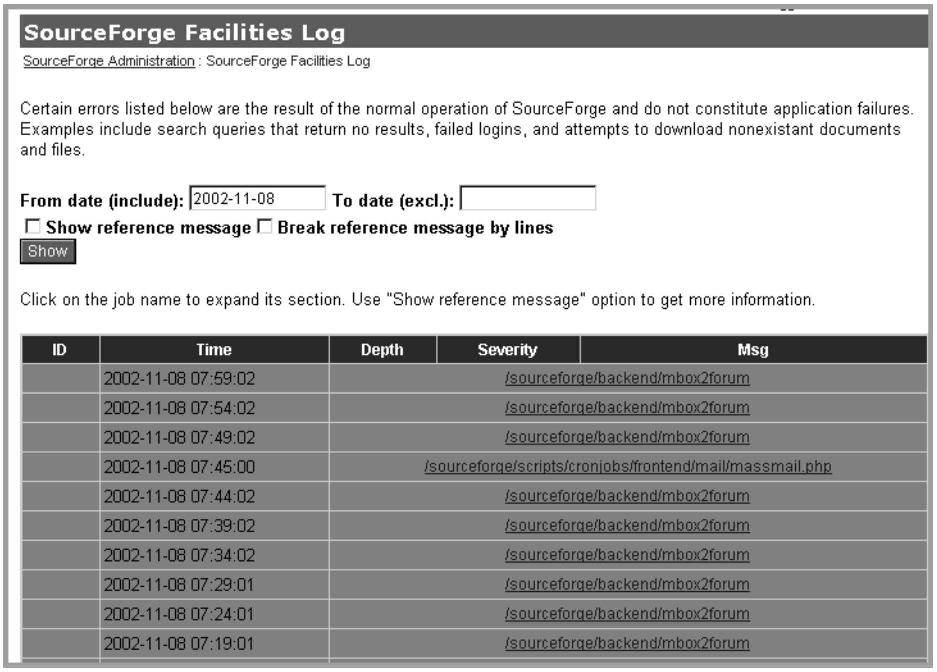


Figure 141. SourceForge Facilities Log

3. Enter the date for the desired log.
4. Click Show.

   Note: Entries in red indicate problematic issues and should be communicated to the system administrator.

The Facilities Log shows the following information sorted by job:

- ID— The job identification number.

  Click a message title. The Facilities Log page will display the message details.
- Time— Time the job was run.
- Depth—The hierarchy of the error structure.
- Severity— Displays three levels of severity—error, warning, or fatal error.
- Msg— Status or comment on the job.

ID	Time	Depth	Severity	Msg
	2002-11-08 08:04:01			/sourceforge/backend/mbox2forum
	2002-11-08 07:59:02			/sourceforge/backend/mbox2forum
	2002-11-08 07:54:02			/sourceforge/backend/mbox2forum
18740	2002-11-08 07:54:02	0		Starting mailman archive scan
18741	2002-11-08 07:54:02	10		Entering directory /sourceforge/mailman/archives/private/javaappserv-toolsdesign.mbox/javaappserv-toolsdesign.mbox
18742	2002-11-08 07:54:02	200		Inserting messages from /sourceforge/mailman/archives/private/javaappserv-toolsdesign.mbox/javaappserv-toolsdesign.mbox
18743	2002-11-08 07:54:02	200		Inserted 0 threads, 0 messages, 0 bytes
18744	2002-11-08 07:54:02	10		Leaving directory /sourceforge/mailman/archives/private/javaappserv-toolsdesign.mbox/javaappserv-toolsdesign.mbox
18745	2002-11-08 07:54:02	0		Finished mailman archive scan
	2002-11-08 07:49:02			/sourceforge/backend/mbox2forum
	2002-11-08 07:45:00			/sourceforge/scripts/cronjobs/frontend/mail/massmail.php
	2002-11-08 07:44:02			/sourceforge/backend/mbox2forum
	2002-11-08 07:39:02			/sourceforge/backend/mbox2forum

Figure 142. Facilities Log - message details

Managing Supported Languages

You can configure SourceForge to support a number of international languages using the string translations database.

Adding a Language

To include an international language in SourceForge, you must first add the language to the list of supported languages. The translated versions of the text strings used throughout the application are then added to the string translations database.

➪ For information on adding string translations, refer to “Adding a String Translation” on page 259.

To add a language to the supported languages list:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Add, Delete, or Edit Supported Languages in the SourceForge Utilities section.

   The Edit the Supported Languages Table page displays.
3. Click add new.

   The Create a new supported language section displays.

Figure 143. Adding an international language

4. Enter the name of the new language in the Name field.
5. Enter the filename for the new language as *language*.class, where *language* is the name of the language.
6. Enter the name of the language in the Class Name field.
7. Enter the two-character international standard language code for the language in the Language Code field.
8. Click Add New Supported Language.

   The new language is added to the list of supported languages.

Editing Language Information

To edit language information:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Add, Delete, or Edit Supported Languages in the SourceForge Utilities section.

   The Edit the Supported Languages Table page displays.
3. Click Edit next to the desired language.

   The Modify the supported language section displays,

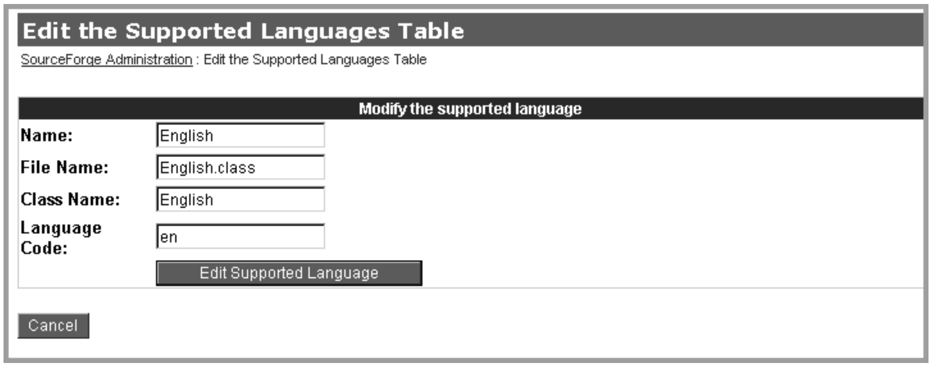


Figure 144. Modifying a supported language information

4. Make changes to the fields as necessary.
5. Click Edit Supported Language.

Removing a Language

You can remove a language from the list of supported languages, if necessary.

To remove a language:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Add, Delete, or Edit Supported Languages in the SourceForge Utilities section.

   The Edit Supported Languages Table page displays.
3. Click Delete next to the language to delete.

   The Delete the Supported Language section displays.
4. Click Delete Supported Language.

   The language is removed from the list of supported languages throughout the application.

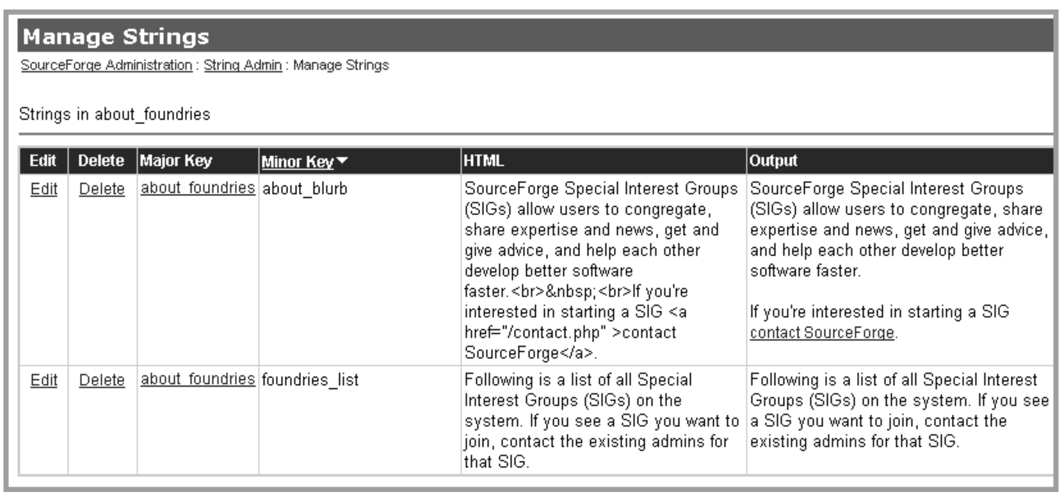
Managing the String Translation Database

The string translations database maintains the definitions of the various text strings throughout SourceForge. Definitions are supplied for each text string in English. The English version of the string is considered the *base* version. When you add a foreign language to the application, you must also add translations of each of the English text strings in the new language.

Each string definition consists of a major key, minor key, and the string value. The major and minor keys define where the string appears in SourceForge. For example, the major key "docman_move" identifies the move function of the Document Manager and the minor key of "submit" is an identifier in the section.

The string value is the text of the string in the appropriate language. For several of the strings, you will also need to insert HTML code for formatting as well as the translated text. For example, Figure 145 shows the `about_blurb` (minor key) of the `about_foundries` (major key) string formatted into two paragraphs using HTML.

The String Translations page lets you browse the text strings by language or by string category (major key).



Manage Strings

SourceForge Administration : String Admin : Manage Strings

Strings in about_foundries

Edit	Delete	Major Key	Minor Key	HTML	Output
Edit	Delete	about_foundries	about_blurb	SourceForge Special Interest Groups (SIGs) allow users to congregate, share expertise and news, get and give advice, and help each other develop better software faster. If you're interested in starting a SIG contact SourceForge.	SourceForge Special Interest Groups (SIGs) allow users to congregate, share expertise and news, get and give advice, and help each other develop better software faster. If you're interested in starting a SIG contact SourceForge.
Edit	Delete	about_foundries	foundries_list	Following is a list of all Special Interest Groups (SIGs) on the system. If you see a SIG you want to join, contact the existing admins for that SIG.	Following is a list of all Special Interest Groups (SIGs) on the system. If you see a SIG you want to join, contact the existing admins for that SIG.

Figure 145. Manage Strings page

Adding a String Translation

Before you add a new string translation, you need to know the major and minor keys for the English base version of the string so that you can use the same keys for the translated version.

To add a string translation:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays
2. Click Add, Delete, or Edit String Translations in the SourceForge Utilities section.

   The String Admin page displays.

