

Community Developer Call - March 19, 2012

Ushahidi Community Call - March 19, 2012

March 19th is the next Community Developer chat. It will be at 18:00EAT, 15:00 UTC, 11:00 EDT, 08:00 PDT Monday, March 19, 2012. We will answer questions, get feedback on the how Git is working, new wiki tour

Duration: 1 hour.

Attendees (names not recorded)

Recording: [MP3](#) or [MOV](#)

Agenda:

Github Issues

- Request feedback on Github Issues - one month in (is it working?)
- What are your top 10 issues - bugs or features that you would like fixed

Ushahidi 3.0 - Q3 wishlist

TOP TEN fixing:features and bug requests for Q3 (wishlist):

<http://wiki.ushahididev.com/display/WIKI/Ushahidi+3.0+Wishlist>

User Questions and feedback (non-technical)

How should we take feedback (non-technical) <http://wiki.ushahidi.com/display/WIKI/Feedback>

What forums software might help?

Wiki Tour

Do the labels plus users and teams make sense? (The blog and docs ask that each member self-id their skills and join a team to help build or spread Ushahidi.)

Questions/Feedback:

- Community Call Format:
 - Use a Instead of using a separate window, need feedback (skype alternative): (jeremyb)
 - you could use /golive in here and it would not be intrusive (would be opt in, would not ring)
 - or you could drop a link in here that points to the other window so people could just click it (you don't have to add them individually) (in that case do /set options +JOINING_ENABLED and then /get uri ; copy the uri to another window or an out of band announcement)
- Git - likes having everyone in one place. can see the submits and we are getting follow-up on the issues
- User interface (Aaron)
 - OSM local -don't want to use open layers. What is the roadmap for something more customizable/
 - Brandon - for html5 layers or jquery is not happening yet. There is still much usage on browsers that don't support the alternative.
 - Being asked for total custom front-ends
 - David: we have dabbled in a few mapping platforms. Need polygons and shapes. OpenLayers is heavy. The decoupling from mapping is Q3 project. Hard to do. There are looking at a few candidates that might not have all the functionality.
 - Aaron- need latest versions of Openlayers at time of release would be helpful
- Swift River (Dan)
 - Beta program - how often do you send out invites. The beta has not sent out (heather - we need to change the messaging on the sign-up email.)
 - Crowdmap is public . Will the next version of SR support Crowdmap?
 - SwiftRiver and Ushahidi and Crowdmap testing
 - Crowdmap makes it easier to sell to managers
 - Is the video from SXSW be available soon? Online within the month

- Wiki
 - is confluence a done deal or you're still evaluating?
 - We selected confluence after research and community input.
- Offline/Online app
 - <http://wiki.usahidi.com/display/WIKI/Offline+to+Online+App>
 - Reflab - user interaction
 - interesting to collaborate on the mobile applications.
 - Heather - asked how we can help improve his experience for collaboration.
 - Need - time to chat and build tasks
 - Juliana mentioned having a mobile team call. We will feature it on the next
- DB
 - Angela talked about the project on refactoring the DB
 - <http://wiki.usahidi.com/display/WIKI/Database+Description>
- Events
 - Juliana -How can we connect with the community better?
- Learning Ushahidi
 - Dan, hard to get started
 - the blog posts are old. need more content and tutorials
 - Provided the following community links:
 - <http://wiki.usahidi.com/display/WIKI/Community+Connections>
 - <http://wiki.usahidi.com/display/WIKI/Contact+U>* <http://wiki.usahidi.com/display/WIKI/Join+a+Team>
 - ***<http://wiki.usahidi.com/display/WIKI/Technical+Members>
 - **Angela - make this list on the community or website
 - **Heather - we need a combined website with all the community touchpoints

NEXT CALL: The next community call will be April, 2012. To be determined. Calls will be alternate times by month based on timezones.

Recording: [MP3](#) or [MOV](#)

Thank you. The recording will be live tomorrow. We will post to the wiki and dev chat. And, we'll answer the outstanding questions.

Heather