

# T-D O S E

Technical Dutch Open Source Event ([www.t-dose.org](http://www.t-dose.org))

**3 and 4 October 2009,  
Fontys University of Applied Science,  
Eindhoven, The Netherlands.**



**WWW.T-DOSE.ORG**

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## Table of Contents

Locatie.....	4
OpenStreetMap location.....	4
Accommodation.....	4
From Trainstation Eindhoven.....	4
By car.....	4
Track 1: Saturday.....	6
IPv6 implementation at Proxy.nl?.....	6
iscsi: a Open Source SAN solution.....	6
Hostingvereniging Soleus - Community-driven Virtual Private Servers & more.....	7
KiCad an Open Source CAD.....	7
Hoe landt het overheidsbeleid voor OSS en OS bij overheden?.....	7
Track 2: Saturday.....	9
Robustness in error handling in BIND 10.....	9
Linux Auto Update USB Installer.....	9
An empirical study of division of labour in free & open source software development: the case of FreeBSD.....	9
Using eTokens on Linux.....	11
Wifisofts: Network Event Kit.....	11
Track 3: Saturday.....	12
Typo3.....	12
libdbook: get your books sorted.....	12
Taal is van ons allemaal.....	13
Saturday 3rd of October 2009.....	15
Sunday 4th of October 2009.....	16
Track 1: Sunday.....	17
Pragmatic Puppet.....	17
OpenStreetMap: the people's map.....	17
VirtSec, the new hot topic in virtualization town, but what it is. Do we need it ? .....	18
Benchmarking (Wireless) Networks.....	18
Dokeos.....	18
Track 2: Sunday.....	19
A history of Slackware development.....	19
How to tell the cloud what to do.....	19
Open Small Enterprise Server.....	20
Djagios is a Nagios configuration frontend.....	21
The year of the Wiimote.....	21
Track 3: Sunday.....	22
Continues integration in PHP, why, what and how.....	22
An Easy Way to Input Semantic Mathematics on the Web.....	22

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VLC features and tricks of version 1.0.x.....	23
Next-Gen Wikis, Mixing Content-Oriented Applications with Wikis.....	24
ZorgOpen.org: Informatie platform over Open Source in de zorg.....	24
Sponsors.....	26

## Speakers

- [Ruud Baars](#)
  - [Ywein van den Brande](#)
  - [Ben van 't Ende](#)
  - [Kris Buytaert](#)
  - [George Dafermos](#)
  - [Ludovic Dubost](#)
  - [Ludo Gorzeman](#)
  - [Eric Hameleers](#)
  - [Henk Hoff](#)
  - [Frank Hoffmann](#)
  - [Geerd Dietger Hoffmann](#)
  - [Jerry Jacobs](#)
  - [Wilco Jansen](#)
  - [Shane Kerr](#)
  - [Jan Willem Knopper](#)
  - [Bart Knubben](#)
  - [Arnoud Krediet](#)
  - [Bruno Lowagie](#)
  - [Jochen Maes](#)
  - [Saties Mahadew](#)
  - [Kees Meijs](#)
  - [Gerard Mourits/a>](#)
  - [Luc Nieland](#)
  - [Marcel Nijenhof](#)
  - [Harmen de Rooter](#)
  - [Jean-Paul Saman](#)
  - [Jan Stedehouder](#)
  - [Bharvani Toshaan](#)
  - [Marten Vijn](#)
  - [Dag Wieers](#)
  - [Wilma Willems](#)
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## Locatie

T-DOSE will be held at the Fontys University of Applied Science in Eindhoven. Its location is right across the Technical University of Eindhoven at the Kennedylaan. The official address of Fontys is Rachelsmolen 1, 5612 AM Eindhoven. Here is a link to [Google maps](#) showing the address. Some location photos have been taken by Bart Cortooms and published on [flickr](#)



## OpenStreetMap location

The T-DOSE conference location can also be found using OpenStreetMap. Follow this [link](#).

## Accommodation

Looking for a place to sleep, then check out this link to google maps for accommodation nearby [Google Maps](#) or try [Hotel Sofitel](#).

## From Trainstation Eindhoven

If you are by foot follow the Kennedylaan from the trainstation on the left side. The entrance to the Fontys University of Applied Science on the Kennedylaan will be open.

