DRUPALCON LONDON

dog: A New Era for Drupal Sitebuilding

http://drupal.org/project/dog

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Party.
Bus.
After this.
Do it.

At 4PM, buses will start leaving from the main entrance of Fairfield Hall for the official DrupalCon party.

You are attending a vaporware session.

 * Apology - life intervened
 * Reason - this is complicated. needs solid core.

BOF:
 * 11AM tomorrow, room 331 part 1
 * Just curious are welcome
 * NOT just a repeat
 * I'd love contributors. Specific chunks available
 * assume unless i say otherwise that i'm talking about a spec for behavior, not current behavior

dog: “Drupal on Git”

Lots of goals, and will be able to be used to do a bunch of different things. Details later, but I want to quickly give a sense of scope.

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All of these things are true about dog. But at the end of the day, it’s really about *simplifiying* interaction with your Drupal system as a whole. So instead of having to say, “did I grab the latest db snapshot? Latest files? Cleared caches?” you just give a simple dog command, and it ensures you’re in the right spot. From which comes the moniker I have on the project page – dog is about making Drupal behave simply and well. So you’ll have the desire to say...

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one note on capitalization, before we get started

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Sit Drupal, sit. Good dog.

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This is a DOG...

one last quick note on capitalization. i have a weird obsession with lowercase in general, but you'll notice that i'm extra-adamant about not capitalizing dog at all, despite it clearly being an acronym.

Now keep in mind that I'm an animal lover in general and a dog lover in particular. Well-trained military dogs aren't necessarily feral or cruel by nature - they have a job they've been trained to do, but they're just as loyal and capable of love as any other dog.

But given the choice for the kinda work we need done here, I’m gonna take the nerdy little hipster pooch over giant jock attack dog every time. And since that’s what the different spellings conjure up for me...

And yes, it is the offiical policy of the project to encourage dog puns. The groanier the better. This may be the only non-joke project on drupal.org that will accept patches based purely on pun quality.

Site management woes

So you’re supposed to start a presentation like this with a statement of the problem you’re solving. Yeah, I tried, but I’m bad at that. I never know the right order to present stuff in. So here’s my attempt. But when I’m done, I’m just gonna tell a story.
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 * Patching without history sucks. It’s like flying blind.
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Story time! This is how *I* came around to the idea of dog.

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- *Drush (Make) helps with **some** of this*

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Mr. Module, can we be friends?

On first consideration of a module for use on a site, I:

 * read project page
 * read README, etc.
 * i may also install it on a dev site and quickly poke through the UI, but at some point i will ALWAYS...

<transition>

 * open it up and look through the code
 * special time with the module. strong chance i will NEVER look at it so closely again

Mr. Module, can we be friends?

```
<?php

/**
 * @file might_be_good.module
 *
 * I'm tantalizing. My project description looks
 * spot-on for what you need. But can you REALLY
 * trust me? Only my code will speak the
 * unvarnished truth...
 */
```