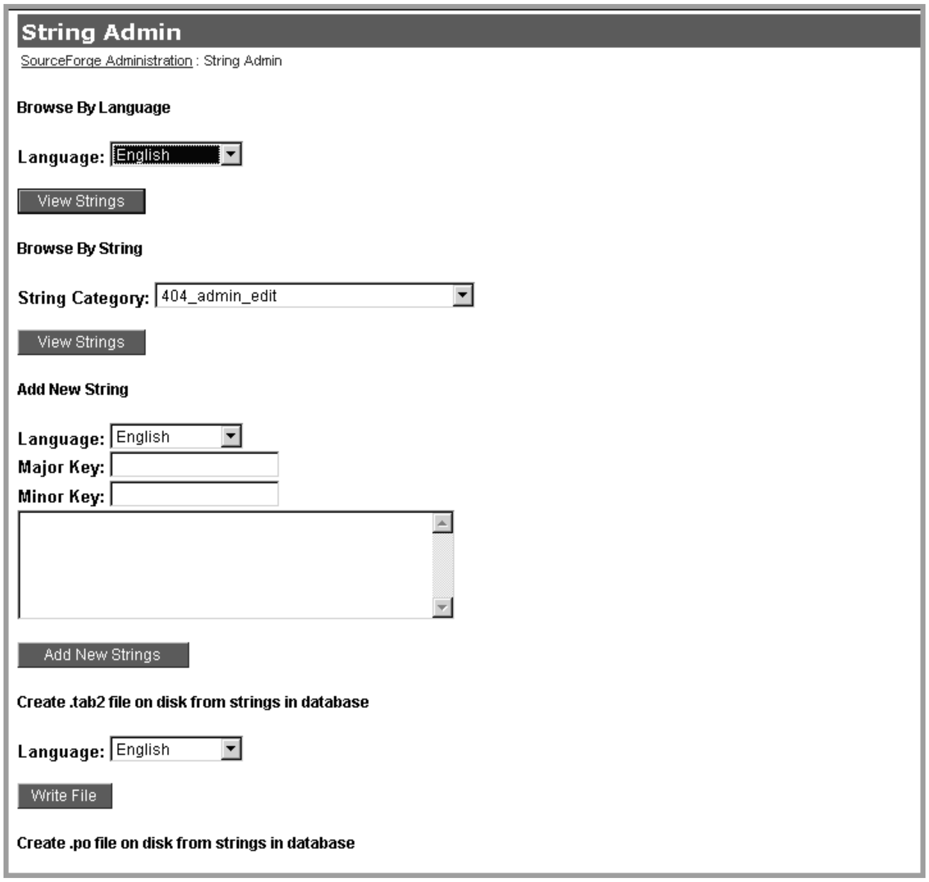


Figure 146. String Admin page

3. Select the language for the new string from the Language drop-down list.
4. Enter the major key in the Major Key field.
5. Enter the minor key in the Minor Key field.
6. Enter the translated text for the string (including HTML tags as necessary) in the text box.
7. Click Add New Strings.

Editing String Translations

You can further customize SourceForge by personalizing the text strings throughout the application. You can do this by editing the string translations. You cannot change the major and minor keys.

To edit a string translation:

1. Click SourceForge Admin in the navigation panel.

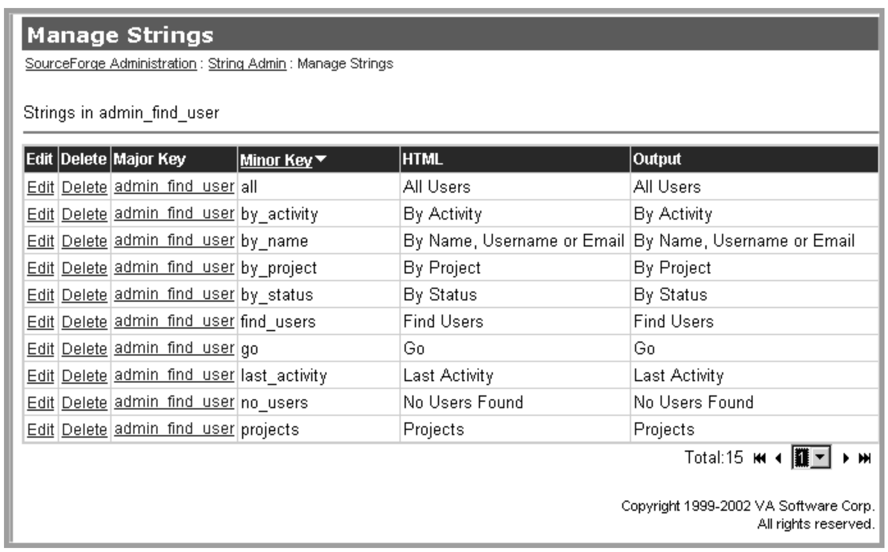
   The SourceForge Administration page displays.

2. Click Add, Delete, or Edit String Translations in the SourceForge Utilities section.

   The String Admin page displays.

3. Use one of the browse methods (Language or String Category) to locate the string to edit.

   The Manage Strings page displays the list of strings in the specified category.



Manage Strings

SourceForge Administration : String Admin : Manage Strings

Strings in admin_find_user

Edit	Delete	Major Key	Minor Key	HTML	Output
Edit	Delete	admin_find_user	all	All Users	All Users
Edit	Delete	admin_find_user	by_activity	By Activity	By Activity
Edit	Delete	admin_find_user	by_name	By Name, Username or Email	By Name, Username or Email
Edit	Delete	admin_find_user	by_project	By Project	By Project
Edit	Delete	admin_find_user	by_status	By Status	By Status
Edit	Delete	admin_find_user	find_users	Find Users	Find Users
Edit	Delete	admin_find_user	go	Go	Go
Edit	Delete	admin_find_user	last_activity	Last Activity	Last Activity
Edit	Delete	admin_find_user	no_users	No Users Found	No Users Found
Edit	Delete	admin_find_user	projects	Projects	Projects

Total:15 1

Figure 147. Manage Strings page - list of strings

4. Click Edit next to the string to modify.

   The Edit Strings page displays.

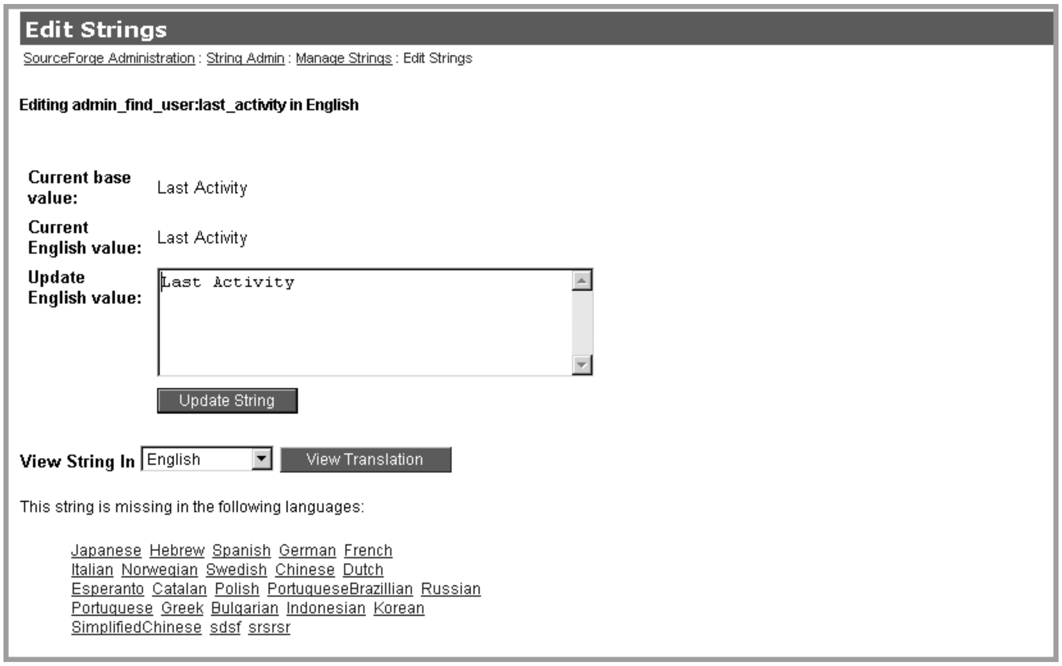


Figure 148. Edit Strings page

The Edit Strings page shows the base (or English) version of the string and the current translated version of the string for the selected language. This page also lists the languages that currently do not have a translation for this string.

5. Select a language from the View String In drop-down list to view the string translation in the selected language.
6. Enter changes to the translation text in the “Update <*language*> value” text box.
7. Click Update String.

Note: You must recreate the *.tab2* file if you change a string.

Deleting a String Translation

Only a SourceForge Administrator can delete string translations.

Warning: Deleting a text string may seriously affect the usability of your SourceForge application.

To delete a string translation:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click Add, Delete, or Edit String Translations in the SourceForge Utilities section.

   The String Admin page displays.

3. Use one of the browse methods (Language or String Category) to locate the string to delete.

   The Manage Strings page displays the list of strings in the specified category..

4. Click Delete next to the string to delete.
5. Click Yes to confirm the deletion of the string, or navigate back to the String Admin page.

   The Yes command removes the specified string from the application for the selected language.

   Note: You must run the .tab2 file if you delete a string.

Managing 404 Page Redirection

If a URL in SourceForge has changed, for example a link to a document or project web page outside of SourceForge, you can provide an automatic redirection to the new URL using the 404 page redirection feature.

Adding a New Redirection

To add a new redirection:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click View or Edit 404 Page Redirection in the SourceForge Utilities section.

   The 404 Administration - Redirection List is displayed.
3. Enter the URL for the page you are redirecting in the New Redirection for field.
4. Click Add New Redirection.

   The 404 Administration section is displayed.

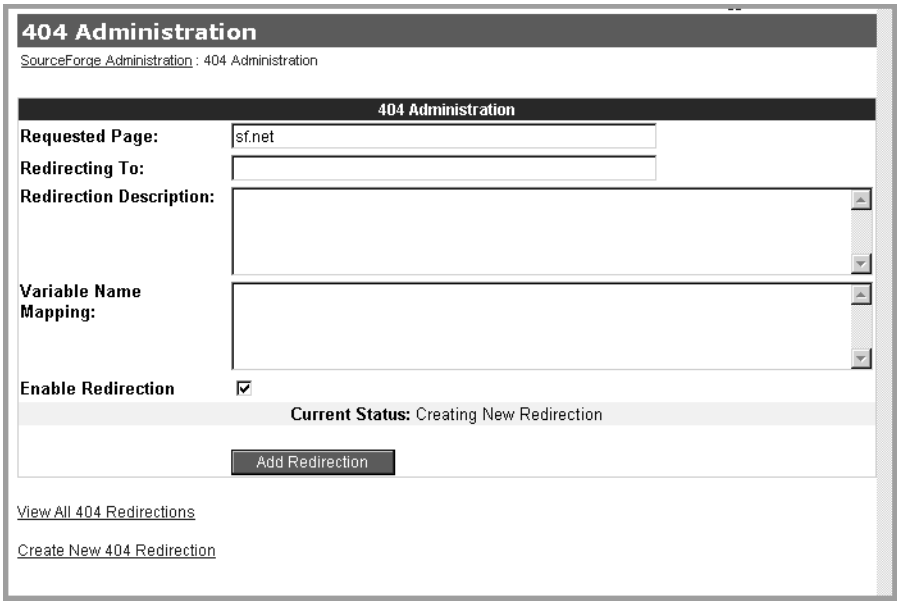


Figure 149. 404 Administration page

5. Enter the target URL in the Redirecting To field.
6. Enter a description for the redirection in the Redirection Description text box.