## By car

Traveling **from Tilburg** take the A58 until the end (near businesspark Ekkersrijt). Then turn right on the Kennedylaan and drive straight till the first traffic lights. Turn right till first traffic light, then do a U-turn left (180 degree) and use the entrance on the Rachelsmolen on your right. Only on Saturday the entrance on the Kennedylaan will be reachable..

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Traveling **'s Hertogenbosch/Utrecht** take the A2 to 'knooppunt Batadorp' near Best and follow the A58 to Eindhoven. Then turn right on the Kennedylaan and drive straight till the first traffic lights. Turn right till first traffic light, then do a U-turn left (180 degree) and use the entrance on the Rachelsmolen on your right. Only on Saturday the entrance on the Kennedylaan will be reachable.

Traveling **from Venlo/Maastricht** take the A67/A2 till 'knooppunt Leenderheide' (big roudabout just under Eindhoven). Take the traffic lights straight ahead till the next roudabout. Then go straight ahead for 2 more traffic lights and turn right on the big road (2 lanes in each direction). Drive straight ahead till next roudabout. Go straight ahead over it and at the second traffic light you will cross the Kennedylaan. It is not possible to turn left there so drive on the the next first traffic light, then do a U-turn left (180 degree) and use the entrance on the Rachelsmolen on your right.

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## Track 1: Saturday

### [IPv6 implementation at Proxy.nl?](#)

Authors: [Marcel Nijenhof](#)

IPv6.marceln.org

We are nearing the time where the IPv4 addresses are exhausted. Everyone should start to implement IPv6 where we have enough adresses to give every home multiple networks so that we are able to connect our coffee machine with a public address to the internet.

So i implemented IPv6 at home to get the experience and see if IPv6 is ready to be used.

This presentation gives a overview of that setup and addresses the following topics:

- Why IPv6
- The IPv6 Address space
- How to setup IPv6
- IPv6 routing
- DNS and DHCP
- Firewall setup

### [iscsi: a Open Source SAN solution](#)

Author: [Luc Nieland](#)

A SAN build with opensource software and industry standard hardware... Is that really possible?

This is 2009, local storage is outdated for years. Also for years there are many suppliers of good SAN products. High quality products but not very affordable and they usualy come in black boxes full of specialised hardware and firmware. Unix/Linux proves that it can be usefull for many purposes by providing alternatives based on open standards.

In this presentation, a scenario is presented for a fully operational setup. The result is a high avaiable SAN without a single point of failure. This is done with a stack of industry standard hardware, ethernet and opensource software. The software is based on Linux, Drbd, iSCSI and multipathing. This software gives

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many options while building together, and the configuration has to be done carefully. The result can be used in many situations, from large enterprises to SME environments.

## [Hostingvereniging Soleus - Community-driven Virtual Private Servers & more...](#)

Author: [Harmen de Ruiter](#)

There are a gazillion different vendors of Virtual Private Servers in the world. You can get the exact VPS you like for the price you're willing to pay on the location you desire with the SLA you need. But wherever you look, there is one thing common between them, they're all set up with one thing in mind, making money.

Hostingvereniging Soleus is something refreshingly different. Started in the late 2007 with something totally different in mind, building a free, open and welcome community. It's a non-commercial organisation willing to help people extend their knowledge, work together, inspire people and be social.

The talk will be about what Soleus is all about, how it started, what its goals are, etc. Of course there will be some tech involved. The setup they're using is simple but interesting and constantly evolving.

But, we'll only scratch the surface there. Don't expect a very technical talk, but do expect something inspirational...

## [KiCad an Open Source CAD](#)

Author: [Jerry Jacobs](#)

The talk is about the KiCad project in general, features, and examples.

## [Hoe landt het overheidsbeleid voor OSS en OS bij overheden?](#)

Author: [Wilma Willems](#)

**NOTE: Dit praatje wordt in het Nederlands gegeven (this talk will be held in Dutch language)**

De overheid heeft open standaarden en open source software hoog op de politieke agenda gezet. Vervolgens moet dit wel landen in de organisatie en wel op het bestuurlijke niveau. Als alleen de werkvloer enthousiast is over open source leidt dit lang niet altijd tot breed draagvlak..... Een bekende ervaring?! In deze (interactieve) presentatie komen de vraagstukken van organisaties aan de orde: een jaar ervaring van NOiV. NOiV is ook erg benieuwd naar de ervaringen

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uit het veld.

