

Project Red Mantis

Development Documentation

Version 0.0.1

<http://blog.phyrax.com/red-mantis>

Currently this documentation is public until further notice.

This document is intended to provide you the developer with a greater insight of the purpose of Red Mantis and give you an idea of how it should be coded and laid out. Redistribution of this and other documents related to the Red Mantis development process is strictly prohibited unless you have received discrete written permission by Jerry Wood Jr. in the form of a typed and signed letter.

As of version 0.0.1 this documentation is considered incomplete and just a collection of thoughts from the developer. The project is still in planning stages and no code has been written yet.

Target Users

In today's world there is a diversity of software that the experienced programmer could simply alter to fit his or her needs. Someone once said that instead of writing a new CMS that the end user should simply use WordPress with custom themes and plug-ins. Well the truth is, over 60% of people that want an online portfolio either don't have the knowledge to do the coding or simply don't have the time.

Today even people in the Interior Design fields would like portfolios to show their works. Red Mantis doesn't boast that we're the best option, but we hope to accommodate the end user in their ventures into online stardom and recognition. While I personally intend for Red Mantis to be distributed to people like me, graphic designers, there are many other fields that people need an online portfolio solution. Consider the following:

- Interior Designers
- Graphic Designers
- Advertising Artists
- Painters
- Abstract Artists
- Photographers
- Digital Artists
- Photo manipulation Professionals

While the previous is only naming a quite small area of artists, and I understand that art can be interpreted differently, there are many other uses that Red Mantis may be used for. Websites like Deviantart.com already have a great online portfolio setup going. Red Mantis doesn't intent to "re-invent the wheel" yet we want to improve it, strengthen it, and flaunt it. Well the last bit is a little boasting but you get the point.

So why not simply use premade software and alter it? Well then we couldn't call it our own, we couldn't say our sweat was on those keys, we couldn't redistribute it without permission, and most of all we would have to decipher the code and strip it, which would take a hell of a long time. I want something original, something new, new features, something never seen before! If you're reading this, I'm assuming you want the same otherwise you wouldn't have had the password to access this file.

So if this all sounds like a good idea to you, what are you waiting on, well obviously you need to continue reading, but get hyped, get going, let's do it! Ok well seems I'm a little more hyped but you get it!

About Donations

I figure I might as well dispel this myth before you continue reading this documentation. The purpose of a donation is to show you care about the cause, helping out others, and above all... giving. Here are a few questions that may arise before the project begins:

Q. Is there money involved in this project?

A. No, this is an open source project, you're not getting paid.

Q. Will donations be accepted?

A. Yes

Q. How are donations spent?

A. Towards hosting, advertisements, and any cost directly related to the project.

Q. Can I get paid for services?

A. No, this is again... voluntary, if the administrators see you are doing exceptional work, then you could possibly qualify for something. What you do outside the scope of the project however, is totally up to you.

The common problem behind most projects is the expectation of money from the project. Well with Red Mantis we have no intention of taking money from others for the development of the project, nor do we want our team to expect it either. Granted we will accept donations but not require them. I alone can afford the hosting fees of \$20/month and advertisements are optional. The point of this project is everyone participates; everyone gets a say-so in it. If you don't agree, then we ask that you speak up.

Confidentiality

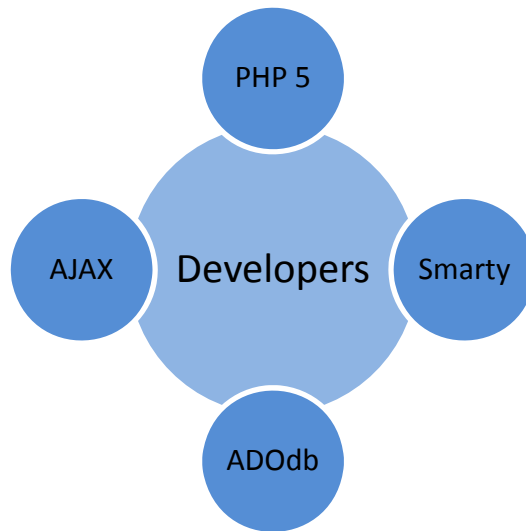
With most projects there is always a confidentiality clause somewhere; well we are no different, until we're finished at least.

By participating in this project you are agreeing to **not redistribute, publish, or otherwise produce any code, graphics, or otherwise copyrighted materials owned by the project and its participants**. All files are to be kept zipped, archived, or guarded in such a way that you need a password to access rather it be FTP files, PDF files, or RAR/ZIP files.

The willingness to not follow these rules will mean a forfeit of your current position to the next in place and banning from the project and any corresponding websites.

We're not trying to keep this documentation private for all times, yet we're trying to keep it private until the right time. We don't want people going out there and creating the same software faster than us. After the first beta test of the software I intend to release the development documentation to the public but until then, I hope we can keep this as private as possible.

