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THE **init** Magazine

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EDITORIAL

We feel very proud to bring to you yet another issue of 'The init Magazine'. We are really overwhelmed by the response to the revival of the magazine. We had wonderful feedback for our last issue and we hope to cater good content in our coming issues as well.

This issue is packed with several interesting articles. A new version of Fedora was released a few weeks ago. We bring you a brief review of the same. You will find interesting articles on Map Reduce technology, monetary aspect of Open Source along with others and as usual a useful HowTo section.

We sincerely hope that you will like the issue. The magazine is a community effort and any interest in contribution (editing, layout, etc) is warmly welcome. Please send in your articles and feedback at theinitmag@gmail.com and help us spread the words.

Cheers,

The init Magazine Editorial Team

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Divide and Rule

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The world we live in is so big, thousand of millions of people live in here, they are busy, they do numerous activities and the most important thing for me is they do it on their computers. So when that happens, terabytes of data is generated every hour. If you think I am just fooling you around, let's take an example, the most important thing that a person presumes when he wakes up in the morning is not brushing his teeth or reading magazines along with his early morning restroom stuff, but it is updating his/her twitter status and checking who uploaded last night party's picture this morning. Then s/he starts liking/commenting these pictures, status etc. Just imagine, how facebook or twitter will store this data, manage the log files, replicate it for data backup; it's just too much of data. Due to this huge amount of data, the problems regarding the storage, performance, analysis and adhoc-interactive data representation started to show off.

We did it!! We again proved that human is the most intelligent animal in this earth, Google, yahoo, Microsoft already predicted that the data

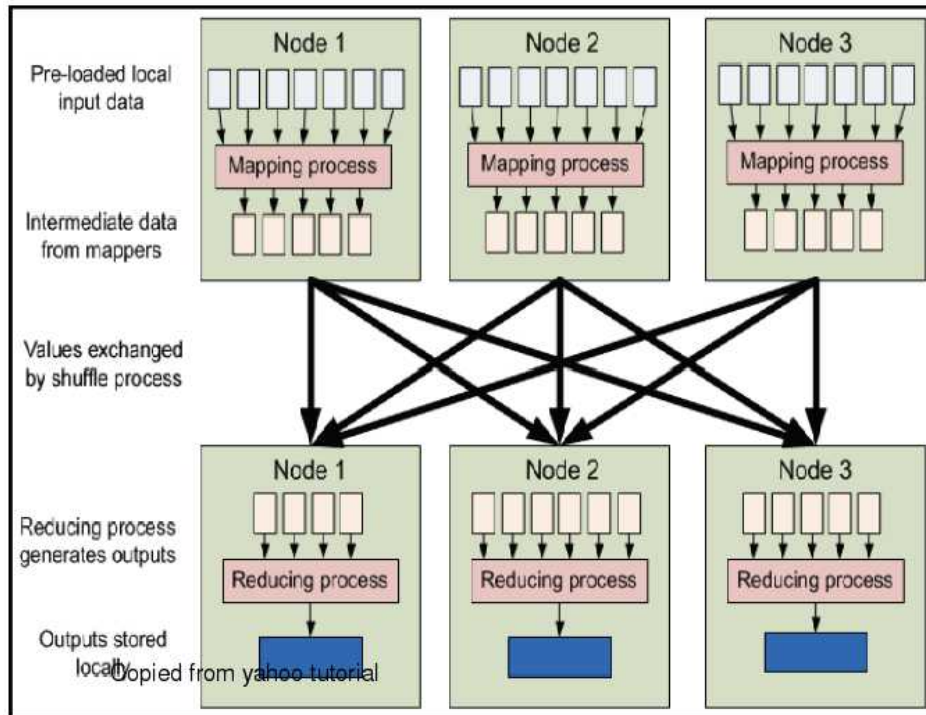
will be massive in future, so they worked for technology to handle such problem. For example, Google released the papers of their big table, google file system (GFS) and map reduce framework. Big table is a huge column orientated database for most of Google's applications, GFS is their own File System, and Map reduce is the framework which is used for most of the work they do, searching, indexing etc. With the help of Google's papers, Open Source Community worked on these technology to develop technology such as Hadoop framework, and on top of that created subprojects such as Hbase, CHukwa, ZooKeeper, Hive, Pig and Others. Along with Hadoop and it's subproject where major contribution comes from Apache Software Foundation, Stumble Upon, Yahoo, Microsoft (can you believe it!!) , Streamy and other; other technology such as Cassandra which is based on Amazon's Dynamo is also very popular. It is obviously very hard to incorporate every details in this article, however I would like to make a series of article where I will writing about Map Reduce, Hadoop, Cassandra, HBase and Hive; if

possible Zooper and Chukwa as well. For now I will provide some references which you help you guys to read.