   The description is a text-based explanation for the redirection. It only displays in the 404 Administration page for this redirection.
7. Enter the variable names that need to be mapped to new names in the Variable Name Mapping field.

   For example, if you are changing the location of a page that expected a variable called *`group_id`* to a different page that expects a variable called *`project_id`*, you would create a redirection with a variable map of *`group_id=project_id`*.
8. Check Enable Redirection check box to enable the redirection functionality.
9. Click Add Redirection to add the redirection information.

Viewing All 404 Redirections

To view all 404 redirections:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click View or Edit 404 Page Redirection in the SourceForge Utilities section.

   The redirection list is displayed.

Managing SourceForge Administrators

SourceForge maintains a list of its administrators. You can provide SourceForge administrative privileges to new users or remove specific users from the list of SourceForge administrators.

You cannot remove yourself from the administrators list.

To provide SourceForge administrative privileges to a user:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click View, Add, Remove people who are SourceForge Admins.

   The SourceForge Admin List is displayed.

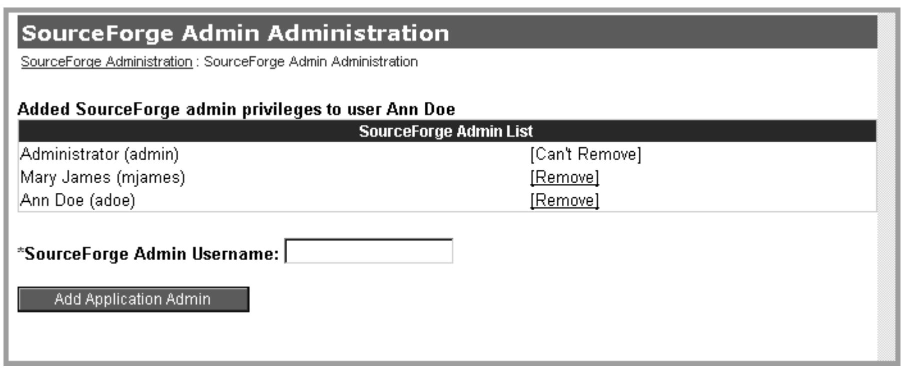


Figure 150. SourceForge Administrators list

3. To provide application administration privileges to a new user:

   a. Enter the user's SourceForge login name in the SourceForge Admin Username field.

   b. Click Add Application Admin.

To remove a user from the SourceForge Admin list:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click View, Add, Remove people who are SourceForge Admins.

   The SourceForge Admin list is displayed.

3. Click Remove next to the desired user name.

Viewing the Scheduled Tasks Queue

When you schedule reports to be run periodically, the scheduled tasks are queued. You can view the list of scheduled tasks and corresponding log entries.

For details on scheduling reports, refer to “Scheduling Reports” on page 140.

To view the scheduled tasks queue:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click View the scheduled task queues.

   The View the Schedule Queue page displays two lists: scheduled tasks pending execution and tasks scheduled for running.

Role Templating

You can create and add new role templates to the Master Group, in order to make them available for other projects. All new projects automatically receive all template roles from the Master Group project, as well as the Master Group project's role assignment for default user classes.

You can modify the template roles any time. However, any modifications you make to the template roles will display only in newly created projects, not in existing projects. Once a template role is copied into a project, either you or a project administrator can modify that role.

To create a role template:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.
2. Click Role Templating.

   The Role Administration page displays.
3. Click the "Create a new role template" link.

   The Create role template page displays.

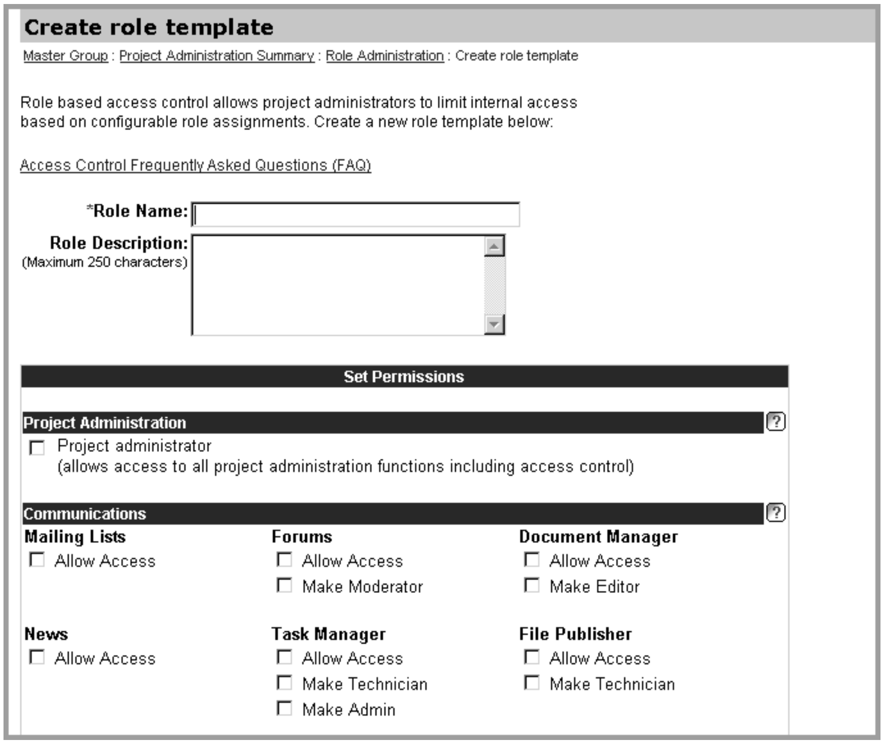


Figure 151. Create Role Template page

4. On the Create role template page:
   a. Enter a name for the role in the Role name field.
   b. Enter a description in the Role Description text box.
   c. In the Set Permissions section, set permissions for this role by specifying the areas of SourceForge that a user in this role can access.
   d. Click Reset to re-enter your specification, if necessary.
   e. Click Submit to create the role template.

      The template you just created is now available to be copied into all forthcoming projects.

SourceForge Error Codes

You can view all the errors codes that the SourceForge system displays when an error occurs.

If you see an error message when using SourceForge functionality, this list helps you understand why you received the error.

To view error codes:

1. Click SourceForge Admin in the navigation panel.
   The SourceForge Administration page displays.
2. Click List of Error Codes and Explanations in the SourceForge Utilities section.
   The Error Codes page displays.

Error Codes

Introduction

This document describes all error codes used in SourceForge ordered according to their tool or section

Language - Errors		
Error Code	**Error Text**	**Error Description**
[LANG-000001] LANG_NOT_LOADED	**[en]** Language is not loaded	The language was not loaded
[LANG-000002] LANG_STRLIST_INSERT_FAILED	**[en]** Failed inserting $1, $2 : $3	Could not insert the major_key , minor_key and string to the database.
[LANG-000003] LANG_STRLIST_DELETE_FAILED	**[en]** Could not clear the table	Could not delete the contents of string_list table
[LANG-000004] LANG_EMPTY	**[en]** Language is empty	No entries for this language
[LANG-000005] LANG_MSGFMT_CONVERSION_FAILED	**[en]** msgfmt failed converting .po file to .mo file	Could not convert .po file to .mo file
[LANG-000006] LANG_CODE_NOT_GIVEN	**[en]** No language code provided	The language code was not given.
[LANG-000007] LANG_STRLIST_UPDATE_FAILED	**[en]** Could not update string in database	There was an error in the database while updating the string
[LANG-000009] LANG_STRLIST_ALREADY_EXISTS	**[en]** A string with that major and minor key is already present	Astring already exists in the database for the major_key, minor_key and the language id
[LANG-000010] LANG_STRING_DELETE_FAILED	**[en]** Could not delete string from database	There was an error while deleting the string from the database
[LANG-000011] LANG_CANNOT_CREATE_DIR	**[en]** Cannot create directory	
[LANG-000012] LANG_CANNOT_OPEN_FILE	**[en]** Cannot open language file	
[LANG-000013] LANG_CANNOT_WRITE_FILE	**[en]** Cannot write file	
[LANG-000014] LANG_CANNOT_WRITE_TO_FILE	**[en]** Cannot write to file	
[LANG-000015] NO_STRINGS_LOADED	**[en]** No strings loaded	None of the strings were loaded.

Figure 152. Error Codes

SourceForge Include Variables

You can view all SourceForge Include variables that are stored in the *local.inc* file and configured during the installation process. This information is used primarily by your VA Software Technical Support representative for troubleshooting purposes.

To view SourceForge Include variables:

1. Click SourceForge Admin in the navigation panel.

   The SourceForge Administration page displays.

2. Click SourceForge Include variables in the SourceForge Utilities section.

   Local.inc Documentation is displayed within your browser.

