EVERGREEN

WELCOME TO EVERGREEN!

MAY 26, 2021

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Welcome to Evergreen!

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>>GINA MONTI: Welcome everybody, it's 11 o'clock, this is track to. I would like to thank our presenters for coming in and talking to us about some Evergreen stuff. There is a poll, asking about your experience level. We would also like to thank our sponsors, the Evergreen initiative development committee as gracefully sponsored the platform for us to make this conference possible, so thank you so much. And Mobius is our captioning sponsor, so we will be placing a link in the trap for our track to captioning momentarily. If you have any questions for our presenters at any time just pop them in the chat and I will be sure they can hear them. Whatever you both are ready, we will start.

>>RUTH FRASUR: I am going to share this window I discovered you can do. Cool. Welcome everybody. We're going to start with some introductions, leading off with Jason Boyer.

This is Jason Boyer, he is the Senior System Administrator at Equinox Open Library Initiative. Take it away, Jason, tell me about yourself.

>>JASON BOYER: For the next two days, I am president of the Evergreen project board which I will talk about a little bit later. At then working in libraries for over 20 years and a very excited about Evergreen.

>> Was a cop I think we're getting old.

>>RUTH FRASUR: Okay, Terran, it's you.

>>TERRAN MCCANNA: I am Terran McCanna, I am the PINES Program Manager at Georgia Public Library Service. I've been here for 8 years but I have been working in libraries on and off for 35 years. I have been in libraries in four different states and PINES in Georgia is the one I am most proud of. Have 52 regional library systems members around the state with around 300 branches and service locations that we support. We have about 10 million items and 2 million patrons. We contract with a courier service that moves books from all of these systems to each other around the state to fill holds.

Along with my normal PINES duties, I participate in the Evergreen community as much as I can. I coordinate Bug Squashing week and Feedback Fest activities for the Evergreen community and the does not group. I've also served on the Evergreen project board and conference committee in previous years. Back to you, Ruth.

>>RUTH FRASUR: And that's me. I am the Evergreen Development and Support Administrator at the Indiana State Library which means zero that the people who don't ask me what that actually means. I actually have two roles there right now. I to training and support for the Evergreen Indiana library consortium which is made up of 128 library systems, most of them are small, but not all of them. Then, I also am the coordinator for the Evergreen community development initiative which we have an exhibit over in the Expo Hall, so you can check that out work you can talk to me and asked me what that is. But we do development stuff.

I have been with that's an long and start libraries since 2007. It's a long and storied career, but doesn't always matter. I've been with Evergreen Indiana for some form and fashion since 2008 when my library was one of the pilot libraries for Evergreen Indiana.

My spot in the community is also been storied, I guess, started with me basically complaining about and then people being really nice and still inviting me in. And here I am today, making jokes in this conference session.

I will say I am a passionate advocate for Evergreen open source ILS, and also love this community. So we'll talk some more about this. We're going to start, though, at the very beginning, and we're going to go with Terran telling us how this whole thing got going.

>>TERRAN MCCANNA: Okay. This is a very, very brief history of Evergreen and how it got started. The origin of it actually starts a few years before the software development actually started, this goes back to Y2K. When Y2K was approaching and software was preparing to fail all over the world, there were numerous Georgia libraries that had old, integrated library system software that simply wasn't going to be able to make the transition through Y2K.

Then, there were also a number of Georgia libraries at the time that were still on card catalogs. Many of those libraries at poor local resources and just didn't have the funding or the local technical skill set to transition to an IL software. So the state of Georgia and Georgia Public Library Service worked together to develop the PINES Consortium with the goal of providing equity of services to the entire population of Georgia regardless of what their local County resources was.

They wanted to be able to provide materials and share materials between library systems. So initially when PINES was formed and rolled out in a large commercial ILS that was available at the time just for libraries that needed it most to get over that Y2K hope. But then as they started bringing more and more libraries on board, it quickly became clear that the commercial ILS they were using simply wasn't scalable enough to be able to handle the size and complexity of the Consortium. There really weren't any other options that were any more scalable at the time.

So, around 2004, GPLS got funding to contract a small group of software developers, most of whom are still integral to the Evergreen community today, then construct them in a room and trained them on library procedures and cataloging and policies and all of the things they would need to know to develop the software, fed them Mountain Dew and candy bars and bananas. Then, the first version of Evergreen was rolled out in 2006.