Map Reduce Framework

When I first tried to read this paper from Google, I felt like it is a rocket science. However, I tried to read it six to seven times without any success, so I tried to watch some of the videos of Map Reduce. And later I began to realize that, I did this thing when I was in grade 5, we used to play this game of organization all our words that we used to write in our Nepali text book and we used to create a dictionary out of it in the end. So my ambition is to save you time, and at the same time make your understanding of Map Reduce easier.

Let me assume that I am Google and I have entire web on my data centers. My data center is composed of millions of commodity hardware among then my three favorite servers are Foss (Node 1 in fig.1), Nepal (Node 2 in fig.1) and community (Node 3 in fig.1). These three servers contain the data of English Premier League



Source: Yahoo

season 2009. Now what I would like to know is who scored the highest number of goals in EPL 2009. We will use map reduce to find it out.

Considering the program definition, what we need to find out is players scoring goals. So what our Mapper task does is, it will search through the whole data (preloaded local input data in fig 1) and find out the players who scored goal, for example is Wayne Rooney have scored a goal in a match against West Ham United (Match 1 of the season) then our program will create a map,

<Rooney, 1>. This means Rooney score 1 goal against West Ham United. So the output (Intermediate data from mappers) of the mapping process is the key value pair where we have key as the name of the player and the value the goal he scored. So we will create such key value pair for all the players who scored goals.

Note that, the data of Match 1-9 is in Foss server, 10-25 is in Nepal server and 26-38 is

in Community server. This means, if Rooney scored 3 goals from Match 1-9, and he scored 5 goals in match 10-25 then we must communicate between two servers to get his goals from match 1-25, so what we do is, we write a reduce function. A reduce function will check each one of the players (keys) and try to add the number of goals they score. They take keys from all three servers and do the manipulation which gives the results as <Drogba, 29> turns out Didier Drogba is the one who scored the most goals.

This is how Map Reduce works. I am not sure how much you guys understood, but I am sure you had a pretty good knowledge of EPL now. Please do give me your feedbacks and for help email me at akashakya@gmail.com. I will catch up in next session of init magazine where I will write about Hadoop.

“When I first tried to read this paper from Google, I felt like it is a rocket science. However, I tried to read it six to seven times without any success, so I tried to watch some of the videos of Map Reduce. And later I began to realize that, I did this thing when I was in grade 5, we used to play this game of organization all our words that we used to write in our Nepali text book and we used to create a dictionary out of it in the end.”

FOSS

Where is money?

When dark clouds of “business-unfriendly” adjectives like ‘free’ and ‘open-source’ hover over our heads, there can be a drenching shower of some cold questions.

- How could a FOSS programmer make a living?
- If everything is available for free, who will do the necessary brainstorming for innovation?
- Doesn't it kill creativity?
- Is FOSS just a donation driven social work without any sense of profit making?

The doubts look plausible when we fail to relate it to the ‘free’ as in ‘freedom’ analogy, and if we do, still money seems to be missing. If we have a look at things that are happening around us :

“Singapore actively plans to short circuit dependence by providing tax breaks to companies that use FOSS rather than proprietary software which is a macroeconomic decision by the government to foster the development of its own domestic

industry in a certain, planned direction. It is also a strategic political decision related to a desire for political autonomy.”(Deek and McHugh 2008, p. 313)

“Nokia, which still rules the mobile roost launches its first open source Symbian phone” (BBC NEWS, 27 Apr 2010)

Indeed.com, a job listing site shows *“Average programmer open source salaries for job postings nationwide are 8% higher than average programmer salaries for job postings nationwide.”* on the query

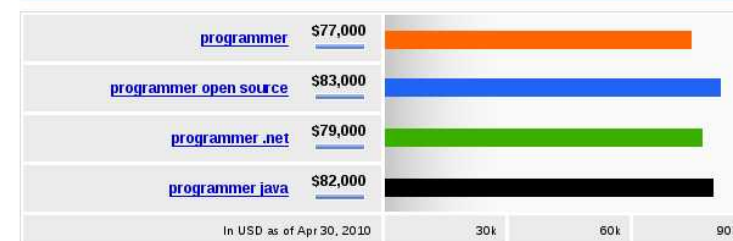
<http://www.indeed.com/salary?q1=programmer&l1=&q2=programmer+open+source&l2=&q3=programmer+.net&l3=&q4=programmer+java&l4=> (see the graph)

So, with these we can atleast be sure that there is definitely some element of money involved. To understand the FOSS economics, first we need to see how it is made.