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```
/**
 * Implements hook_node_load().
 *
 */
function might_be_good_node_load(&$nodes, $types) {
```

 * Notice function signature is not quite right
 * Not a critical bug, though maybe a little worrisome

 * Even more minor, we have a typo in docs

These aren’t show-stopper problems, but I might like to do the module maintainer a solid and throw some quick fixes into the queue.

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/**
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 *
 */
function might_be_good_foo() {
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“Quick Fix” from a tarball

(narrate through each step)

The process borders on being arduous. At minimum it is *certainly* disruptive enough that I won’t do it unless I’m looking for an excuse to procrastinate.

“Quick Fix” from a tarball

- Get rid of the code I already have and replace it with -dev

(narrate through each step)

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“Quick Fix” from a tarball

- Get rid of the code I already have and replace it with -dev
- Check and make sure the problem(s) are still there

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“Quick Fix” from a tarball

- Get rid of the code I already have and replace it with -dev
- Check and make sure the problem(s) are still there
- Create a patch file with my fixes
- Post a new issue with the patch
- Keep the patchfile locally version controlled so that it can be re-run after future upstream updates blow it away

(narrate through each step)

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Quick fix from a Git repo

This is a cakewalk, at least for me. But that's part of what's great here: you're using the same skillset and techniques to work on your local site as you do to contribute to Drupal. In fact, what we've really done here is yank the bottom out from under the "barrier to contributions". I really don't think it's possible to overstate the importance of this for continuing to broaden participation in our community.

So with this cool workflow benefit in mind, the next natural question was – can we scale this up? what does it look like?

Quick fix from a Git repo

- Check against -dev: `git checkout origin/7.x-1.x` and look for the bug