Once that initial contracted project was completed, that group of developers actually stayed together and formed Equinox which is Equinox Open Library Initiative which is where Jason works, now. They continued to provide relevant and support services. Now, they are still one of the primary development institutions, but since Evergreen was developed as an open source software the very beginning there are now and a lot of other contributors as well. There are independent companies that are development shops. There are developers that work for library Consortiums or support companies. There are individuals, like me, that just work for a library system and contribute in whatever ways we can.

So, now the software over the years has evolved and improved. It started out as an installed client version that had to be installed on each computer. If you hear the term XUL, X U L pronounced zool like in Ghostbusters That was the [indiscernible]. It was transitioned into a web-based staff client over the last six or seven years and is now fully web-based and has incredible improvements being added to it all the time.

It's now being used in different countries, in different languages all over the world. And, although we may not have the largest user community compared to gigantic open source projects, our user community and development community is extremely active and dedicated it that's what we are able to continue making these improvements that we do.

And that's the end of my section on the history.

>>RUTH FRASUR: Thanks, Terran. Jordan has a comment, in some ways I miss the old web client but the staff client is such an improvement. I think all of that is shared among the community. There are definitely some things that are missable.

A lot of times when we talk about open source anything, there is a conception that it is free. And oftentimes, it is... [LAUGHS] It is that "free" word that really gets libraries excited, librarians, but also people in general. I like the word "free," too. But it's important to remember open source anything -- and in this case, and not just open source library software -- is free like free puppies, and you're going to be paying for it one way or the other. It is important to plan for that as you think about anything.

Of course we were talking about Evergreen ILS in this case. Really anything in that case, there are things to consider, things that cost money. Of course there is the hardware to run the stuff, even though it is on the Internet, it's a webpage, it still means that needs to be served from somewhere. So there's server things, although your libraries may have less requirements for their computer terminals that they're using, because it just basically needs to be able to run a sophisticated website. All of that hardware stuff is, has been used somewhere else and there still is a requirement to have stuff that can run that extensive software and then serve it up.

Then, support and development and Terran talked a lot about where this started in the ongoing part and Jason has gone from working at a library to working for Consortium and working in a development and support house. All of those things, the people that are there, they have to still pay mortgages and eat food and things. So it's, so we pay for it. And it is also important to keep in mind that while you may have in house people that can do this, they're getting paid, that their time is also something, it is a monetized thing, because it needs to be a monetized thing, because time has value. So it is not "free" in the sense you're going to get it for free it is going to work interconnect going to have to do anything about it. Keep in mind there is a cost associated with it. When people talk about cost versus proprietary ILS, I use this oversimplified thing, this oversimplified phrase that with proprietary software you are going to be paying a lot more of from. With open ILS you're going to be paying potentially the same amount, but you're going to be paying it over time. So keep that in mind.

This is my favorite part. As you can probably tell, I talk a lot. There are times I'm silent, but it's not when people aren't around. Community has been and always will be my favorite thing, the thing that gets me super excited about open source in general, but specifically about the Evergreen ILS community, or The Evergreen Project, that being the name which we'll talk about soon.

But what does that actually mean? In our community, that means a bunch of things. It includes the libraries, it when I say "libraries" I need to discouch [sounds like] that incite barbarians, but we will get to that. Libraries and library Consortium's support development vendors. There are other stakeholders and Terran mentioned this, as well. There are some very formal support and development vendors. Like actual companies who have a shingle out there who say we do this thing. Then, there are others just love the project. I'm going to drop a name in here and some of you are going to recognize right away those of you who don't, just keep it in the back of your mind. If you know Ben --- he at one point, at some point, he was in these first two things, libraries and library Consortium's support and development vendors. He has that come out in that other stakeholders or he's got a job doing something else and still of the Evergreen Project and still contributes. He is not alone in that.

I think that it is always important to remember and reiterate that for all of this, for the committees and all of that, it comes back to the committee is made up of people who are interested in this project whether it be for their jobs, and a lot of times, but it's not just for their jobs. Because there are a lot of jobs that people can have and a lot have chosen to be invested in this collaborative. Thing. So now, we have the Evergreen project. And, Jason, because he is in charge for two more days, I know I said in charge, I know you're not in charge but I just wanted to see you cringe when I set it, is going to tell about project governance and about the trademark.