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## Track 2: Saturday

### **Robustness in error handling in BIND 10**

Author: [Shane Kerr](#)

BIND 9 was written largely to fix the security problems of BIND 8. One technique used to insure safe code was adopting a design-by-contract style for development. This has insured that common security problems of

the era, like buffer overflows, using uninitialized data, and so on, were avoided. However, the code is extremely brittle in the face of developer errors. This opens a different class of security problem: the program terminates when an unexpected situation is encountered, or DoS due to bad code.

BIND 10 is ISC's project to re-write BIND for the next 10 years. One part of BIND 10 is increasing the robustness of the software. This presentation will discuss the techniques being adopted to minimize the

problems caused by coder errors.

### **Linux Auto Update USB Installer**

Author: [Bharvani Toshaan](#)

Different ways how to make a Linux USB installer, as it enables you to install your system without a CD, DVD or network. The USB installer is kept up to date with all updates by the distribution. The USB installer works based upon ExtLinux and enables you to boot from the USB to install the system. The updater uses mrepo to keep the USB installer up to date. The exact procedure how to make the USB installer and how to keep it up to date.

### **An empirical study of division of labour in free & open source software development: the case of FreeBSD**

Author: [George Dafermos](#)

More specifically, the presentation reports on the results of an empirical study of division of labour in a large free software project, FreeBSD. The question informing the research is: How is work distributed within a large free/open source software project's development community? To answer that, we analysed FreeBSD's 14 years of development history (1994-2008) as recorded in the project's code repository. To elucidate the division of labour in the FreeBSD project, and its dynamics over time, our analysis tackles, among others, the

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following sub-questions:

- How many people write code for new functionality?
- How many people report bugs?
- How many people fix them?
- Are these functions carried out by distinct groups of people, that is, do people assume primarily a single role?
- Do large numbers of people participate somewhat equally in these activities, or do a small number of people do most of the work?
- Where did the code contributors work in the code? Was strict code ownership enforced on a file or module level?

The following is a more concise abstract:

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It has been repeatedly remarked that work in free and open source software projects is not assigned, as contributors undertake the tasks they choose to perform. In parallel, it has been argued that there is no limit on the number of developers that a project can potentially employ, as a consequence of which a tendency of mass participation inheres in these projects. Mass participation, in turn, results in significant cumulative improvement: "given enough eyeballs, all bugs are shallow". The centrality thus attributed to mass participation only reinforces the urgency of posing the following question: How is work distributed within

the development community?: how many people write code for new functionality? How many people report bugs? How many people fix them? Are these functions carried out by distinct groups of people, that is, do people assume primarily a single role? Do large numbers of people participate somewhat equally in these activities, or do a small number of people do most of the work?

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For an overview of the presentation, see the slides attached. (The slides reflect the state of our research a couple of months ago; but as

the research is still in progress, the slides we intend to present at T-DOSE will be further updated).

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## **Using eTokens on Linux**

Author: [Frank Hoffmann](#)

Mostly, access data are written on paper or kept safe in an email folder. As an alternative, Smartcards and eTokens can be used. I will show which tools exist and how to integrate an eToken in your own software.

## **Wifisofts: Network Event Kit**

Author: [Gerard Mourits](#)

T-Dose 2009 Gerard will tell us about WiFiSoft's latest project "The NEK"

The Network Event Kit (NEK) is hardware and software to deploy event networks for open source, open content, open hardware. It's purpose it to be fast to deploy and low cost. The NEK gives access to internet via a wired and wireless infrastructure. This works on opensource software and is documented online. However it is more the just this kit. The idea behind the NEK is to create cooperation and train people to use open software on events.

Publications: WiFiSoft.org; Gerard Mourits and Marten Vijn have made some contributions to a book coming out next year on the Harvard University Press: The Genesis of WiFi.

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## Track 3: Saturday

### Typo3

Author: [Ben van 't Ende](#)

Ben van 't Ende is co-owner of Netcreators a dutch internet company that has clients like the dutch union CNV, several governmental agencies and municipalities all using the Enterprise Content Management System TYPO3. He is also a member of the TYPO3 Steering Committee, the executive body of the TYPO3 association. Ben leads the Content Rendering Group and is actively involved in user accessibility / user interface group and Digital Asset Management (DAM).