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- When upstream updates come in the future, Git's *real* merge mechanics do the job better than re-running **`patch`** ever could

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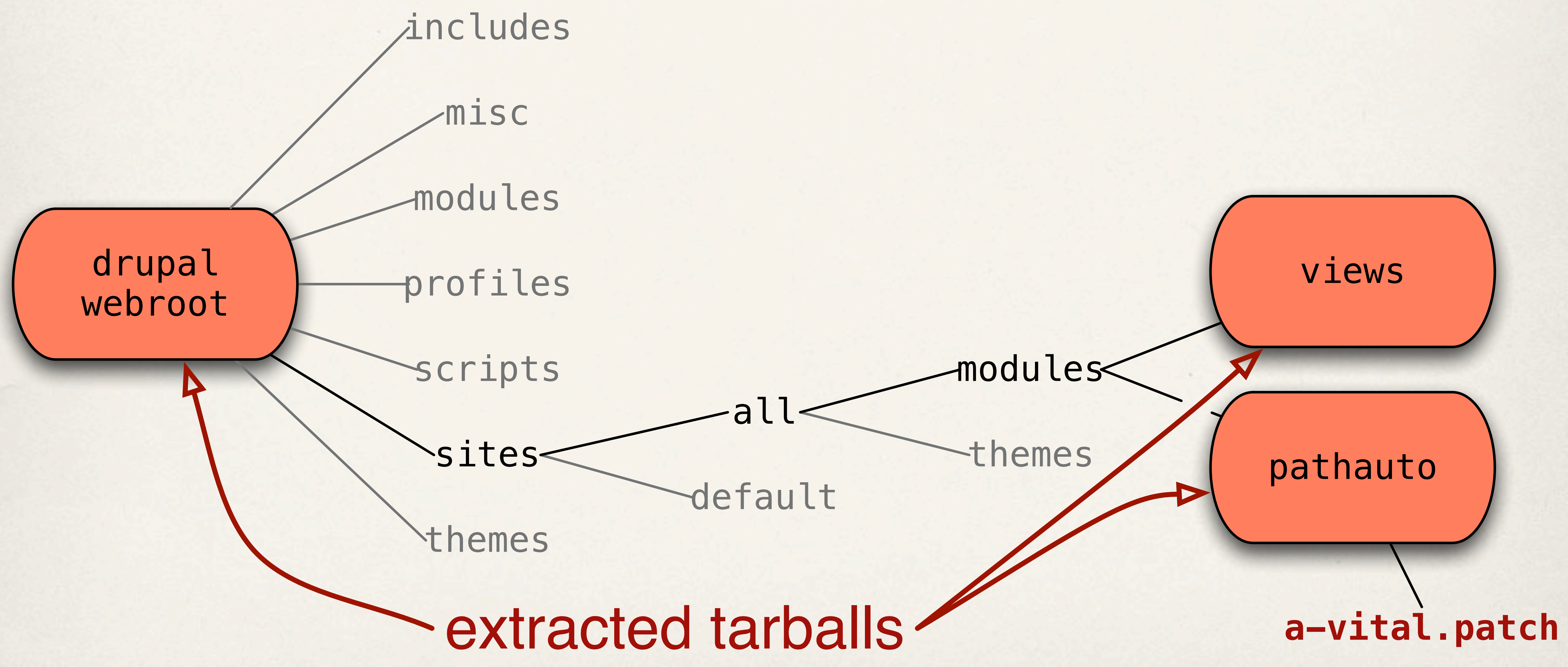
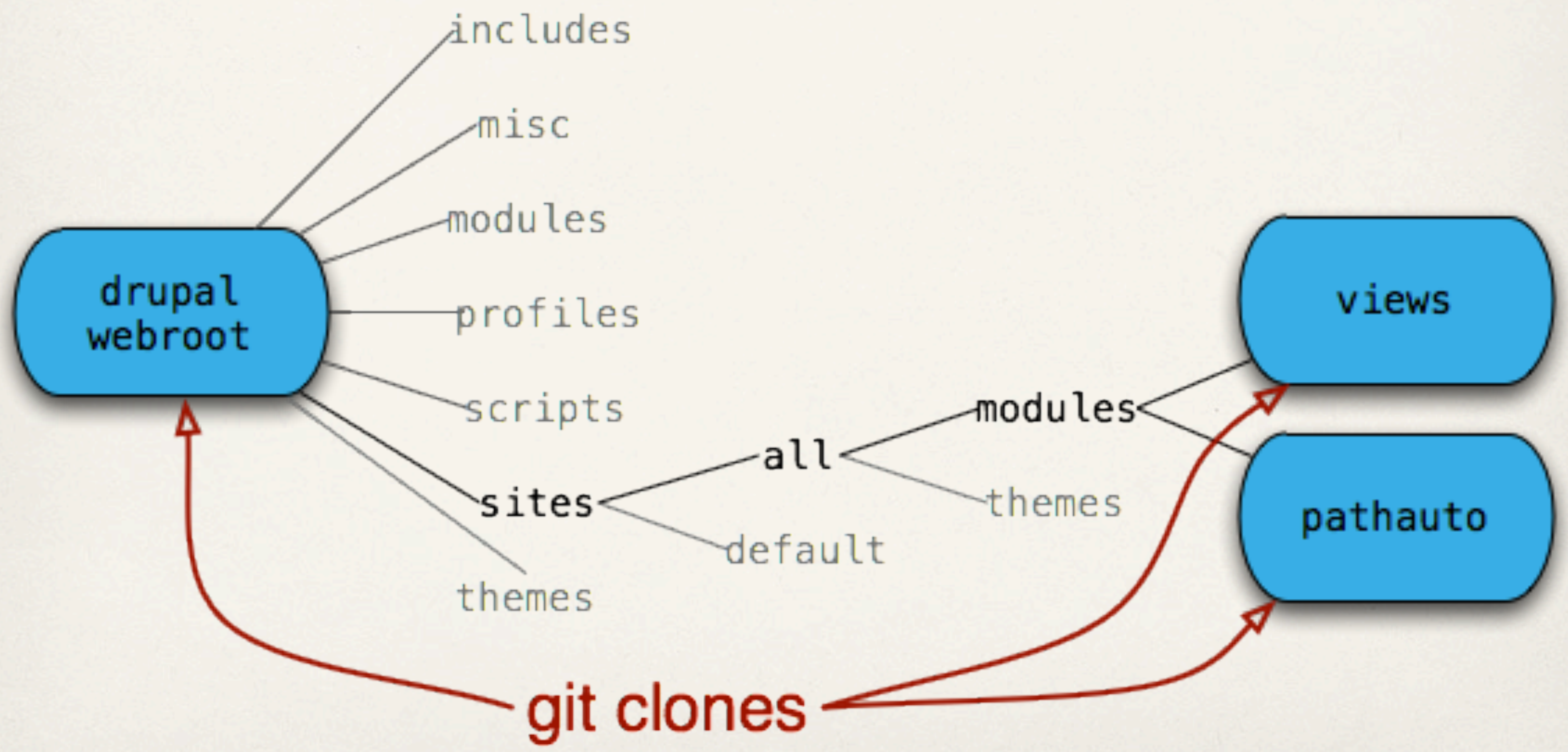
Let’s draw this out a bit more concretely...

So instead of some hypothetical module, let’s imagine a Drupal tree with Views and Pathauto installed, where we need to patch pathauto.

Patching contrib with tarballs



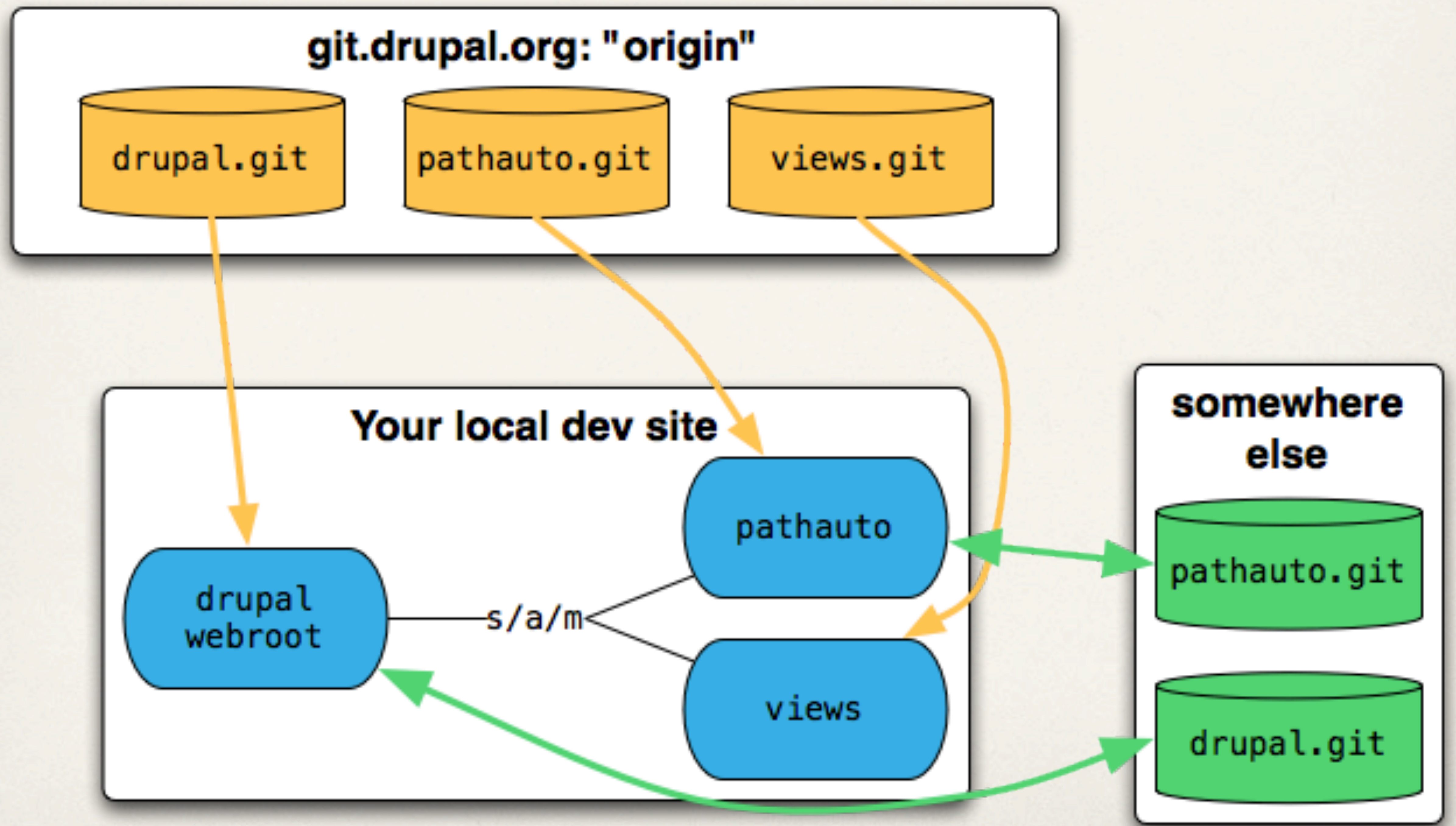
Patching contrib with Git



so here we have the same basic tree as we did with the tarballs, but with git repos + worktrees instead.

those who've tinkered with stuff like this will note that this example does NOT use submodules here. don't infer too much from that, i'll discuss it more later.

Problem already: lotsa remotes!



of course, to make this all work, we're gonna have to juggle a bunch of remotes. we've got the remotes we cloned from on drupal.org, and then for every repository we make a change in, they each need their own repo we can write to.

this was starting to look like a hot mess. for this to be feasible, we really needed a way of managing repo clusters easily.