The Tools



With Red Mantis, the tools available to us will make us the most powerful portfolio software on the internet. Red Mantis will utilize multiple types of premade software and application layers. The intention behind the development of Red Mantis would be to make it easier on the developer. Sure we could write our own template engine, sure we could write our own Database applications, and sure we can make our own AJAX frameworks. Now I'm not saying we shouldn't write our own original code, but we are going to use the already made Smarty template engine and the ADODB database abstraction library.

ADODB

"ADODB is a database abstraction library for PHP." ADO will allow Red Mantis to connect to a variety of databases which include:

- *MySQL*
- *PostgreSQL*
- *Interbase*
- *Firebird*
- *Informix*
- *Oracle*
- *MS SQL*
- *Foxpro*
- *Access*
- *SQLite*

I did intentionally leave out a few database structures and left the most popular. Sorry if anyone feels left out in the cold. Full information on ADODB can be found at <http://adodb.sourceforge.net>. You should have a copy of the ADODB Documentation in your development packet. If not please email me at webmaster@phyrax.com

This DB Abstraction Library will allow us developers to cache common sql queries for server speed. ADOdb also allows us developers to use the database as a backend for session variables that would originally be passed to each and every page the user visits, maybe we wouldn't need certain session info on a special page, why pass it then?

Smarty

The Smarty template engine is designed for speed, it actually will cache already compiled template code. Smarty has a slew of built in template functions for the template designer and developer to use. Here's an excerpt from Smarty's website:

At its most basic function, the application code collects content, assigns it to the template engine and displays it. The content might be something like the headline, tagline, author and body of a newspaper article. The application code has no concern how this content will be presented in the template. The template designer is responsible for the presentation. They edit the template files, adding markup and bringing it to completion. This typically involves things like HTML tags, cascading style sheets and other tools provided by the template engine.

This paradigm serves several purposes:

- *) Designers can't break application code. They can mess with the templates all they want, but the code stays intact. The code will be tighter, more secure and easier to maintain.
- *) Errors in the templates are confined to the Smarty's error handling routines, making them as simple and intuitive as possible for the designer.
- *) With presentation on its own layer, designers can modify or completely redesign it from scratch, all without intervention from the programmer.
- *) Programmers aren't messing with templates. They can go about maintaining the application code, changing the way content is acquired, making new business rules, etc. without disturbing the presentation layer.
- *) Templates are a close representation of what the final output will be, which is an intuitive approach. Designers don't care *how* the content got to the template. If you have extraneous data in the template such as an SQL statement, this opens the risk of breaking application code by accidental deletion or alteration by the designer.
- *) You are not opening your server to the execution of arbitrary PHP code. Smarty has many security features built in so designers won't breach security, whether intentional or accidental. They can only do what they are confined to in the templates.

Again, you should have received the most up to date information in your development packet. If not please email me at webmaster@phyrax.com or you may simply go to <http://www.smarty.net> for more information.

Development Packet

In your development packet you should have received files both documenting Smarty and ADOdb. At this point, I am attempting to make the ADOdb files into a PDF for archiving but as of yet, I have been unable to complete that task. If you have not received your packet or believe there are more up to date versions available please visit <http://www.smarty.net> and <http://adodb.sourceforge.net> for the most complete and up to date documentation on the two application layers.

As of right now (May 08, 2008) there are no SQL tables or data available on this project, nor is there any code, templates, or scripts available. Once I have create them you will be notified either on the Red Mantis page (<http://blog.phyrax.com/red-mantis>), by email, or instant message. If there are any updates to the development package you will be immediately notified and a post will be made with a link to the updated archives.

Future Dev Packet Intentions

In future development packets I intend to archive the following files for your use:

- ADOdb Documentation
- Smarty Documentation
- Development PDF's
- Notes
- Readme
- Install
 - Notes on how to install the latest files or complete applications
- Complete Red Mantis Application
 - This would be the most current files with a complete list of updates and the like.

Team communication guidelines

As with all dev teams it is imperative that we communicate on a regular basis. You should have at least the ability to download either Skype or MSN. Other messengers such as yahoo, IRC, and the like will not be accommodated.

FTP Guidelines

Each team member will have access to his or her own FTP folder on phyrax.com with his or her own user and pass. By using this folder you agree to not post any harmful, pornographic, or otherwise illegal or improper content that does not pertain to the Red Mantis project. Furthermore you will only be able to upload files, not download. **All downloads will be restricted to Administrators only.**

The use of ftp should be only for the updating of your progress. For instance if you are finished working on your tasks then simply upload your package to the folder with a readme file of what was changed. Furthermore, if you see some errors from the previous code or think you could change it for the better, then simply change the code and upload the package to the zip with a readme of what you did and why. Using FTP is of course not required but it would help for us to stay up to date with each other.