Evergreen Conference

Closing Remarks and Developers' Update

May 27, 2021

>> ANDREA: Thank you for joining us at the Evergreen conference we will have a brief update from our development committee and I will cite a few closing words and then I will free you all to the rest of your lives so just to remind you this session is being recorded and captioned and I just put the caption link into the chat and final thank you to Evergreen community development and Mobius sponsoring captains.

>> JASON BOYER: You might remember me as the food guy at the conference. I've been in Evergreen developer for some time but for some reason some file should be involved in putting this together for you all I asked for some help and with me today is Galen Charlton and Jason Stephenson. Galen?

>> GALEN CHARLTON: Good afternoon folks. I am the implementation and IT manager at Equinox and a developer and committer. What I would like to do first is to run us through some of the numbers of the development accomplishments this year. But I want to first start with an acknowledgment and a general kudos. Last year, of course was hard for many people in the community.

And of course, we have all been working under the shadow of a global pandemic that is affected us all to various degrees. It has changed for many of us where we work, the way we work our ability to get out and socialize and it has led course to the cancellation of two in person conferences.

But then it has also led to a lot of things that have shown the strength of the Evergreen community. The two canceled in person conferences became online conferences that have effectively allowed many more people to go to and Evergreen conference that might not otherwise have been the case. But another thing -- and this honestly came as a surprise to me when I was putting the numbers together.

This has been surprisingly productive year for the Evergreen project. Since our previous -- since the last conference in 2020, when the pandemic was well underway we've actually managed to cut three nature Evergreen releases and a number of maintenance releases.

So Evergreen 3.5, 3.6, and 3.7. And I think I would just want to say that we deserve a collective pat on the back for actually managing this under very difficult circumstances. And an acknowledgment that an achievement like this is going to be bittersweet for a lot of us considering the circumstances.

So thank you for indulging me in this aside. If we look at other ways of numeric measures of contributions, since the 2020 conference we have had over 800 commits in the main branch. 35 people who have authored patches, 59 who have tested and signed off on patches. And a total of 20 OpenSRF Evergreen releases.

One of the things that I would like to call out is some of this was at the mercy of our tools and we don't have determined a sleazy way to get these sorts of statistics from our tracking system. What is easily in excess of 100 people in the past year that have contributed by submitting bugs and commenting on them. This is something that the Evergreen developers absolutely rely on progress with the code.

We did two bugs quashing weeks, community efforts to smash the mean bugs in the face and squash them. I want to give a shout out to Terran McCanna of the Georgia public library service who has been our fearless coordinator of bugs quashing week as well as feedback fast. So here are the numbers from the two feedback fast, we collectively did as a community. And I cannot make grand pronouncements about this being unique, but I think it is safe to say that Evergreen project is at least special in the way that we bring together coders and people who are not coders in these collective efforts.

And I think one of the things I always do with these presentations is they are often titled Evergreen developer update. I make sure that slides are titled the Evergreen development update because Evergreen development is not the property, we are not the sole property of Evergreen developers.

Here is a slide of the names we know that have participated in bug squashing weekend feedback fast. Apologies to anybody who was missed period

I want to acknowledge the people for the three release teams. Noting that in 3.6 and 3.7, we've been experimenting and I think reasonably successfully, with larger release teams.

So, I want to give a call out to three people who have done to my knowledge and again I apologize for own missions -- who are new code and documentation patch authors. Chris Burton, Lisa Carlucci, and Owen Leonard.

Since this is small list, want to give a shout out to Lisa Carlucci, who is Equinox's Executive Director and who has provided some documentation work but also to Owen Leonard who was able to successfully borrow from the coding community for a bit to work on the Bootstrap OCLC skin.

so the highlights of the three releases. We have the Mark editor and it has been imported to Angular. 3.5 learned how to age and anonymize billing. By the way big shout out to the Evergreen libraries who have gone or considered flying free this last year which is nothing to do with Evergreen development but is something that I wanted to call out.

Another aspects of Evergreen 2.5 was postgres 10 support. The bootstrap OPAC many changes to anchor staff interface, acquisitions authorities, booking, the Angular catalog is now default. And I would like to give shout out to Jane Sandberg for spearheading the new course materials module for Evergreen. Other interfaces include hopeless holes, improved OPAC email and print and a nod to the pandemic --the Curbside Pickup interface which potentially may have a long life even after the pandemic is fully done with --some may always choose to continue to offer.

Four Evergreen 3.7, have shibboleth Single On integration. Hold groups. More work on the bootstrap OPAC skin. Single word search suggestions. Misspelling research term is no longer an excuse to find your material.

The ability to sort holdings by geographic proximity. Library groups and the Read More Accordion.

The future is of course yet to be determined but we know the march of Angular will continue in include in the Acquisitions interface including the item interface. As well as tying up the loose ends with the bootstrap OPAC, to make sure we have key features.

With that I will turn it over to Jason to talk about some of the internals that we have.