What will make using clusters of Git repos easy?

 * well, if we can make multiple repos act like one, that's kinda the obvious answer
 * ok so that means network & tree level operations need to be unified, as well a Drush Make-like build actions
 * as a general rule, git-submodule sucks and is very frustrating to use. we need alternatives! only good for libraries that you *never* touch.
 * Local branch naming, local hooks
 * GUI users - don't have plans to touch on this much today, but my hope is that we can effectively utilize git's local hooks to make GUIs still passable

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- Can't forget GUI users!

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Let’s look at how dog does that.

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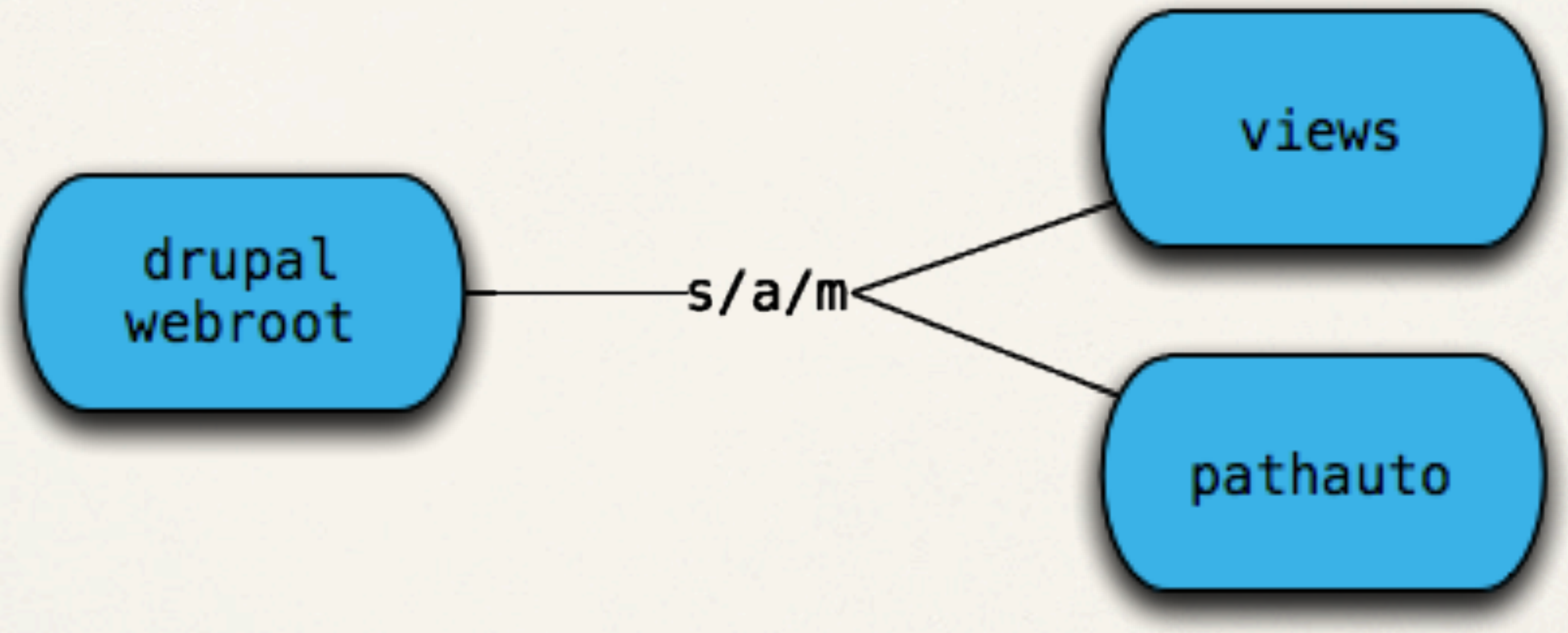

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so this is what dog systems actually start to look like.

Especially as sites become more complex, it becomes a better and better idea to NOT have the root of your repository correspond to the webroot. There are often scripts (or maybe even tests – PHPUnit, Selenium!!), etc. that you need as part of the project, and they make no sense under the webroot.

