



NEW FEATURES IN LIFERAY ENTERPRISE PORTAL 4.4

Notes for Beta Testers

New Features in Liferay Enterprise Portal 4.4: Notes for Beta Testers
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1. PURPOSE

Hello, and welcome to our beta testing program! We are excited to have this opportunity to work with you before the release of the new version of Liferay Enterprise Portal. As a valued member of our user community, we very much appreciate your efforts to beta test our software and look forward to working together with you to make the next release of Liferay Enterprise Portal the best it can be.

This document is designed to give you a quick run-through of the new features slated to appear in the next release of Liferay Enterprise Portal. It won't give you an exhaustive tour of the new features, but hopefully what appears here will be enough to enable you to understand what the features are so that you can test their functionality.

For a beta testing process, this can work well. There may be some user interface issues with the new features that the internal team isn't aware of, because we've been so close to the code for so long. Introducing those features to you early can often identify unforeseen problems, and then those problems can be fixed before the release comes out.

We welcome any feedback that you may have as you test the new features. Whether you find a major bug, a small issue with the user interface, or nothing at all, we want to know about your experience. If you find a bug, please feel free to post it as a JIRA issue. If you have any kind of question or comment, please feel free to post it in the beta testing message boards area. We will be happy to clarify any questions you may have.

What follows is a small tour of the new features. You may not be interested in all of them; if not, just test the ones you are interested in. Of course, we would appreciate it if you could go through the whole feature set exhaustively, but we know that isn't always possible. Any effort you can make will help to make Liferay Enterprise Portal better, and that is the goal of this program.

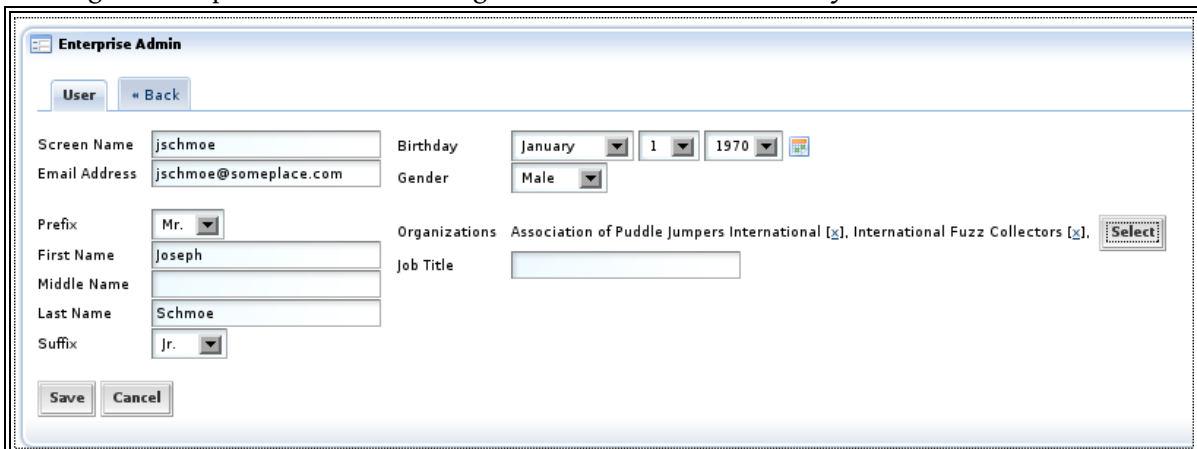
Thank you again for your efforts!

2. IMPROVED USER AND ORGANIZATION SYSTEM

The user and organization system in the new version of the Portal has been revamped.

Users Can Now Be Members of More than One Organization

On the user page, it will now be possible for one user to be a member of more than one organization. Organization permissions for both organizations are then inherited by that user.



The screenshot shows the 'Enterprise Admin' interface for managing a user. The user's details are as follows:

Screen Name	jschmoe	Birthday	January 1, 1970
Email Address	jschmoe@someplace.com	Gender	Male
Prefix	Mr.	Organizations	Association of Puddle Jumpers International [x], International Fuzz Collectors [x]
First Name	Joseph	Job Title	
Middle Name			
Last Name	Schmoe		
Suffix	Jr.		

