

FOP Design: Startup, Environment, Control

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1. Introduction

Startup is the process of getting FOP bootstrapped and creating basic objects. Environment includes acquiring user options, instantiating any frameworks, setting up logging, etc. Control includes the basic logic for tying the various subsystems together properly.

2. Status

2.1. To Do

- avalon integration - logging, configuration, component management, caching, uri resolver
- improved interfaces
 - no threading/static problems
 - simpler to use
- better commandline handling

2.2. Work In Progress

2.3. Completed

- **better image handling** - redone so it can use a cache and synchronizes properly only on the current image while loading