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GSOC Work Product Submission: Kanidm Web UI

1) Summary

The goal here was to expand/refactor the current webui. We chose to do a full rewrite departing from the original WASM (web assembly) webui, and going for a server side rendered templating approach using [askama](#) and [htmx](#), this was done because the current WASM webui was generating increasingly large blobs.

2) Current state

Since this was essentially a rewrite most work was spent on reaching feature parity while also improving the UI and UX together with the community members. Around august I got started on new features since the feature parity was good enough.

see PRs/commits for the code:

- achieved practical feature parity with the old wasm web-ui.
 - [apps PR #2868](#) merged in [33ca757](#)
 - [cred update PR #2897](#) merged in [87b20d2](#)
 - [cred update saving ui and ux PR #3013](#) in review
- newly functionality:
 - admin ui to manage accounts partially done
 - [admin ui 1 PR #3019](#) work in progress (WIP)
 - page for users to manage their own settings
 - [user settings 1 PR #2929](#) merged in [f1dfbcc](#)
 - [user settings 2 PR #2994](#) waiting
 - This is currently waiting on SCIM ACP integration being finished by William (Firstyear).
 - a design doc for user profile management, part of #2929 above.

3) Work left

The in-review, waiting and WIP pull requests as mentioned above still need to be finished up, which I will do myself.

4) Further work

Various command line interface (CLI) commands still have no counterpart in the web-ui. It would be great if we were able get these close enough so you would not have to grab to the CLI to do some of the more advanced management.

I do recommend first discussing this with the maintainers in an issue or via a discussion on github to learn more about unknown issues or expectations.

5) Takeaways

I got to work with great people who are very knowledgeable and passionate about their project, this also shows in the community channel on matrix which was very pleasant.

Some new things I got to do was review other people's code, help community members, work together with new people, create a design document, read design documents, learn askama and htmx.

This has led to some newfound admiration for design documents, they are incredibly useful for other developers and also yourself, your brain can only keep track of so much :).

As for the kanidm webui itself, I often had issues with the wasm version which tries to load megabytes of wasm files on uncached page load, the kanidm build process for these was also quite the chore: requiring all wasm files to be built and committed into the repo when making changes to the wasm ui. Those loads and chores are now gone since no more wasm. The rewrite feels more responsive to me.