Buttons: User, Back, Save, Cancel, Select

Illustration 1: Membership in more than one organization.

Click the X to remove the user from the organization.

Locations are now an Organization Type

The Enterprise Admin portlet has been simplified. The Locations tab has been removed, and locations are now a type of organization. This brings the user interface more in line with the back end code, because this is what locations have always been.

The screenshot shows the 'Enterprise Admin' interface for creating an organization. The 'Organization' tab is active. The form includes the following fields: Name (Red Fuzz Collectors), Parent Organization (International Fuzz Collectors), Recursable Permissions (checked), Status (Full Member), Type (Location), Country, and Region. The 'Type' dropdown is circled in red. There are 'Save' and 'Cancel' buttons at the bottom left, and 'Select' and 'Remove' buttons next to the Parent Organization field.

Illustration 2: Locations as organization types

Organization Roles

There is now a new type of role called an Organization Role. This role works like the Community Roles introduced in Liferay Enterprise Portal 4.3. They allow users to belong to organizations as Members, Owners (can do anything), Administrators (can do anything but create new administrators or kick the current ones out), or even as custom defined roles.

The screenshot shows the 'Enterprise Admin' interface for creating a role. The 'Roles' tab is active. The form includes the following fields: Name (Fuzz Organization admin), Type (Organization), and buttons for 'Save' and 'Cancel'. The 'Type' dropdown is circled in red.

Illustration 3: Creating an organization role

Improvements to LDAP Integration

An enhancement has been made to the Settings -> Authentication -> LDAP page in the Enterprise Admin portlet, allowing you to test the connection to your LDAP server.

Additionally, the LDAP import now only imports new or modified entries. This is a huge performance enhancement to the system and greatly decreases the load on both the portal server and the LDAP



Illustration 4: Testing LDAP Connections

server.

This concludes the section on the improved User and Organization system.

3. IMPROVED STAGING AND IMPORT/EXPORT

We have made significant enhancements to both the staging features and the LAR (Liferay Archive) import / export features.

Staging: Copy from Live / Publish to Live of individual pages

When using the staging environment, the *Publish to Live* button now displays a dialog box asking whether you wish to publish the entire staging environment or just a portion.

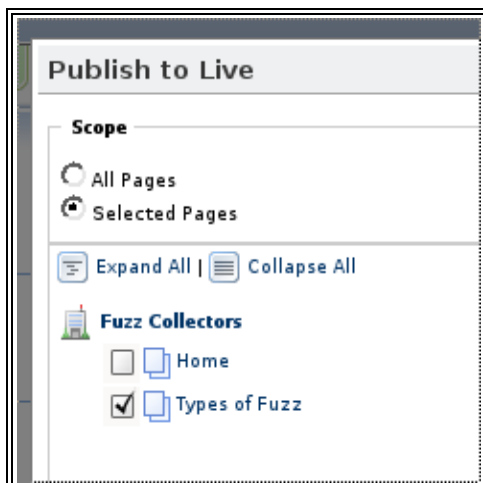


Illustration 5: Select what you want to publish

LAR Export Enhancements

Previously, Journal Content was the only content that could be exported in a LAR file. There are now data handlers for all major portlets, making it possible to export a whole community from one server in order to import it to another server.

Import / Export has also been improved by the use of a UUID (Universally Unique Identifier) for

