Draft: Eclipse Placeholder Top Level Project Charter

Overview

The Eclipse Placeholder Top Level Project (the "Eclipse Placeholder Project") is an open source software development project dedicated to providing a robust, full-featured, commercial-quality, and freely available industry platform (the "Eclipse Placeholder SDK") for the development of highly integrated tools. This document describes the mission, scope, and organization of this Top Level Project and its constituent Projects, and roles and responsibilities of the participants.

Mission

The Eclipse Placeholder Project provides a kind of universal tool platform - an open extensible IDE for anything and yet nothing in particular. The real value comes from tool plug-ins that "teach" the platform how to work with things, including (but not limited to) Java™ files, web content, graphics, and video - almost anything one can imagine. The Eclipse Placeholder SDK allows tool builders to independently develop tools that integrate with other people's tools so seamlessly you can't tell where one tool ends and another starts.

The success of the platform depends on how well it enables a wide range of tool builders to build best of breed integrated tools. But the real vision of an industry platform is only realized if these tools from different tool builders can be combined together by users to suit their unique requirements, in ways that the tool builders never even imagined.

The mission of the Eclipse Placeholder Project is to adapt and evolve the Eclipse Placeholder technology to meet the needs of the Eclipse tool building community and its users, so that the vision of an industry tooling platform is realized.

Scope

The Eclipse Placeholder Project encompasses two principle areas of work:

1. **Tool integration platforms**. Developing the core frameworks and technologies upon which others can build software development tools of all kinds.

2. **The tools required to build and extend these platforms**. Creating the tools that the Eclipse Placeholder Project committers need in order to build the tool integration platforms, and the tools the community needs to extend and adopt the platforms.

This secondary tool creation goal has a number of important objectives. First, it provides an initial "customer" for the platform, to ensure the requirements of real development tools are met by the platform. Second, it encourages community adoption of the platform. The easier it is for

the community to adopt and extend the platform, the more successful the project will be. Finally, it allows the project contributors to continuously "self host" on the tool platform as it is being built. This creates a tight feedback loop that ensure the platform is robust, and meets the needs of real tool users.