>>JASON BOYER: All right. The Evergreen Project, you probably all know what that is. We're here for a conference about it. We've got two, there's a little p Evergreen project which is a[inaudible -- off microphone] and also the big P Evergreen project, which is a little bit different. The Evergreen Project and its board represent the interests of the software and do things like making strategic decisions. I don't necessarily technical, when necessary. There haven't been a lot of those around the software lately. We also are in charge of protecting the trademarks with which we are currently working with the SFC, that will be changing in the future. We do fundraising as we manage the conference finances and hold the, what profit there may be so that there is a buffer to start the next conference the next year. The board is made up of nine community members and you absolutely do not have to be a developer to be on the board. You just have to care a lot about Evergreen be an active participant in the community. You can learn more about the board and keep up with the goings on at Evergreen-ils.org/governance.

I think Ruth wants to talk a little bit more about the conference and a little bit more about my other favorite event, hack-a-way.

>>RUTH FRASUR: You satisfactory wants to talk, and I think people should be discouraging me from talking, but nevertheless, here I am, talking more.

So, the conference, you probably have a clue as to what it has since you're at it. This generally is something that happens face-to-face, but yay COVID, no, not yay COVID, has changed some things. We did get an opportunity to dress and things that opened this up for people who have not been able to participate in the conference in the past. This is one of the main things that the Evergreen project us apart from all the software and all, that's the main thing, it is an development committee or community.

But this is where a lot of the continuing education, the future planning conversations, and, let's be real, the relationship building happens at the international conference.

I highly encourage you that when we go back to a face-to-face conference that you make the same highlight of your year. I know many of us have been to several of the conferences know that this is the case, that this is where we get to see one another, have conversations about life, but also about the direction of the software, what it means in our institutions and all of that.

Then, Jason mentioned his second favorite -- is it your second favorite or your first favorite? You don't, I'm not going to put you on the spot and make you --

>>JASON BOYER: This is number one.

>>RUTH FRASUR: Okay. I didn't know if it's your favorite. But the hack-a-way is a chance for the developers to get together in the same room and do just as it says, hack-a-way. They get a lot of things done collaboratively, it generally happens end of October, beginning of November, this upcoming one will be in October, I don't have the exact date in front of my face right now, it's at the end of October. We're hoping and planning for it to be a face-to-face hack-a-way at Fort Benjamin Harrison, Fort Harrison, in Indianapolis, Indiana. In Lawrence Indiana [sounds like] if you want to be technical about it. Thank you Keith Offenberger, October 25-27. It has a great time to work together on those things. It has been opening up a little bit in that a bit less experienced developers recently, but it definitely has a working session, working time.

Than the other thing that the Evergreen Project does is an annual report to provide information and accountability to the community as far as what has been done in the previous year. This is often spearheaded by Rogan Hamby with a cadre of people who hopefully listen when he says, "I need help." As one of the people that's there, it's like I'll proofread it, but I can't guarantee it's great. I can't guarantee that my proofing is great. The report is always great. That has stories about what's going on in the community, as well as information about major releases and contributors and things like that. It will be available on the last day of the conference, so, tomorrow at the end of the conference, tomorrow.

Keith says developers + food = code. I can't dispute that.

The other thing that I want to say is if you have any questions as we're going on here, please throw them into chat, we will answer those as we see them. And since I have them open, it will be pretty quickly.

So the next thing we want to talk about [indiscernible] the development community is about the development, this is something that I learned from doing, not developing. I have not learned to develop, but how this actually works, it starts just as basically as you think it would with somebody saying I wish Evergreen at this, I wish Evergreen had this. What if it could do this? Why doesn't it, often, do this thing? Then, getting somebody else to say well, that's an interesting idea, and having those conversations. Once they get started, then it does get a little nebulous, because there is not really a codified path for development. It can start right there and begin with the submission of a Launchpad ticket which Terran will talk about in just a second. It can begin with a technical consultation with either a paid development house or somebody you know in the community that knows more than you can talk to you about is this possible? What would it require?

The building of requirements, saying okay, we want this, but what exactly do we want? And when we're talking about computers, that is always pretty nice thing to do, what exactly do you want the computer to do, because they do not read minds, they do exactly what we tell them to do, if we know how to tell them to do it correctly.

Community discussion which can happen in Launchpad, can happen in IRC, can happen in conferences, if you happen to be working in an office with other Evergreen people, it can happen across the table or through Slack or whatever you're using, then, how is it going to be funded? There are several different modes for that, as well. Is something that needs to be funded? Do you have an in-house developer? Is it a big enough project that you need to solicit for partners? Are you participating with something like the ECDI where it pools funds as well as the some project management in there? So, there are a lot of different things that go into the "before" force of the project, for the development for Evergreen.

