Introduction

In September 2012 the WPI TeamForge implementation will be shut down and no longer available to the WPI community. This guard has been written to assist users of TeamForge who want to transition to using FusionForge. FusionForge is an open-source replacement for TeamForge. It has most of the capabilities that were present in TeamForge and several new ones. However, the two systems are rather incompatible. This guide describes how to obtain a FusionForge account, how to create new projects, and how to have projects currently in converted to FusionForge projects.

All TeamForge projects that were created after September 1, 2011 will automatically be transferred to FusionForge. Projects that were created in TeamForge prior to September 1, 2011 will only be converted upon request.

The remainder of this document consists of the following sections:

1. Logging into FusionForge.
2. Creating a new FusionForge project.
3. Converting a TeamForge project to FusionForge.

1. Logging into FusionForge

FusionForge has been installed on a WPI server that can be accessed through your Web browser at the following URL: http://fusion.wpi.edu/. When you navigate to this Web page, you will see the following FusionForge homepage.
Click on the "Log in" link that is highlighted in red. You will then be taken to a WPI login page where you will enter your WPI username and password. In the early implementation of FusionForge you may receive a warning about the security certificate. Please ignore this.

Once you've logged in, you will have an account on FusionForge. Unlike with SourceForge, you do not have to wait for approval. You now have the ability to create new projects, join projects, and use the features associated with FusionForge.

2. Creating a new FusionForge project

All FusionForge users may create projects in which to store assets and artifacts that they generate and use in their work and studies. An example would be for a student to create a personal project in which to store homework assignments, papers, project reports, program source code, and any other artifact that she creates is a student at WPI. When she graduates, she has a record of what she is done and can use these assets when applying to graduate school or interviewing for a job.

Do the following steps to create a new project:

1. Click on the My Page tab. At the top of page you will see several options similar to the following snapshot.
Click on the **Register Project** link.

2. Enter the information requested in all the fields. Guidelines for each field follow:
   
   a. The **Full Name** field is the name that will show up in lists. Make it something descriptive like "Chris Jones's personal project."
   
   b. The **Project Purpose And Summarization** field lets you describe in more detail why you created the project. This is especially useful when you want to have a project, such as an open-source project, to which you want to attract collaborators.
   
   c. The Project Public Description field allows you to put in a shorter description of your project that will be displayed to all FusionForge users when they view a list of the existing projects.
   
   d. The Project UNIX Name field identifies the internal name that FusionForge will use for your project. Follow the guidelines specified to ensure that you are projects UNIX name is unique. For example, if Chris Jones were creating a personal project, and Chris were a member of the class of 2015, the project might be named "cj15-personal."
   
   e. Most FusionForge users will want some sort of version control repository. TeamForge offered CVS as well as SVN (Subversion) repositories. FusionForge offers SVN as well as Git. Git is a modern, distributed version control system that is popular with open source projects. Or No SCM if you do not wish the repository. This can be added later, but is slightly more work.
   
   f. Finally, select a project template. Currently there are only two templates, one for use with Subversion one for use with Git. Both of these templates have minimal structure, and selecting one over the other will yield almost the same results.

3. Press the Submit button and a request for project will be sent to the FusionForge administrators. Once your project is approved you will be notified by e-mail. You are now ready to work with your FusionForge project. Whenever you log in to FusionForge and navigate to My Page, you will see a list of your projects. Clicking on the link for specific project will take you to the main page for that project.

**A note about repositories**

Each FusionForge project will have one public repository associated with. In the past, this has caused confusion where people want to have multiple "projects" associated with a TeamForge project, and think that they need to have a separate
repository for each of those. For example, if Chris Jones wanted to have source code projects from CS1101 and CS3733, and a personal project, then the single version control repository would have multiple directories, each one containing the projects from the different courses. There are many articles available on the Web that describes how to set up SVN and Git and you should look at one of them when starting up your repository. Even if you get it wrong initially, you can restructure the repository later. We will provide SVN and Git tutorials as part of the FusionForge documents set for WPI in the future.  

**Hint:** FusionForge has a rich set of tooltips. Whenever you want to know what a button or link does, hover the mouse over that item and you will usually see a helpful tip.

4. **Converting a TeamForge project to FusionForge project**

Some of your projects may be automatically transferred from TeamForge to FusionForge. However if you have a project that was created before September 1, 2011 you’ll need to make a request to have your TeamForge project moved to FusionForge.

**How to request a TeamForge project conversion to FusionForge**

To make such a request, send an e-mail message to ff-admin@WPI.edu. In the message you need to provide the name of your TeamForge project. Include a link to your projects homepage. When the project has been converted you will receive an e-mail after which you will be able to log into FusionForge and access your project.