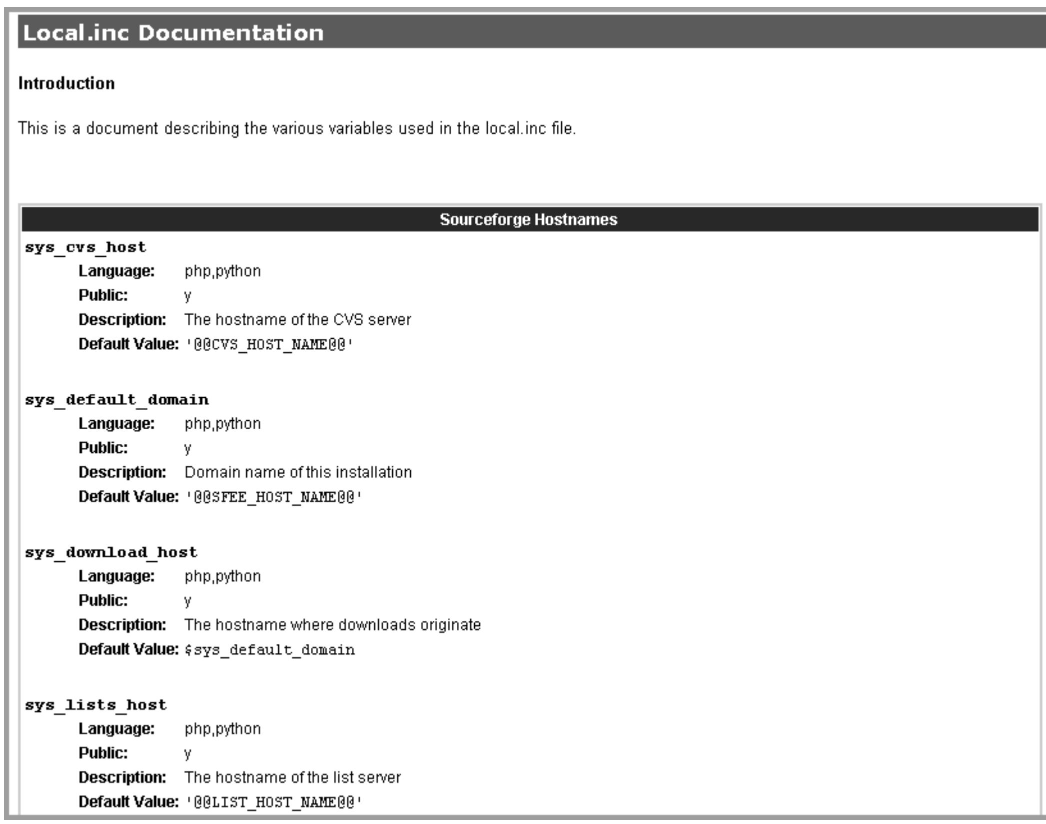


Figure 153. SourceForge Include Variables page

APPENDIX A
Working With CVS

This appendix describes how to use the SourceForge CVS repository.

Major topics:

- "Introducing Concurrent Versions System (CVS)" on page 274
- "Using the CVS Web Browser" on page 275
- "Using CVS Command-Line Options" on page 277
- "Using Secure Shell (SSH)" on page 282
- "Using WinCvs" on page 285

Introducing Concurrent Versions System (CVS)

Concurrent Versions System (CVS), an open-source network-transparent program, maintains a record of each change made to the source code and other types of information for a project in the CVS repository. A repository is a directory on a file server where all of your project files (including the changed versions) are stored. Comments about the changes and each version of the various project files are also stored in the repository.

CVS stamps each change with the time it was made and the login name of the person who made the change. This historical meta data can help project members address version control issues such as who has made a given change, when and why the change was made, and what other changes were made at the same time. Additionally, project members and project administrators can browse individual project repositories through Chora, the CVS web browser, to view available code, documents, notes, and other critical project artifacts stored in CVS.

CVS also lets multiple users work concurrently on the same files within a project without the typical file locking problems associated with development projects. Changes to files can be checked into the repository and merged without the danger of overwriting or deletion. CVS automatically notifies users if two sets of changes conflict. The differences must be manually resolved before a new version of the file can be placed in the repository.

For additional information on CVS, visit:

http://www.cvshome.org

http://cvsbook.red-bean.com/cvsbook.html

Accessing CVS in SourceForge

Each project in SourceForge contains its own automatically generated repository with a separate CVSROOT directory, logs, and history files. You can view your project's CVS repository through Chora or a number of CVS clients including Win CVS. CVS commands are executed using standard CVS client tools. Chora allows read-only access to CVS repositories.

Users with commit privileges must use Secure Shell (SSH) to access their project's source control system. SSH is a secure mechanism for connecting to your company's SourceForge server. It provides a secure connection that is encrypted to prevent third party interception.

Using the CVS Web Browser

Chora, the CVS web browser lets you browse the contents of your project's CVS repository. You can view files, revision number, revision author, revision date, and the last log entry for the file.

Note: You cannot perform CVS commands from the CVS browser page.

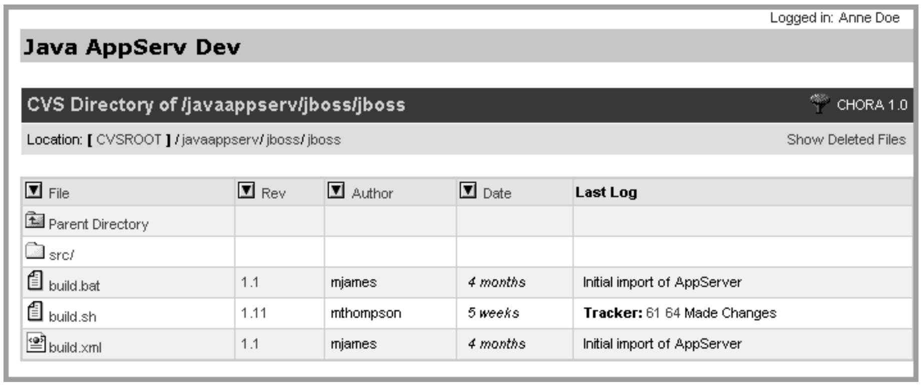


Figure 154. Chora

To view or download files:

1. Click CVS in the navigation panel.

   The CVS web browser displays.
2. Click the name or icon of the directory where your file is stored.

   All the files and sub-directories in the selected directory display.
3. Drill down the directories until you locate the desired file.
4. Click the file name or icon.

   Chora displays a list of all the versions available for that file. Each version is listed in a separate section with log information. You can view or download your files from this location.
5. To view a file, click the file's version number or the View link in that section.
6. To download a file, click Download in that section.

To view the differences between any two files:

1. Click CVS in the navigation panel.

   The CVS web browser displays.
2. Click the name or icon of the directory where your file is stored.

   All the files and sub-directories in the selected directory display.
3. Drill down the directories until you locate the desired file.
4. Click the file name or icon.
5. On the page displaying file information:
   a. Specify the two versions for viewing differences in the drop-down boxes.
   b. Specify the format to display the differences in the Type drop-down box.
   c. Click Get Diffs.

      The differences between the specified versions are displayed in the specified format.

Using CVS Command-Line Options

You must have permission to access SourceForge CVS as “Developer.”

➪ For details on access permissions, refer to “Using Role-Based Access Control (RBAC)” on page 157.

After successfully logging into CVS server, you can perform several tasks including the following:

- Create modules
- Import modules
- Check out modules
- Update files
- Commit files (check in files permanently)
- Add new files
- Remove files
- Rename files

Creating a Repository

SourceForge provides one automatically generated repository for each new project that you create. The repository contains a separate CVS ROOT (base directory and one module) with log and history files.

Creating Modules

When you open a project, you must first create a CVS module. Modules consist of files and directories that are tracked by CVS.

To create a module inside the repository based on the files in the current working directory enter the following command in your client window:

cvs –d:ext:<*username*>@<*cvs* server>:</*cvsroot/project name*> import <*module name*>

Importing Modules

Import the source code from your current project to the repository using the CVS import command. The first import command initializes the CVS repository to store the files and directories.

Checking Out Modules

In order to benefit from the CVS revision tracking features, you must remove the local copy of the work tree and perform a CVS checkout. You now have a working copy of the project module.

To check out a working copy of a module, enter the following command in your client window:

cvs –d:ext:<*username*>@<*cvs server*>:<*cvsroot*> co <*module*>

Updating Files

Before changes are committed, you must run the CVS update command. This command incorporates changes made by other developers into their working directory and ensures that the source is in sync. If two developers have modified the same file, CVS merges their changes.

To update the working copy of your file, enter the following command in your client window:

cvs up

Specific Time or Version Update

The CVS up command can accept multiple timeframes or version numbers. For example, if you enter the command cvs up -j “2 hours ago”, your working copy will revert to the state of the module as it was two hours ago.

To update a file to reflect its state at a particular time or version number, enter the following command:

cvs up -j <*date string or version number*>

Merging Files

To merge a file use the update command:

cvs up -j<*current version*> -j<*version to revert to*><*filename*>

This generates a patch, or diff, that can take you from the former version to the later version of a file. By placing them in reverse order you may take a file back in time without reverting the version number. Remember, reverting changes is not a substitute for developer communication.

Changing and Committing Files

Each time you make a change to a file you must do a CVS commit. This compares the local working copy of the module to the one stored in the CVS repository. If they differ the local CVS program packages a list of changes as a patch file and sends it to the CVS repository server. The server keeps the original module from the import along with all of the patches that have been checked in. When you perform a checkout, the CVS server compiles the relevant patches and the original import files into a working copy of the module and sends it to you.

To make a change to one of the files and do a ci or commit (also called “check in”), enter the following command in your client window:

cvs ci

One CVS has created a working directory tree, you can edit, compile, and test the files it contains just as you would any standard type of file.

Adding New Files

To add a file to a project, create the file and then use the cvs add command to mark it for addition. The file will be added to the repository when you execute the cvs commit command.

To add a file to the repository enter the following command in your client window:

cvs add <*filename*>

Adding Binary Files to the Repository

If you are adding binary files (images, MS Word documents, etc.) use the following command.

cvs -kb add <*filename*>

You must first add a directory before you add the contents of each module within the directory.

If you delete a file and then run cvs update, CVS recreates the file with its last recorded contents and flags it with a “U” character as if it were an update. This means that if you want to undo the changes you have made to a file in your working directory, you can simply delete the files and then let cvs update recreate them.

Removing Files

To remove a file, use the following command:

cvs remove <*filename*>

Removed files remain in the repository in case someone wants to check out an older version of the whole tree.

Committing a file marked with cvs rm does not destroy the file's history. It simply adds a new revision, which is marked as "non-existent." The repository still has records of the file's prior contents, and can recall them as needed, for example, by cvs diff or cvs log.

Renaming Files

There are several strategies for renaming files. The simplest is to rename the file in your working directory and run cvs rm on the old name and cvs add on the new name. The disadvantage of this approach is that the log entries for the old file's content do not carry over to the new file.

Tags

Use the tag command to name a file revision, providing a snapshot of the repository:

cvs tag <*name of tag*>

Branching is useful if you want to continue development on the main trunk while you are working on repairing a bug. Later you can merge the changes from the branch back to the main development trunk. To create a branch point or "sticky" tag:

cvs tag -b <*name of tag*>

Sticky tags indicate which branch you are working on. They will remain in your working files until you delete them using the cvs update -A command. It is a good idea to determine a naming convention for tags on your project to maintain consistency.

Merging Changes

When you perform a CVS check in, your local working copy of the module is compared with the one stored in the CVS repository. If they differ the local CVS program packages a list of changes similar to a patch file and sends it to the repository server.

CVS Patches

Output from a CVS diff (which compares different revisions of files) is usually referred to as a patch. A patch contains enough information for a program to apply the changes it describes to an unmodified text file. The server keeps the original module from the import along with all the patches that have been checked in. When you perform a checkout the CVS server compiles the relevant patches and the original import files into a working copy of the module and sends it to you. CVS stores data as a collection of files plus a set of patches on each file. This allows you to view any particular revision of a file at any time.

