WebODF : ODF on the web



FOSDEM 2014

Jos van den Oever



Overview

- What is it?
- Demo
 - Viewer.js
 - ODF editor
 - Collaborative ODF editor
- How does it work?
 - ODF in the browser
 - Collaborative editing
- How to use it?





WebODF

Since 2010



- Initial work sponsored by NLNet
- Since then: improved by investments from customers and contributions by commercial users
- Written in JavaScript with HTML
- Smaller than the average document (85kb, 40k loc)
- http://webodf.org/ and on GitHub





Viewer.js Documents. On your site. Now.



- Combinatie van PDF viewer en ODF viewer
- Eenvoudig te gebruiken in webpagina's
- Ook gesponsord door NLNet
- http://viewerjs.org



<demo url="http://viewerjs.org"/>



WebODF in NVivo

- NVivo: desktop application by QSR International
- Application to manage research materials
- Works on Mac en Windows
- WebODF used as 'invisible' component for text editing
- QSR contributes many features



Check out the new look and feel of NVivo for Mac





WebODF for text editing

- WebODF combined with a graphical interface (Dojo)
- Works completely in the browser
- No conversion to HTML
- Document structure unaltered

<demo url="http://webodf.org/demo"/>





Documents

- ownCloud: software for a cloud under your control
- Share en synchronize files, music, images, calendar, todos
- Community and enterprise versions
- Version 6: collaborative editing of text documents





Documents

- First idea: FOSDEM 2013
- Group of people can edit a document at the same time
- Complete edit history is available
- Each user has a distinct color and cursor

<demo url="http://demo.viewerjs.org:23456/programs/editor/"/>



Secure Enterprise File Sync and Share

Your Cloud, Your Data, Your Way!

Where (else) can WebODF be used?

- Publication of ODF documents
- Work flow with display, annotation or editing of text documents
- Component in CMS, DMS, document generation
- Custom programming with JavaScript
- Collaborative editing of text documents





WebODF

How does it work? ODF in the browser

The ZIP contains:

content.xml, styles.xml, settings.xml, meta.xml

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.
- <body onload="init()">

■ <office:settings>

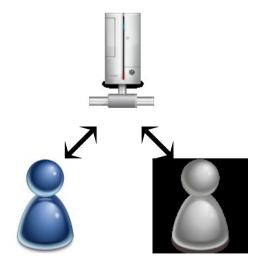
■ <office:styles>

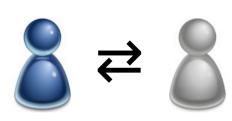
     </document>
  </body>
 </html>
```



How does it work? Collaborative editing General implementation

- Each edit action is an operation
- Operations are sent to the central node
- Central node can be a server or participant
- Web Socket, GET/PUT, minimal server logic



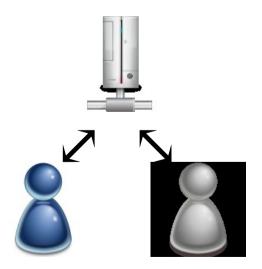




How does it work? Collaborative editing

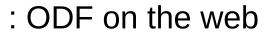
ownCloud implementation

- Requirements: run on any XAMP stack
- Numbered operations are added to database table
- Clients resolve conflicts themselves
- Server has complete edit history





WebODF





What else is in the hox?

- Mandatory JSLint checks
- Closure compiler for minification and type checking
- >500 unit tests runnable in Node.js and target browsers
- Detailed reporting of code coverage
- Continuous integration server
- Mandatory code reviews
- XML Schema validation (ongoing)
- Relax NG validation (element level)

Object Oriented code base: C++ coders will feel at home



What do you need?

- A web browser
- Text editor (optional, see above)
- No fear of JavaScript
- IRC client (#webodf on freenode)
- Recent example project: <u>Sodfa</u>, offline editing with server sync
 - https://github.com/iivvoo/sodfa





Ideas for the roadmap

- General XML editor
- Floating UI elements, pluggable editing components
- Mobile international keyboard interaction (done by QSR)
- Presentation and spreadsheet editor
- Collaborate live with desktop software (e.g. LibreOffice, OpenOffice)
- Spelling and grammar check
- Lock parts of the document
- Images, table, header/footer editor
- Server-side library
- Import OOXML

