what's new in the LIFERAY community
what being open source means?
OPEN YOUR CODE
The coming push for open source everything

When we can no longer trust proprietary hardware or software, open source becomes the only option

Frankly, I can’t say I was surprised when I read that RIM’s BlackBerry 10 transmits user email account credentials to RIM servers, which then log into the account. Obviously someone at RIM thought this would be a good idea, but anyone who does anything that requires keeping email private -- say, an executive discussing sensitive negotiation strategies with colleagues, or a doctor or other health care worker, or, well, just about everyone -- should be appalled that RIM covertly collects their username and password, then logs into the account.
by Robert David Steele • Author, Howard Bloom (Foreword)

42 customer reviews

What the world lacks right now—especially the United States, where every form of organization from government to banks to labor unions has betrayed the public trust—is integrity. Also lacking is public intelligence in the sense of decision-support: knowing what one needs to know in order to make honest decisions for the good of all, rather than corrupt decisions for the good of the few.

* Read more
Apple just open sourced every iOS and macOS kernel to date. What the hell.

opensource.apple.com

12:16 AM - 30 Sep 2017

3,955 Retweets  4,828 Likes
GitHub IS YOUR RESUME
MY GITHUB RÉSUMÉ

As a software startup owner I really enjoy when people send us their résumés and they include their github account so we can see tangible work they have done.

After a tweet by John Resig I imagined that it may be nice for people to be able to generate their GitHub résumés.

Enter your GitHub username and click on generate

See some popular users

Chris Wanstrath  Max Howell

Notes, Information and Future features

This is the first version. I am planning on adding things as such as your most committed forks, most committed repositories and make the "My Popular Repositories" be built from your complete list of repositories. Feel free to fork the page if you want to help :)
When it comes to hiring, I'll take a Github commit log over a resume any day.
and what happens?
1. Create a new repo

Create a new repository
A repository contains all the files for your project, including the revision history.

Owner

Repository name

zenorocha

\\

Great repository names are short and memorable. Need inspiration? How about bug-free-adventure.

Description (optional)

Public
Anyone can see this repository. You choose who can commit.
2. Work like there's no tomorrow
Expectation

Everybody loves it
Reality

Nobody cares
open source is not only github
open source is not only about code
open source
is a life style
Use trunk, branches, tag dir structure to follow best practices

```
git-svn-id: svn://svn.liferay.com/repos/public/portal/trunk@86 85bdf26c-840f-8418-9ced-eb539d925f36
```

@brianchandotcom committed on Apr 2, 2006

0 parents  commit 75eecd3449557fd9b02984f72f705b34a789c6ee9

Showing 0 changed files with 0 additions and 0 deletions.

0 comments on commit 75eecd34
804,292 commits across 464 repos
5,467,740 downloads

Source: https://goo.gl/hha6uw
liferay is open source not because it’s trending
it’s because we believe in it
NEW COMMUNITY SITE
Explore the Liferay community universe

Open Source. For Life.
Our Projects

IDE
A development environment based on Eclipse for building modules on the Liferay Platform

Marketplace
The hub for sharing, selling and downloading Liferay Portal apps

Mobile SDK
A versatile framework for building native mobile apps

Portal
A powerful platform for building enterprise websites and apps
What is IDE?

Liferay IDE is the official set of Eclipse plug-ins supporting development for the Liferay Portal application platform.

Who is passionate about it?

- Gregory Amerson
- Yanan Yuan
- Terry Jia

What can you do?

- Learn how to use it
- Install it now
- Report an issue
- Discuss it on forums
- Chat with other users
- Contribute
community.liferay.com
STANDARDIZED
PROJECT SITES
Data Guide

Configuring Data

The `api.json` and `api-*json` files allow us to configure the accessible paths for each data service.

Understanding configuration files

By default WeDeploy Data service is going to use all the JSON files starting with `api-*`, and also the file `api.json`.

These files are used to help you manage features such as path validation, authentication, and params validation.

The api JSON files are located at the same path of the `./container.json` and are used following the ordering filesystem.
The **State** class provides a way of defining state properties for the classes that extend it, as well as watching these properties for value changes.

The **Component** class already extends from **State** by default, besides automatically re-rendering when there is a change.