**What gets converted from your TeamForge project?**

When the project is converted from TeamForge to FusionForge only certain information and artifacts are actually transferred. TeamForge is a commercial product that is backed by a complex, proprietary database schema. The way TeamForge organizes and stores your artifacts is significantly different than the way FusionForge does it. This means that we are only able to make basic transfers between the two systems. When you're TeamForge project is converted to FusionForge you can expect the following to occur:

- A FusionForge Project will be created with the same name as your TeamForge project. The URL for your project will, however, be different.
- If you have a Subversion repository in your TeamForge project it will be moved to your FusionForge project.
- If you have a CVS repository in your TeamForge project it will be converted to Subversion attached to your FusionForge project.

No other information is automatically transferred from TeamForge to your FusionForge project. Consult the following sections if you need to transfer other material.
Moving documents from TeamForge to FusionForge

If you stored documents in your TeamForge project, you can move them to FusionForge by following these steps:

1) Navigate to your TeamForge project’s documents and locate a document that you want to transfer. In the screenshot below we want to transfer the "Principles in Practice" document.

![TeamForge Documents](image1)

You can click on the document icon to open it and then save it on your desk, or you can right-click as shown here and save it directly. Do this for each document that you want to transfer. If you have a folder structure for your documents in your TeamForge project we suggest creating a similar folder structure on your disk and saving the documents appropriately.

2) Navigate to your FusionForge project. Click on the Docs tab and click the Add new item link.

![FusionForge Docs](image2)

3) You have three options available to you after you click the Add new item link.
FusionForge Quickstart for TeamForge Users

a. **Submit a new document.** This is similar to TeamForge. Fill in the appropriate fields to upload a document.

b. **Add a new folder.** This option allows you to add new folder to your documents hierarchy. By using a hierarchy you can separate various types of documents for easy organization and retrieval. This is also similar to TeamForge.

c. **Inject Tree.** This option is unique to FusionForge. If you have an existing directory containing files/documents that you want to upload to FusionForge, you can first archive the directory using a zip file format. When you select this option you will be asked to identify the zip file. When you complete the action, complete directory structure containing your documents will be loaded into FusionForge.

**Adding features to your project**

The basic project and FusionForge provides a repository, documents, administrative tasks, news, and a place to store packages of files – similar to the **File Releases** in TeamForge. You can add additional features by adding the appropriate widgets to your project.

When you navigate to your project’s homepage, also called the Summary, there is a link to add widgets as shown below. Notice that the yellow tabs indicate the current tab selected at the different levels (i.e., the snapshot shows that we are in the project GFPTest and on the summary page for that project).

When you click the **Add widgets** link you will be presented with a selection of categories. When you click on a category you will see a number of widgets, or capabilities, that you can add to your project. If the capability is already included in your project, that will be shown. Otherwise, you can select the capabilities that you want and it will be added to your project. You can do this as long as you are an administrator on the project. The project creator is automatically an administrator, but other users may have permissions set by going to the **Admin** tab and making the appropriate changes. This is similar to the administrative functions in TeamForge.

**Transferring other assets from TeamForge**

If you have the appropriate capabilities in your project, you may want to move other assets from TeamForge to your FusionForge project. Unfortunately, there are no easy, automatic ways to do this. For example, if you have a tracker in TeamForge and want to get the tracked items into FusionForge, there is no direct conversion. One possible solution would be to export your tracker items some formats such as CSV, and then manually enter them into a FusionForge tracker, or attempt to write a
script for a tool such as Selenium, to enter the data into the FusionForge tracker. You may need to do the same type of operation for discussion forums.

Two other features that are used in TeamForge sometimes are the discussion forums and wikis. Discussion forum information would need to be moved manually, such as with tracker data. Currently we do not have a wiki linked into FusionForge, but this is on our radar. If you have a wiki with data that you will eventually want to transfer to the FusionForge wiki for your project, we suggest copying the data (using copy and paste) into a text document, and then copying it into the FusionForge wiki once that capability has been added.

Project news
FusionForge supports project news items justice TeamForge does. Simply click on the News tab, and follow the instructions. News may be broadcast the FusionForge community or just to your project members.

Diary & notes
One new feature with FusionForge that you may want to use is the personal diary. When you're in the My Page tab, you will see a link for Diary & Notes. This capability gives you a personal diary that is linked to your account, not to any specific project. You can keep notes about assignments, projects you are working on, or any other information such as how to use FusionForge the way you want to, and this will be available to you whenever you are using FusionForge.

5. Getting help
Whenever you use FusionForge you can access the FusionForge help by clicking on the Get Help tab. This tab will appear in the upper right-hand corner of the browser page as shown below.

Currently this will bring you to the user guide and documentation that is supplied with FusionForge out-of-the-box. This document is fairly sparse and somewhat out of date. We will be providing a more detailed WPI FusionForge user guide in the future. If you have specific questions and need help you can send e-mail to ff-admins@wpi.edu or contact Prof. Gary Pollice at gpollice@cs.wpi.edu, ext. 6793, or in his office, FL B19.