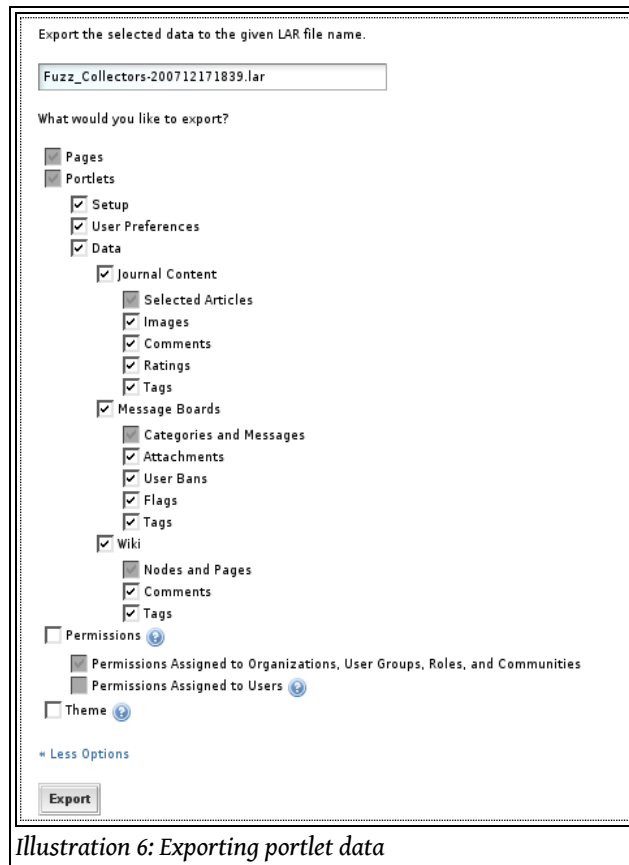


Illustration 6: Exporting portlet data

portal objects. This allows for a “mirror mode” import, enabling you to import a LAR file multiple times. Only objects which have been updated since the last import will be imported. This greatly enhances the performance of LAR file imports.

LAR files can now also include the theme the Community is based on, as well as any hot deployable portlets that are being used on any of the pages. This enables you to have a seamless way to move communities from one server to another, and can even be used for backup purposes.

Content Management

There is now a new Asset Publisher portlet. This portlet allows you to publish any piece of content in your portal as though it were a Journal Article, either through a set of publishing rules or by manually selecting it.

For example, if you wanted to publish all content that has the tag *liferay*, you could set up an Asset Publisher portlet to do that. Any time a user on your portal posts anything with that tag, whether it be a document, an image, a blog entry, Wiki page, a message

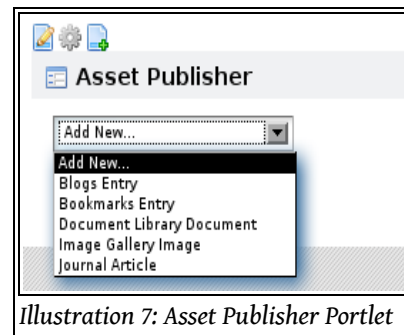


Illustration 7: Asset Publisher Portlet

board posting, a Journal Article, or a Bookmark to Liferay's home page, that asset would get published in the Asset Publisher portlet.

You can limit the publication of data by asset, by tag, or by tag category. You can also configure what display columns appear.

The screenshot shows the 'Asset Publisher' configuration interface. At the top, there's a navigation bar with 'Home', 'Types of Fuzz', 'Blogs', and 'Add Page'. Below that, a success message states 'You have successfully updated the setup.' The main configuration area is titled 'Asset Publisher' and includes tabs for 'Setup', 'Permissions', and 'Export / Import'. The 'Query Logic' tab is active, showing options for 'Asset Selection' (Dynamic), 'Asset Type' (All), and 'Select by Tags Category' (None). It also features sections for 'Displayed content must contain the following tags' (with a text input 'liferay' and 'Add Tags' button) and 'Displayed content must NOT contain the following tags' (with an empty text input and 'Add Tags' button). Checkboxes are present for 'Include tags specified in the URL?' and 'Include tags specified in the user's My Global Tags and My Community Tags portlets?'. A 'Search Operator' dropdown is set to 'Or', and 'Save' and 'Cancel' buttons are at the bottom.

Illustration 8: Asset Publisher Query Logic

There is also now an article view counter. This is implemented via AJAX, which allows us to take advantage of our caching mechanism to be sure that the counters on cached pages are updated. The Asset Publisher portlet can take advantage of the counter by ordering pages by the number of views.

Beyond the Asset Publisher portlet, you can also now control the display of content better. If you want a single article to span multiple pages, place the token `@page_break@` in your article where you want the pages to break.

4. IMPROVEMENTS TO PORTLETS AND THE PORTAL

There have been some improvements made to the bundled portlets. These may not be readily apparent upon an upgrade, but will be more noticeable as the portlets are used.