If your class doesn’t need to render anything it’s best to extend from **State** directly though. That way you’ll have access to its features without also inheriting logic you won’t need.
Use Guide

The section below assumes that you are using the default UI, which is built using React. The AlloyEditor core is fully separated from the UI and creating another one based on any other framework is very easy.

Download AlloyEditor

Option 1) Download AlloyEditor from here, then unzip it.

Option 2) Install AlloyEditor via Bower (bower install alloyeditor)

Option 2) Install AlloyEditor via NPM (npm install alloyeditor)
Electric

Create beautiful documentation for your projects

Get Started
MORE DOCUMENTATION
Problems encountered in open source

- Confusing documentation
- Unresponsiveness
- Dismissive responses
- Conflict
- Unexplained rejection
- Unwelcoming language or content

Source: opensourcesurvey.org/2017
Vulcan Architect

Vulcan Architect is part of the Vulcan project, which aims to promote the creation of APIs designed to evolve over time. The project also provides a set of guidelines for API providers and consumers that can be implemented in any technology, and Vulcan Consumer, a library to facilitate the creation of consumers of any hypermedia API.

Vulcan Architect is a server-side library that facilitates the creation of Vulcan REST APIs. It's also opinionated to reduce the amount of code API developers have to write. This is also achieved by out-of-the-box implementations of well known patterns in REST APIs, such as the Collection Pattern.

Two key techniques make this possible:

- **Hypermedia**: The same links and forms that we all use every day in a browser can also be applied to APIs to get the same great decoupling and flexibility.

- **Shared Vocabularies**: Instead of returning JSON/XML with attributes tied to the names of the internal models, use standard vocabularies that are well thought out by standardization bodies (such as schema.org or IANA). Even if you have to create your own type because a standard doesn't exist, define it explicitly to be decoupled from any changes that you can make to the internal model.

With Vulcan Architect, you can create APIs that follow all the REST principles and the Vulcan Guidelines without much effort.

**Why should I use it?**

Why not use a tool called Vulcan Architect...
Class LiferayFileUpload

Object
- org.apache.commons.fileupload.FileUploadBase
  org.apache.commons.fileupload.FileUpload
  org.apache.commons.fileupload.servlet.ServletFileUpload
  com.liferay.portal.upload.LiferayFileUpload

Deprecated.
As of 7.0.0, with no direct replacement

@Deprecated
public class LiferayFileUpload
extends org.apache.commons.fileupload.servlet.ServletFileUpload

Author:
Brian Myunghun Kim, Brian Wing Shun Chan

Nested Class Summary

Nested classes/interfaces inherited from class org.apache.commons.fileupload.FileUploadBase
- org.apache.commons.fileupload.FileUploadBase.FileSizeLimitExceededException,
  org.apache.commons.fileupload.FileUploadBase.FileUploadIOException,
  org.apache.commons.fileupload.FileUploadBase.InvalidContentTypeException,
  org.apache.commons.fileupload.FileUploadBase.SizeException,
  org.apache.commons.fileupload.FileUploadBase.SizeLimitExceededException,
  org.apache.commons.fileupload.FileUploadBase.UnknownSizeException

Field Summary

Fields

Modifier and Type | Field and Description
--- | ---
static String | FILE_NAME
STARTING MODULE DEVELOPMENT

Developing modules for Liferay Portal requires:

- **Creating a folder structure**: A good folder structure facilitates evolving and maintaining code, especially in collaboration. Popular tools use pre-defined folder structures familiar to developers.

- **Writing code and configuration files**: A manifest, Java classes, and resources. Modules stubbed out with them let developers focus on implementing logic.

- **Compilation**: Acquiring dependencies and building the module. Common build tools that manage dependencies include Gradle, Maven, and Ant/Ivy.

- **Deployment**: Interacting with the runtime environment to install, monitor, and modify modules.

There are several good build tools for developing modules on Liferay Portal. This tutorial demonstrates starting a new module using Liferay Workspace. It’s Liferay’s opinionated build environment based on Gradle and BrdTools that simplifies module development and automates much of it.

**Note**: Liferay supports developers using their build tool of choice. In addition to providing Liferay Workspace for those who don’t already have a preferred build environment, Liferay provides good support for Maven and Gradle. The following tutorials and samples demonstrate developing in these environments.