With the large number of programmers and

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Average Salary of Jobs Matching Your Search



developers spread all over the world, the conventional closed method of software development can not harness all the talents available. So, for FOSS development, the source code is exposed in the open which is then further enhanced by the interested coders spread world wide. The “interest” factors can be either academic project requirements or enthusiasm to learn by ‘dirtying the hands’ or funding by research institutes or plain hobby. Thus, the main principle and practice of open source software development is peer production by bartering and collaboration, with the end-product (and source-material) available at no cost to the public. There is already some hidden “cash” involved inside.

Inherent Economics of FOSS :

A) Sharing and Bartering

In the past, when the concept of money was not invented yet, transactions were made by exchanging goods after relative evaluation. Even today, this Barter System retains its relevance. One main requirement of this system is that the transaction time should be nil. Software transaction fulfils this requirement since it is done through high speed internet. Suppose, Sushil makes a tool 'aX' and Mitesh makes another called 'bY' as per their needs. Now, their needs change and want each others tools. What they do is just exchange and share. A transaction has occurred and thus, without any need of money an economic activity has been achieved.

B) Money Saved is Money Earned

When the source code is open and easily available, chances of 'reinventing the wheel' are greatly reduced. A function module already developed can be integrated into other projects. This saves the possible investment that would have been made in case the closed methodology was used. Also use of FOSS is less expensive than the use of proprietary software. The maintenance and upgrades are also cheaper or

almost free.

There are many ways FOSS carries out its businesses and earns nice profit margins. Direct software sales as commodity as done by the conventional commercial software companies is not the spirit of the FOSS model.

In his paper, "The Magic Cauldron", Eric S. Raymond analyzes the evolving economic substrate of the open-source phenomenon. He presents a game-theory analysis of the stability of open-source cooperation along with some profit seeking models for sustainable funding of open-source development.

FOSS BUSINESS MODELS :

The new Open Source Business Models basically deal with maximising use value, building a user community and creating Common Platforms.

1) Market positioner Model :

An open-source software is used to create or maintain a market position for proprietary software that generates a direct revenue stream. Netscape Communications, Inc. was pursuing this strategy when it open-sourced the Mozilla browser in early 1998 as its revenues started dropping when Microsoft first shipped Internet

Explorer.

2) Widget Frosting Model:

In this model, a hardware company goes open-source in order to get better drivers and interface tools cheaper. Silicon Graphics, for example, supports and ships Samba. For widget-makers (such as semiconductor or peripheral-card manufacturers), interface software is not even potentially a revenue source. Therefore the downside of moving to open source is minimal.

3) Support Sellers Model :

It follows the "Give Away the Recipe, Open A Restaurant" formula. This model is used to create market for services by open sourcing the software. One can (effectively) give away the software product, but sell distribution, branding, and after-sale service. This is what Red Hat does.

4) Accessorizing :

In this model, accessories for open-source software are sold. At the low end, mugs and T-shirts; at the high end, professionally-edited and produced documentation like tutorials. Learning from the present craze for Microsoft certified courses, courses related to FOSS/GNU/Linux can

also be marketed well.

5) Dual Licensing model:

Two versions of the software are maintained - FOSS version and Proprietary version. The proprietary version has a larger feature set with more testing and certification and is licensed for support revenues. MySQL and ReiserFS followed this model.

These models are constantly changing and evolving. Many years have been spent on analyzing and experimenting with open-source business models. As Tim O'Reilly writes in "The Open Source Paradigm Shift" (2004), our understanding of open source is making a shift. FOSS is more of a business enabler than a business model.

We may not see the making of any new software giant like Microsoft in the future but what we can see is a world with a distributed framework of software development and revenue generation owing to the FOSS trends. Open source has thrived throughout the recession, providing low-cost, high-value solutions that appeal to firms faced with tight budgets. With the world economy returning to normalcy, the time is ripe to re-examine plans for technology deployments as

many companies start investing in new IT projects.

So, the dark clouds are awaiting to be replaced with the warm, shining sun.

