

ReScript

Community Meeting

@ryyppy, 19th of May 2022

Agenda

- Quick Introduction of all participants (for those who want to introduce themselves)
- Update on the project
- Realignment for v10 (first planned community release)
 - Compiler
 - Syntax
 - Editor
 - Core Libraries
- Onboarding new contributors

Update on the Project

- Currently in the process of cleaning up / restructuring our repositories (mostly compiler / syntax)
- Project has been stable, but we'd like to open up the development processes to community members
- Most of the details were already mentioned on the most recent Project Announcements
- But today we want to focus on one particular core goal before we start tackling many other challenges (discussed later in the v10 milestone)

Onboarding new Contributors

- Goal to have reliable core contributors
- Alignment with our vision & engineering practise
- Onboarding will happen in buddy groups that are closely nit to team members
- **Syntax:** @cknitt, @fham, @maxim
- **Compiler:** @cristiano
- **Editor:** @zth, @cristiano
- Bob will do essential reviews / give guidance for complex parts
- Patrick will keep an eye on the project roadmap / blockers / organizational stuff

Onboarding new Contributors

- New contributors may join a topic to regularly check in on work items.
- They work closely with the team members, in case there are questions or problems.
- We want to establish trust and distribute responsibility.
- Depending on the quality of collaboration, members may get more responsibility / credentials as we see fit during collaboration.
- We want to systematically collect and distribute "tribal knowledge" and make the information accessible to new potential contributors.

Onboarding new Contributors

Communication

- Github issues on compiler / syntax -> including milestones
- Contributors who want to get involved may send me their Discord handle (ryyppy#8688) to get invited to a private chat for more immediate communication
- More official communication will be done via the Forum (maybe we will even introduce a Development section for contributors to communicate on)
- Important to keep knowledge persisted, so please use Github issues / forum posts to wrap up bigger chunks of information

Onboarding new Contributors

Commitment to the Project

- We are happy to slowly guide the way through each part of the platform, but we'd also ask for a certain level of commitment
- We will have regular monthly contributor meetings to allow a "standup" like environment. We'd expect folks to regularly check in with us.

v10 Release

Changes etc.

- We will divert from the original v10 release, as posted on our roadmap page
- New Goal: Make a first community-handled release for the `rescript` package from start to finish. No new proper features planned, just shipping the current status of all master branches (which may contain new features / breaking changes).
- This will include following steps....

v10 Release

First Steps to our Release

- Figure out the changes between 9.1.4 and 10 in the compiler repo
- Fix the CI processes for the compiler repo
- Make sure all build tests run through
- Also create some test infra to test the VScode extension (e2e tests)
- Fix blocker issues and upstream the current syntax to the compiler
- Create single Changelog with all the changes (especially breaking changes)
- Figure out how to create a fully-fledged npm package for release. E.g.: include the following list of subdirectories, and add the platform binaries here and there.
- Wrap up a release candidate that Bob is able to verify
- Then, let's figure out what will be the upcoming tasks for the future

v10 Release

Compiler current Work

- cknitt / cristiano started porting the CI processes for MacOS, Linux, Windows to GitHub actions, so we can properly build the project for all platforms
 - Linux / Windows are still not there yet. cknitt has more insights on that
- We'd like to make the compiler workable with dune and the ocaml editor toolchain. Right now we can build bsc with dune, but editor support is lacking.
- rescript-lang.org Playground bundle updated to latest state (some breaking changes prevented it from building).

v10 Release

Syntax Work

- v10 milestone tasks: <https://github.com/rescript-lang/syntax/milestone/3>
 - These need to be fixed, so we can upstream the latest master into the compiler
- v10.1 milestone tasks for more ambitious tasks / bugfixes: <https://github.com/rescript-lang/syntax/milestone/2>
 - This includes some important features, such as the docstring syntax

v10 Release

Removing refmt from the syntax

- We need to remove the refmt api for different complexity reasons.
 - This means that v10's rescript version will not be able to migrate Reason files to ReScript
 - That shouldn't be a problem though, since users can still use rescript@9.1.4 to upgrade existing Reason codebases
 - We'll still ship `refmt.exe` with the compiler though, so old Reason codebases will still compile
- This will help us creating a proper rescript compiler library that's easy to vendor and also makes it easier for us to build on M1

Other Tasks

Kinda unrelated to the v10 Release, but still important

- Js library, Belt, @ryyppy/rescript-promise
 - For the JS library, we'd like to start drafting from a-new with a third-party package to find proper apis. Starting point could be bloodyowl's rescript-js repo: <https://github.com/bloodyowl/rescript-js>
 - This new foundation should include the promise bindings as well

Other Tasks

Documentation website and other things

- Playground work (as described by the recent Project Update announcement post)
 - As soon as we get the playground bundle changes in the compiler, we'd like to automate the release process for the bundle JS files
 - The playground itself should support some console window
- Many other tasks, please check out the announcement post, and let me know what you are interested in

Summary

- Topic teams (syntax, compiler, docs, infra, etc)
- Onboarding new members to establish trust and allow knowledge transfer
- Communication via private Discord (please send me your Discord handle)
- Also using the forum and GitHub issues for more thorough communication
- v10 Release: all about getting a stable community release out
- Later on, we will talk about new features and other nice stuff