TYPO3 has the reputation as being The Enterprise Content Management System. This presentation will be about the power and scalability of TYPO3 itself that gives it this reputation. I will take you through the years with a bit of history and give some examples of TYPO3's use for dutch municipalities and the unique proposition Open Source presents here.

### libdbook: get your books sorted

Author: [Geert-Dietger Hoffmann](#)

dbook is a collection of tools that enable you to collect data about books, sort them and manage your collections. The main feature is a c library that enables you to get data from amazon and google, etc.... Further it includes a program that creates a bibtex file for your LaTeX papers. More features will be included when the talk is held.

### LPI Exams LPIC-1, -2 and -3

Since the start of T-DOSE exams and certifications from LPI on Linux and Open Source topics have taken place during the conference. For the first time at T-DOSE: exam LPI 303 on the subject 'Security'. The Linux Professional Institute (LPI) offers all its available exams in English language: LPI 101 and 102 for

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LPIC-1, LPI 201 and 202 for LPIC-2, LPI 301, LPI 302 and LPI 303 for LPIC-3.

The exams will take place on saturday, 3rd october at 14:00 p.m. Advance reservation is recommended. For reservations go to the web formular at this address: <http://lpievent.lpice.eu>

Meeting point for all participants will be 15 minutes prior to examination begin in the exam room.

### **Price Advantages for T-DOSE Visitors**

Visitors of T-DOSE 2009 pay 75 EUR for any LPIC-1 and LPIC-2 examination as well as for the examinations LPI 302 and LPI 303. For examination 301, a fee of 95 EUR will be charged. This corresponds to about half of the standard fee charged in a testcenter. The exam is offered as a paper exam.

### **Terms of Payment and Registration**

The participation fees for all offers must be paid in cash before the examination. Participants must produce valid photo identification and a valid LPI-Identification number. The LPI-identification number must be applied for under following URL: <http://www.lpi.org/caf/Xamman/register>

### **Update of the Examination Objectives**

Important for all LPIC-1 and -2 candidates: At T-DOSE 2009 only LPIC-1 and LPIC-2 examinations according to the new objectives will be offered. On April 1st, 2009 new versions of the exams to the certification programs LPIC-1 (examination LPI 101 and 102) and LPIC-2 (examination LPI 201 and 202) were released. For details on the new examination versions and their contents refer to the LPI websites:

<http://www.lpice.eu/LPIC-Programma.52.0.html?&L=3> and  
[http://www.lpi.org/eng/certification/the\\_lpice\\_program](http://www.lpi.org/eng/certification/the_lpice_program)

Please direct any inquiries concerning the LPI examination to LPI Central Europe via email to: [lpievent@lpice.eu](mailto:lpievent@lpice.eu)

## **Taal is van ons allemaal**

[Author: Ruud Baars en Bart Knubbe](#)

Het project OpenTaal maakt vrije Nederlandstalige taalhelpbestanden voor gebruik in opensourceprojecten. Het project werkt aan spellingcontrole, woordafbreking, synoniemenlijsten en grammaticacontrole. De woordenlijst voor spellingcontrole is goedgekeurd door de Nederlandse Taalunie en wordt inmiddels veel gebruikt. O.a. in Firefox en OpenOffice.org, maar ook voor toepassingen die de makers van te voren niet hadden bedacht. In deze sessie zullen Ruud Baars en Bart Knubben vertellen over de achtergrond van het

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project, de resultaten tot nu toe en de ambities voor de toekomst. Daarnaast zal zij een demonstratie geven van de functionaliteit en vertellen hoe eenieder kan bijdragen aan dit project, want.... "taal is van ons allemaal".