Resources :

www.apdip.net/publications/fosseprimers/foss-gov.pdf

<http://www.catb.org/~esr/writings/magic-cauldron/magic-cauldron.html>

<http://news.bbc.co.uk/2/hi/8646715.stm>

http://p2pfoundation.net/Open_Source_Business_Models

<http://www.indeed.com/salary?q1=programmer&l1=&q2=programmer+open+source&l2=&q3=programmer+.net&l3=&q4=programmer+java&l4=>

<http://atulchitnis.net/talks/nitc-biz.pdf>

http://tim.oreilly.com/articles/paradigmshift_0504.html



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A quick review of Fedora 13

Distro Name: Fedora
Base: Fedora
Kernel Version: 2.6.34

Fedora 13 combines some of the latest open source features with an open and transparent development process. Fedora 13 includes a variety of features and improvements to enhance desktop productivity, assist in software development, and improve virtualization.

“Fedora continues to help advance free and open source software and content,” said Paul Frields, Fedora Project Leader at Red Hat. *“This release comes just six months after the release of Fedora 12, and it incorporates technologies built by free software developers around the globe. The Fedora Project reciprocates by contributing everything built in Fedora back to the open source community.”* Fedora 13 includes several new features with special focus on desktops, netbooks, virtualization and system administration. Its robust feature set

includes:

Simpler installation and device access

The user interface of Anaconda, the Fedora installer, has changed to handle storage devices and partitioning in an easier and more streamlined manner, with helpful hints in the right places. Once installed, Fedora automatically offers driver installation when the user plugs in a printer. Software applications for instant or scheduled data backups, photo management, and scanning make it easier for users to load, edit, share, and secure their content. Color management offers creative users the ability to produce more color-accurate art and photos, from loading to display to printing.

Accelerated 3D graphics using free drivers

In previous releases, Fedora introduced free and open source 3D drivers for Intel and ATI video cards. In Fedora 13, a variety of Nvidia graphics cards can now be 3D enabled to support free software games and an enhanced desktop experience. New DisplayPort connectors are now supported on ATI and Nvidia cards as well. These free drivers are expected to be enhanced over the course of Fedora 13 and beyond, and become part of the platform for the next-generation free desktop including GNOME 3.

Virtualization enhancements

Fedora continues to be a leader in virtualization technologies and is one of the leading contributors of key technologies like Kernel-based Virtual Machine (KVM), libvirt and virt-

manager. Fedora 13 adds support for stable PCI addresses, enabling virtual guests to retain PCI addresses' space on a host machine and expanding opportunities for large-scale automation of virtualization. New shared network interface technology enables virtual machines to use the same physical network interface cards as the host operating system. Fedora 13 also features improvements in performance for KVM networking and large multi-processor systems. These features offer savvy technologists the opportunity to experience virtualization innovations before they are seen in later releases of Red Hat Enterprise Linux.

Enhanced software development and debugging

Fedora 13 includes new support that allows developers working with mixed libraries (Python and C/C++) in Fedora to get more complete information when debugging with gdb, making rapid application development even easier. The SystemTap utility adds support for static probes, giving programmers expanded capabilities to improve and optimize their code. And with new support for userspace processes, developers can instrument code written in high level languages such as Python, database applications, and more.

Expanded Btrfs features

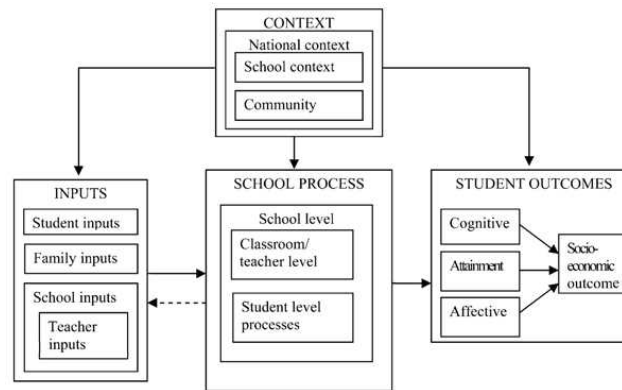
Fedora continues to be a key contributor to Btrfs development, and adds support for filesystem snapshots in Fedora 13. Plugin support for snapshots allows administrators to experiment with software updates and more easily revert the system as needed. As in previous releases, advanced users can enable experimental Btrfs support in the installation process to try out this next-generation file system.