CVS Conflict Resolution

When two developers make changes in the same section of a file then try to check them in, CVS has no way of knowing which version is correct. To resolve this conflict CVS requires that every set of changes sent in are made against the most recent version in the repository.

For example, if two developers check out the same module from their SourceForge repository and, after making changes, try to check the module in, CVS will only accept changes that were checked in first. The first developer's CVS client generates a patch to the module that is attached to the end of the list of patches in the repository. The second developer is prevented by CVS from checking in their version of the module because a newer update is already in the repository.

The second developer must perform a CVS update to sync their working copy of the project files with the latest data. If the developer's changes are in different areas of the files, the update will be smooth. The second developer submits their patch. However if they both worked on the same pieces of code the second developer must manually resolve the conflicts. The second developer's CVS update marks the places in the file where conflicts occur, providing the output from both developers' files.

Once the conflicts are resolved the second developer can check in their changes. The second developer's changes will be placed in the repository as a patch following the first developer's modifications.

Using Secure Shell (SSH)

Secure shell (SSH) is a tool for secure remote login over insecure networks. It provides an encrypted terminal session with strong authentication of both the server and the client, using public-key cryptography.

SSH features include:

- A variety of user authentication methods tunneling arbitrary TCP connections through the SSH session, protecting insecure protocols such as IMAP and allowing secure passage through firewalls.
- Automatic forwarding of X-Windows connections
- Support for external authentication methods, including Kerberos and SecurID
- Secure file transfers

This section describes how to prepare SSH for working with SourceForge.

Installing Secure Shell (SSH)

Almost any command line version of SSH will work with WinCVS, but they all work slightly differently. The recommended version, which also works perfectly right out of the box, is available at: *http://sourceforge.net/projects/sfsetup*

To install SSH:

1. Download the SSH zip file from *http://www.sourceforge.net/projects/sfsetup*.
2. Extract the contents of the zip file into a directory, for example, *sf-ssh*, on a local drive, for example, C.
3. Note down the path (*C:\sf-ssh*) to the SSH installation directory.

Setting Up the Environment for SSH

You need to set up three environment variables: HOME, CVS_RSH, and CVS_EDITOR.

To set up the environment for SSH:

1. Set a HOME environment variable where the *.ssh* directory can be created.

   For example, *C:\sf-ssh*
2. Set a CVS_RSH environment variable to the full path to *ssh.exe*.

   For example, *C:\sf-ssh\ssh.exe*.
3. Set a CVS_EDITOR environment variable to your text editor, or *notepad.exe* in case you use the command-line version of cvs.

   For example, *notepad.exe*.

Generating Public SSH Keys

You can create SSH public keys and store them in SourceForge. Later on, you can edit the SSH keys.

To generate public SSH keys:

1. Launch a command-line window.
2. Navigate (or, CD) to your SSH installation directory.
3. Type the following command:

   ssh-keygen -C <*your comment*>

4. When prompted, enter the name of the file to store the key.
5. Skip passphrase.

   The generated key is stored in the <*filename*>*.pub* file in the SSH installation directory, where <*filename*> is the name of the file you entered.

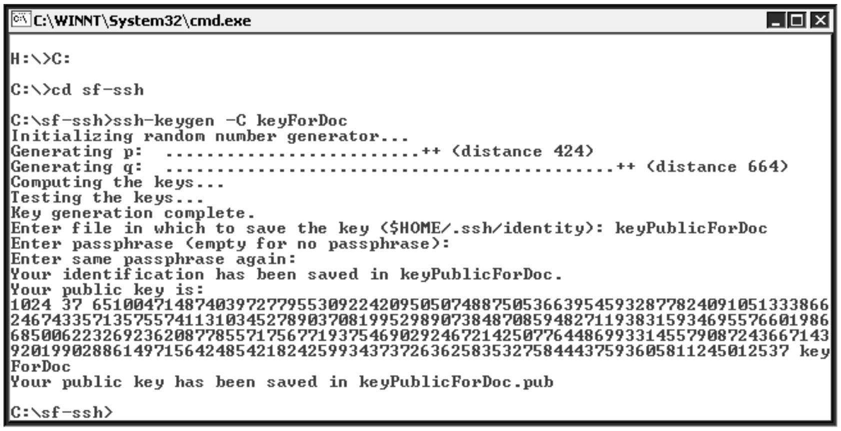


Figure 155. Generating SSH Public Keys

Storing SSH Keys In SourceForge

You can store public SSH keys in SourceForge for quick access to the software configuration management system (SCM).

To store SSH keys in SourceForge:

1. Make sure you are logged into SourceForge.
2. Click Account in the navigation panel.
3. Scroll down to the Shell Account Information section.
4. Click on Edit Keys.

   The Change Authorized Keys page displays.
5. Copy the public key from the *.pub* file in your SSH installation directory.
6. On the Change Authorized Keys page:
   a. Paste your public key in the text box.
   b. Click Update.

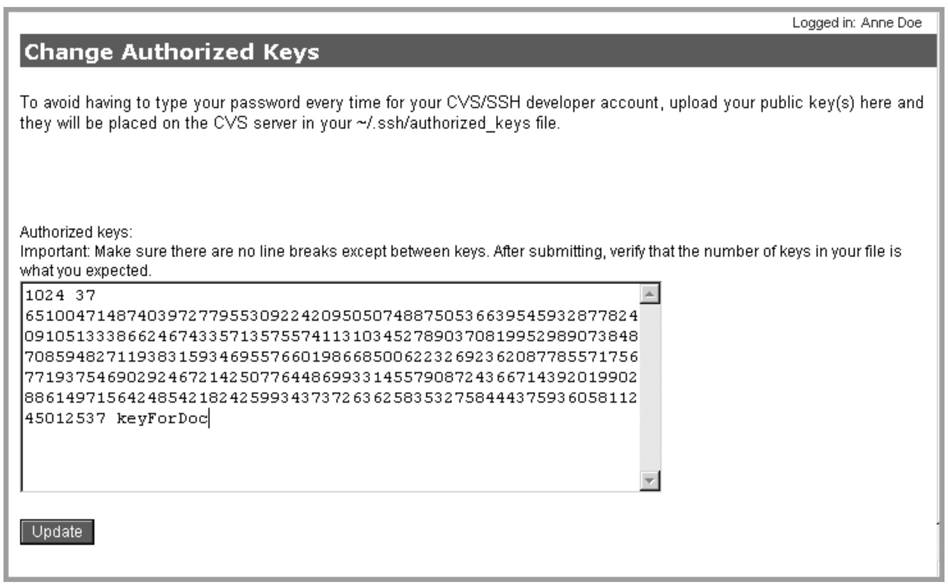


Figure 156. Storing Public SSH Keys in SourceForge

Using WinCvs

WinCvs is a graphical user interface (GUI) that provides an alternative to CVS on-line command functionality.

Pre-requisites for Running WinCvs

You need to perform the following tasks before starting to install WinCvs:

- Install Python on your machine.
  Optional. Install only if you want to use advanced WinCvs features, such as creating macros.
- Install Secure Shell (SSH) on your machine.
- Set the environment variables.
- Create public SSH keys.
- Optionally, install a Text Editor of your choice.

  You can use Notepad. You can also point to DreamWeaver or Visual Studio, if you have them on your machine.
- Set your local work area before running WinCvs.

  Create a folder that you will use as the root of your work area.

  You can manage multiple work areas with WinCvs but it will make these instructions easier if you create your root folder first.
- Note down the path to your SourceForge project's CVS repository.

Installing Python

Installing Python is optional. However, it is straightforward.

To install Python:

1. Download the latest version of Python installer (*Python<version>.exe*) from *http://www.python.org*.
2. Run the Python executable and follow the on-screen instructions to complete the installation.

   The Python installer walks you through six major screens: Select Destination Directory, Backup Replaced Files, Select Components (with Advanced Options), Select Start Menu Group, Ready to Install, Installation Completed.

Installing and Configuring WinCvs

This section describes the installation and configuration procedures for WinCvs.

1. Install WinCvs
   a. Obtain the latest stable release of WinCvs from *http://www.wincvs.org*
   b. Obtain the built-in command line interface Tcl/Tk 8.1.1 from *http://www.scriptics.com*
   c. Unzip the downloaded zip file to your favorite temporary folder.
   d. Locate and run the setup program (*Setup.exe*).
   e. Install the software to the folder *Program Files \ GNU \ WinCvs 1.3* on a local drive (preferably C:).

      WinCvs will add itself to your desktop start menu.
   f. To install Tck/Tk, run the file tcl811.exe downloaded from *scriptics.com*. Install to the default installation folder.
2. Launch WinCvs (*Start* > *Programs* > *GNU* > *WinCvs 1.3* > *WinCvs*)

   The WinCvs Preferences window displays.

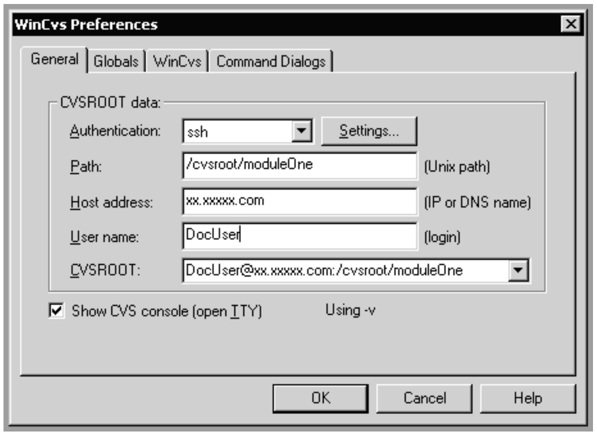


Figure 157. WinCvs Preferences

Setting WinCvs Preferences

There are four preference panels in WinCvs: General, Globals, WinCvs, Command Dialogs.

⇨ Select the General tab, if it is not already selected. See Figure 157 on page 286.

General

This section lets you set the CVSROOT information.

1. Set the Authentication field to SSH.
2. Click Settings... .

   In the ssh options window:

   a. Select If ssh is not in the PATH.
   b. Enter the full path to *ssh.exe* in the next field.

      For example, *C:\sf-ssh\ssh.exe*.

   c. Select Additional ssh options, and enter `-v` in the next field.
   d. Click OK.

      The General section displays again.

3. Enter the path to the CVS directory of your SourceForge project.

   For example, */cvsroot/myproject*.

4. Enter the IP address or the domain name (for example, *cvs.sfdemo.com*) of your SourceForge CVS host in the Host address field.
5. In the User name field, enter the username you normally use to log into the SourceForge CVS host.

   The CVSROOT is automatically set now.