So, Terran is going to describe a little bit more about what this is, and it does go a little bit into the weeds but this is all stuff that necessarily happens.

>>TERRAN MCCANNA: Yeah, so I just wanted to take a few minutes to give a very, very simplified version of how a bug actually gets fixed, like the workflow, not the code part, but the workflow of how something happens. This process is similar for a new feature, as well.

So we use a tracking system called Launchpad which is a website and I have the link to it on the next slide that you will see in a moment. We use that to track all bug reports and wish list requests. Now, this is an open site. Anybody can create a Launchpad account, you just need an email address and password and you can contribute to the reports or conversations about bugs, testing [sounds like] reports, etc.

What initially happens is one person identifies a bug. Now, instead of just coming immediately and submitting it into Lunch out as a bug, there is some due diligence that person should do. They should check with their colleagues and make sure it's actually a bug and not something that's a "feature" [LAUGHS] and also make sure it's not something that's just a local configuration issue, but it's a software bug and do have community test servers available that have stock Evergreen installed on them with no local customizations. So you can go to those at any time and check to see if the behavior there is the same as what you're seeing on your local system.

Once you're pretty sure that this is really a bug, you can search Launchpad and determine if it's already been reported, and if it has, then you can add heat to make which means you just click on a link that says does this bug affect you? That adds a little heat index to which helps people prioritize which bugs should be looked at first.

Once one person submits a bug, another person will confirm the bug. by doing that it will change the status from New to Confirmed. That person should always be at a different organization from the original person, because that helps make sure that there are multiple eyes from different perspectives looking at the problem.

Once it's confirmed, someone can develop a patch to fix about. So patch is just a little bit of software code -- or a large bit of software code, depending on what the problem is. That person can be at one of the reporting or confirming organizations work that works at another organization, entirely. When they come up with a patch that they think is going to solve the problem, there's a few different steps that they are going to go into which I won't get into here. But they will most likely post the patch and at a pull request tag to that bug.

Then, another person who is not at the developers organization but at a different organization, again to keep multiple eyes on it, will install that patch, test it, if it's something complicated, may be multiple people will test it. Then someone signs off on it saying yes, they've done every bit of testing they can think of that works great. They add a signedoff tag. Image of these tags because even if you're just looking at bugs, you can see how much progress has been on it. Even if it's just a [indiscernible] that means nobody has done any development work on it in general. If it has a signedoff tag that means is someone has protested and signed off on it. After the sign off tag it doesn't necessarily go into Evergreen. A [indiscernible] which is a small group of developers that are very, very intimate with the code. They will review that code and if it passes muster they will commit it -- which is a software tracking term -- to the master code repository which is just the core Evergreen code. You can tell that they have done this because the status will change from confirmed to fix committed. A certain point, Jason will talk a little bit more about the release process... Upon stone is it etched. Once it's committed into Master anyone can run and if it's installed into there, but it will get officially packaged into a release and that happens it will change to the fix release status.

I have a few links here in the slides that you will be able to access later. First I wanted to mention I'm doing a more in-depth session on Launchpad tomorrow at 1 PM Eastern. If you want to learn more about just dipping your toes in there, even if you just want to look and see what bugs are currently out there, and I'll talk about how to do that, tricks on searching, if you want to participate in doing things like adding tags confirming bugs or adding heat to bugs, we will go through all of that tomorrow.

We also have several Bug Squashing weeks and Feedback Fests throughout the year. Right now we are on a schedule of doing two Bug Squashing weeks, two Feedback Fests a year before feedback happens. There is information and a link that is on the slide. The difference there is testing processes happen every day throughout the whole year. But during Bug Squashing week and Feedback Fest we have a set of volunteers that puts up publicly available test servers with the new versions with bug patches noted on them so that everyone can test them without having to set up your own test server and at that particular skill set. So that really opens it up to testing for a lot of people that don't have that kind of technical, specific technical skill set, but that do know the software really well. That gives you a lot opportunity to participate. So I greatly encourage everyone to participate in Bug Squashing we can Feedback Fest.

