



Community Welcome Guide

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1 Getting Started With the OpenNMS Community

Welcome to the OpenNMS community, the place for the worlds first enterprise network management platform developed under the open source model. This document is meant for anyone interested in learning about OpenNMS. It is intended for new community members and give information you are looking for to get started. In this document you will also find the way how the development process works and the basic "rules" of our community.

2 What is OpenNMS

OpenNMS is a Java based network management platform. The goal of this software is to establish a free and open source platform enabling FCAPS¹.

3 OpenNMS Community

In *OpenNMS* there is a global community consisting of developers, corporations, service providers, researchers and users. The following section will give you a short overview which main roles exist in the community.

Role of *The OpenNMS Group*

The software OpenNMS is provided under the free license GPLv3+. What is the reason for a commercial company behind it? The company *The OpenNMS Group, Inc.* provides professional support and gives people a place who want to spend significant time of their life to the project. Code development in commercial environment is reflected as a code contribution to the free software project. *The OpenNMS Group, Inc.* provides the following publicly available infrastructure:

- Continuous integration to build, test, compile and deploy OpenNMS.
- Packaging and providing infrastructure distributing pre-compiled packages for different operating systems and *Linux/Unix* distributions
- Issue tracking for bugs, enhancements and feature requests
- Providing and running mailing lists
- Maintaining the software branches and source code repository
- Organizing and plan the software release management

¹Fault-, Configuration-, Accounting, Performance- and Security-Management

Order of the Green Polo

The super secret brotherhood (OGP) and developers of the *OpenNMS Project*. You can recognize and *OGP* member by their good looks as well as their super-flashy, very coveted *OpenNMS Green Polo*. As Tarus Balog said:

Back in fall of 2004, I wanted to find a way to recognize those people who make *OpenNMS* what it is, and to thank them in some fashion. Ever since the advent of "business casual" workplace attire, the "logo" polo shirt has become a fixture in IT departments around the world. We sell black and white polos with the *OpenNMS* logo on our web site.

But this is much, much, much, different. These are "green" polos, very rare, and they will never be available for sale. Think of them as equivalent to winning *The Masters* golf tournament's green jacket - only harder to get. In order to get one, all one has to do is give up all hope of having a life outside of *OpenNMS*, work long hours for free, and basically become a closed superhero, squashing bugs (or uncovering existence) in a single bound.

OpenNMS Foundation Europe

To cover non-commercial interests the *OpenNMS Foundation Europe e. V.* (OFE) was founded in July 31st. in Fulda, Germany. It is a registered non-profit organization in Germany.

The objective of the organization is to promote the use, develop, educate and research around free software and network (management) technologies, especially *OpenNMS*. To do this, the *OFE* organizes conferences and trainings and acts as an advocate for free open source software. The *OFE* initiates software development and studies which are made available to the public under the *GPL*² or a suitable successor.

Your Contribution to OpenNMS

There are many ways to become a part of the project. Most of our more experienced users run through the *DFLTC* (duffel-td) lifecycle.

- *Ddownload* the software and start to get familiar with it
- *Fail* and try make your first steps on the learning curve
- *Learn* the use of OpenNMS with others or with content they provide in Blogs or Wiki pages.
- *Train* people and help them to improve their knowledge about OpenNMS and network mangement

²GNU General Public License: <http://www.gnu.org/licenses/gpl.html>

- *Ccontribute* with your gained knowledge to improve the project and the community

If you are a user or developer, there are many ways to contribute a free software project. As users you can help to improve documentation, spend configuration or help others in IRC, mailing list or by local beerings³.

If you are a developer and you would like contribute source code to OpenNMS, you have to sign the *OpenNMS Contributor Agreement*. It allows *The OpenNMS Group, Inc.* to publish your code contribution under GPLv3+. You can find the agreement at the following link http://www.opennms.org/wiki/Contributor_Agreement.

Where is the code

The source code is hosted on *GitHub*⁴.

Code contributions can be merged into *OpenNMS* with *pull requests*. The workflow to get your source code into *OpenNMS* is shown in picture 3.1 on page 6.

Get your IDE up and running

The *OpenNMS* project is written in *Java*. To maintain and handle external libraries it uses *Maven*. It contains even more advanced technologies like *OSGi* for class loading and *Vaadin* as user interface framework. As version control system the project uses *git*. To get an introduction working with *git* and get your development environment up and running you can find documentation on the following wiki pages:

- http://www.opennms.org/wiki/Developing_with_Git
- http://www.opennms.org/wiki/Eclipse_and_OpenNMS

Issue tracking, code browser and build system

To document bugs, enhancements and feature request, the *OpenNMS Group, Inc.* provide and maintains a public *Atlassian JIRA* installation. It is recommended you create your JIRA account, which allows you to document bugs, enhancements or feature requests. The application for issue and feature tracking is available on <http://issues.opennms.org>.

The *OpenNMS* software development follows a test driven approach. To provide a stable and continous quality of the code base, the *OpenNMS Group* provides and run *Atlassian Bamboo* as a build system. It compiles, tests and deploys the *OpenNMS* software from the public *git* repositories. The build system is public available on <http://bamboo.internal.opennms.com:8085>.