6. Make sure that the CVSROOT is set to:

   <user name>@<sourceforge CVS host>:/cvsroot/<project name>

   You can find the *<sourceforge CVS host> and <project name>* on the CVS page of your project.

7. Optionally, select Show CVS console.

Globals

This section lets you specify miscellaneous settings.

1. Select the Globals tab.
2. Check the following check box options:
   — Supply control when adding files
   — Quiet mode
   — TCP/IP compression selection - 9
   — Dirty files support

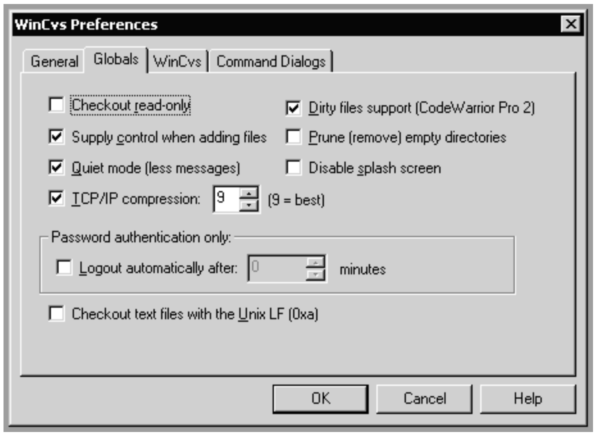


Figure 158. WinCvs: Globals Settings

WinCvs

This section lets you specify the path to SSH and the text editor.

1. Select the WinCvs tab.
2. Enter the path to your SSH installation directory.

   For example, *C:\sf-ssh*
3. Specify the program to open files.
4. Specify the graphical “diff” program to use.
5. Specify the text editor to use.

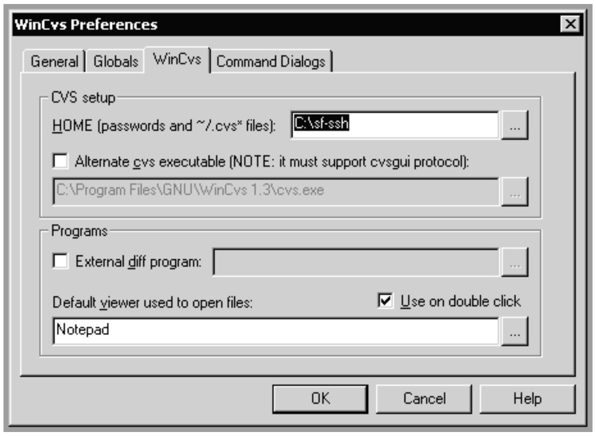


Figure 159. WinCvs: WinCvs Settings

Command Dialogs

This section lets you specify the display dialogs to skip. Follow the instructions on the screen.

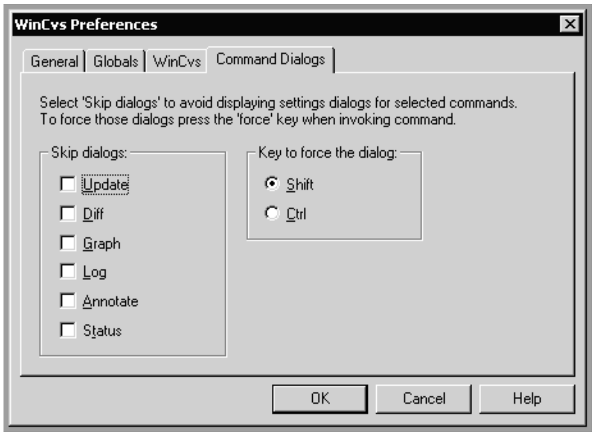


Figure 160. WinCvs: Command Dialogs Settings

Importing a Module

Make sure that you have a module in the root folder of your local work area ready to be imported.

To import a module:

1. On the WinCvs window, using the Modules or Explore tab on the bottom of the left panel, select the module you want to import into CVS.

   The contents of the module display in the right panel.

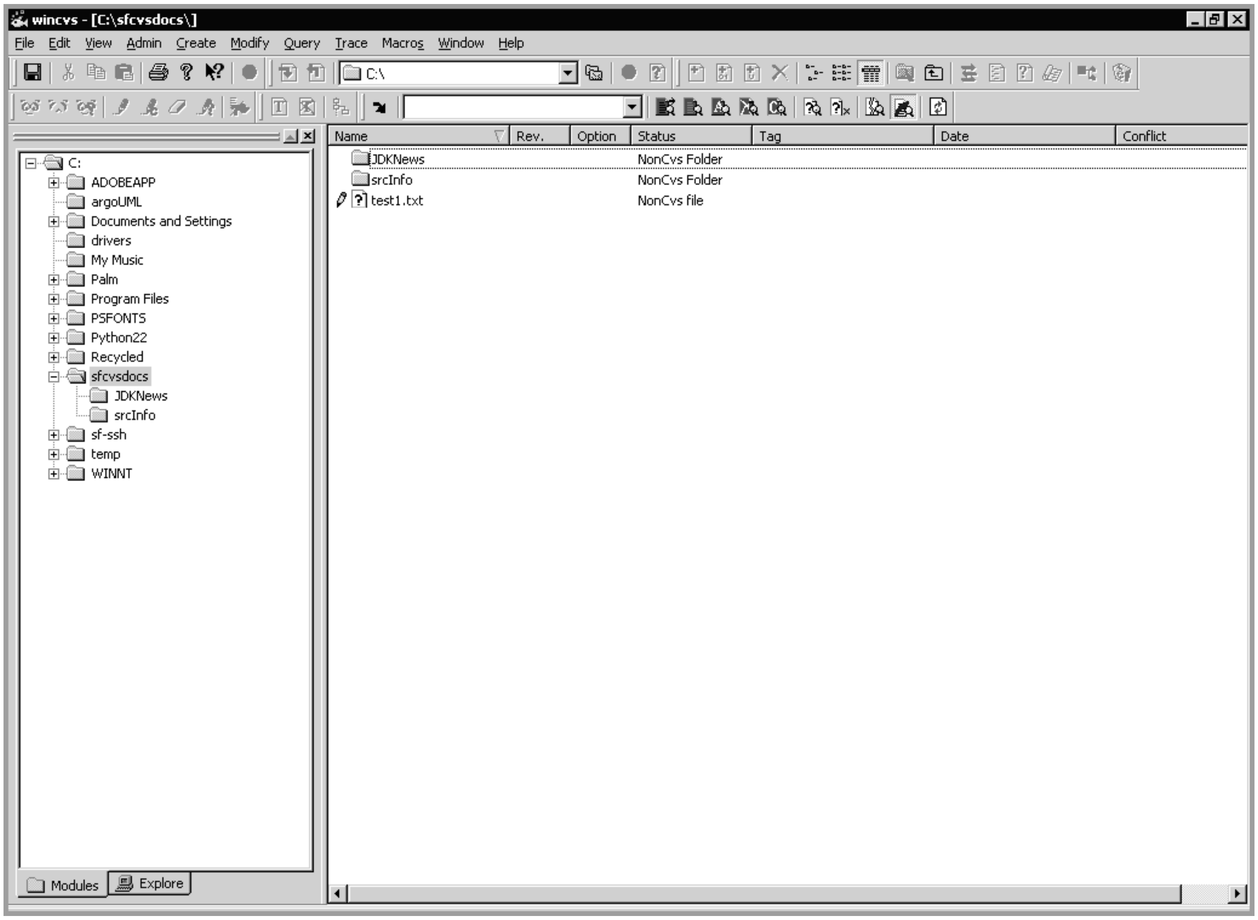


Figure 161. WinCvs: Importing a Module

2. Select Create > Import module from selection... .

   The Import Filter window displays prompting you to fix any errors. Fix the errors, if any by clicking the entry name and modifying the entry state.

3. Click Continue.

   The Import Settings panel displays with four tabs: Import settings, Import options, General, and Globals.

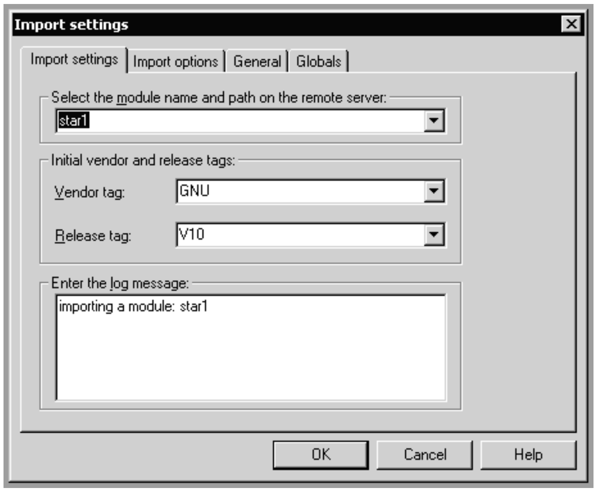


Figure 162. WinCvs: Import Settings

4. Make sure that the settings are accurate in all the sections.

5. Click OK.

   The command-line window appears for your password.

6. Enter your password to access the CVS host, and press Enter.

7. Verify that the module is added to the CVS repository of your SourceForge project.

Checking Out a Module

Make sure that:

- You have a module in the CVS repository ready to be checked out.
- No module with the same name as the one you're trying to check out exists in your local work area.

To check out a module:

1. On WinCvs window, Select Create > Checkout module.

   The Checkout settings window displays.

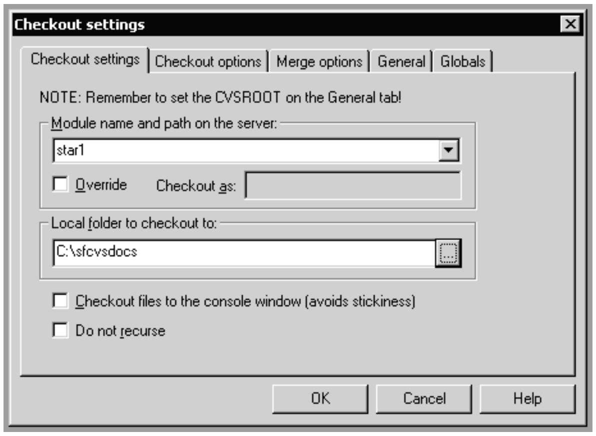


Figure 163. WinCvs: Checkout Settings

2. Select the Checkout settings tab, if it is not already selected.
3. In the Module name and path on the server field, enter the module name to check out.

   You don't need to enter the "path on the server" since it's given in the General section.
4. Click the "..." button and locate your working directory, which you created as the root of your work area.
5. Make sure that the settings in the General and Globals sections are the same as you did using the WinCvs Preferences window.
6. Click OK.

   The command-line window appears for your password.
7. Enter your password to access the CVS host, and press Enter.