For example, there is now a multiple file uploader in the Image Gallery and Document Library portlets, allowing you to upload whole folders of files in one request.

You can use the Blogs Aggregator portlet (which you can see in action on <http://blogs.liferay.com>) to group together all the blog entries in the entire portal or all the users of a particular organization. The Blogs Portlet itself has been updated to include threaded comments, email notifications of blog replies, and social bookmarking links.

Usability

We have made some small usability improvements to the user interface. If you haven't used more recent builds of 4.3, the “Actions” menu is now used in every portlet. It replaces the row of action buttons that used to appear next to every record.

We have also improved the UI for defining the permissions of a role (see Ivan Cheung's blog entry on this feature for further information: <http://www.liferay.com/web/icheung/home/blogs/312228>), and you can add a user to a role from the user screen.

The terminology in the Welcome menu (i.e., the “Dock”) has also been fixed. For example, *Add Content* has been changed to *Add Application*. The *Add Application* menu itself has been improved: you can now drag portlets off the menu and drop them where you want them to appear on the page. You can also quickly tell the difference between instanceable portlets and non-instanceable portlets. Instanceable portlets are portlets you can add many times to a page or community (like the Journal Content portlet), and they can all have different data; non-instanceable portlets are portlets you can add only once to a community, and its data is bound to that community (like the Message Boards portlet).

The screenshot shows the 'Enterprise Admin' user management interface. At the top, there are 'User' and 'Back' buttons. Below, user details are displayed: User ID (10305), Screen Name (jschmoe), Email Address (jschmoe@someplace.com), Birthday (January 1, 1970), Gender (Male), Prefix (Mr.), First Name (Joseph), Middle Name, Last Name (Schmoe), and Suffix (Jr.). Organizations listed are 'Association of Puddle Jumpers International' and 'International Fuzz Collectors'. There are 'Save' and 'Cancel' buttons. Below the form, there are tabs for 'Display', 'Password', 'Regular Roles' (which is selected and highlighted with a dotted border), 'Community Roles', and 'Organization Roles'. Under the 'Regular Roles' tab, a table lists roles: 'Power User' and 'User'. At the bottom left, the 'Assign Regular Roles' button is circled in red.

Illustration 9: Assigning a role from the user screen

Nested Portlets

We have a new portlet which is currently called the *Nested Portlets* portlet (name subject to change). This portlet allows you to drag other portlets onto it and drop them inside it. This allows for much more complex page layouts than have been available before. In recent builds you can find this portlet in the *Undefined* section of the *Add Application* menu.

5. DEVELOPER FEATURES

Though there has been a lot of focus in the new release on the portal UI and making the administration features easier to use, we have not forgotten the developers. Below is a description of some of the developer-friendly changes that have been made for the new release.

Service Builder

The Service Builder has been heavily refactored to make use of FreeMarker (<http://www.freemarker.org>) templates. The code generated by the Service Builder can thus be customized by creating your own templates and then changing the reference to point to your custom version. Template examples can be found in the portal source project in *portal-impl/src/com/liferay/portal/tools/servicebuilder/dependencies*.

Please see <http://support.liferay.com/browse/LEP-4296> for further information on what variables can be changed to point to your own versions of these files. You can specify them as Ant parameters.

You can also now use the Service Builder from the Plugins SDK environment. This allows you to make use of Liferay's underlying database infrastructure to build hot deployable portlets. To see how this is used, check out the Plugins SDK from our Subversion repository and take a look at the *sample-service-builder-portlet*.

The Service Builder can now auto generate UUIDs for your entities (see page 11 for a description of how we use these internally). This enables developers to provide the same LAR export functionality for their own portlets that we have provided for the internal portlets. To enable this, simply add *uuid=true* to your Entity element.

For debugging purposes, we have also added a feature to the Admin Portlet. There is a new button on the Server tab which allows administrators to generate a thread dump. If you are having production issues with your portal, you can have your administrator generate a thread dump and send you the log file (or the *javacore.txt* file if you're using the IBM JDK) so that you can take a look and see what the problem might be.