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## Saturday 3<sup>rd</sup> of October 2009

Time	Track 1	Track 2	Track 3
10:00	<a href="#">Ywein van den Brande</a> <a href="#">F/OSS and Intellectual Property</a>		
11:00	<a href="#">Marcel Nijenhof</a> <a href="#">IPv6 implementation at Proxy.nl</a>	<a href="#">Shane Kerr</a> <a href="#">Robustness in error handling in BIND 10</a>	<a href="#">Ben van 't Ende</a> <a href="#">Typo3</a>
12:00	<a href="#">Luc Nieland</a> <a href="#">iscsi: a Open Source SAN solution</a>	<a href="#">Bharvani Toshaaan</a> <a href="#">Linux Auto Update USB Installer</a>	<a href="#">Geert-Dietger Hoffmann</a> <a href="#">libdbook: get your books sorted</a>
13:00	Pause		
14:00	<a href="#">Harmen de Ruiter</a> <a href="#">Hostingvereniging Soleus - Community-driven Virtual Private Servers &amp; more...</a>	<a href="#">George Dafermos</a> <a href="#">An empirical study of division of labour in free &amp; open source software development: the case of FreeBSD</a>	<a href="#">LPI Exams LPIC-1, -2 and -3</a>
15:00	<a href="#">Jerry Jacobs</a> <a href="#">KiCad an Open Source CAD</a>	<a href="#">Frank Hoffmann</a> <a href="#">Using eTokens on Linux</a>	<a href="#">LPI Exams LPIC-1, -2 and -3</a> <a href="#">Pre-registration here</a>
16:00	<a href="#">Wilma Willems</a> <a href="#">Hoe landt het overheidsbeleid voor OSS en OS bij overheden?</a>	<a href="#">Gerard Mourits</a> <a href="#">Wifisofts: Network Event Kit</a>	<a href="#">Ruud Baars en Bart Knubbe</a> <a href="#">Taal is van ons allemaal</a>
17:00	Cleanup		
18:00	<a href="#">Social Event</a>		

## Sunday 4<sup>th</sup> of October 2009

Time	Track 1	Track 2	Track 3
10:00	<a href="#">Jan Stedehouder</a> <a href="#">Ubuntu - Towards a viable open source desktop</a>		
11:00	<a href="#">Kees Meijs</a> <a href="#">Pragmatic Puppet</a>	<a href="#">Eric Hameleers</a> <a href="#">A history of Slackware development</a>	<a href="#">Wilco Jansen</a> <a href="#">Continues integration in PHP, why, what and how..</a>
12:00	<a href="#">Henk Hoff</a> <a href="#">OpenStreetMap: the people's map</a>	<a href="#">Geert-Dietger Hoffmann</a> <a href="#">How to tell the cloud what to do</a>	<a href="#">Jan Willem Knopper</a> <a href="#">An Easy Way to Input Semantic Mathematics on the Web</a>
13:00	Pause		
14:00	<a href="#">Kris Buytaert</a> <a href="#">VirtSec, the new hot topic in virtualization town, but what it is. Do we need it ?</a>	<a href="#">Bharvani Toshaan</a> <a href="#">Open Small Enterprise Server</a>	<a href="#">Jean-Paul Saman</a> <a href="#">VLC features and tricks of version 1.0.x</a>
15:00	<a href="#">Marten Vijn</a> <a href="#">Benchmarking (Wireless) Networks</a>	<a href="#">Jochen Maes</a> <a href="#">Djagios is a Nagios configuration frontend</a>	<a href="#">Ludovic Dubost</a> <a href="#">Next-Gen Wikis, Mixing Content-Oriented Applications with Wikis</a>
16:00	<a href="#">Saties Mahadew Dokeos</a>	<a href="#">Dag Wieers</a> <a href="#">The year of the Wiimote</a>	<a href="#">Arnoud Krediet</a> <a href="#">ZorgOpen.org: Informatie platform over Open Source in de zorg</a>
17:00	Closure of T-DOSE 2009		
17:15	Cleanup		
18:00	Close		

## Track 1: Sunday

### Pragmatic Puppet

Author: [Kees Meijs](#)

System administrators, or "sysadmins", have a long tradition of writing simple tools to help them get their work done faster, whether they work for a large organization maintaining hundreds or thousands of machines or they just maintain a couple of machines part time. Very little of this software ever gets published, though, which means very little of it is ever reused and very little of it ever develops into mature tools useful outside the organization that wrote it. This, combined with the fact that organizations rather than sysadmins usually retain the copyright for these tools, means that most sysadmins start from scratch at every new company, building ever-more-powerful systems based on ssh and a for loop or something similar.

Puppet has been developed to help the sysadmin community move to building and sharing mature tools that avoid the duplication of everyone solving the same problem. It does so in two ways:

- It provides a powerful framework to simplify the majority of the technical tasks that sysadmins need to perform
- The sysadmin work is written as code in Puppet's custom language which is shareable just like any other code.

