



# Orion Project 0.3 Release Review



# New Features

- More advanced client side file system integration:
  - Binary file support
  - WebDAV file system plugin
  - Copy and move across file systems
- New editor features:
  - Search and replace
  - Code folding
  - Hyperlinks in editor can be navigated
- Git improvements:
  - Delete remote branches
  - Git rebase
  - Edit committer/author details on commit
  - Push to multiple remotes

# Non-Code Aspects



- Orion User Guide and Orion Developer Guide included with release. Documentation developed using Mylyn WikiText
- Developer Guide includes server administration guide that describes how to setup and manage the server
- Public beta server hosted by Eclipse Foundation: [orionhub.org](http://orionhub.org)
- Blog for New and Noteworthy updates: [planetorion.org](http://planetorion.org)
- Community is very active
  - Mailing list has steady activity
  - Firefox 8 builds include Orion editor
  - Firebug plugin for integrating with Orion
  - Wiki content is growing
    - <http://wiki.eclipse.org/Orion>
  - Orion webinar: <http://live.eclipse.org/node/1006>

# Non-Code Aspects



- **Internationalization**
  - No internationalization or localization of messages has been done in this release
  - Editor is capable of displaying non-latin characters and supporting bidirectional text
- **Accessibility**
  - Some accessibility testing done
  - Screen readers handle Orion editor fairly well
  - Some known accessibility bugs: many commands and components are not keyboard accessible

# API



- Orion has initial JavaScript API for client side services and components
- HTTP API for accessing server functionality
- No Java API on the server to allow for alternate server implementation languages and technologies
- Client API documented using jsdoc
- No APIs are final while Orion is incubating

# Tool Usability



- Filled in some major usability gaps such as editor search & replace
- Syntax validators now distinguish warnings from errors
- Much improved JavaScript outliners are now available as plugins
- Added detection of unused variables in JavaScript

# Architectural Issues



- Strong architecture and modularity of Orion client
- CommonJS module format used to facilitate client side reuse
- JavaScript plugin architecture allows for integration via linking rather than a monolithic application: architecture designed for the web
- Editor and “text view” components factored out with no external dependencies to enable reuse by other applications
- Modular server using OSGi, Jetty, Servlets, Java SE 6
- Worked on separating images from JavaScript to enable CSS skinning
- Added ability to select from multiple implementations of some services, but with many services still just pick the first one found
- Targeting modern HTML5-compliant browsers: Chrome 14/15, Firefox 6/7, Internet Explorer 9

# End of Life Issues



- None.

# Bugzilla



- Between July 1, 2011 and Oct 11, 2011 (RC1)
  - 326 reports were created
  - 282 were resolved/closed
- Current state (M2) is:
  - 0 blockers, 1 critical
  - 0 P1, 6 P2

