Orion - a browser based tools integration platform



Extending Orion Tutorial - October 23rd, 2012 John Arthorne, Szymon Brandys, Ken Walker

Agenda

Short Introduction to Plugins

Hello World Plugin

Technical overview of plugin Architecture

Main Tutorial Exercises (Break)

Additional Exercises

Closing Thoughts

Introduction

The Speakers and What Orion Is

Design Principles?

Embrace the Modern Browser

Open Platform that's Extensible

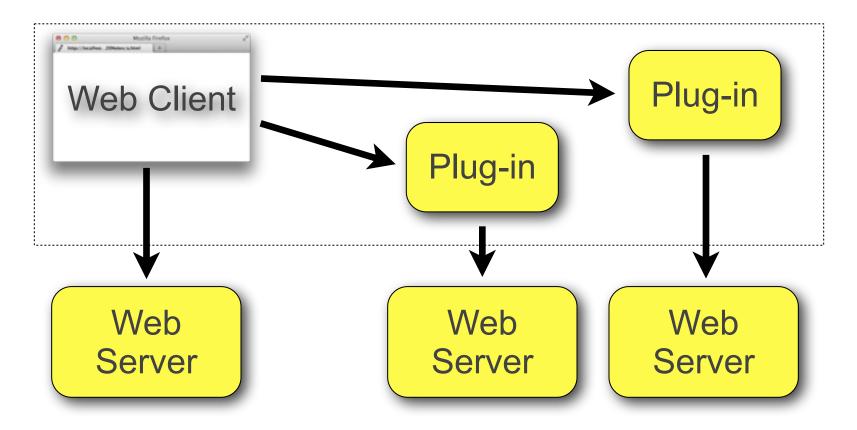
Function without Sacrificing Speed

Focus on the Task at Hand

Plug-ins: Extending the Client

Pages provide specific tasks

Plug-ins extend pages with functionality



Plug-ins: The Technical Bits...

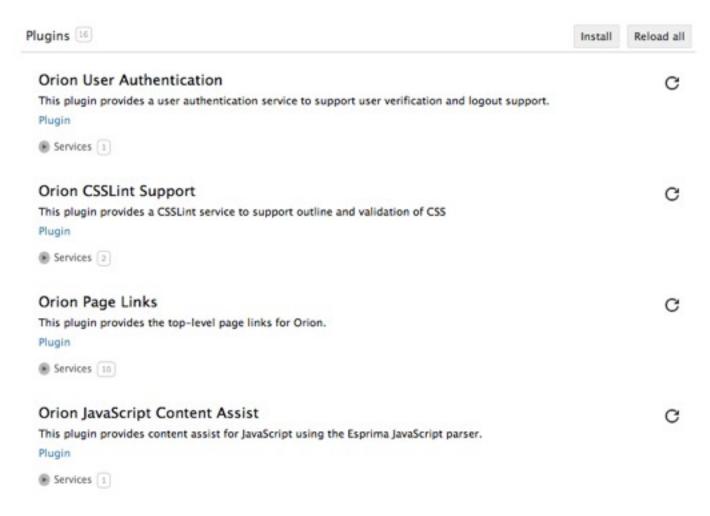
Orion plugins are separate HTML pages hosted in non-visible IFrames

Advertise "cacheable" capabilities/properties using window.postMessage

Allows secure cross-origin communication

Message payload is JSON-like (Structured Clone Algorithm) - so binary data

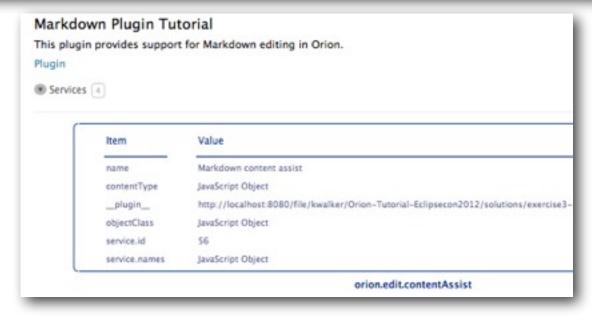
How do plug-ins manifest themselves in Orion? A partial list of default plug-ins





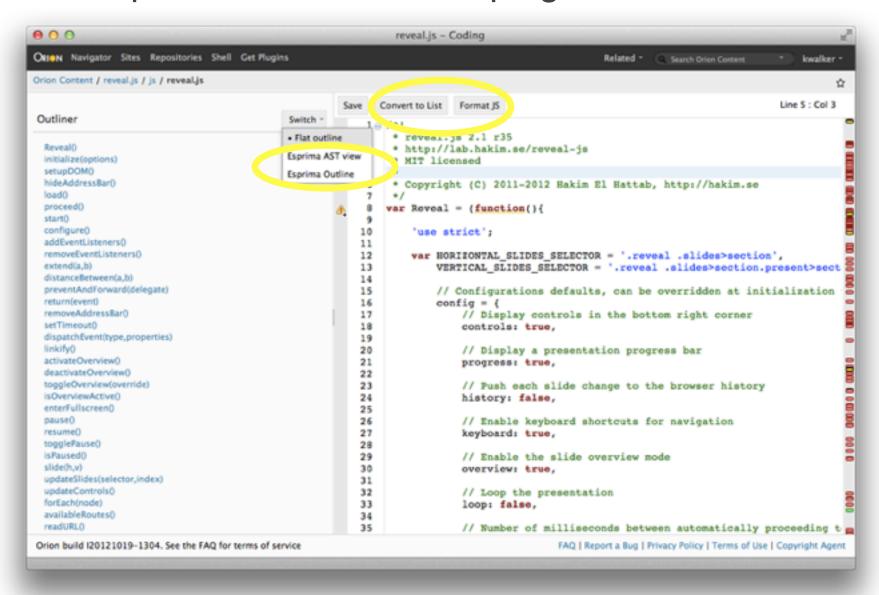
What about 3rd party plug-ins?

Developers provide html, javascript elements



Orion

Visible representation of Orion plug-ins



Exercise One

More Orion Talks at EclipseCon Europe 2012

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Extending Orion – A Tutorial
  23 October 09:00 – 12:30
JavaFX, OSGi and e4
  23 October 16:30 – 17:00
Orion - a browser based tools integration platform
  23 October 17:00 – 18:00
BOF – Eclipse Orion – Explore the Possibilities
  23 October 20:00 – 21:00
Embracing Eclipse Orion
  24 October 11:30 - 12:00
Orion – Integrations
  24 October 13:30 - 14:00
Mini-frameworks in Orion
  24 October 15:30 – 16:00
```