Mesh Collaboration

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<keyword>Callsign

<keyword>Time

<keyword>Timezone

<keyword>Daylight Savings

<keyword>

# Introduction

# Definitions

This section presents the related specifications and standards....

## Related Specifications

Extensive use is made of the following related drafts:

Mesh Schema <norm="draft-hallambaker-mesh-schema"/>

Describes the assertion format used to encode time zone descriptions

Mesh Callsign <norm="draft-hallambaker-mesh-callsign"/>

Describes the operation of the Mesh Callsign registry.

Data at Rest Encryption <norm="draft-hallambaker-mesh-dare"/>.

Describes the cryptographic message and append-only sequence formats used in Mesh applications and the Mesh Service protocol.

## Defined Terms

Channel

A group of related Threads, Streams and Documents.

Document

Any form of static content (slides, PDF, video, audio)

Folder

A collection of channels

Forum

A collection of Folders, Channels and Documents

Room

Synonym for Channel

Stream

Any content that is or may be currently updated, including chat, audio, video, etc.

## Requirements Language

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in RFC 2119 <norm="RFC2119"/>.

## Implementation Status

# Forum Elements

Catalogs

* Active Participants
* Content

Spools

## Forum

[Interaction ]

## Channel

## Folder

Can contain

## Participant

<include=..\Examples\CollabParticipant.md>

## Document

## Stream

# Content Formats

## Text

### Plaintext

### XML

Markdown is a powerful tool but lacks standardization. Many variants of markdown are in current use. Users are expected to make use of different markdown formats according to the particular forum they are interacting with.

A collaboration client that places the burden of tracking markdown variants on the user is clearly unacceptable. But any proposal to impose one particular markdown format as the common interchange format is equally doomed to fail.

Thus, an XML markup based on a subset of HTML/2.0 is proposed as a means of establishing a common hub that may be used to convert between arbitrary markdown formats.

|  |  |  |
| --- | --- | --- |
| XML | Composable | Description |
| &<p>text&</p> |  | Paragraph |
|  |  | Inline code |
|  |  | Block Code with optional language |
|  |  | Block Quote with optional speaker and excerpt |
|  |  | Spoiler |

|  |  |  |
| --- | --- | --- |
| XML | Composable | Description |
| &<i>text&</i> | Yes | Italics |
| &<b>text&</b> | Yes | Bold |
| &<strike>text&</strike> | Yes | Strikethrough |
|  |  | Inline code |
|  |  | Inaudible |
|  |  | Hypertext Link |
|  |  | Participant reference |

### Markdown Entry (Typical)

Note that this markdown format is only capable of expressing a subset of the XML markup. This is deliberate as markdown is a text entry format, not a presentation format. Many markdown based forum interaction tools capture additional information from the context in which the text is entered.

#### Block styles

|  |  |  |
| --- | --- | --- |
| Markdown | XML Equivalent | Description |
| text1  text2 | &<p>text1&</p>  &<p>text2&</p> | Paragraph |
| ```text``` | &<pre>text&</pre> | Block code |
| >>>text1 text2 | &<quote>  &<p>text1&</p>  &<p>text2&</p>  </quote> | Block Quotes |
| ||text1  text2|| | &<spoiler>  &<p>text1&</p>  &<p>text2&</p>  </spoiler> | Spoilers |

#### Inline styles

|  |  |  |
| --- | --- | --- |
| Markdown | XML Equivalent | Description |
|  |  | Italics |
|  |  | Bold |
|  |  | Bold italics |
|  |  | Underline |
|  |  | Underline italics |
|  |  | Underline bold |
|  |  | Underline bold italics |
|  |  | Strikethrough |
|  |  | Inline code |

### Voice entry

Provides a different modality

Should mark the text as voice entered

Cannot usually enter emphasis.

May use annotation to express ambiguity

May offer the audio version

MAY be generated automatically by a transcript tool

## Static Content

Static content files MAY be versioned but versions do not change.

Add / Update / Delete

Need to consider filtering for potential malware.

### Image formats

|  |  |  |
| --- | --- | --- |
| Format | Status | Description |
| image/gif | Recommended | Increasingly obsolete image format |
| image/jpg | Required | Principal lossy |
| image/png | Required |  |
| image/raw | Optional |  |
| image/bmp | Required | Used for icons |
| image/svg | Recommended | Preferred standard for c |

## Stream

### Audio

### Video

### Haptic

### Interactive

# Schema

<include=..\Generated\Participation.md>

# Security Considerations

## Malware Distribution

Need to track provenance of content, whether it has been scanned for possible malware.

Content with active content (macros) is an obvious concern

Content that is intentionally malformed to trigger buffer-overflow errors is of equal concern.

## Child Abuse

# IANA Considerations

This document requires no IANA actions.

# Acknowledgements

# Appendix A: Latin Character Page

<include=..\Examples\CharacterPageLatin.md>