So dog kicks out a parent repository to contain this. This repository has no upstream. And it’s called the Dog House! muahahahaha

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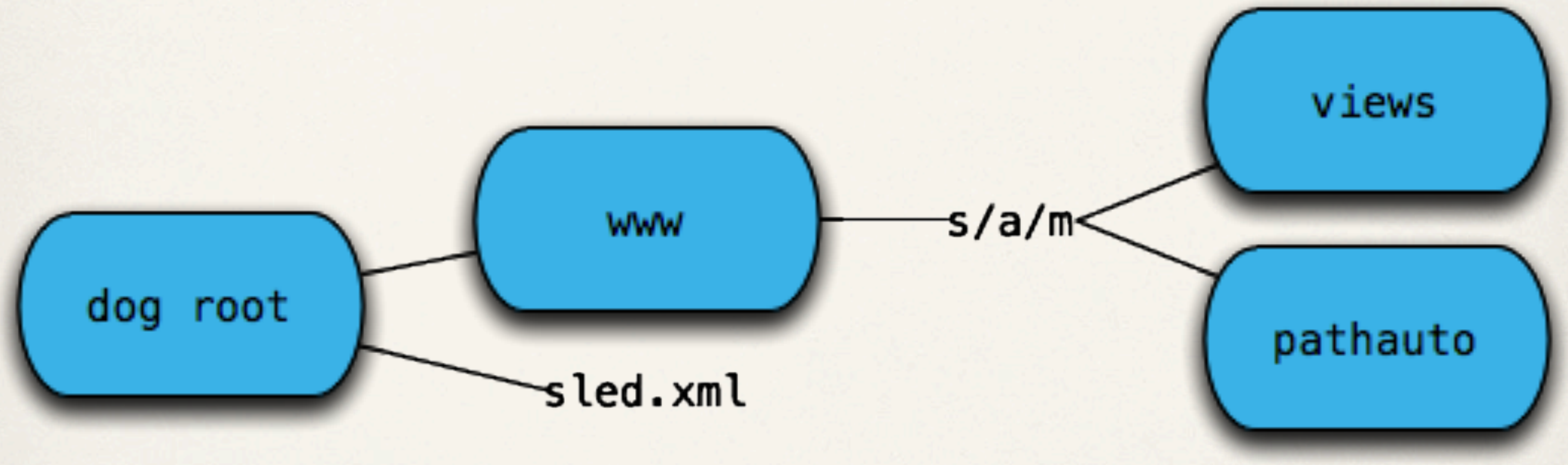

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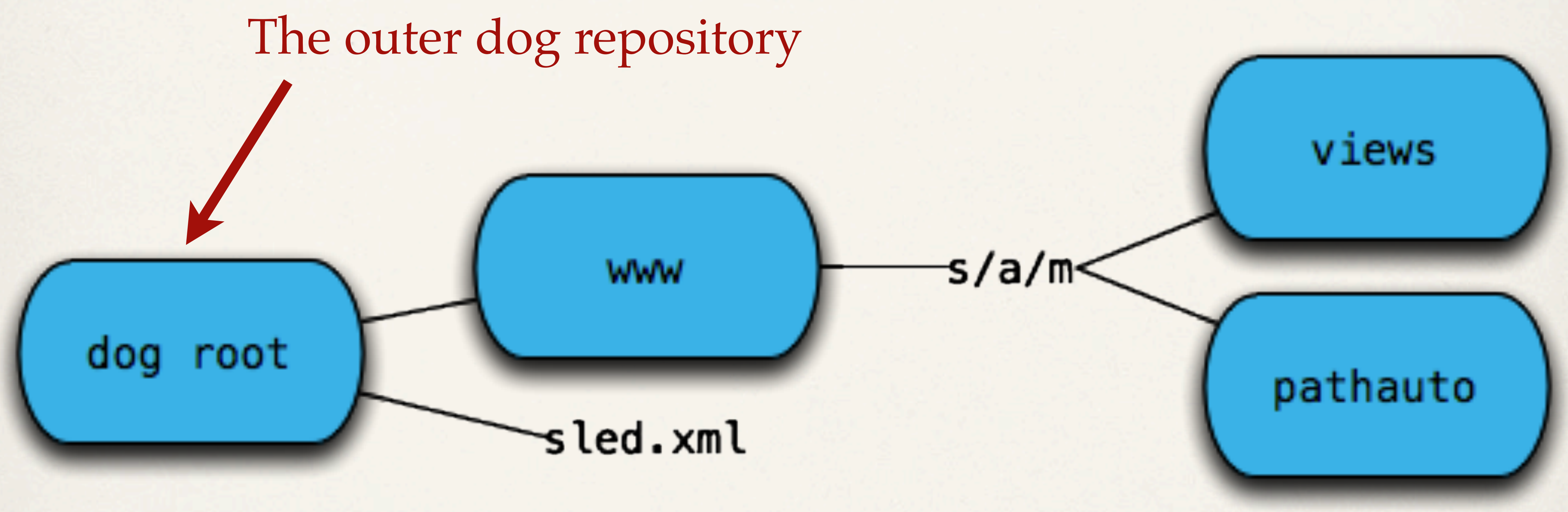

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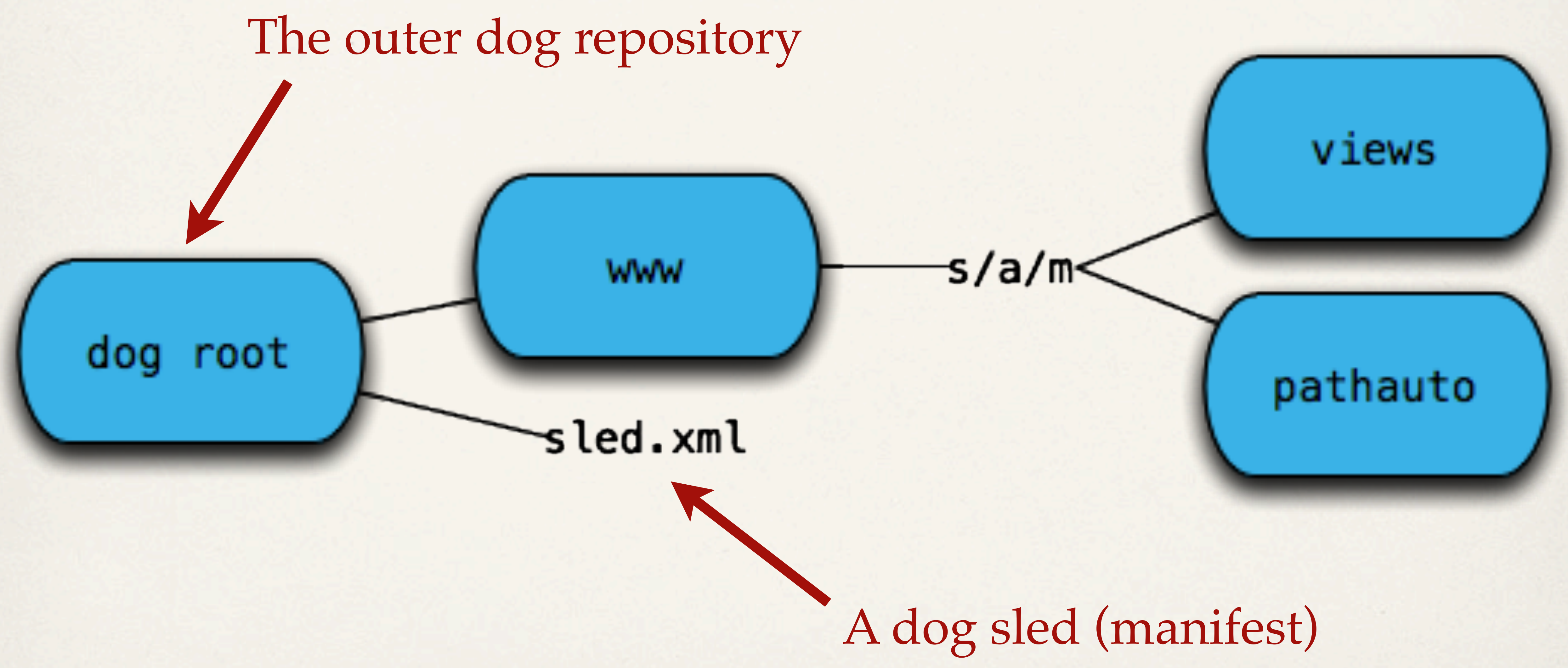
So dog kicks out a parent repository to contain this. This repository has no upstream. And it's called the Dog House! muahahahaha

Good dogs need houses. And sleds.



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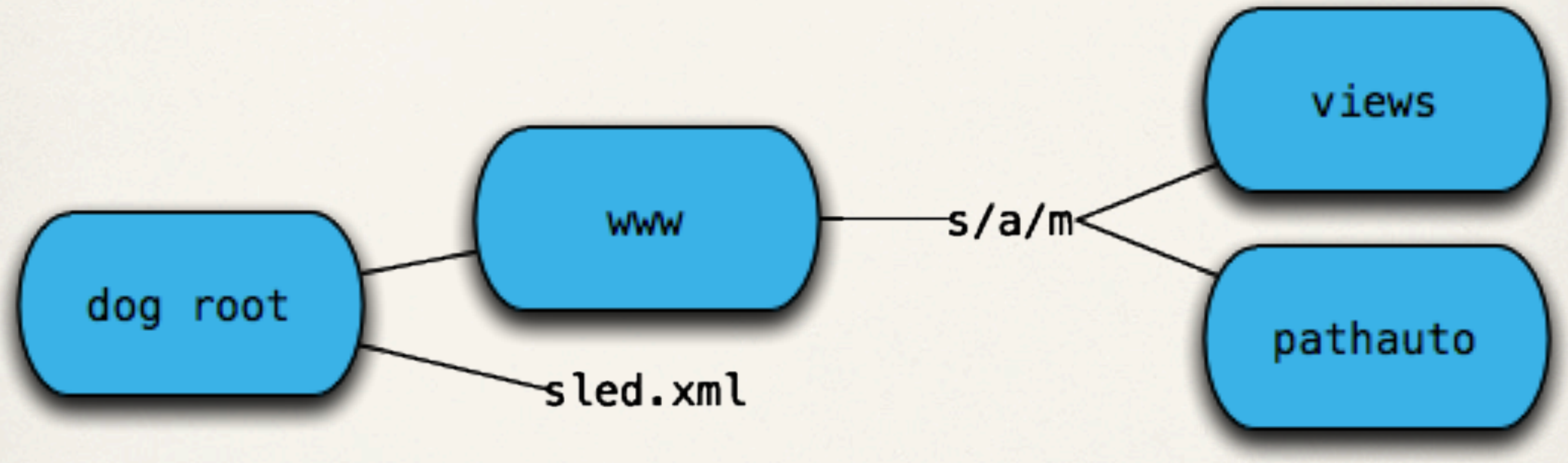

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and, as is hopefully becoming clear, dog’s skill area is really in managing clusters of git repositories.

why isolate db dumps into their own repo?
 * well, ya don’t have to!
 * it keeps the other repos more performant as they perform their operations as git can get kinda chokey on large files
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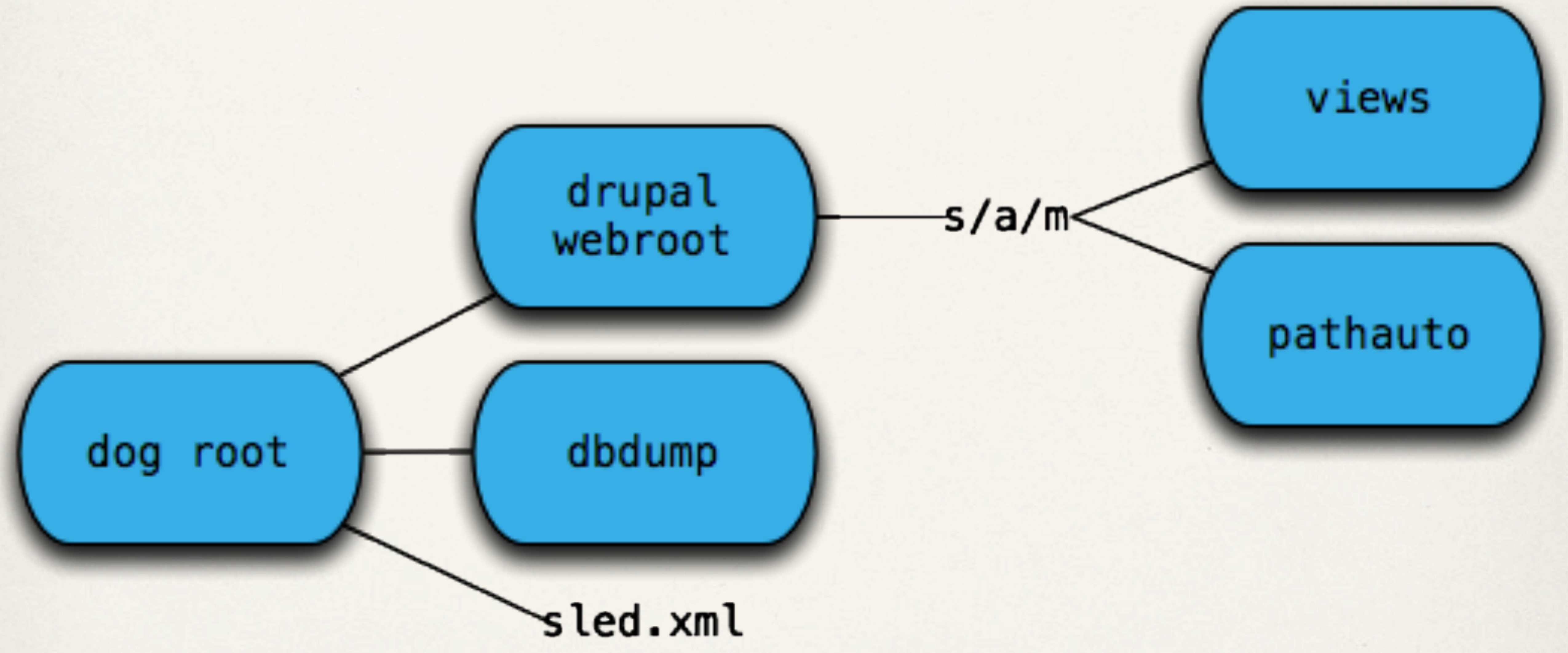

