

netlabs.org - The Voyager Project

Status & Next Steps

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Outline

- 1 History
- 2 Some Code, Anyone?
- 3 Join Us

The Idea I

The Story so Far...

- Long process of thinking about the future for several years
- First idea with Kernel of MacOS X in Summer 2004
- First presentation of that idea at Developers Workshop 2005 in Dresden
- Reconsideration of this idea because it doesn't solve the main problem: Desktop

The Idea II

- New idea with OpenGL based Desktop with well known toolkits, developed at SYSTEMS fair in Munich
- Talks to various people and first presentation of that idea at Warpstock Europe 2005 in Dresden
- Presentation of first concept and design studies at Developers Workshop 2006 in Biel, Switzerland
- License decision during Summer 2006

The Idea III

- First 0.1 release of *The Design of Voyager* released to the public for Warpstock Canada 2006
- Coding from various site, namely Chris Wohlgemuth on NOM
- Design studies for GTK+ on OS/2 by Dmitry
- Happy Hacking in Wintercamp 2007
- Preparation for Warpstock Europe 2007
- And then...

Along comes...

Daniela, and some more friends around us:

- Why concepts from the nineties?
- Why a desktop concept based on mouse & keyboard?
- What about the fancy new interfaces coming up (multitouch & friends)?
- Why do I have to care about where I keep my information?
- Why do current desktops suck?

She Got a Point There™

That triggered some great discussions:

- Why do we have to define how something gets represented?
- What would be an ideal world for handling our information?
- Is a mobile device also a platform for Voyager?
- Why implement old concepts?
- Who needs another desktop anyway?

Later On

Based on a SOM based core:

- Workplace/Shell separation
- Semantic information on object level
- Binary compatibility

Conclusions

- A full blown Workplace is a nice goal
- but we need to start different
- Guerrilla tactics
- People won't care about NOM
- They care about what they get
- and about how they can work with it
- Divide and conquer

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Netlabs Object Model

- SOM is a binary compatible object model, no need to recompile objects (unlike on GNOME for example)
- There are some design documents from IBM itself (published in ACM)
- There is quite some documentation available written by former IBM employees
- Chris Wohlgemuth started to re-implement the concepts under the name NOM
- This is the technical base for our ideas

Netlabs Object Model

Things that work right now:

- Binding files creation (IDL compiler)
- Class creation from IDL files
- Subclassing
- Method overriding
- Compiles on:
 - eComStation
 - MacOS X
 - Linux
 - Windows

Netlabs Object Model

Thinks that do not work yet:

- Class replacement, almost done
- Dynamical loading of classes, in development
- ...

Difference to SOM:

- Use of an environment pointer in each method call (CORBA exception handling)
- SOM specific IDL extensions are not supported
- No distributed SOM
- Object pointer check
- ...

Netlabs Object Model

Things that will be implemented:

- Signals and slots
- Getters/setters (properties)

NOM

- Fix garbage collection on most platforms
- Code cleanup & testing
- Build system improvements

Workplace/Shell Separation

- First implementation
- Probably some RAD solution to start with
- Proof of the concept

Webpages

- Some serious good looking page
- Information for developers
- Information for potential investors
- Information for users

Developers

- Integration into development environments:
 - Eclipse
 - XCode
 - VisualStudio
- Walkthroughs for coders

Users

- Binary releases
- Basic features
- Integration into the supported platforms

Join the Project

- Go to `http://voyager.netlabs.org`
- Check the Voyager Wiki and FAQ (needs some major updates)
- Join the Voyager Mailinglist
- Join the `#netlabs` IRC channel on `irc.freenode.net`
- Contribute to NOM, class implementation, prototypes
- Bring up cool ideas

Q&A

Questions?