When Open Source meets Education

Free, Open and/or Libre software has been a buzz-word in media and technology spheres apart. A lot of heat is surrounding its implementation, specially in developing countries. When there are a lot of confusions concerning how open source can be used to leverage the benefits of ICT and its impact on the areas of implementation, there is one definite sector where open source can be guaranteed to produce magnificent results when properly used. ICT integrated education systems are widely under adoption by institutions all around the world. There have been mixed outcomes of such implementations, ranging from good indicators to failed one, especially at lower grades. The root cause of such variations in the outcome is embedded deep inside the correlation of the outcomes to various input determinants and the learning context. The determinants, and their correlation has been properly depicted in the adjoining model:

Only a proper balance in all these determinants is responsible for achieving the desired results. Bhatta quotes it as “Effective use of ICT-based



teaching-learning can potentially have a profound impact on the classroom/teacher-level processes and student-level processes.” Also it should be noted that ICT based education system should not be taken as a replacement of the traditional lecture-based teaching/learning approach, the traditional method has its own merits and advantages, which the ICT approach shall not dare or tend to replace. ICT-integration shall rather be applied, in its all strength, to enrich the school process so that a conducive learning environment can be created that can provide students with the opportunities to actively engage with the topic they are learning.

Now having understood the benefits, dimensions

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and effect of ICT in education, a daunting question of how to effectively use ICT in education, arises. Bhatta maintains, “Effective use of ICT in education means, among other things, creating adequate digital content for schooling purposes and integrating it in the regular teaching learning process.” The digital content, in particular, spans these three types of content – a) Interactive activities (or software modules), b) a digital library, c) creative works from teachers and students themselves. Individual creations from students as well as teachers are of great importance. It needs to be emphasized that one key difference between traditional approaches to educational enhancement and the ICT based approach is that the latter puts special emphasis on the student-level processes. Meanwhile, it is equally important to maintain that by implementing ICT based approach for enhancing education, it is

never meant to replace the teacher from the classroom, rather to change his/her role from the deliverer of knowledge to a facilitator who is the pivot of knowledge based synthesis, as well as the one who encourages research, exploration, and creativity among students.

So how does all of these fit with the free software paradigm? Free and Open Source Software (FOSS), from its foundation has all of the necessary feature that involves creativity, sharing and hence helps to leverage the benefits of ICT integration into education. Open Source helps by bringing together numerous collaborators and developers who, by synergy, tend to develop quality tools which in turn attract more users and collaborators. Also the re-usability feature of open source makes sure that “re-inventing the wheels” is not required when some feature that has been previously implemented needs to get its way in the development of a new tool, and hence reducing the developing time so that the developers and users can focus on other innovations. Also that Open Source enables localization and customization so that same tools can be adapted to the socio-cultural aspects of the local region. Meanwhile, making sure that the data/content created using these tools to be licensed under open source, knowledge

“Effective use of ICT in education means, among other things, creating adequate digital content for schooling purposes and integrating it in the regular teaching learning process.”

reusability can be assured. This encourages world-wide sharing of knowledge and artifacts, and hence resulting in a massive repository of knowledge which is open for access to everyone. Now when we have reached the understanding of how Open Source enriched ICT tools can contribute to the quality of education, it is the right time to suggest the real tools that could help us achieve our goal – an efficient, exploratory and universal education. To host educational frameworks and other tools, GNU/Linux and MeeGo are the best options as the operating system to power various device being used. Moodle, which is based on social constructionist architecture and enable knowledge creation, sharing, grading and a lot of learning activities, is the best tool for Virtual Learning Environment (VLE). A combination of Fedora Commons and Fez helps to maintain digital repository for various types of contents, hence making it useful

for managing a digital library. Similarly SchoolTools developed by Shuttleworth foundation, is a great tool for classroom management. This is not to underestimate the other tools available under the Open Source domain, rather more and more tools are available and will be under development to enforce ICT-integration in education. This is also, in fact, the fundamental gist of the One Laptop Per Child (OLPC) model. Through this, I would like to welcome you all to open education!

WIKIS

Collaborative Knowledge Bases

All of us must have used Wikipedia to find answers to countless questions. Isn't it amazing that Wikipedia, a community driven collaborative encyclopedia, has amassed wealth of information on such a wide range of topics through contribution from people around the globe. Wikipedia is based on the concept of wiki.

According to Wikipedia, "A wiki is a website that allows the easy creation and editing of any number of interlinked web pages via a web browser using a simplified markup language or a WYSIWYG text editor. Wikis are typically powered by wiki software and are often used to create collaborative websites, to power community websites, for personal note taking, in corporate intranets, and in knowledge management systems."