This means that your work as a sysadmin can get done much faster, because you can have Puppet handle most or all of the details, and you can download code from other sysadmins to help you get done even faster. The majority of Puppet implementations use at least one or two modules developed by someone else, and there are already tens of recipes available in Puppet's Recipes.

For more information on Puppet, please visit

<http://reductivelabs.com/trac/puppet/wiki/PuppetIntroduction>.

### OpenStreetMap: the people's map

Authors: [Henk Hoff](#)

OpenStreetMap started 5 years ago in London. It is now a major mapdata supplier. Several iPhone apps use maps based on OpenStreetMap data. Also on more and more websites you can find OpenStreetMap maps; e.g. the website of The White House. OpenStreetMap uses a complete different way to make maps. Everybody can participate in the project. If you find something wrong in the

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map: you can fix it yourself. Is a complete road missing: add it. This crowd source approach will make OpenStreetMap into the largest, most detailed and most up-to-date map of the world. And the best part is: it's free to use! But, what about quality of data? Is free really that free? What can you do with it? These questions, amongst others, will be discussed during this talk.

## **VirtSec, the new hot topic in virtualization town, but what it is. Do we need it ?**

Author: Kris Buytaert

VirtSec, the new hot topic in virtualization town, but what it is. Do we need it ?

Different opinions fly around on the internet and in the blogosphere. Some security experts claim there is nothing new under the sun and the VirtSec people are just trying to sell products based on the

Virtualization Hype. Some see a genuine need to secure new elements in the infrastructure, where as others claim it is just a way for the Virtualization industry to get a piece from the security budget We'll tackle the different VirtSec definitions while looking how the Open Source Virtualization crowd tackles the VirtSec story.

## **Benchmarking (Wireless) Networks**

Author: Marten Vijn

In talk Marten Vijn will present different ways to measure network performance. Most of this testing related the to the Network Event Kit, FreeBSD and Linux.

The talk includes separate io/disk issues from network issue, create DoS situations and sometimes system crashes. This talk includes parts you should not do in production networks:

Try this at home, not at work. More info here: <http://bsd.wifisoft.org/nek/>

## **Dokeos**

Author: Saties Mahadew

For more information see [www.dokeos.com](http://www.dokeos.com)

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## Track 2: Sunday

### [A history of Slackware development](#)

Author: [Eric Hameleers](#)

Slackware is the oldest actively maintained Linux distribution. Yet, it is not considered to be a "mainstream" distribution like Ubuntu, RedHat or SuSE. This follows from it's minimalist approach to what makes a Linux distribution.

Slackware makes no concessions. It packages software with a minimum of patching, allowing for a user experience which is in line with the intentions of the program's developer. It assumes the user is smart enough to know what he does, and makes no assumptions about what the user wants. This approach has led to heated debates between Slackware users and those more familiar with the other distributions.

The presentation tries to give a rational view on Slackware's development and design philosophy. By looking back at its conception in 1993 and following the time-line up to the release of an official 64bit port in the summer of 2009, hopefully the audience will get a better understanding of why Slackware is still going strong after 16 years even though it is the product of one man's vision and effort.

### [How to tell the cloud what to do](#)

Author: [Geert-Dietger Hoffmann](#)

Cloud computing is rapidly gaining the interest of service providers, programmers and the public as no one wants to miss the new hype. While there are many theories on how the cloud will evolve no real discussion on the programmability has yet taken place. In this talk a programming language named objic is described, that enables programs to run in a distributed manner in the cloud. This is done by creating an object orientated syntax and interpretation environment that can create objects on various distributed locations throughout a network and address them in a scalable, fault tolerant and transparent way. This is followed by a discussion of the problems faced and an outlook into the future.