- Maven tutorials and samples
- Gradle in Liferay IDE and samples

**Note**: Themes and Layout Templates are not built as modules. To learn how to create them, see...
README
API REFERENCE
DEVELOPER GUIDES
LEARNING PATHS
VIDEO TUTORIALS
FROM LIFERAY PORTAL 6 TO 7

Becoming familiar with a platform as large and fully featured as Liferay is a big task. You learn the ins and outs of what it can do, the tips and best practices of the experts, and you work your way through the APIs. As you do this, you become more and more familiar with how things work, become more proficient with the platform as you multiply successes on it, and start to think in terms of how you’d solve problems most effectively using the tools the platform gives you. Eventually, if you use it long enough, it can seem like an old friend that’s ready to stand by you and help you succeed in your projects.

Liferay Portal CE 7.0 was designed as an enhancement that builds off of what you already know. Its Code Upgrade Tool and this tutorial series—or Learning Path—help get your existing plugins running on Liferay Portal CE 7.0 right away. The tool automates much of the process. After you upgrade your plugins, you can build and deploy them as you always have.

This Learning Path describes the benefits of Liferay Portal CE 7.0 for developers compared to previous versions, the architectural improvements, the benefits that modularity brings, and how to develop modules and how they differ from traditional plugins. You’ll see all the options for leveraging new developer features, learn the pros and cons of each, and examine steps for optimizing your existing plugins for Liferay Portal CE 7.0.

WHAT HASN’T CHANGED AND WHAT HAS

Liferay Portal CE 7.0 is a new major version of the Liferay platform and as such it includes many improvements over previous versions. Having said that, most of the characteristics from Liferay...

BENEFITS OF LIFERAY PORTAL CE 7.0 FOR LIFERAY PORTAL 6 DEVELOPERS

More than in any other Liferay release, Liferay Portal CE 7.0 centers on you, the developer. Liferay's platform has been rebuilt, making it easier to build on and maintain, and providing more new...
"Documentation is highly valued, frequently overlooked, and a means for establishing inclusive and accessible communities."

- Open Source Survey 2017
STAY UP TO DATE
By Bryan Cheung | October 4, 2017

**New Clustering Code for Liferay Portal Community**
I am writing to let you know that we are introducing a new clustering solution for Liferay Portal 7.

By Milen Dyankov | September 28, 2017

**Liferay Community Site Update**
When we launched community.liferay.com we made it clear it is a "new beginning with huge potential to grow quickly". Today I’m pleased to announce four new features that we hope will make this site more useful and interactive!
NEW COMMUNICATION CHANNEL
# Forums

[Home](#)  
[Recent Posts](#)  
[Statistics](#)

<table>
<thead>
<tr>
<th>Category</th>
<th>Categories</th>
<th>Threads</th>
<th>Posts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alloy UI</td>
<td>1</td>
<td>1350</td>
<td>4414</td>
</tr>
<tr>
<td>Hang out with the community of users and developers surrounding AlloyUI. Post your questions or your stories here!</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Liferay Portal</td>
<td>224</td>
<td>91758</td>
<td>343743</td>
</tr>
<tr>
<td>Multi-lingual discussions related to Liferay Portal. Feature discussions, development details, and Liferay's Community forum can be found here.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Liferay Audience Targeting</td>
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<td>56</td>
<td>274</td>
</tr>
<tr>
<td>Discussions regarding Liferay's Audience Targeting - segmenting users, targeting content to different user segments, creating campaigns, tracking user actions and generating reports. Also included are setup issues and troubleshooting.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Liferay Connected Services</td>
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<td>46</td>
<td>162</td>
</tr>
<tr>
<td>Discussions related to Liferay Connected Services;</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Eduardo García 8:19 PM
The videos with the presentations of Liferay Devcon 2017 are available here:
https://m.youtube.com/playlist?list=PLKb_gn-WO_Kr2J9kcDvDDlcciKoDXfOAq

Teresa Kelley 9:45 PM
joined #general along with 18 others.

Juan G. 6:56 PM
For those interested, there is a new version of Quota control portlet in Marketplace that supports Liferay 7 GA4:
https://web.liferay.com/marketplace/-/mp/application/64917410 . Thanks to this it's possible to establish Document & Media quotas and keep used space under control.

- web.liferay.com

Quota control - Liferay.com
Upload and share, or download additional apps for Liferay Portal.

8
8
the chat is not a replacement of the forums
Join Liferay Community on Slack.