However, Wikipedia is not the only collaborative wiki building the public knowledge. Several sites have adopted the wiki based model and accumulated knowledge, few of them are general

purpose while others are for specific purpose. Following are some of the most famous and noteworthy wiki based sites :

Wikipedia

Wikipedia is a multilingual, web-based, free-content encyclopedia project based on an openly-editable model. The information on Wikipedia now surpasses 15 million articles in more than 270 languages and English encyclopedia alone has about 3.3 million articles. Wikipedia is written collaboratively by largely anonymous Internet volunteers who write without pay. Anyone with Internet access can write and make changes to Wikipedia articles. Every contribution may be reviewed or changed. The expertise or qualifications of the user are usually not considered. This is possible since Wikipedia's intent is to cover existing knowledge which is verifiable from other sources.

Most of Wikipedia's text and many of its images are dual-licensed under the Creative Commons

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Wikipedia is a registered trademark of the not-for-profit Wikimedia foundation. Other wiki based sites hosted by Wikimedia include Commons, Wikiquotes, Wikispecies, Wikinews, Wikibooks, Wikiversity, Wiktionary, Wikisource, Meta-wiki.

OpenStreetMap

OpenStreetMap (OSM) is a collaborative project to create a free editable map of the world. The maps are created using data from portable GPS devices, aerial photography, other free sources or simply from local knowledge. Both rendered

images and the vector graphics are available for download under a Creative Commons Attribution-ShareAlike 2.0 licence. OpenStreetMap was inspired by sites such as Wikipedia; the map display features a prominent 'Edit' tab and a full revision history is maintained. Registered users can upload GPS track logs and edit the vector data using the given editing tools.

OpenStreetMap (OSM) was founded in July 2004 by Steve Coast. In April 2006, a foundation was established to encourage the growth, development and distribution of free geospatial data and provide geospatial data for anybody to use and share. By August 2008, shortly after the second The State of the Map conference was held, there were over 50,000 registered contributors; by March 2009 there were 100,000 and by the end of 2009 the figure was nearly 200,000.

OpenStreetMap has received data from some government agencies that have released official data on appropriate licenses. Much of this data has come from the United States, where the federal government does not copyright such data. Some data has also been acquired UK. Besides, some commercial companies have donated data to the project on suitable licenses. Notably, from

Automotive Navigation Data (AND) who provided a complete road dataset for Netherlands and details of trunk roads in China and India. In December 2006, Yahoo! Confirmed that OpenStreetMap was able to make use of their vertical aerial imagery and this photography is now available within the editing software as an overlay. Contributors can create their vector based maps as a derived work, released with a free and open license.

LyricWiki

LyricWiki is a lyrical database-oriented website. Users on the site can view, edit, and discuss the lyrics of songs, which are also available for purchase from links on the site. The site is powered by MediaWiki and is searchable by song, artist, album, genre, hometown, label, and language. Users are told to be mindful of copyright while contributing, and copyright violations are removed upon request. The article count on the site exceed 1.4 million. The site allows programmatic access to the contents of its database through a webservice. This API has been leveraged to create plugins for many media players including Winamp, Amarok, Windows Media Player, iTunes, musikCube, foobar2000, and more. A Mac OS X Dashboard app has also

been made, designed to pull lyric data from LyricWiki as the songs are playing, and then update the ID3 tag for the song in iTunes. As of August 2, 2009, however, lyrics themselves can no longer be supplied through the API, due to licensing issues.

Uncyclopedia

Uncyclopedia is a website that parodies Wikipedia. Originally an English-language wiki, the project currently spans over 50 languages. The English version has over 25,000 pages of content.

Various styles of humour are used as a vehicle for parody, from sophisticated satire to the apparently random. Like Wikipedia, Uncyclopedia has guidelines regarding what is and is not acceptable content and these guidelines have become progressively more strict as the site expands over time. The site has gained media attention due to its articles on places and people.

Its logo, a hollow potato named Sophia after the Gnostic deity serves as a parody of Wikipedia's globe logo. Uncyclopedia's stated goal is to "provide the world's misinformation in the least redeeming and most searingly sarcastic and humorous way possible, through satire".

Uncyclopedia's content is licensed under the

Creative Commons Attribution-NonCommercial-ShareAlike 2.0 license.

Wikileaks

Wikileaks is a Sweden-based organization that publishes anonymous submissions and leaks of sensitive documents from governments and other organizations, while preserving the anonymity of their sources. Its website, launched in 2006, is run by The Sunshine Press. Within a year of its launch, the site said its database had grown to more than 1.2 million documents. It has won a number of new media awards for its reports. Citing fundraising problems, Wikileaks temporarily suspended all operations other than submission of material in December 2009. The site's archive came back online in May 2010.

Wikileaks' stated goal is to ensure that whistleblowers and journalists are not jailed for emailing sensitive or classified documents, as happened to Chinese journalist Shi Tao, who was sentenced to 10 years in 2005 after publicising an email from Chinese officials about the anniversary of the Tiananmen Square massacre. In May 2010 it was rated number 1 of "web sites that could totally change the news".