³Your funny note here

⁴<http://www.github.com>

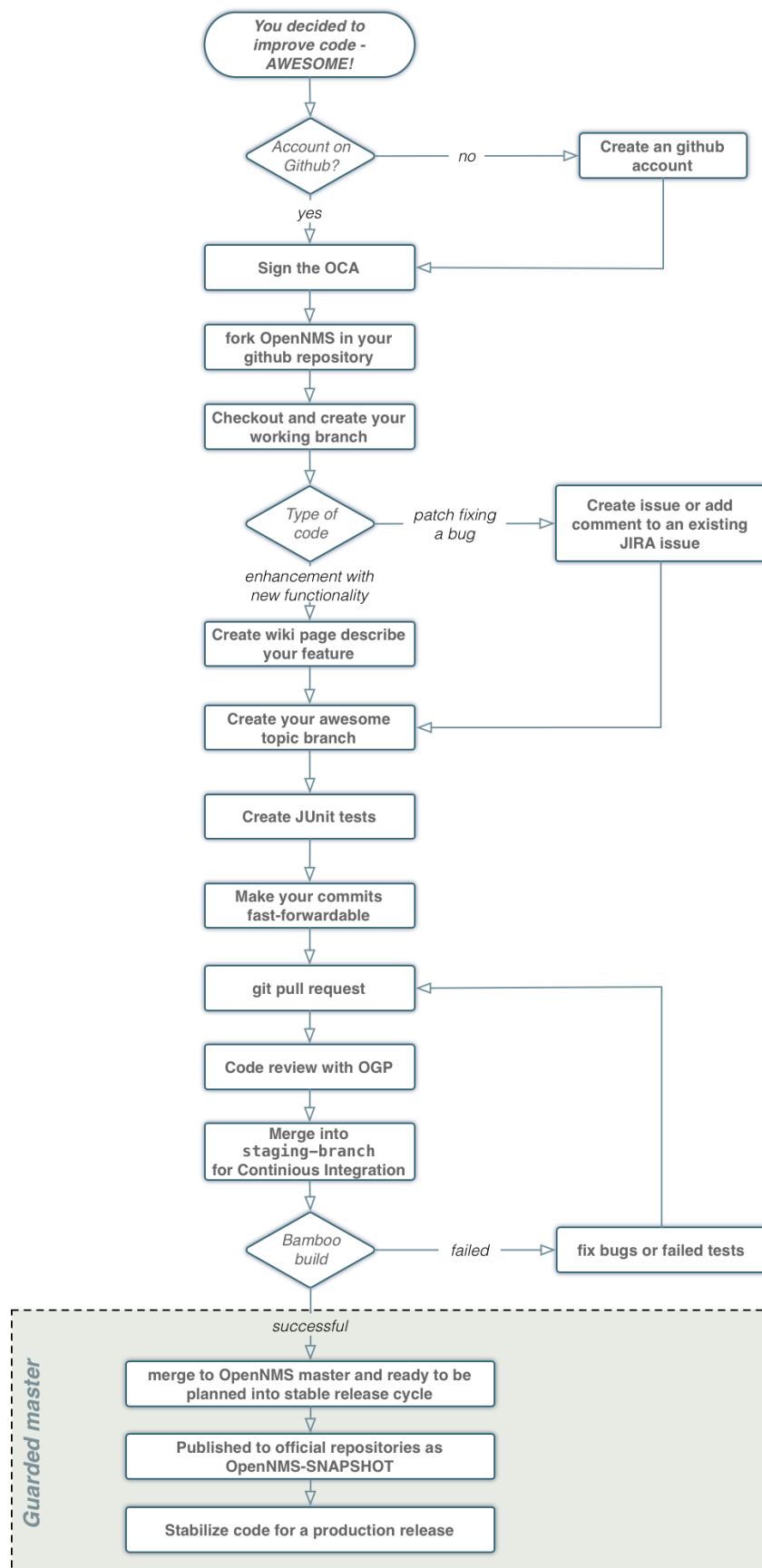


Figure 3.1: Workflow for code contribution

The OpenNMS Group provides public access to *Atlassian Fisheye* which gives the possibility to browse code from a browser and search for commit messages. The code browser is available on <http://fisheye.opennms.org>.

4 Community Support Tools

5 Mailing Lists

6 Documentation

7 Social Networks and Blogs

8 Events

Most of the time, the project is developed over the internet. People come from different countries and continents. To get people in touch and give them a place to create, share and discuss topics.

8.1 Developers unconference - DevJam

Organized by the *The OpenNMS Group* – *DevJam* is the annual developers conference held at the *University of Minnesota*. Everybody who wants to create and shape the project is invited to join. The conference topics are self organized and reach from community work until feature development, prototyping or bug hunting. Documentation about projects will be public documented on <http://www.opennms.org/Wiki/Dev-Jam>.

8.2 OUCA and OUCE

The *OFE* organizes the *OpenNMS User Conference Europe/Americas*. This conference gives *OpenNMS* users the platform to learn, share and discuss how they use *OpenNMS* in real world scenarios. The conference contains speeches, workshops and trainings.

9 OpenNMS Websites

9.1 OpenNMS.com

9.2 OpenNMS.org

10 OpenNMS Wiki Layout