

# 2019-12-06 Clowder Meeting notes

## Date

06 Dec 2019

## Attendees

- [Luigi Marini](#) -
- [Rob Kooper](#)
- [Sara Lambert](#)
- [Bing Zhang](#)
- [Maxwell Burnette](#)
- [Shannon Bradley](#)
- [Todd Nicholson](#) (absent)
- [Mark Fredricksen](#)

## Goals - Technical Meeting

- Ad Hoc webinars open to anyone with the link (will be on the Clowder main website) - they will be announced as needed
- Other meetings will be technical meetings for developers to discuss code, planning, etc.

## Discussion items

Item	Who	Notes
	<a href="#">Luigi Marini</a>	<ul style="list-style-type: none"><li>• Crowdsourcing ideas for generating interest in our monthly Clowder webinar and recorded videos<ul style="list-style-type: none"><li>◦ Mark: submitting to Bytes &amp; Pieces might help notify NCSA</li><li>◦ Max: RSS feed might help to notify people of new discussion topics</li><li>◦ Max: something pre-recorded might be more easily digestible than only offering real-time webinars</li></ul></li><li>• First Friday of the month is difficult to nail down regularly (e.g. first Friday of January)<ul style="list-style-type: none"><li>◦ Clowder Webinar will be more flexible going forward (still always on Friday)</li></ul></li><li>• Created a Jekyll version of the Clowder landing page, so site doesn't feel as static<ul style="list-style-type: none"><li>◦ Since it's based on a Git repo, this will share the load of maintaining the landing page among all developers</li></ul></li></ul>
	<a href="#">Todd Nicholson</a> (absent)	<ul style="list-style-type: none"><li>• Released a version of the Clowder mobile app for both Android and iOS<ul style="list-style-type: none"><li>◦ Currently in alpha, but looking for feedback on user experience and usability</li></ul></li></ul>
	<a href="#">Maxwell Burnette</a>	<ul style="list-style-type: none"><li>• Preliminary planning/work for CSSI which includes the Clowder 2.0<ul style="list-style-type: none"><li>◦ Making some big changes to the code base, so breaking changes may follow<ul style="list-style-type: none"><li>▪ Cleaning up some of the deprecated or dead bits of the Clowder code base (e.g. uploading a file outside of a dataset)</li><li>▪ Erring on the side of getting rid of unused or unsupported functionality</li></ul></li><li>◦ This will also include an upgrade to Play framework and other Clowder dependencies<ul style="list-style-type: none"><li>▪ This will change how we write/use plugins, so later releases will need to migrate these plugins to the new framework as needed</li></ul></li><li>◦ There is a <a href="#">2.0-work-in-progress</a> branch on Bitbucket for feedback/collaboration</li></ul></li><li>• Working with Todd on trying to come up usability improvements for Clowder<ul style="list-style-type: none"><li>◦ e.g. responsiveness for mobile device support</li><li>◦ This will be a long process, and any feedback would be greatly appreciated</li></ul></li><li>• Question: There has been some talk about federating different Clowder instances - what exactly does that mean?<ul style="list-style-type: none"><li>◦ Luigi: every project seems to have a different idea of what this feature would look like</li><li>◦ Luigi: for example, replication vs federation - if replicating, how to keep things in sync? lots of open questions here</li></ul></li></ul>
	<a href="#">Rob Kooper</a>	<ul style="list-style-type: none"><li>• Deployed Clowder + S3 storage configuration for the OSN project</li><li>• Some folks in Arizona are interested in the iRODS storage plugin<ul style="list-style-type: none"><li>◦ iRODS plugin code hasn't been used in a long time, and will need to be tested and likely updated</li></ul></li></ul>