58 users online now of 556 registered.

you@yourdomain.com

GET MY INVITE

or sign in.
community-chat.liferay.com
• Who are our top committers?
• Who participates in our chat the most?
• What user groups are the most active?
• How much time it takes to merge a pull request?
• Who are newly attracted developers to the project?
Contributor of the Year - Individuals

Juan Gonzalez  Andrew Jardine  Christoph Rabel
community-dashboard.liferay.com
LIFERAY PORTAL COMMUNITY EDITION
Return of Ext Plugins

New Liferay Plugin Project

Liferay Plugin Project
Create a new project configured as a Liferay plugin

Project name: example
Display name: Example
Build type: Ant (liferay-plugins-sdk)
Plugin type: Ext

Add project to working set
Working set: 

Finish | Cancel
< Back | Next >
Clustering is back!

Unbreakable Liferay

<table>
<thead>
<tr>
<th>Virtual Hosting</th>
<th>mysite.com</th>
<th>myplace.com</th>
<th>multiple domains</th>
</tr>
</thead>
</table>

Load Balancers

<table>
<thead>
<tr>
<th>App Servers</th>
<th>Liferay server 1</th>
<th>Liferay server 2</th>
<th>App Server Cluster</th>
</tr>
</thead>
</table>

Databases

<table>
<thead>
<tr>
<th>Databases</th>
<th>Database 1</th>
<th>Database 2</th>
<th>Database Cluster</th>
</tr>
</thead>
</table>
RELEASE CYCLE
Portal CE 7 GA5

What’s New

• **Blacklisting OSGI Modules** - New in GA5 is the ability to blacklist modules from starting. For more info see the official documentation.

• **Clustering Returns** - We recently announced the return of clustering to Liferay Portal CE. Liferay Portal 7 CE GA5 is the first version that the clustering modules is known to work with. The new blacklist feature mentioned above will need to be employed to disable the old clustering modules since they reside inside of .lpkg files in the official bundle.

• **Modern Front-end Workflow** - Liferay Portal 7 CE GA5 has major enhancements around how you work with modern JavaScript front-ends. The new liferay-npm-bundler works similar to Browserify and Webpack but targets Liferay Portal. For more information see the official announcement here.

• **Bug Fixes** - Liferay 7 Portal CE GA5 contains over 500 fixes. A complete list can be found here.
quarterly releases
BUG REPORTING
Community metrics

Created vs.Resolved Chart: 7.0 Bugs reported by our community

Issues in the last 365 days (grouped monthly) View in Issue Navigator
- Created issues (224)
- Resolved issues (147)

Resolution Time: 7.0 Bugs reported by our community

Two Dimensional Filter Statistics: Open bugs by community members (last week)

<table>
<thead>
<tr>
<th>Components</th>
<th>OPEN</th>
<th>RESOLVED</th>
<th>CLOSED</th>
<th>IN REVIEW</th>
<th>VERIFIED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calendar</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Contacts Center</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>Frontend Infrastructure</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Security Vulnerability</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Themes Infrastructure</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Translations &gt; Chinese (zh_CN)</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>User Management &gt; Password Policies</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
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<tr>
<td>WCM &gt; Web Content Administration</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Total Unique Issues: 1 1 3 1 4 10

Grouped by: Status
Showing 8 of 8 statistics.

Issue Statistics: 7.0 Bugs reported by our community (Status)

<table>
<thead>
<tr>
<th>Status</th>
<th>Count</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>OPEN</td>
<td>59</td>
<td>8%</td>
</tr>
<tr>
<td>REOPENED</td>
<td>6</td>
<td>1%</td>
</tr>
</tbody>
</table>
CODE

CONTRIBUTIONS
How to Contribute

Liferay Portal is developed by its community consisting of users, enthusiasts, employees, customers, partners, and others. We strongly encourage you to contribute to Liferay's open source projects by implementing new features, enhancing existing features, and fixing bugs. We also welcome your participation in our forums, chat, writing documentation, and translating existing documentation.

Liferay Portal is known for its innovative top quality features. To maintain this reputation, all code changes are reviewed by a core set of project maintainers. We encourage you to join our Slack Chat and introduce yourself to the core maintainer(s) and engage them as you contribute to the areas they maintain.