Some of the most notable leaks by Wikileaks include: # Sarah Palin's Yahoo email account

contents # 9/11 pager messages

Toxic dumping in Africa – The Minton report # Baghdad airstrike video

WikiAnswers

WikiAnswers is a website where knowledge is shared freely in the form of questions and answers (Q&A). Anyone can ask a question and anyone from anywhere in the world can answer it. This sharing of knowledge in turn becomes part of a permanent information resource. WikiAnswers leverages wiki technology and fundamentals, allowing communal ownership and editing of content. Each question has a "living" answer, which is edited and improved over time by the WikiAnswers.com community. WikiAnswers.com uses an Alternates System – where every answer can have dozens of different Questions that "trigger" it. When a Contributor asks a question similar to an existing one, the system connects the question to it as an "alternate". This prevents duplicate entries in an effort to promote cohesive answers and a better user experience. As of January 2009, it had over 9,000,000 questions; over 3,000,000 answers; 4,470 categories; over 2 million contributors; and over 500 volunteer Supervisors. According to comScore September 2009 data, WikiAnswers

had 46.3 million unique visitors in the US and is the leading Q&A website on the internet.

According to the Terms of Use, WikiAnswers do not claim ownership of contributions. The contributors are forced to grant a very liberal and permissive license to WikiAnswers, which in turn sub-licenses the contributions under much less permissive terms to the user. The user is allowed to download the content for personal use only. In particular he or she is not allowed to modify and publish the content without permission from either Answers.com or the copyright owner (the contributor). One is allowed to cite from WikiAnswers in their own writings.

Wikitravel

Wikitravel is a Web-based collaborative travel guide project, based upon the wiki model, launched by Evan Prodromou and Michele Ann Jenkins in 2003. In 2006, Internet Brands bought the trademark and servers and later introduced advertising to the website. Articles on wikitravel can cover any level of geographic specificity, from continents to districts of a city. These are logically connected in a hierarchy, by specifying that the location covered in one article "is in" the larger location described by another. The project also includes articles on travel-related topics,

phrasebooks for travelers, and suggested itineraries.

Wikitravel is a multilingual project available in 21 languages, with each language-specific project developed independently. At present, Wikitravels has more than 23000 articles in English language and more than 54000 in all languages.

On May 1, 2007, Wikitravel received the Webby Award for Best Travel Website. On June 16, 2008, Wikitravel was named one of the “50 Best Websites of 2008” by Time Magazine.

Wikitravel contents are available under the Creative Commons Attribution ShareAlike license; while Internet Brands owns the web site and associated trademarks, contributors own the content they contribute and they agree to license that content for free use.