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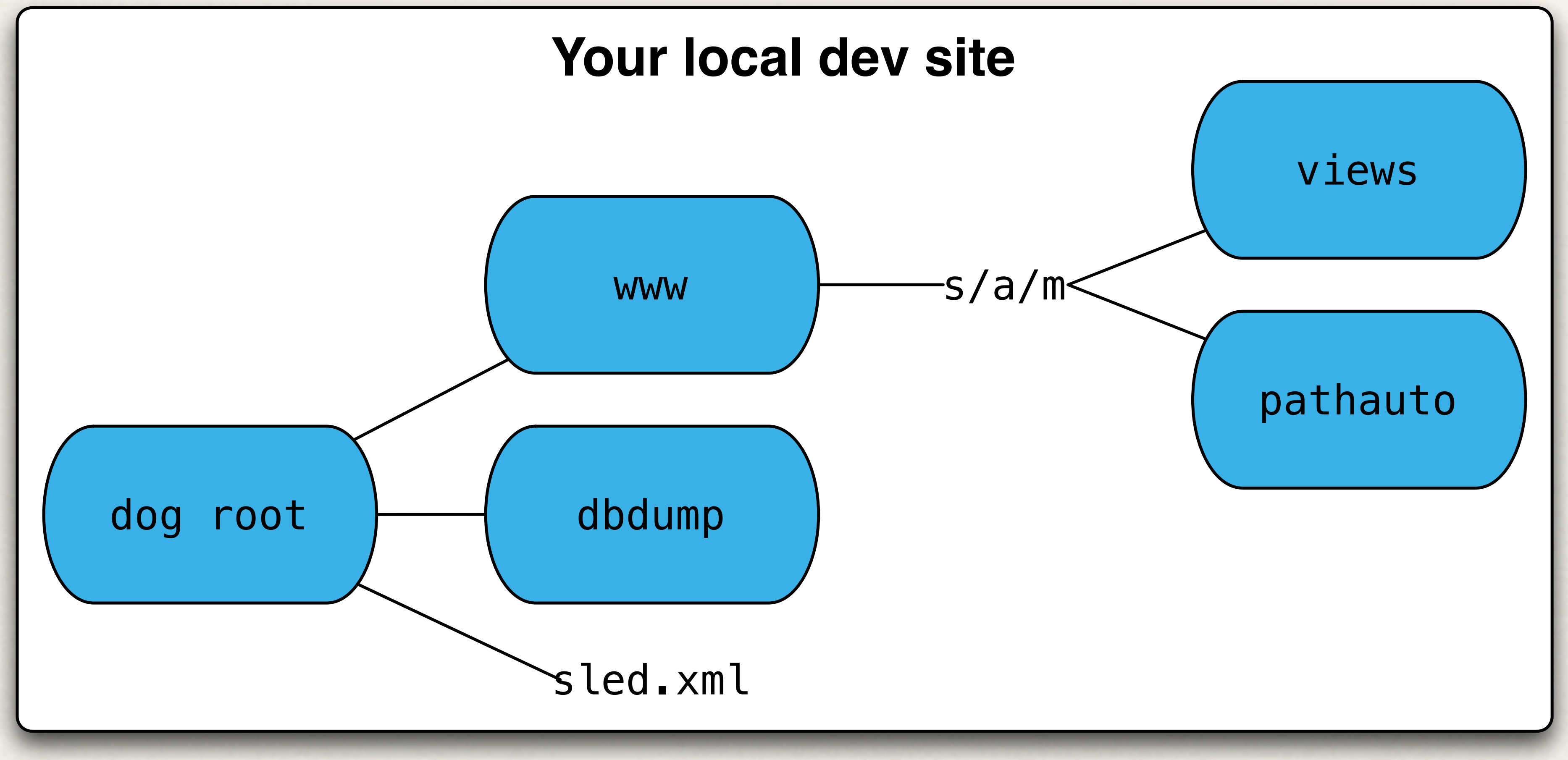

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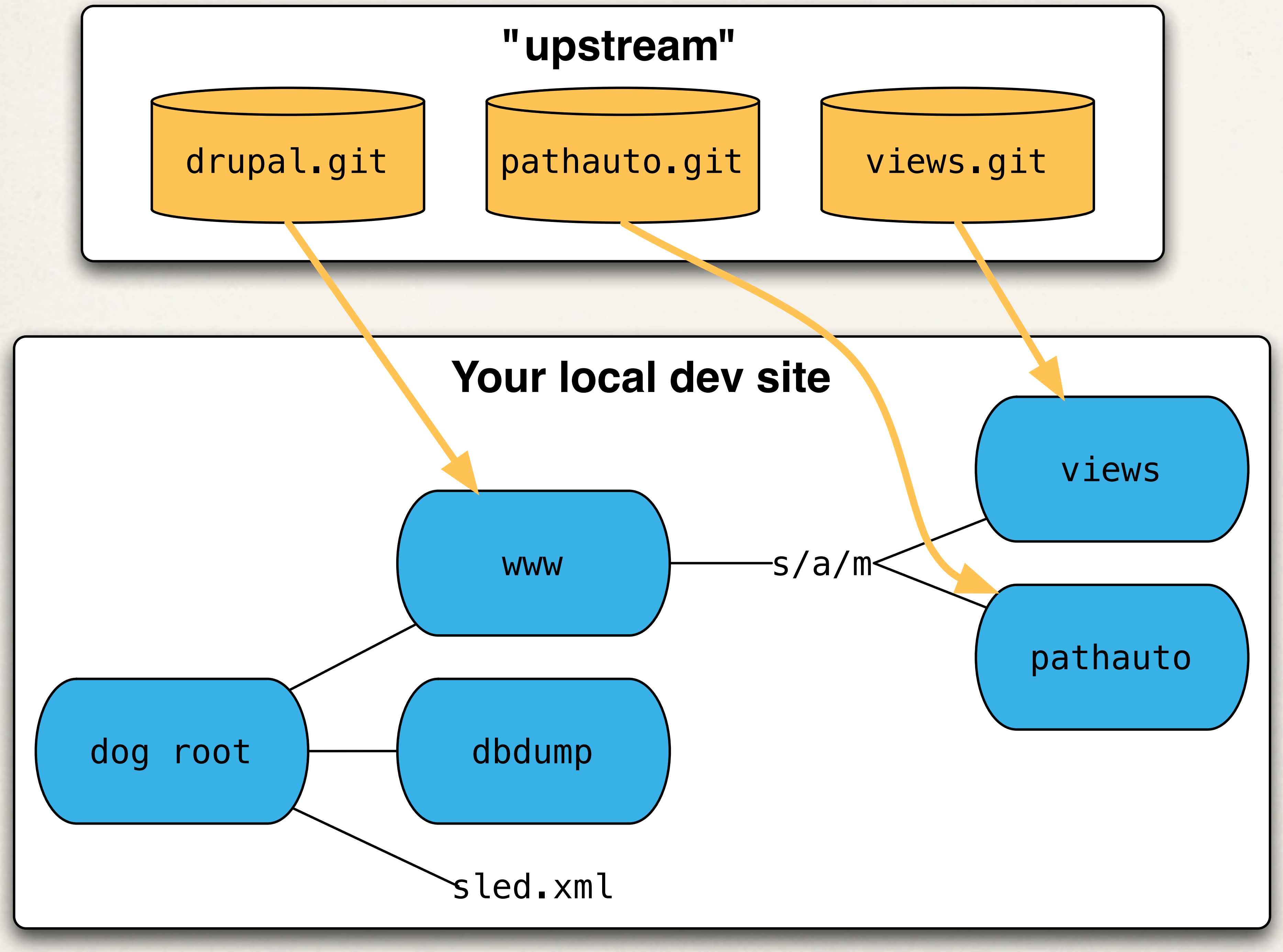

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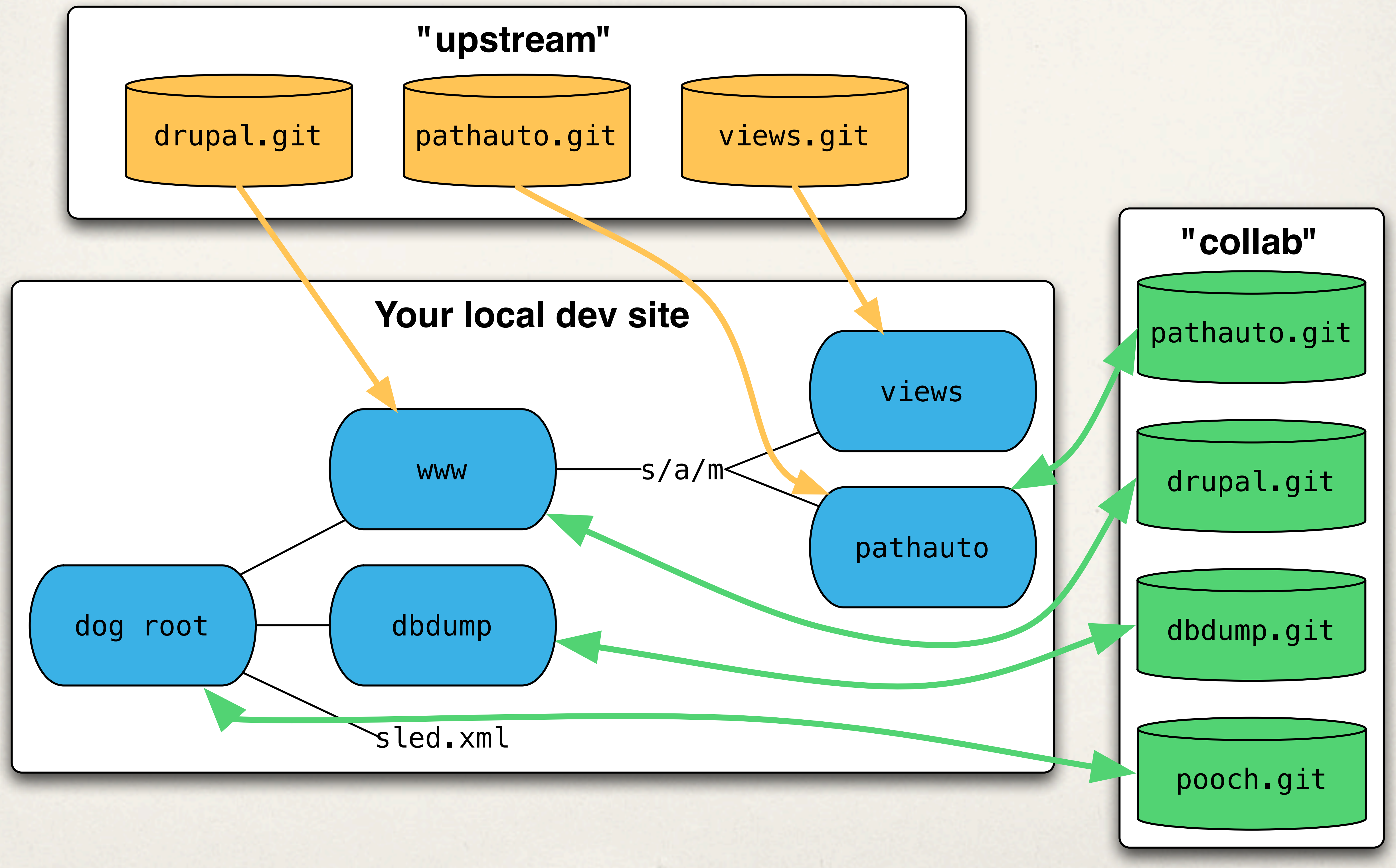

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Pass it ‘round: rollup and rollout

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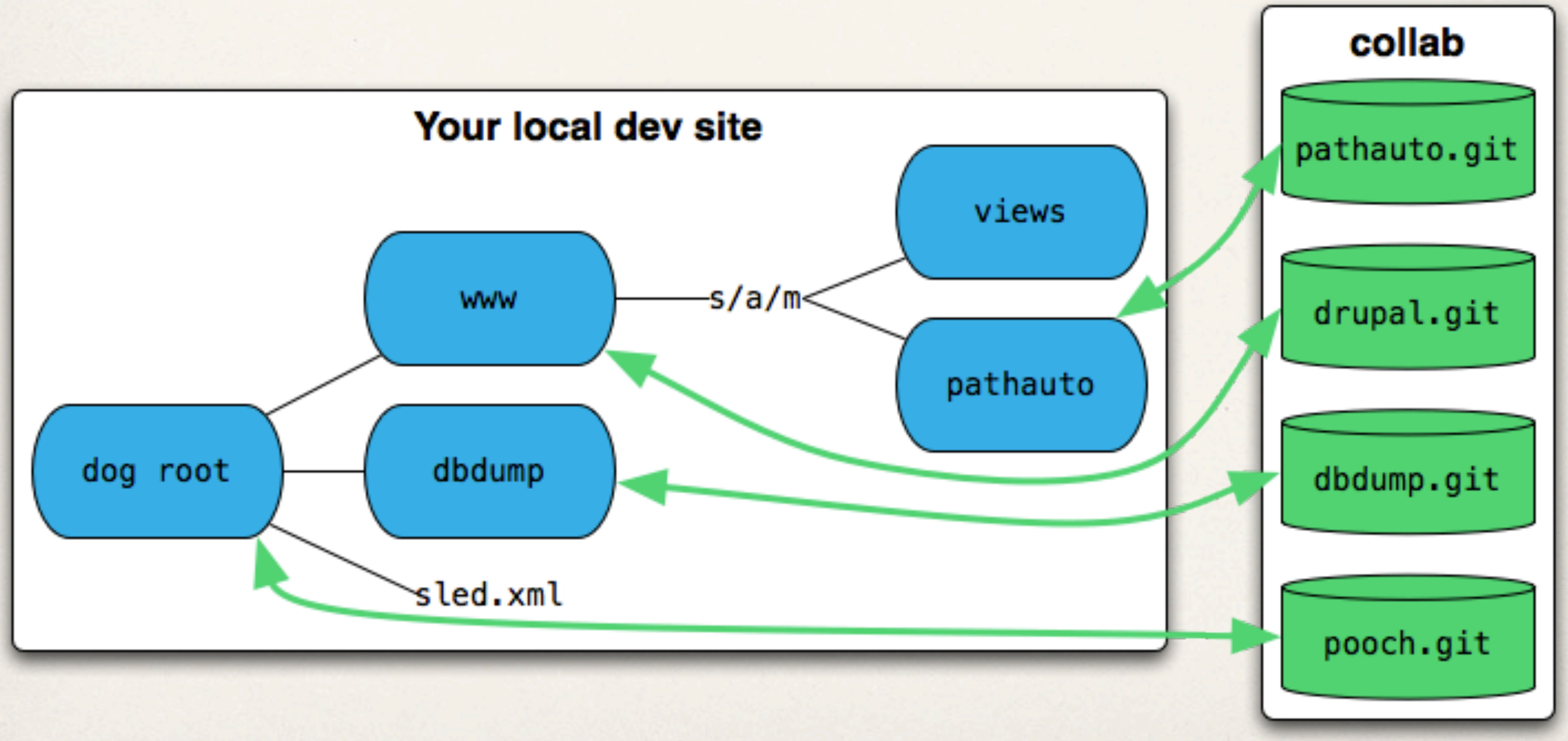

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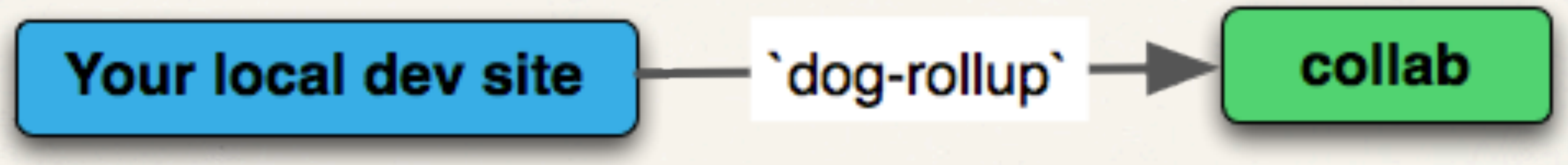

dog treats the entire cluster of git repositories as a single entity, and manipulates it as a whole. so you run one command - dog-rollup - from your local dev site to take the latest code, database, etc. and push it all up into collab. and from there

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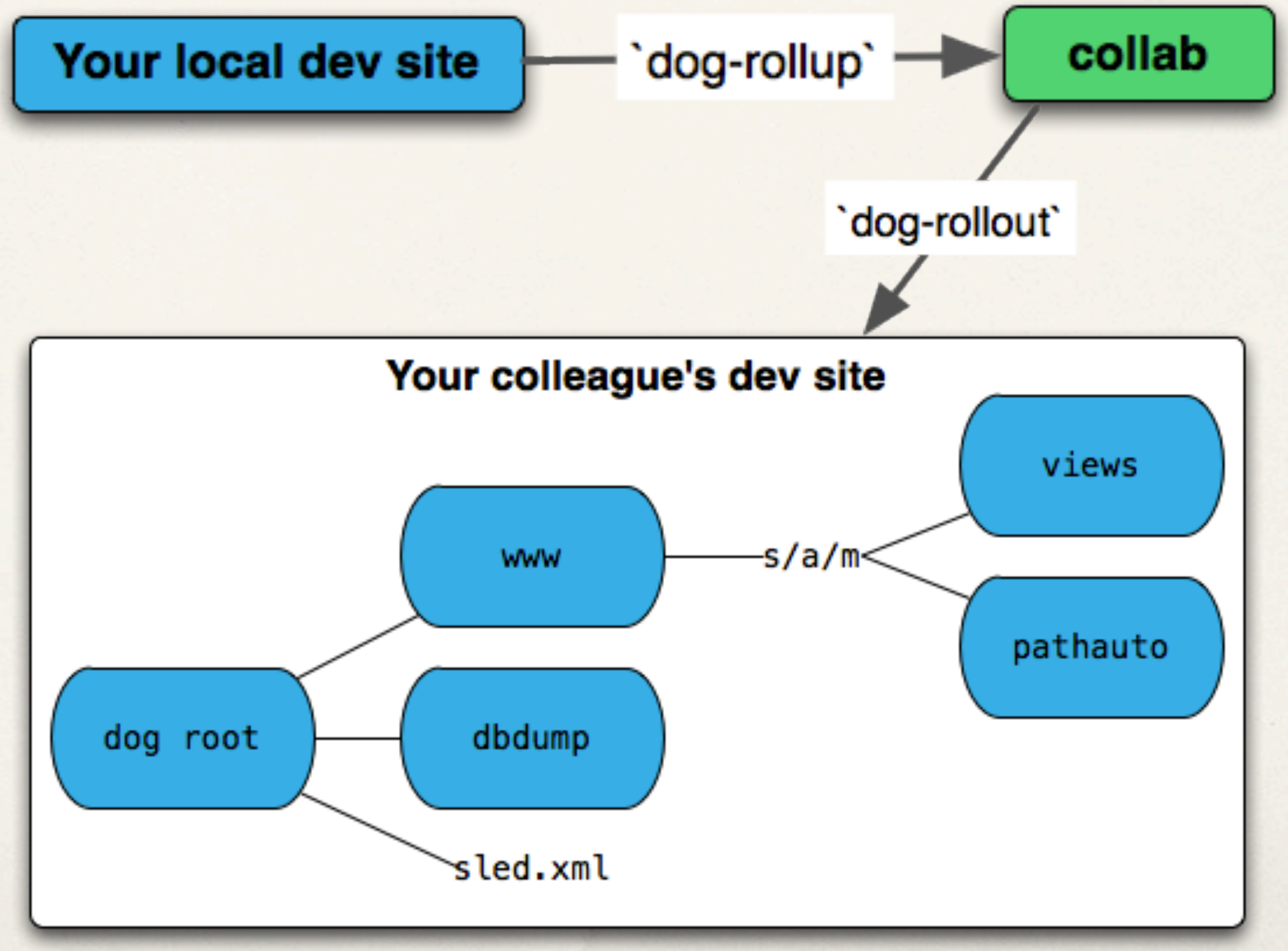

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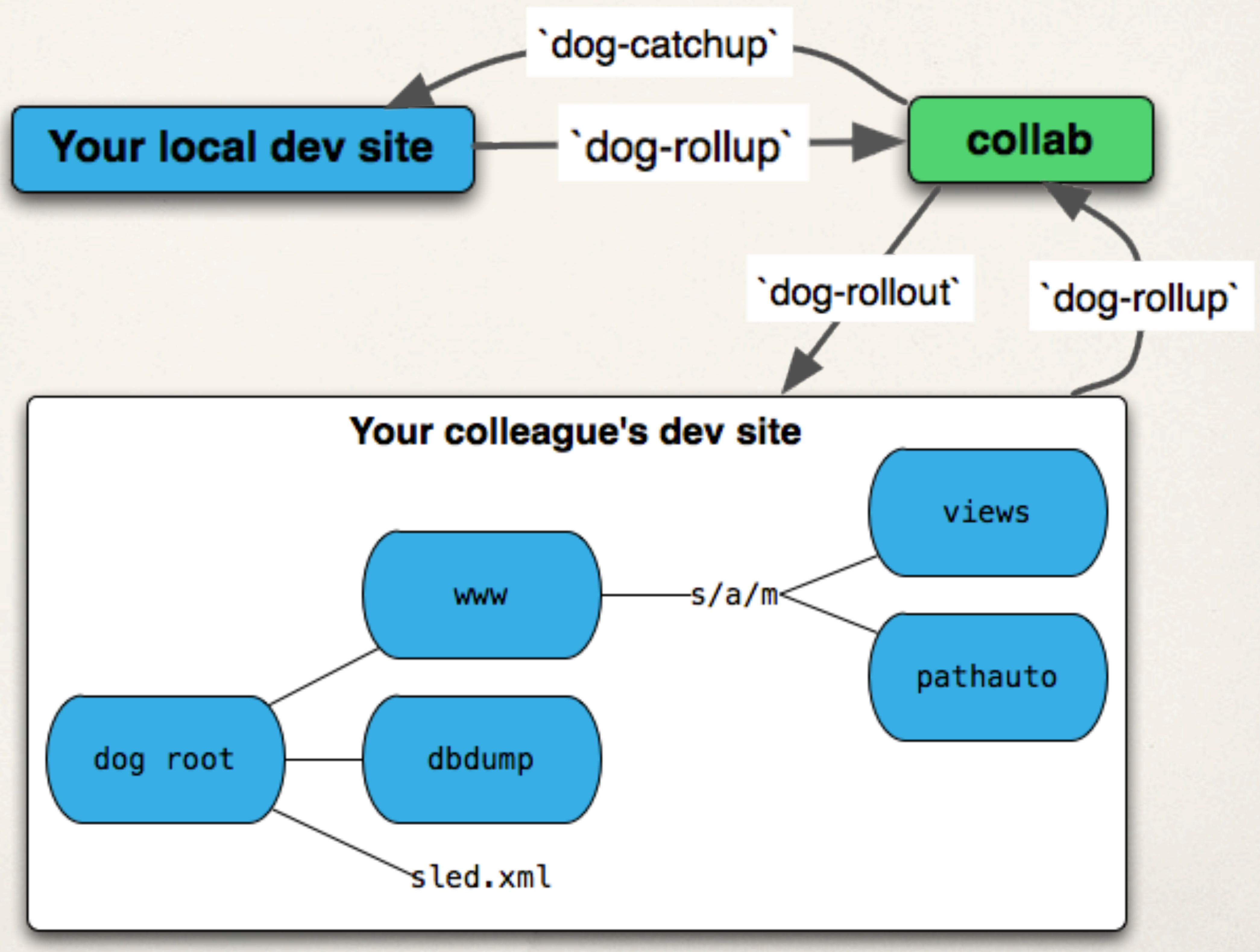

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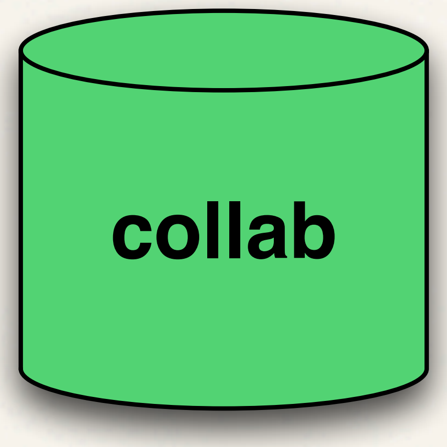

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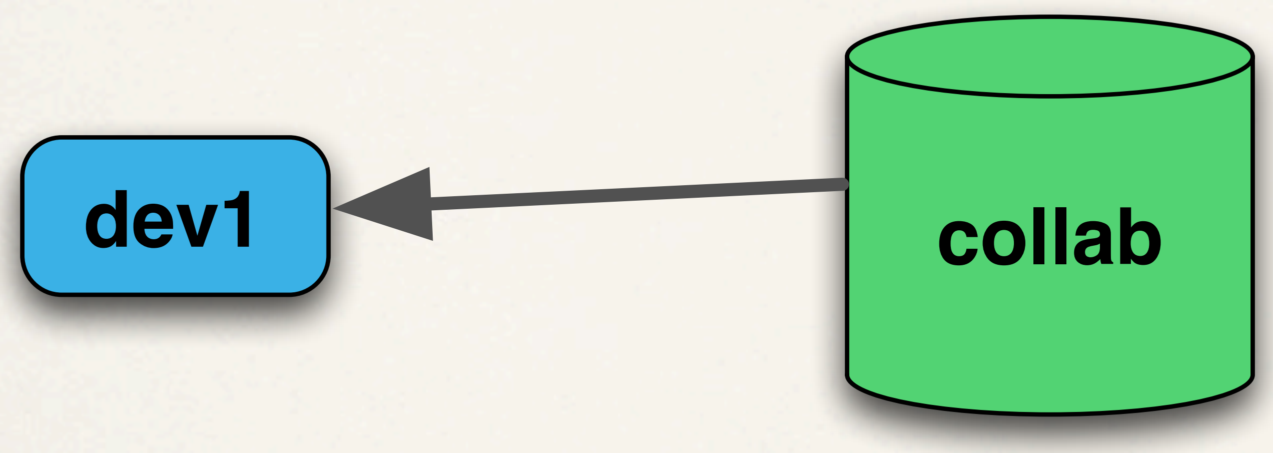