Cloud computing is seen to bring together many services that are provided through the "world wide computer". A trend to multifunctional environments is currently taking place on the operating system kernel level encouraged by new virtualization techniques (see XEN, VMware, OpenBox). On the other hand, on the highest level of abstraction, object orientated notations and ideas are mostly

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used. The general concept is that once the cloud provider is chosen, a lock-in to his techniques and libraries occurs. Service compatibility is then achieved by adding specific output filters to the program (see SOAP, REST), which emulate object usage. This results in that every Software as a Service (SaaS) provider creates his own format. Other programs then have to retrieve this information and parse it accordingly and create local object representations, if they want to communicate with this service. This creates many difficulties especially when the format has to change. By these methods, both ends of a cloud service stack have become scalable, or in a nutshell "cloud enabled". Since the important layer of compilers and interpreters and as such the program constructs, have been neglected in the past few years, it is still the case that to use other services of a cloud provider, the programmer has to include some specific library or write the interface himself. Efforts to make compilers and/or interpreters more "cloud friendly" have only resulted in non-complete products and are not generally used. As seen by the success in the usage of SOAP and the object orientated paradigm, an object oriented distribution approach bears many advantages for the cloud, but has not been implemented in the layer of programming languages yet.

The talk tries to introduce a novel object orientated programming language that acts as a layer of glue between the hardware cloud providers and the presentation of the user interface where object are already emulated and used. It should be possible to use an array of services provided in the cloud, through published objects, in an independent transparent way. It should further encourage people to offer a service to other users, through letting other people instantiate the objects they have written. In the current situation, if someone has written a good encryption library, for example, he is forced to use non standard methods to write a web service that makes this library usable. By using the language introduced in this project, publishing this library through a well defined interface and securing the intellectual property by keeping all execution in the server, should be enabled and encouraged. A further aim is to make it easy to incorporate services provided by different providers in a scalable, fault tolerant and traceable way. Despite that no attempt, known to the author, has been made so far to implement anything in this way. A discussion of similar techniques is needed to enable an objective perspective. This evaluation will be followed by an outlook into the near future.

## **Open Small Enterprise Server**

Author: [Bharvani Toshaan](#)

Email, collaboration, document management, customer management. Many features that are included out-of-the-box in proprietary systems, can be very easily implemented in an open source environment, based on CentOS Enterprise

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Linux, Zarafa Email Server, Alfresco eCSM/DM, SugarCRM. The advantage of the system is that all products in the bundle are available in a supported version by their respective upstream manufacturers. The use of the bundle system makes integration towards multiple client systems possible. Each product will be discussed and their integration into one bundle.

## **Djagios is a Nagios configuration frontend**

Author: Jochen Maes

Djagios is a Nagios configuration frontend. It is an opensource project designed in django. Djagios differentiates itself from lilac, nconf and others by being designed not for the system administrator, but for his manager. It will allow people unaware of the ins and outs of nagios to configure hosts, services etc. The tool also allows you to import 95% of the nagios objects, and thus will be the first to support a full import (and export).

The talk will explain the process that the project took and the way certain choices were made.

## **The year of the Wiimote**

Author: Dag Wieers

This presentation will look at using the wiimote for controlling your Linux system. Last year we brainstormed about all the possible uses of a Wiimote for giving presentations, this year we looked at what survived the storm, what is practically useful and how we broadened the scope.

A new project, called WiiPresent, allows to control your Linux computer with a Nintendo Wii Remote. At T-DOSE 2009 the WiiPresent project has a booth with a demo-setup and will provide "Wiimotes" and bluetooth dongles to any speaker or user who wants to try it out.

The project is looking for feedback from speakers willing to test and use the Wiimote for their presentation at T-DOSE. In particular we would like to learn what application support is missing, create distribution packages and what improvements we can make so WiiPresent works out of the box and is as convenient as possible.

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## Track 3: Sunday

### [Continues integration in PHP, why, what and how..](#)

Author: [Wilco Jansen](#)

The term 'Continuous Integration' originated with the Extreme Programming development process, as one of its original twelve practices. When I started developing in open source we worked together with a group of open source (volunteer) developers, having some basic infrastructure like version control and coding guidelines in place.

An important part of any software development process is getting reliable builds of the software. Despite it's importance, we are often surprised when this isn't done. Within the Joomla project the quality of the CMS is maintained manually by a group of people, and I found out that this is a very time consuming and and environment where a simple fix in the software can break a lot of other areas.

I will discuss the process that has put into place on a different project where we implemented a continues integration process. It stresses a fully automated and reproducible build, including testing, code analyses, API documentation and package generation process that runs after every commit. One of the hardest things to express about continuous integration is that makes a fundamental shift to the whole development pattern, one that isn't easy to see if you've never worked in an environment that practices it. In fact most people do see this atmosphere if they are working solo - because then they only integrate with themself. For many people team development just comes with certain problems that are part of the territory. Continuous integration reduces these problems, in exchange for a certain amount of discipline.