>> JASON STEPHENSON: All right, so I am here to speak about one thing and I am not here to tell you what we gave you but what we took away. Some of you may be surprised to learn that Evergreen had the ability to be programmed with Java and Python on the back end. It has not been kept up to date so as of Evergreen 3.7 it is gone.

The reasons for removing it were that the code was obsolete in a number of ways and has not been maintained or kept up with the features of Python or Java. Over the years, it was not updated, the OpenSRF side got few updates over the years. The Evergreen's coat had not been touched since 2012. And the code did not really work. The Java code has not been able to install for a number of years probably going back to 2014 or so. It stopped being able to be installed without a lot of tweaking. Python code would install but hit or miss if it would work. Ubuntu it did not work but it started working again Ubuntu 18. Whatever Linux version you are using on your service it would either work or not, and the code was option, there's nothing that OpenSRF required. No projects outside of Evergreen that used it.

Hemlock is Java but doesn't use Evergreen's Java. We told the community and a few emails and no one indicated that they made use of any one of these and finally no one stepped up to take over either project and update it and maintain it going forward so we decided to remove them in 3.7.

The code is still, it has been removed also from OpenSRF and we recommend you do not even try to use it. It has been removed from the main branch and will likely be totally gone in the next lease. Likely to be called 3.3. And I will pass it over to Jason Boyer now.

>> JASON BOYER: All right. Thank you, guys. So the other thing that we've been doing a lot of here lately is code cleanup. If you are using Evergreen as a client, not a client, as a library staff member or patron in the client, that is to say, you might not notice some of the very copious logs that are building upon the server as you do that.

One of the projects I went through last year was to go through all of the stuff that is just complaining for the most part enjoy defects as much as is possible. things we could silence without having problems. That recently made it in so 3.8 system administrators should have a little bit less going on with their disc space which would be nice.

And we are looking to do more of that in general, not just logs but anytime there is a complaint, the browser should not be full of warnings and errors. So anything that you see like that, feel free to bug it, it may not cause you an actual problem but trust me, some of us would like it to go away anyway.

Also, with the update and dependencies and moving the staff client from Angular JS to Angular 10, it might sound like a lot of work because now we have both -- all of these things dojo, Angular JS and Angular in the same staff client. Removing the Angular JS to Angular 10 were avoiding having a second dojo since Angular JS is a project that has been and of life so moving things to the new Angular will help and make the client easier to add onto and work with because it's a better error framework than we were you're using Angular JS and still supported, which is kind of nice.[Laughter].

Something we would like to stay in the good graces of, so to speak.

Hopefully all of these things going forward will keep Evergreen running smoothly and without any real concerns about things disappearing out from under us in the future. So that is where we are at with our development update. And I think that I will hand it over to Andrea, who has some closing remarks for everyone.

>> ANDREA BUNTZ-NEIMAN: Awesome. Thank you so much, Galen and Jason and Jason -- it is awesome to hear how much the community has accomplished and what has been a very different year of change. You can leave your screen share because I don't have slides but I have a sticky note, I've done plenty of slides this week.

Just a couple things before we go. The first is the annual report so I am dropping this link in the chat now. The annual reports page, the last day of the conference, the annual report has dropped and you can see that -- there is an online and a printable version. And did a little different format this year, bigger text, bigger pages, tried to do more graphic so thank you very much to Rogan Hamby and the outreach committee to putting together this beautiful visual display of all we've accomplished in the last year. So feel free to read that and share it and tell the world about all the great things we've done, there's a lot of cool information there.

Second of all if you are not exhausted of Evergreen stuff, if you want to put together all the things you have learned this week there are developer and documentation hack fasts held all day tomorrow. I don't think there's an official time but the rooms themselves will be open 8 AM-8 PM Eastern time, expecting core business hours people will be in and out but feel free to come by to either or both of those. It is a separate registration for Hack Fest if you have not adjusted for that I don't have that link handy. And that is free and if you want to hang out for the day, that is just out wait to hang out informally with everybody.

A few other closing items there will be survey sent out at some point fairly short after the conference asking for all of your feedback and we ask this every year and we compile the results and inform future conferences and pass to the Evergreen board we appreciate your feedback.

The recordings will be posted for the sessions, they will be posted to YouTube along with the transcripts within the next couple of weeks, so those will be up there more or less in perpetuity, so you have the Sophie's choice of I can't decide what session to attend, you know you can catch the other session you wanted to see.

Slides have been posted, the ones we have been posted on the program schedule page and also will be posted with the YouTube videos and if you are a presenter and have not sent us your slides please email those to the conference list.

And just thank you, thank you all for helping make this a success but I know we had a little bit of some technical hiccups but we are collectively as a community doing really good with the --so thank you to the speakers and moderators into our captioning team that has been giving us live captions which are always appreciated but especially when some attendees are having audio issues. And thank you of course to our exhibitors and our sponsors for making this the successful event and thank you to the conference committee for building this plane while we were flying it.

You all have earned a well-deserved long weekend ahead.

And that is it. That is all I got. I don't have any other parting words but so hopefully the next we see each other, hopefully we will see each other face-to-face. So thank you, all, have a great evening. And thank you for everything you do for the Evergreen community.