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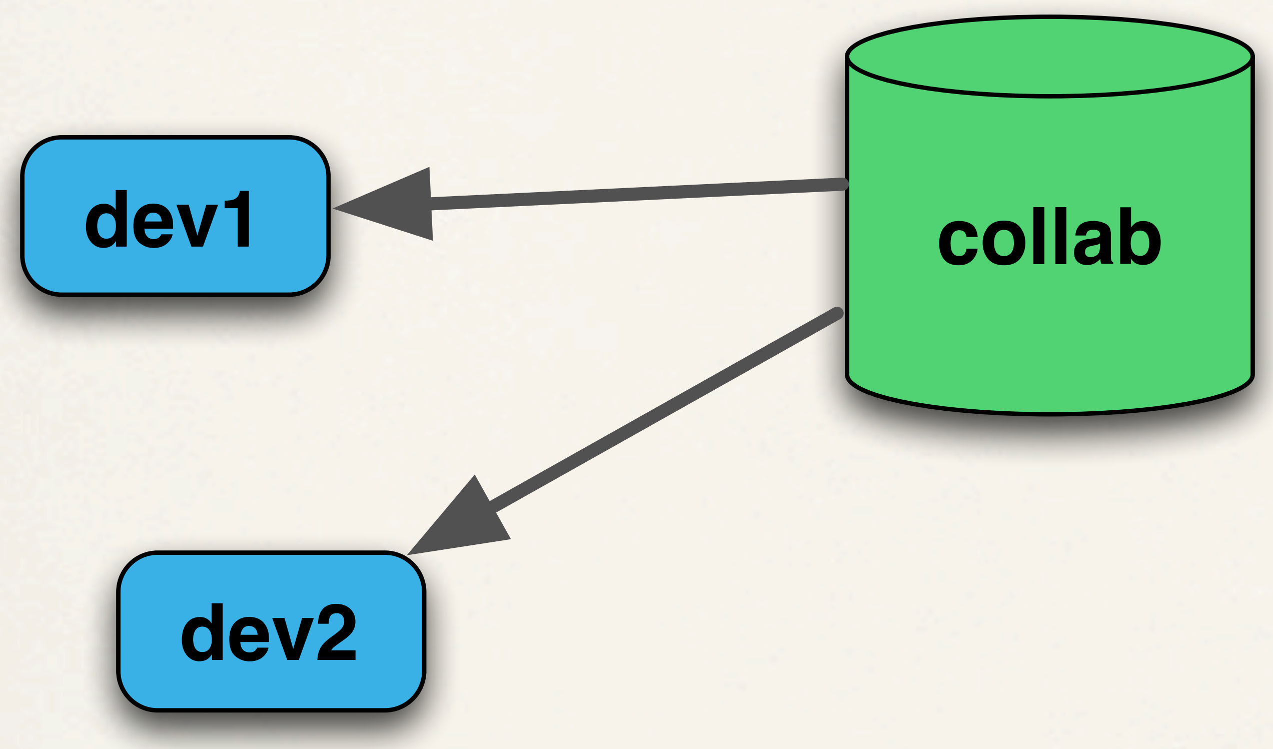

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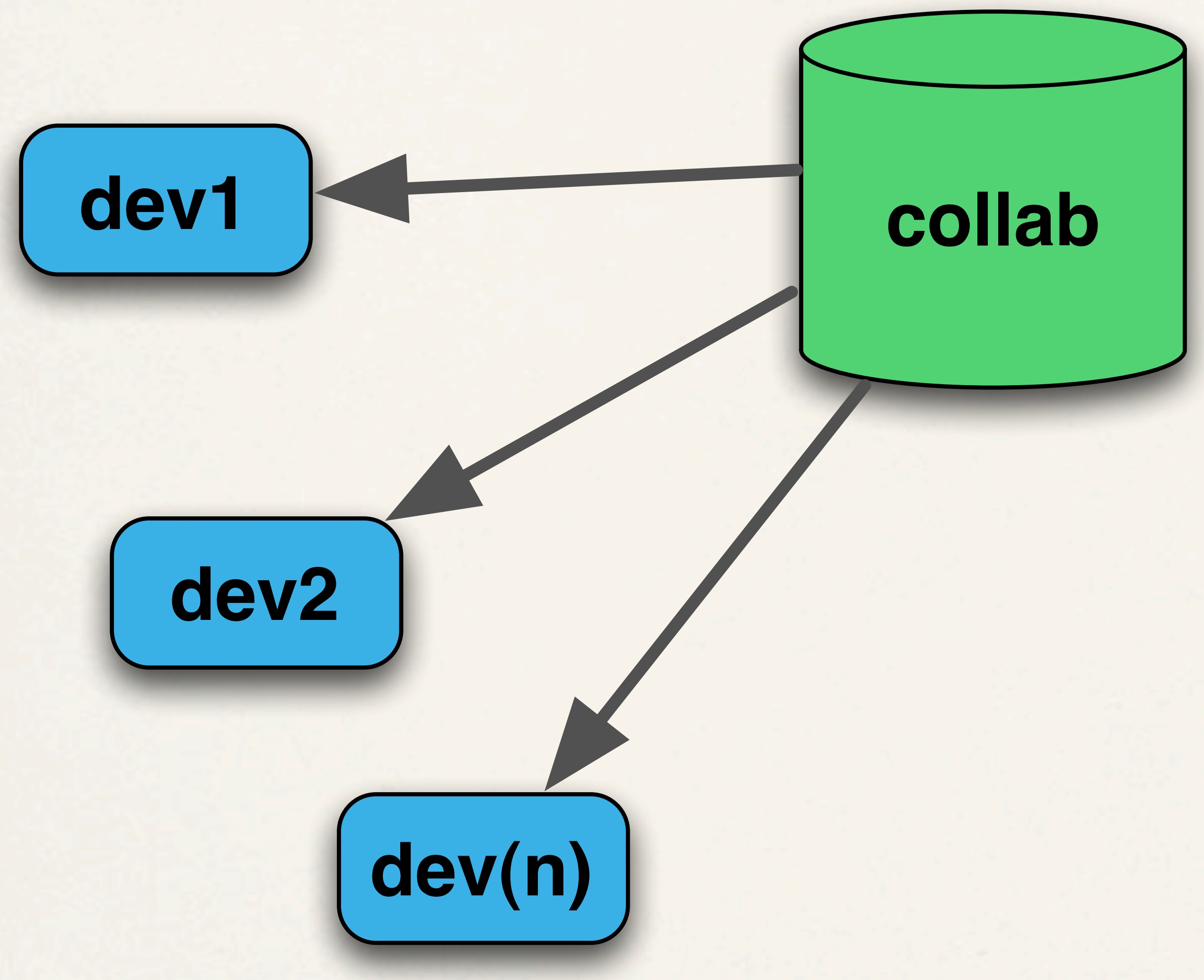

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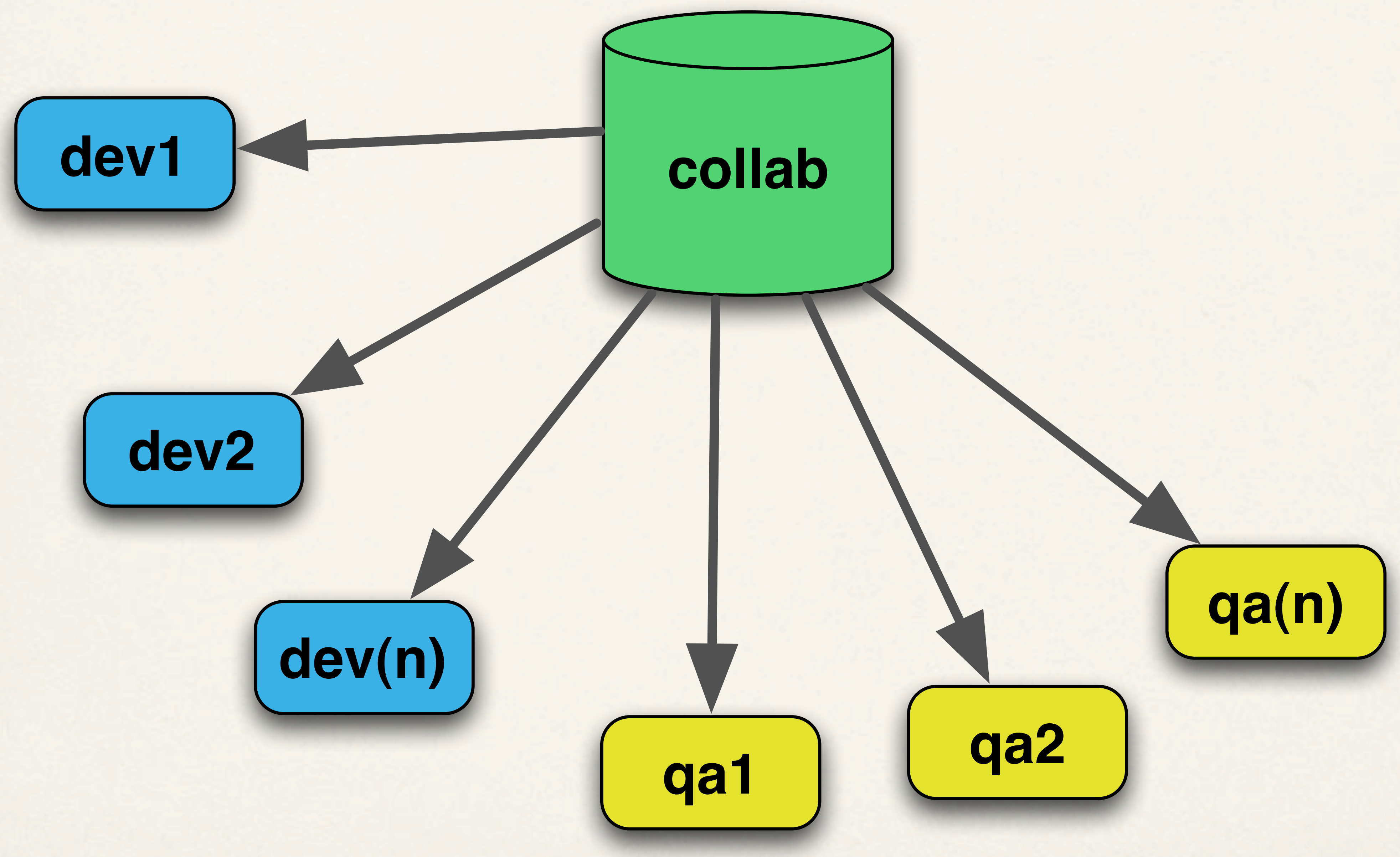

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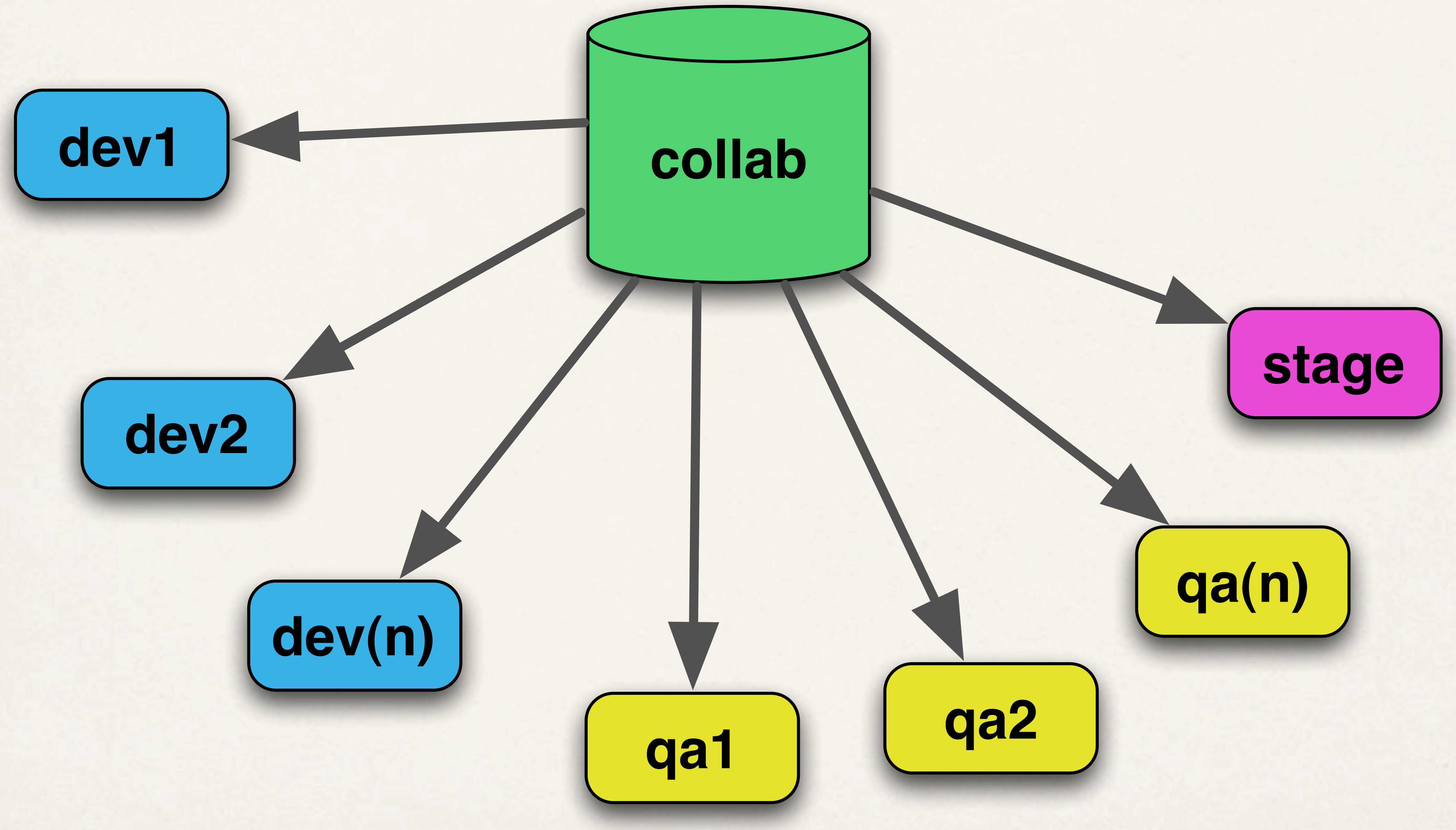

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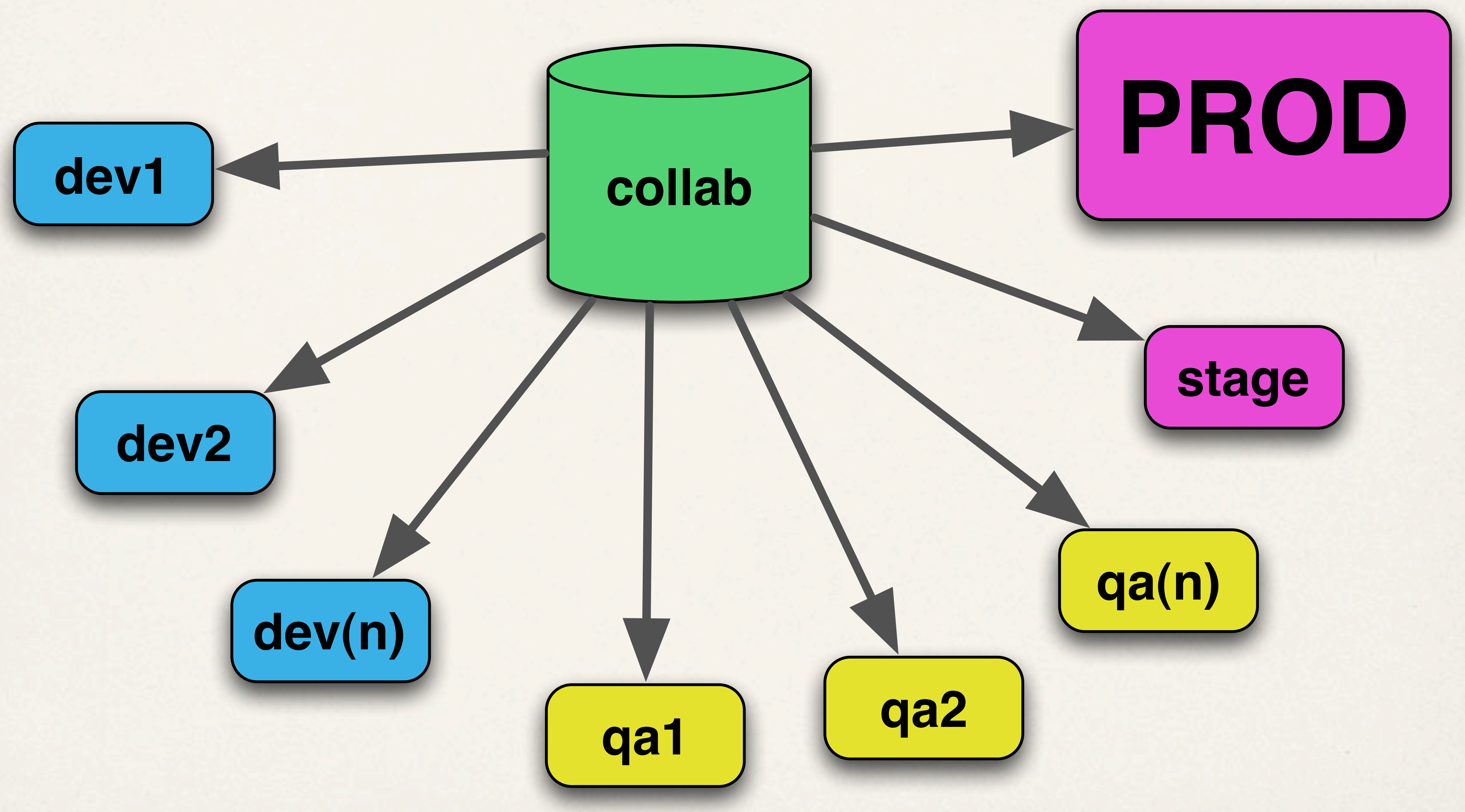

RAAAAGGHHH!!

The day-to-day commands

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Controlling build commands

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- Also, this is why dog is not a "deployment" system; more a meta-deployment system

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- This is something we want, though right now I’m thinking 2.0

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- If that makes you squirm, dog will provide an ‘export’ mode, which could be used to write flat rpms, debs, for use in cfg mgmt tools

What did you think?

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THANK YOU!

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