The fundamental benefit of continuous integration is that it removes sessions where people spend time hunting bugs where one person's work has stepped on someone else's work without either person realizing what happened. These bugs are hard to find because the problem isn't in one person's area, it is in the interaction between two pieces of work. This problem is exacerbated by time. Often integration bugs can be inserted weeks or months before they first manifest themselves. As a result they take a lot of finding.

### [An Easy Way to Input Semantic Mathematics on the Web](#)

Author: [Jan Willem Knopper](#)

The MathDox Formulaeditor: An Easy Way to Input Semantic Mathematics on the Web

The exist different ways to enter mathematical expressions on a computer. Some

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examples are by pressing buttons on a calculator, by selecting mathematical expressions from a palette (possibly with different tabs), or by entering them in LaTeX syntax, a linear way of entering mathematics known by most mathematicians.

There is no standard way of entering mathematics. There is however the need to exchange mathematical information on the web. We have developed

a Formula Editor that tries to combine the best parts of these input methods, and that also produces the mathematics in a semantic format,

OpenMath, that describes what the formula means, rather than how it looks.

The MathDox Formulaeditor is a web-based editor written in JavaScript, that draws sprites on a HTML Canvas. It can make the semantic

mathematics available through a hidden HTML TextArea. It can be used without plugins, is available under an open source license (LGPL), and

is easy to extend and adjust.

The MathDox Formulaeditor is currently being used as an input editor for interactive mathematical exercises by 1000 students.

Some other applications (that are currently being developed) will also be shown:

- Using the Formula Editor as a front-end to a Computer Algebra System (with evaluation)
- The MathDox Editor an editor of mathematical texts

## **VLC features and tricks of version 1.0.x**

[Author: Jean-Paul Saman](#)

The VideoLAN project develops a complete Open Source multimedia playing and streaming solution for multiple platforms. Its main product VLC media player is available on Linux (Debian, OpenSuSE, Fedora, Ubuntu, RHEL, Mandriva, ALTLinux, ArchLinux, etc), MacOS X, \*BSD (OpenBSD, NetBSD, FreeBSD), Solaris, Windows (2000/2003/XP/Vista).

The VLC media player is a highly portable multimedia player for various audio and video formats (MPEG-1, MPEG-2, MPEG-4, DivX, mp3, ogg, ...) as well as DVDs, VCDs, and various streaming protocols (UDP, RTP, RTSP, MMS, etc). It can also be used as a server to stream in unicast or multicast in IPv4 or IPv6 on a high-bandwidth network.

In this talk VLC as media player will be highlighted and especially the new features in upcoming version 1.0.0. To name a few: customizable user interface (including skins), new supported codecs, webbrowser plugins and many more

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new features.

## **Next-Gen Wikis, Mixing Content-Oriented Applications with Wikis**

Author: Ludovic Dubost

The talk will present and demo characteristics of next generation wikis based on the XWiki open source project:

- \* Ability to develop content-oriented applications directly inside wiki pages
- \* Polyglot wiki: support of multiple wiki syntaxes
- \* Polymorphism: ability to use the wiki as a web site, an intranet or as a lightweight CMS
- \* Semi-structured: Mixing of structured information with free form content

Today, Web 2.0 applications are all the rage. A key feature of Web 2.0 applications is the ability to offer collaboration features to its users. Next Generation wikis offer a generic development platform that

offers high level services for writing collaborative applications on top of them, such as Document editing and versioning services, multiple syntaxes services, rendering services, PDF/RTF/HTML export services, WYSIWYG editing, REST/GWT/XMLRPC service support, Storage services, Search services, multi instance services and a lot more.

The talk will demonstrate real-world realizations using next generation wikis showing what can be done and will assert that next generation wikis are one more tool in the developer's bag of tools to consider when developing collaborative and content-oriented web applications.

## **ZorgOpen.org: Informatie platform over Open Source in de zorg**

Author: Arnoud Krediet

**NOTE: Dit praatje wordt in het Nederlands gegeven (this talk will be held in Dutch language)**

Voor meer informatie zie [www.zorgopen.org](http://www.zorgopen.org).

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