# Bugs fixed during 0.3

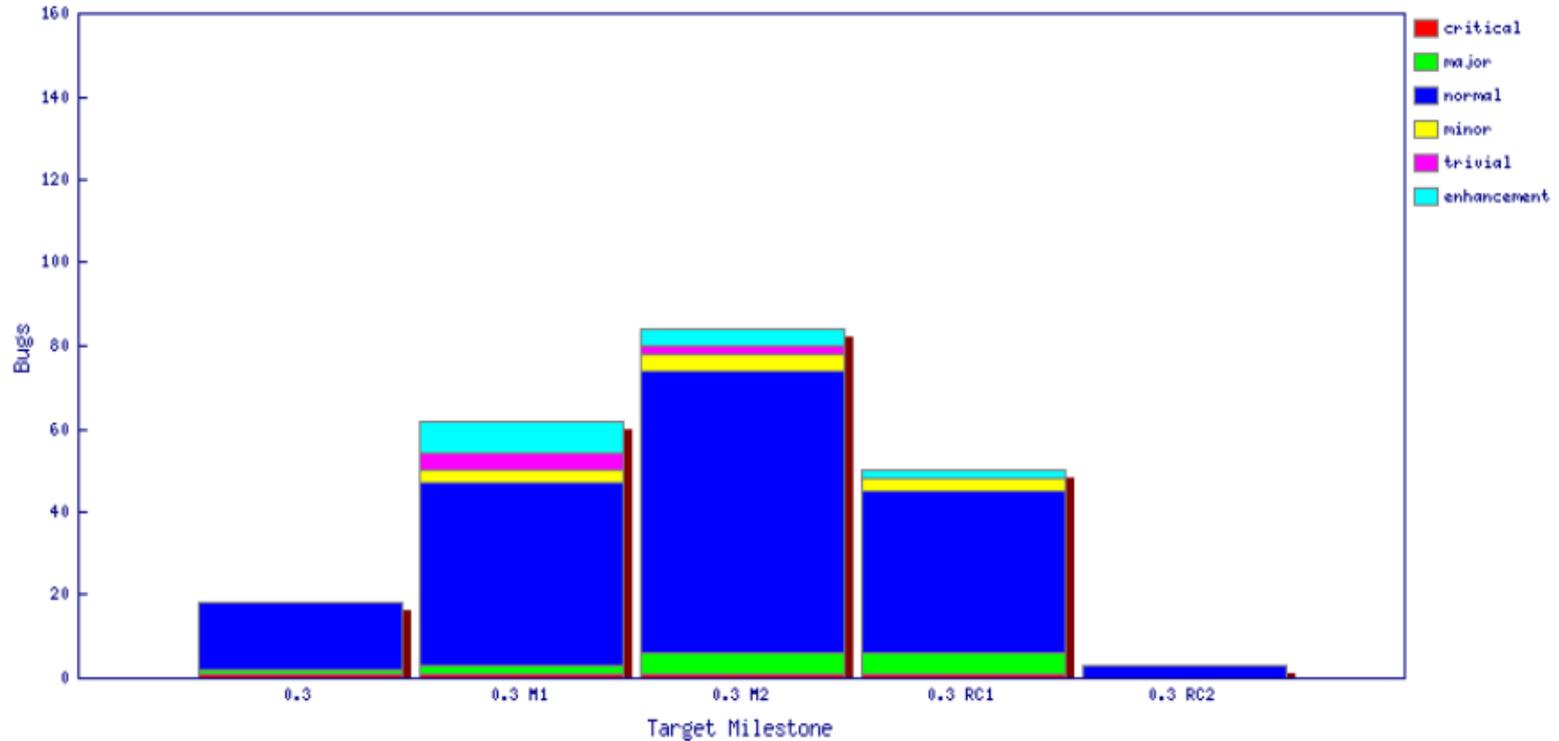


## Target Milestone

**Severity**

	0.3	0.3 M1	0.3 M2	0.3 RC1	0.3 RC2	Total
critical	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	.	<u>4</u>
major	<u>1</u>	<u>2</u>	<u>5</u>	<u>5</u>	.	<u>13</u>
normal	<u>16</u>	<u>44</u>	<u>68</u>	<u>39</u>	<u>3</u>	<u>170</u>
minor	.	<u>3</u>	<u>4</u>	<u>3</u>	.	<u>10</u>
trivial	.	<u>4</u>	<u>2</u>	.	.	<u>6</u>
enhancement	.	<u>8</u>	<u>4</u>	<u>2</u>	.	<u>14</u>
Total	<u>18</u>	<u>62</u>	<u>84</u>	<u>50</u>	<u>3</u>	<u>217</u>

# Fixed bugs – 0.3



# Standards



- Client components conforming to CommonJS Asynchronous Module Definition (AMD) format
- HTML5 standard source code
- Participating in specification of CrossFire browser debug protocol
  - <http://getfirebug.com/doc/crossfire/crossfire-splash-2011.pdf>

# UI Usability



- Eclipse User Interface Guidelines followed where applicable to a web UI
- Emphasis on allowing browser functionality to show through: using normal links, not hijacking the browser context menu, letting browser manage tabs
- Assessed usability on tablet and mobile platforms – some improvements in 0.3 so far.
- Significant usability improvements in presentation of global search results

# Schedule



- Moving towards web-scale release cycle
  - Four month release cycle
  - 13 weeks development, 3 weeks end-game
- Daily build and deployment to self-hosting server
- Tracked schedule
  - All milestones delivered as planned

# Process



- Orion is developed using an open, transparent, and inclusive process
- Team relies on Bugzilla, mailing lists, forums, social media for input
- Weekly planning calls conducted with all contributors welcome
- Self-hosted development on <http://orion.eclipse.org>
  - Meeting minutes posted to the orion-dev mailing list
- Publicly available plan: <http://wiki.eclipse.org/Orion/Plan>

# Community



- Orion team members are active in Bugzilla, newsgroups, and mailing lists
- Held an Orion Planning Summit in Palo Alto, CA (March 2011)
- Blogs started by Orion committers are active:
  - <http://planetorion.org>
  - <http://planetecclipse.org>
  - Team is using the eclipse-orion IRC channel
  - [irc.freenode.net#eclipse-orion](http://irc.freenode.net/#eclipse-orion)
  - also see: <http://wiki.eclipse.org/index.php/IRC>
- The Orion team participates in code camps, conference presentations, and tutorials, including
  - EclipseCon, What's Next Conference, jsconf, Eclipse Demo Camps
- The Orion team interacts with other open source projects, standards bodies, and other projects on eclipse.org, including
  - Mozilla, Dojo Foundation (Dojo framework, Maqetta), JGit, Mylyn, jsdoc, Firebug

# IP Issues



- All significant and third party contributions have been reviewed and approved by Eclipse legal.
- About files and license files are complete and correct.
- Client code (JavaScript) is dual-licensed with EPL and EDL
- Approved 0.3 release log:
  - <http://www.eclipse.org/eclipse/development/project-log-files/eclipse-orion-creation-release-0-3-log.pdf>

# Future Plans



- Continue with 4 month release cycle to keep up with pace of development in the web community. For example with new browsers shipping every 3 months we can't ship Orion once a year and expect to be current
- Aiming for a 0.4 incubating release in February 2012
- Focus on enabling richer cross-domain integration, filling in gaps in self-hosting usability