Adding New Files

To add a new file to the repository:

1. Create the file within the desired module in your work area.

   The file displays on the WinCvs window marked as a non.CVS file.
2. On the WinCvs window, select the file to be added to the repository.
3. Select Modify > Add selection.

   The command-line window appears for your password.
4. Enter your password to access the CVS host, and press Enter.

   WinCvs displays a message saying that you need to use the cvs commit command to add the file permanently to the repository.
5. Select Admin > Command Line... .

   The Command line settings window displays.
6. Enter “commit” next to the automatically displayed “cvs.”
7. Using the browse (“...”) button, specify the local folder where the commit command has to be executed.
8. Click OK.

   The command-line window appears for your password.
9. Enter your password to access the CVS host, and press Enter.

   The CVS log file displays the information on modified files and added files.
10. Add your log entry, save, and close the file.

    The file is added permanently to the repository.

Removing Files

To remove files from the repository:

1. On the WinCvs window, select the file to be removed from the repository.
2. Select Modify > Remove.

   The command-line window appears for your password.
3. Enter your password to access the CVS host, and press Enter.

   WinCvs displays a message saying that you need to use the cvs commit command to remove the file permanently from the repository.
4. Select Admin > Command Line... .

   The Command line settings window displays.
5. Enter “commit” next to the automatically displayed “cvs.”

6. Using the browse ("...") button, specify the local folder where the commit command has to be executed.
7. Click OK.

   The command-line window appears for your password.
8. Enter your password to access the CVS host, and press Enter.

   The CVS log file displays the information on modified files and added files.
9. Add your log entry, save, and close the file.
10. The file is removed permanently from the repository.

Updating Files

To update the repository with modified files:

1. Modify the desired file.
   a. You can modify the file in your local work area.
   b. Or, you can locate the desired file from WinCvs window and double click to open it and modify.

      On the WinCvs window, the panel on the right displays the modified file with the status "Mod.File."
2. Select Modify > Update selection ... .

   The Update settings window displays.
3. Make sure that the settings are accurate.
4. Click OK.

   The command-line window appears for your password.
5. Enter your password to access the CVS host, and press Enter.

Creating a Branch

To create a branch:

1. On the WinCvs window, select Create > Create a Branch... .

   The Create branch settings window displays.
2. Select the RTag tab.
3. Specify the module to fork.
4. Enter a new branch name, starting with a letter.

   For example, v2.

APPENDIX B

Supported Binary Documents

This appendix lists the types of binary documents supported in SourceForge.

The types of documents supported by the Document Manager depend on an Oracle database being installed and configured as your SourceForge repository.

Document Types and Formats:

- "Word Processing - Generic" on page 298
- "Word Processing - DOS" on page 298
- "Word Processing - International" on page 299
- "Word Processing - Windows" on page 300
- "Word Processing - Macintosh" on page 300
- "Spreadsheet Formats" on page 301
- "Database Formats" on page 302
- "Display Formats" on page 302
- "Presentation Formats" on page 303
- "Standard Graphic Formats" on page 303
- "Other File Formats" on page 305

Oracle 9i

The following table lists all of the document formats that Oracle Text supports for filtering. Document filtering is used for indexing, DML, and for converting documents to HTML with the CTX_DOC package.

This list does not represent the complete list of formats that Oracle is able to process. The external filter framework enables Oracle to process any document format, provided an external filter exists which can filter all the formats to plain text.

Word Processing - Generic

Table 7. Word Processing - Generic

Format	Version
ASCII Text (7 &8 bit versions)	All versions
ANSI Text (7 & 8 bit)	All versions
Unicode Text	All versions
HTML	Versions through 3.0
IBM Revisable Form Text	All versions
IBM FFT	All versions
Microsoft Rich Text Format (RTF)	All versions

Word Processing - DOS

Table 8. Word Processing - DOS

Format	Version
DEC WPS Plus	Versions through 4.1
DisplayWrite 2 & 3 (TXT)	All versions
DisplayWrite 4 & 5	Versions through Release 2.0
Enable	Versions 3.0, 4.0 and 4.5
First Choice	Versions through 3.0
Framework	Version 3.0
IBM Writing Assistant	Version 1.01
Lotus Manuscript	Versions through 2.0

Table 8. Word Processing - DOS

Format	Version
MASS11	Versions through 8.0
Microsoft Word	Versions through 6.0
Microsoft Works	Versions through 2.0
MultiMate	Versions through 4.0
Navy DIF	All versions
Nota Bene	Version 3.0
Office Writer	Version 4.0 to 6.0
PC-File Letter	Versions through 5.0
PC-File+ Letter	Versions through 3.0
PFS:Write	Versions A, B, and C
Professional Write	Versions through 2.1
Q&A	Version 2.0
Samna Word	Versions through Samna Word IV+
SmartWare II	Version 1.02
Sprint	Versions through 1.0
Total Word	Version 1.2
Volkswriter 3 & 4	Versions through 1.0
Wang PC (IWP)	Versions through 2.6
WordMARC	Versions through Composer Plus
WordPerfect	Versions through 7.0
WordStar	Versions through 7.0
WordStar 2000	Versions through 3.0
XyWrite	Versions through III Plus

Word Processing - International

Table 9. Word Processing - International

Format	Version
Ichitaro	Version 5, 6, 8, 9, and 10

Word Processing - Windows

Table 10. Word Processing - Windows

Format	Version
AMI/AMI Professional	Versions through 3.1
Corel WordPerfect for Windows	Versions through 9.0
JustWrite	Versions through 3.0
Legacy	Versions through 1.1
Lotus WordPro (NT on Intel only)	SmartSuite 96, 97 and Millennium
Lotus WordPro (all supported platforms except NT on Intel)	SmartSuite 97 and Millennium (Text only)
Microsoft Windows Works	Versions through 4.0
Microsoft Windows Write	Versions through 3.0
Microsoft Word 97	Word 97
Microsoft Word 2000	Word 2000
Microsoft Word for Windows	Versions through 7.0
Microsoft WordPad	All versions
Novell Perfect Works	Version 2.0
Novell WordPerfect for Windows	Versions through 7.0
Professional Write Plus	Version 1.0
Q&A Write for Windows	Version 3.0
WordStar for Windows	Version 1.0

Word Processing - Macintosh

Table 11. Word Processing - Macintosh

Format	Version
Microsoft Word	Versions 4.0 through 6.0
Microsoft Word 98	Word 98
WordPerfect	Versions 1.02 through 3.
Microsoft Works (Mac)	Versions through 2.0
MacWrite II	Version 1.1

Spreadsheet Formats

Table 12. Spreadsheet Formats

Format	Version
Enable	Versions 3.0, 4.0 and 4.5
First Choice	Versions through 3.0
Framework	Version 3.0
Lotus 1-2-3 (DOS & Windows)	Versions through 5.0
Lotus 1-2-3 for SmartSuite 97Lotus 1-2-3 for SmartSuite 97	SmartSuite 97 and Millennium
Lotus 1-2-3 Charts (DOS & Windows)	Versions through 5.0
Lotus 1-2-3 (OS/2)	Versions through 2.0
Lotus 1-2-3 Charts (OS/2)	Versions through 2.0
Lotus Symphony	Versions 1.0,1.1 and 2.0
Microsoft Excel 97	Microsoft Excel 97
Microsoft Excel 2000	Excel 2000
Microsoft Excel Windows	Versions 2.2 through 7.0
Microsoft Excel Macintosh	Versions 3.0 - 4.0 and 98
Microsoft Excel Charts	Versions 2.x - 7.0
Microsoft Multiplan	Version 4.0
Microsoft Windows Works	Versions through 4.0
Microsoft Works (DOS)	Versions through 2.0
Microsoft Works (Mac)	Versions through 2.0
Mosaic Twin	Version 2.5
Novell Perfect Works	Version 2.0
QuattroPro for DOS	Versions through 5.0
QuttroPro for Windows	Versions through 9.0
PFS:Professional Plan	Version 1.0
SuperCalc 5	Version 4.0
SmartWare II	Version 1.02
VP Planner 3D	Version 1.0

Database Formats

Table 13. Database Formats

Format	Version
Access	Versions through 2.0
dBASE	Versions through 5.0
DataEase	Version 4.x
dBXL	Version 1.3
Enable	Versions 3.0, 4.0 and 4.5
First Choice	Versions through 3.0
FoxBase	Version 2.1
Framework	Version 3.0
Microsoft Windows Works	Versions through 4.0
Microsoft Works (DOS)	Versions through 2.0
Microsoft Works (Mac)	Versions through 2.0
Paradox (DOS)	Versions through 4.0
Paradox (Windows)	Versions through 1.0
Personal R:BASE	Version 1.0
R:BASE 5000	Versions through 3.1
R:BASE System V	Version 1.0
Reflex	Version 2.0
Q & A	Versions through 2.0
SmartWare II	Version 1.02

Display Formats

Table 14. Display Formats

Format	Version
PDF - Portable Document Format	Versions 1.0, 1.1, 1.2, and 1.3 including Japanese PDF.

Presentation Formats

Table 15. Presentation Formats

Format	Version
Corel Presentations	Versions 8.0 and 9.0
Novell Presentations	Versions 3.0 and 7.0
Harvard Graphics for DOS	Versions 2.x & 3.x
Harvard Graphics Presentation	Windows versions
Freelance 96 for Windows 95	Freelance 96
Freelance for Windows 95	SmartSuite 97 and Millennium
Freelance for Windows	Freelance for Windows
Freelance for OS/2	Versions through 2.0
Microsoft PowerPoint for Windows	Versions through 7.0
Microsoft PowerPoint 97	PowerPoint 97
Microsoft PowerPoint 2000	PowerPoint 2000
Microsoft PowerPoint for Macintosh	Version 4.0 and 98

Standard Graphic Formats

The following table lists the graphic formats that the Oracle filter recognizes. This means that indexing a text column that contains any of these formats produces no error. As such, it is safe for the column to contain any of these formats.

The Oracle filter cannot extract textual information from graphics.

