

# Seaside BoF

Lunch Break 12:45

In this Room

# Seaside 3.1

- ★ Bug-fixes
  - ★ #isolate: and #lightbox:
  - ★ Components for #isolate: and session expiry
- ★ Improving configurability
- ★ Encoding improvements
- ★ Getting more developers involved
- ★ Shorter release cycle

# Involvement

- ★ How to use Monticello (e.g. when coming from VW): Process, Conventions
- ★ Community lineup on website
- ★ Mentoring program for newbie contributors
- ★ Hosting possibilities?

# UI Plugins

- ★ Directory of Plugins (with videos, Hudson, Documentation)
- ★ Store and Advertise (Apple Store), one-click installation
- ★ Pier site: central, anybody can contribute, find it, load it
- ★ Support for other platforms (tells on what platforms it works)
- ★ GemStone can likely host it (Dale)

# Issues to Address

- ★ Server Adaptor: Seaside tries to write headers itself, but should rather delegate (issue report)
- ★ Splitting session and render-loop (Julian)
- ★ Altitude doesn't currently integrate well (Colin)

# General Ideas

- ★ AJAX framework on top of Seaside that gives control over DOM tree -> maybe at a sprint
- ★ Automatic Smalltalk -> Javascript conversion
- ★ User generated services (pontoonity.com)
- ★ Visual programming (adding text/components)
- ★ Standard solution for back-button in AJAX
- ★ Larger examples (other than Pier)

# Open Questions

- ★ Extent of Javascript support
- ★ Support for RESTful URLs (Philippe)
  - ★ Pulling it into core
  - ★ Content-Type
- ★ Replace the default Kom (SSH support)