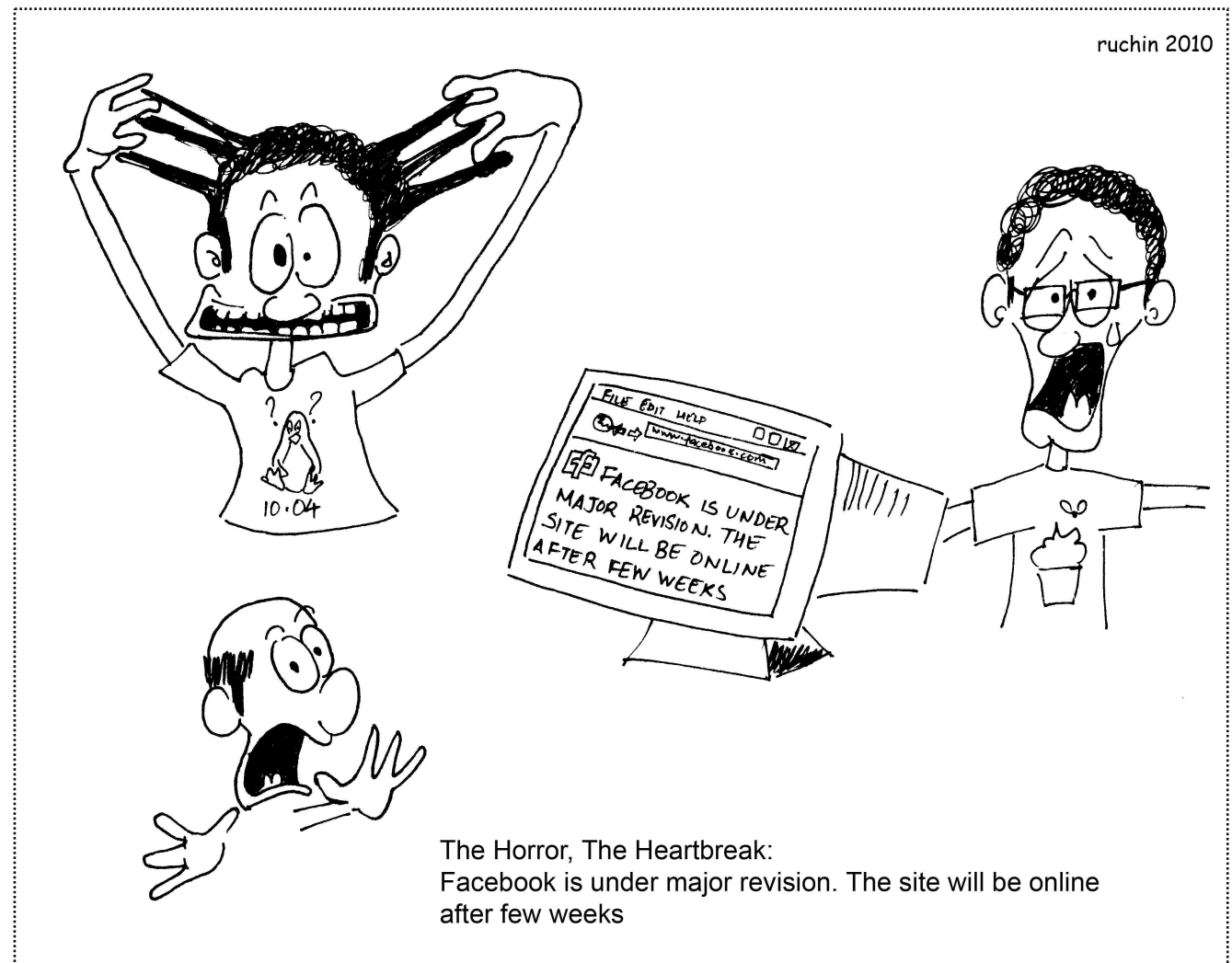
The list above is intended to be merely a short introduction of some famous, voluminous and active efforts. For a more comprehensive list of wiki based sites, please visit http://en.wikipedia.org/wiki/List_of_wikis.

Reference:

http://en.wikipedia.org/wiki/List_of_wikis;

Wikipedia articles, homepages of above wiki sites

Cartoon Corner



The Horror, The Heartbreak:
Facebook is under major revision. The site will be online
after few weeks

Credit: Ruchin Singh

HowTo

Getting started with Drush

Drupal configuration can get frustrating if you are installing a lot of modules, enabling and disabling them and other such mundane tasks. Add to that, flaky internet connection and lack of inspiration or maybe some caffiene. Going from Drupal installation to fully online can be a nightmare.

Enter Drush

"Drush is a command line shell and Unix scripting interface for Drupal, a veritable Swiss Army knife designed to make life easier for those of us who spend some of our working hours hacking away at the command prompt."

Here's how u can download, enable and use it:

Installing Drush

Get latest drush download link from

<http://drupal.org/project/drush>

ssh to ur remote site, or just go to folder of your

localsite

go to site's root folder

```
$ cd example.com/html
```

Download drush

```
$ wget
```

```
http://ftp.drupal.org/files/projects/drush-All-versions-3.0.tar.gz
```

You can extract it to site's root folder

```
$ tar -xzf drush-All-versions-3.0.tar.gz
```

Using Drush

Once installed one major task that drush is used for is to download/enable/disable modules (correct name of the modules is required though)

```
$ drush/drush dl module_name1  
module_name2
```

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Example:

```
$ drush/drush dl recaptcha
```

```
$ drush/drush en recaptcha
```

Now, it might show some error. That's because recaptcha module depends on another module "captcha". So to resolve dependency download the "captcha" module, and then enable the recaptcha module

```
$ drush/drush dl captcha
```

```
$ drush/drush en recaptcha
```

Alternatively, if u already know the dependencies then you can just download both modules in one command and enable it:


```
$ drush/drush dl captcha recaptcha
```

```
$ drush/drush en recaptcha
```

To disable a module

```
$ drush/drush dis recaptcha
```

and now to uninstall

```
$ drush/drush pm-uninstall recaptcha
```

These are the basic and pretty simple drush commands that are often used.

For other advanced drush commands simply type:

```
$ drush/drush
```

OR refer:

<http://groups.drupal.org/drush/commands>

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