To get a deeper understanding of Liferay Portal in general, make sure to read Liferay's official documentation on the Liferay Developer Network. This documentation contains extensive explanations, examples, and reference material.
SPECIAL PROGRAMS
This expedition will take you on a journey from the latest dev Milestones to the final release of Liferay 7 and possibly beyond. You'll experience firsthand the awesomeness going into Liferay and see why everyone is so pumped up for this major release. If you're not already signed up, go ahead and fill out the signup form to get started! If you're ready to start exploring, read the latest announcements below and then start with the latest dev releases listed on the right. If you get lost, be sure to visit our Feedback Forums.

ANNOUNCEMENTS

Liferay 7 Community Expedition Begins!

Jamie Sammons
About 3 day(s) ago

Liferay has just released its forth milestone for Liferay 7 and there are pretty significant changes coming down the pipeline. There are huge initiatives under way to many parts of Liferay Portal and we need the help of the community once again to help us test those changes. Please see the official Milestone 4 announcement for some details on what's new in Milestone 4!

To get started with testing, see the Milestone Testing Instructions page. This page has all the detailed information on what to test with each Milestone as well as links to each area of interest.

Download Milestone 4 now!
Liferay Community Verifier

A team dedicated to improving the quality and effectiveness of Liferay's Software Engineering Practices

The Goal

As you look back on the Liferay Community, you can see many innovative contributions and outstanding achievements by our wider community of enthusiasts, users, customers, partners, and employees. You can also see a large ball of abused and ignored bug reports, connected to us by a big chain, limiting the utility of the reporting system and efficiency of software development on the project!

The goal of this program is to address issues (not fix them per-se, just triage them) in our issue database, especially those issues filed against past releases that may still be valid, but have been ignored for some time. We will make sure the bug still exists in recent releases, and if they do, promote them to the latest release and assign to the appropriate staff to resolve, otherwise we will close them out as fixed or not reproducible.

Of course, new issues are still coming in, however if you look at the community's recent performance, we have chopped that mountain roughly in half (from 1700 "unverified" in 2010 to 867 in 2011), which is great progress, but we've more to go. With the community's help, we can easily get that down to 0 unverified/unattended bugs.
USER
GROUPS
2.0
1 find other people
Liferay Japan User Group

Tokyo (3 Members)

日本ライフレイユーザーグループでは、ライフレイに関する情報共有、ハンズオンによる勉強会などを企画しています。日本ライフレイユーザー会から世界で使われるツールや製品を開発できたから、と企んでいます。現在までに開発されたツール

Liferay Spain User Group

Madrid (53 Members)

Este grupo es el lugar de encuentro de usuarios, desarrolladores, administradores de sistemas y entusiastas en general de productos y proyectos de Liferay en España.

Liferay Benelux Meetup

Leiden (18 Members)

Looking into organizing a meetup with Liferay as the main topic? We can probably help you with space, pizza and/or drinks.
2 join the group
Este grupo es el lugar de encuentro de usuarios, desarrolladores, administradores de sistemas y entusiastas en general de productos y proyectos de Liferay en España.

We're 53 Members

Welcome!

Encuentro con la comunidad
Teatro Goya Madrid
C/ Sepúlveda 3 y 5 28011, Madrid (map)

Coincidiendo con el Liferay Symposium de España 2017 celebraremos un encuentro con la comunidad. Además de ingenieros de Liferay, contaremos con la presencia de Zeno...

Learn more
Hosted by: Javier Gamarra (Co-Organizer)
3 participate
Santiago Pérez de la Cámara 9:27 AM
Buenos días a todos. Fantástica iniciativa! 🙌

Ruben Pulido 10:17 AM
joined #lug-spain along with 3 others.

Alfredo del Castillo 7:10 PM
Grande @Eduardo García, hay ganas de veros!! 😊

Eduardo García 7:10 PM
Te esperamos @larteas, o si no colleja 😊

Alfredo del Castillo 7:11 PM
allí estaré, ya os mande buena representacion a la devcon que conste

Daniel Martínez Cisneros 7:13 PM
joined #lug-spain by invitation from Alfredo del Castillo.

Eduardo García 7:15 PM
Sí, hasta nos hicimos fotos! No nos dio tiempo a tomarnos algo pero para eso tenemos el meetup! 😊

Message #lug-spain
"Personal contact - the richest experience, not matched by any media or technology."

- Small Acts Manifesto
meetup.com/liferay-spain-user-group
"If you want to go fast, go alone. If you want to go far, go together."

- African Proverb
Gracias muchas