The other, these are just some links if you are interested in learning more about the technical side, the Evergreen-ils.org that's the main Evergreen page that has everything, if you want all the documentation that's all in there, if you go to the download page that has all the release notes. If you are running 3-6 but you want to see what's now available in 3-7, you can go to the downloads page and read the release notes to learn about the major features. There is also a community test server that's always available that currently has three-seven on it so you can currently play with it at any time. The other sites are just information on the more technical side if you want to go look at the actual code that lives in git-Evergreen-ils.org.

If you want to learn more about using git to learn about using code there are instructions about setting up git to connect to the Evergreen server and the processes, the step-by-step details for how to sign off on a bug and how to submit a bug for testing or a bug patch for testing. I think that's on the slides I have.

>>RUTH FRASUR: I'm going to pop back your real quick for Jason to talk about what, then, the release process is.

>>JASON BOYER: All right, the release process I amusing won't be significantly informed by this slide. But keep in mind this all happens before what I'm going to say?

>>RUTH FRASUR: Do you want me to go to Facebook different slide?

>>JASON BOYER: No, [inaudible -- off microphone]. Some of you might be wondering on vacation how many creatures sacrifice into what [indiscernible] in order to produce a viable Evergreen release. I can generally say, generally the answers are non-and whichever you prefer. Although it's possible sometimes git might cause you to doubt this --- the more common ways Evergreen releases this is the developers gather are there any other IRC, developer email list were quite likely this Friday at the HackFest and ask for volunteers or nominate someone to be the next release manager. Or, as has been the case recently, a member of a release team. Then, the release team will take the normal, twice a year release cycle and try to schedule milestones around that to make sure that as many fixes and improvements make it into this new release as possible.

This is done, usually, participating in the Bug Squashing weeks and Feedback Fests that Terran mentioned, with everyone else. And also working with patch authors to determine what might be needed to get a bug that might be stuck over the finish line and in good enough shape to find the make it into the CodeBase new release. You might notice us discussing a list of old bugs now and then. These are things we still want fixed, but something must've happened. And release team can usually try and help people figure out what's going on with those old bugs and get going. Or [indiscernible] and you can help.

There will be at least one beta release and one release candidate or more if needed. If things are in good enough shape when testing a fresh install in various upgrade scenarios, final [indiscernible] of release will be put together and be released to the world. Point release is like 3.7.1 come out monthly or thereabouts, depending on the changes committed since the last release. But these are much simpler than full release process, usually only bug fixes to consider for point release is. If you've got some big new feature, you've got to wait for the next .0, because we don't want to wait backport some other feature does not simple bug release and confused a bunch of people. And got the opportunity to do training, that's always fun.

That's basically the release process If you're interested and you're a developer, show up to the HackFest and you can help out.

Also -- go ahead, introduce [inaudible -- off microphone].

>>RUTH FRASUR: And now, Jason's going to talk about the next thing.

>>JASON BOYER: Yes. I mentioned IRC and the email list and such earlier. But those are the primary ways to stay connected with the [indiscernible] Evergreen given to. We've got lists for discussing the documentation, acquisitions, cataloging, circulation, and if you are the more technical lists are also available. There's also a great new developers list looking for help getting started with development, like Terran is involved a lot with one. It's a good one to check out. We also welcome everyone to the pound [sounds like] Evergreen IRC channel currently on Freenote, someday likely soon to be on a different network which will be determined in the coming days, which is still probably the most active during the workday and Eastern time. The work --- the second Tuesday of the month at 3 PM, Eastern. You can get more details from this link below. I think Terran is going to tell us about interest groups which you should also be part of if you haven't been already [sounds like].

>>TERRAN MCCANNA: Muted, sorry. So if you want to get more involved, whether it's in development or testing or just if you want to get in touch with were people that are in your area of expertise such as cataloging or acquisitions or reporting or things like that, there is a committee or interest group on just about everything. To get a really good introduction or overview of those, I suggest that you come to the "Ask Not What Evergreen Can Do for You" session, that Is later today at 3 PM Eastern. That will give a brief overview of all of the different interest groups that are currently available in Evergreen. In the different, more information on the different ways you can communicate with each other and I think the, point that I want to make that are not making very well, even if you are working at a small Evergreen library, you are not alone. There are the people in your situation dealing with the same problems out there. These interest groups are a wonderful way to meet those people and learn from each other and support each other. The cataloging interest group, for example, which I emphasize because it's such a good group, even though I'm not a cataloger, [LAUGHS] it, it is a really good balance of both testing features and plans for new features as well as actually working through existing types of problems and strategies. Then, I mentioned the new developers working group earlier which is the one I started, so I'm a big fan of that one. [LAUGHS] But there's other wonderful ones, too. 14 every special topic. I think that's all I had.