Table 16. Standard Graphic Formats

Format	Version
Binary Group 3 Fax	All versions
BMP (including RLE, ICO, CUR & OS/2 DIB)	Windows
CDR (if TIFF image is embedded in it)	Corel Draw version 2.0 - 9.0
CGM - Computer Graphics Metafile	ANSI, CALS, NIST, Version 3.0
DCX (multi-page PCX)	Microsoft Fax
DRW - Micrografx Designer	Version 3.1
DRW - Micrografx Draw	Version 4.0

Table 16. Standard Graphic Formats

Format	Version
DXF (Binary and ASCII) AutoCAD Drawing Interchange Format	Versions through 13
EMF	Windows Enhanced Metafile
EPS - Encapsulated PostScript	If TIFF image is embedded in it
FPX - Kodak Flash Pix	No specific version
GIF - Graphics Interchange Format	Compuserve
GP4 - Group 4 CALS format	Types I and II
HPGL - Hewlett Packard Graphics Language	Version 2.0
IMG - GEM Paint	No specific version
JPEG	All versions including progressive JPEG
PBM - Portable Bitmap	No specific version
PCD - Kodak Photo CD	Version 1
PCX	PC Paintbrush
Perfect Works (Draw)	Novell version 2.0
PGM - Portable Graymap	No specific version
PIC	Lotus
PICT1 & PICT2 (Raster)	Macintosh Standard
PNG - Portable Network Graphics Internet Format	Version 1.0
PNTG	MacPaint
PPM - Portable Pixmap	No specific version
PSP - Paintshop Pro (NT on Intel only)	Versions 5.0 and 5.0.1
SDW	Ami Draw
Snapshot (Lotus)	All versions
SRS - Sun Raster File Format	No specific version
Targa	Truevision
TIFF	Versions through 6
TIFF CCITT Group 3 & 4	Fax Systems
Visio	Visio 4 (Page Preview only), 5, 2000
WBMP	WAP graphics standard
WMF	Windows Metafile
WordPerfect Graphics [WPG and WPG2]	Versions through 2.0
XBM - X-Windows Bitmap	x10 compatible
XPM - X-Windows Pixmap	x10 compatible
XPM - X-Windows Dump	x10 compatible

Other File Formats

Table 17. Miscellaneous File Formats

Format	Version
Executable (EXE, DLL)	No specific version
Executable for Windows NT	No specific version
Microsoft Project	Project 98 (Text only)
MSG	Microsoft Outlook mail format (Text only)
rd Electronic Business Card	No specific version

APPENDIX C

IBM WebSphere Studio Integration

This appendix contains information about SourceForge integration with IBM WebSphere Studio Application Developer v 4.0, referred to as WSAD v 4.0.

Major Topics:

- “Preparing the Client” on page 309
  - “Building the Client” on page 309
  - “Running WASD v 4.0” on page 309
- “Connecting to SourceForge” on page 310
  - “Setting up the Default Values” on page 310
  - “Enabling SourceForge Main Menu” on page 311
  - “Logging In” on page 311
  - “Enabling SourceForge Navigation and Tracker views” on page 312
  - “Accessing the SourceForge Search Feature” on page 313

The primary goal of the integration is to deliver relevant information contained within SourceForge, and provide access to SourceForge capabilities from within WebSphere Studio.

➪ For a full list of WSAD capabilities and installation details, refer to the SourceForge 3.2 Release Notes.

The following areas of SourceForge are accessible to developers using WebSphere Studio:

- User information page (“My Page”)
- Project home page
- Assigned Tracker items
- Notification of monitored events in SourceForge (especially Tracker events such as bugs and feature enhancement requests)
- Direct access to SourceForge advanced search
- Navigation to other SourceForge data

Preparing the Client

As a pre-requisite, make sure that you have the following software installed and running on your machine:

1. Ant
2. JDK1.3
3. Websphere Studio Application Developer v 4.0 (henceforth referred as WSAD v 4.0)

Building the Client

To build a WSAD-SourceForge Client:

1. Download *build.xml* and *template.xml* from the CVS repository and place it in a new local directory.

   This is your installation directory. Make sure that you have permissions to create a directory in this directory, otherwise ant will fail.

2. Access the installation directory with the following command

   `cd` <*directory-name*>

3. Open *build.xml* in an editor and make the following changes:

   a. In the `property` tag:

   — Specify the path where WSAD v 4.0 plugins folder is installed.

   For example, if the path to the WSAD plugins folder is */opt/wsappdev/plugins*, then change the value of the property tag as follows (noted in bold):

   `<property name="wsad_path" value="`**`/opt/wsappdev/plugins`**`"/>`

   b. In the `cvs` tag:

   — Update the `cvsRoot` property.

   — Update the `tag` property (if not the head branch).

   — Update the `cvsRsh` property if it is not the one mentioned.

2. At the prompt, execute the `ant` command without specifying any file (`ant` will take *build.xml* file by default).
3. Follow the instructions that appear on the screen.

Running WASD v 4.0

During execution, `ant` creates a new directory, *com.vasoftware.sourceforge,* in the current directory.

1. Copy the directory *com.vasoftware.sourceforge* into the WSAD v 4.0 plugins directory.
2. Restart WSAD v 4.0.

Connecting to SourceForge

This section describes how to enable SourceForge support from within Websphere Studio Application Developer v 4.0.

Setting up the Default Values

Before you can start using the system you must set the default values for SourceForge URL and session timeout parameters.

To set default values:

1. Click the Window option on the main tool bar.

   The option named Preferences appears.
2. Click Preferences to open the Websphere preferences page.

   An entry labeled SourceForge Preferences displays in the left section on the preferences page.
3. Click SourceForge Preferences.

   The SourceForge Preferences page opens in the right section of the preferences page. Here you must provide certain mandatory and optional information regarding your preferences.

   a. SourceForge URL

   — Enter the url of the SourceForge server which you wish to connect.

   Note that this SourceForge server should have been compiled with the option `ide` during the build. The URL entered should not contain the protocol. For example, if you use the url *https://xxx.domain.com* to connect to SourceForge through a browser, then on the preference page enter *xxx.domain.com* (without the protocol) in the SourceForge URL section.

   b. Session Timeout

   — Enter a numeric value if you want session timeouts to take place.

   The other options on this page are self-explanatory.

Enabling SourceForge Main Menu

To enable the SourceForge main menu:

1. Click the Perspective Menu on the menu bar.
2. Select Customize… .

   A dialog opens with a list of 4 options.
3. Click Others to view a list of entries, each one associated with a check box.
   a. Locate the entry SourceForge Menu with a check box associated with it.
   b. Select the check box.
4. Click OK.

   This command adds SourceForge as one of the menu options on the menu bar.

Logging In

To log into SourceForge:

1. Click SourceForge on the menu bar.
2. Click Connect.

   The SourceForge Login window appears.

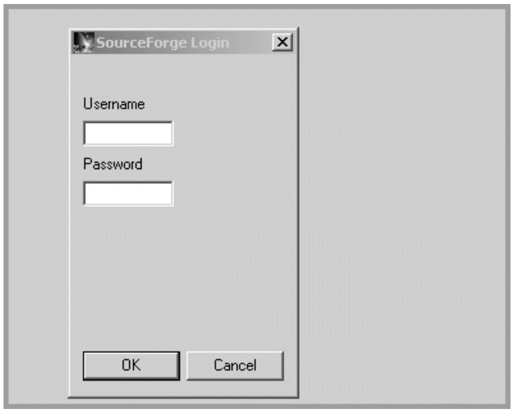


Figure 164. SourceForge Login window

3. Enter your SourceForge login name in the Username field.
4. Enter your SourceForge password in the Password field.
5. Click OK.

Enabling SourceForge Navigation and Tracker views

To enable the SourceForge Navigation and Tracker views:

1. Click Perspective on the menu bar.
2. Select Show View.

   A list of menu options is displayed.
3. Select the Others… .

   A dialog box opens showing a list of categories available.
4. Scroll down the list and locate an entry named SF Category.
5. Click the + symbol to expand the category.

   You will find two entries in this category: SourceForge Navigator View and SourceForge Tracker View.
6. Select the desired entry and click the OK button to enable the view.

   You can only enable one view at a time. To enable the other view, you have to repeat the preceding 5 steps and enable that view.

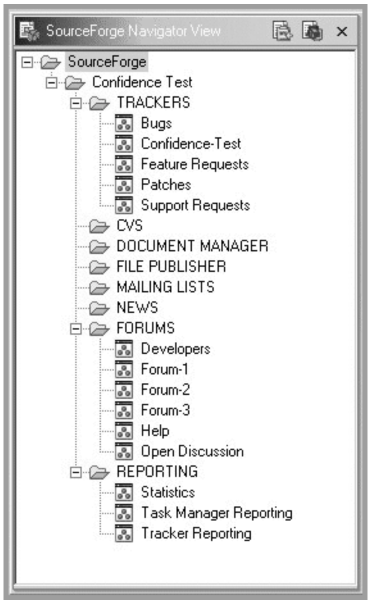


Figure 165. SourceForge Navigator View

Accessing the SourceForge Search Feature

SourceForge search facility can be accessed via a tab within the main search option.

To view the SourceForge search:

1. Click Edit.

   A drop down list displays.

   a. Click Search to open the Websphere search page.

      SourceForge Search is available as the second option.

   b. Alternatively, you can view the search page by pressing `Ctrl+H` on the keyboard.

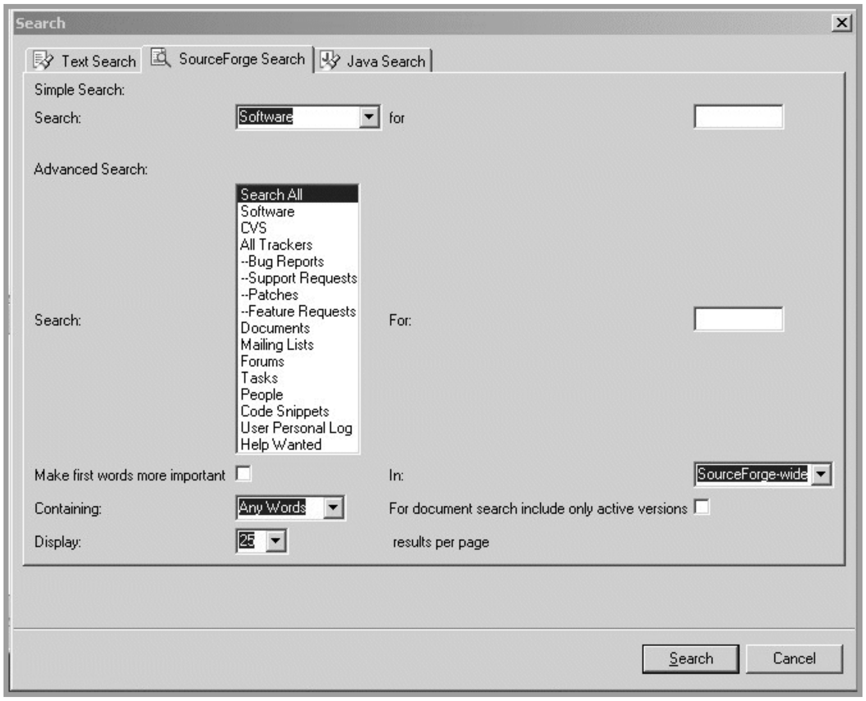


Figure 166. SourceForge Search

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