>>RUTH FRASUR: I want to do also a shout out for the cataloging working group. That is a great toe into the community for people who may not even interested, necessarily, in development, but there is a lot of workflows and training that happen in the working group and testing of development that's been done, which is a super important part of development, actually getting in there and Feedback Fest and Bug Squashing we can imagine, but the cataloging group doesn't some testing there as well. Then, the new developers workshop is also, I think Terran mentioned, I did not start it and I think it's fantastic to get in there and see people ticket things with a lower level of expertise, which is what I have, I have an even lower level of expertise. So it's a great way, honestly, to see people make mistakes and muddle through and to look at little bite-size bugs now and then and sometimes fix something but sometimes just see that the process of learning requires making mistakes and making mistakes is a noble thing to do together. I definitely encourage both of those groups.

I want to go back will quickly, so, there was a question from Deb about, is there any way or process to request improvements and or new features and not just bugs? It really is exactly the same. There are little bugs that just need some code fixes and stuff like that. If were talking about major things, you're still going to be talking about Launchpad tickets, you're still going to be having discussions in the community. You're still going to possibly be looking for partners and things to say is this important to you or not? So, it is the same process and I definitely encourage, especially people who have not ever been involved in Launchpad, to attend the session on that. It is a really cool thing. I'm going to call out Sarah Child and it was in here, I know she is an Evergreen Indiana librarian, and she has been an active participant in Launchpad for many years and is not at the administrative level in our consortium, is not necessarily, at least at this point, really active like on the community committees, but has done a lot of work testing features and providing feedback for the developers as they work on those bugs through Launchpad. So definitely, check out that session if you have the opportunity to do that.

Then, there also was a question from Erin, so is the Evergreen Release Manager picked at the October Hack-a-Way, and Jason's response being sometimes the Hack-a-Way, sometimes IRC, but there is usually an email that goes out to make sure anyone who might be interested as a chance to do it. One of the things that also happened in the past, going to say two years, that may be longer, is rather than there being one release manager, there have, there has been a release team that has a senior release manager there and then, people who are interested in learning the process and assisting in the coordination for the release. So that's opened up for people with less experience and maybe less confidence to be part of the release process, as well.

Now, are there any other questions? The one it looks like we have a few. Gina gave us the five minute warning. Feel free to put your questions in chat. I just noticed on the poll that we have 40% of the people here are experienced users. [LAUGHS] I don't know what you all are doing in here. [LAUGHS]

>>RUTH FRASUR: I'm concerned about actually taking a poll because I want to pick super user just because it says "super," but I'm not. [MUMBLES] I just can't, I can't do it.

>>JASON BOYER: I hope everyone had a good refresher.

>>RUTH FRASUR: Nice to see you all. You got some good, I'm going to say it --- [indiscernible] is not how we are going to say it in person? Thanks for that, Shula, for coming up with that --

>>TERRAN MCCANNA: We are going to invite Jason to all the sessions to make sure people see him.

>>RUTH FRASUR: There you go. Turns on Jason turns on his WebCam.

I just assume [indiscernible] the densest to the level that some Evergreen issue [indiscernible]. That was at the very beginning.

I can't believe you said that weird. We said XUL, but --

>>GINA MONTI: If there are any other questions you can post them in the chat, or [indiscernible] picking their brains in some of the open sessions constancy.

>>RUTH FRASUR: Yeah, we're all over the place most of the time, except for Jason who is... Nevermind.

>>JASON BOYER: It's the last time I have to speak very much. I just float around and look at all the rooms.

>>RUTH FRASUR: But one of the things that's cool about Hopin is you can send a direct message to everyone I believe he was in the event.

>>JASON BOYER: I believe this is bullying, Ma'am.

>>RUTH FRASUR: Is this bullying? This is a feature, not a bug. Awesome. Well, thank you, everybody.

>>GINA MONTI: Thank you, Jason, Terran and Ruth, for an inter-and refresher to Evergreen. Thank you for everyone who posted in the polls and for attending. This was recording in case you need to watch it again or if you're popping in for the next session for track two, [indiscernible] watch it.

>>RUTH FRASUR: Thank you, Gina.

>>TERRAN MCCANNA: Thank you, Gina.

>>GINA MONTI: See you all later.

>>JASON BOYER: Thanks everyone, goodbye.

[END TRANSCRIPT]