

# **Hosting a Project on SourceForge**

**<http://sourceforge.net>**

**By Jim Sansing**

# SourceForge History

**Excellent article at:**

**[http://itmanagement.earthweb.com/cnews/  
article.php/3705731](http://itmanagement.earthweb.com/cnews/article.php/3705731)**



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#### What's Hot for Linux?

 Filesharing	<p>1 <b>PeaZip</b> Cross-platform file and archive manager. Features <b>Download Now!</b> (1.3 MB)</p>	 (116 ratings) recommend (1480 ratings)	 Software Dev.   System Admin.   Business   Audio/Video
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 Security	<p>3 <b>FullSync</b> FullSync is a powerful tool that helps you keep ... <b>Download Now!</b> (5.8 MB)</p>	 66% recommend (322 ratings)	
 Games	<p>4 <b>SystemImager</b> SystemImager is software that makes the ... <b>Download Now!</b> (15.4 MB)</p>	 57% recommend (7 ratings)	

— **PowerFolder**

#### Project of the Month

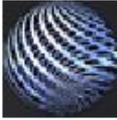
Wireshark

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**POTM**



### Scintilla

Scintilla is a free source code editing component which includes useful features such as syn...

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Development



### Azureus / Vuze

Vuze (formerly Azureus) is a P2P file sharing client using the bittorrent protocol. Search a...

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Communications



### Smart package of ...

So far this project consists of a source rpm that can be used to easily create a binary rpm ...

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### Audacity

A fast multi-track audio editor and recorder for Linux, BSD, Mac OS, and Windows. Supports W...

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Audio / Video



Platform: **Desktop**  
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### BitTorrent

BitTorrent is a tool for distributed download. Go to [http://www.bittorrent.com/fo...](http://www.bittorrent.com/)

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### Pidgin

Pidgin is a GTK+ instant messaging application for Windows and Unix. It supports A...

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### aMSN

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  - Multimedia (1,410)

- Platform**
- Windows
  - Mac
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  - Symbian
- Dev Status**
- Inactive (45)
  - Mature (32)
  - Production/Stable (469)
  - Beta (571)
  - Alpha (367)
  - Pre-Alpha (300)
  - Planning (374)

Searching gives **2749** results      Sort by: **Relevance**      View: **25**

video      **Search** >

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**Azureus / Vuze** Updated 2010-08-13      **74% Recommend** (4091)  
 Vuze (formerly Azureus) is a P2P file sharing client using the bittorrent protocol. Search and download torrent files. Play, convert and transcode videos and music for playing on many devices such as PSP, TiVo, Xbox, PS3, iTunes (iPhone, iPod, Apple TV).  
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**HandBrake** Updated 2010-05-08      **72% Recommend** (566)  
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 ffdshow is an advanced DirectShow filter and VFW codec that supports many audio and video formats. For example: H.264, MPEG-4, MPEG-2, H.263, VP3, VP6, Theora, MJPEG, SVQ3, MP3, AC3, DTS, E-AC3, AAC, and Vorbis.  
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 XBMC Media Center is a free cross-platform media player software and entertainment system application framework for Linux, Mac, and Windows. XBMC is capable of playing back and streaming all popular video, audio, and picture formats out-of-the-box.  
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 DVD Flick aims to be a tool to convert various PC video formats to a DVD that can be played on pretty much any standalone DVD player. It's main target audience is people who know at least the basics about DVDs and video and audio files.  
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  - Desktop Environment (2)
  - Software Development (4)
  - Communications (12)
  - Multimedia (29)

- Platform**
- Windows
  - Mac
  - Linux
  - Symbian
- Dev Status**
- Inactive (2)
  - Production/Stable (20)
  - Beta (18)
  - Alpha (9)
  - Pre-Alpha (7)
  - Planning (16)
- Programming Language**
- Java (20)
  - C++ (13)

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- Library (3)
- Administration (1)
- Testing (1)
- Computer Aided Instruction (CAI) (5)
- Games/Entertainment (3)
- Communications (6)
- Multimedia (14)

Platform

- Windows
- Mac
- Linux x**
- Symbian

Dev Status

- Production/Stable (6)
- Beta (7)
- Alpha (3)
- Pre-Alpha (6)
- Planning (5)

Programming Language

- Java (3)
- C++ (6)
- PHP (10)
- C (7)
- C# (2)
- Python (1)

Searching gives 26 results

Sort by: Relevance View: 25

video Search

**Inwicast Mediacenter**

Updated 2008-10-23

Inwicast Mediacenter adds multimedia capabilities to Claroline and Moodle so that teachers can easily publish, manage and share audio and video podcasts in various formats. Inwicast Mediacenter can also manage videos hosted on servers like Youtube.

100% Recommend (2)  
125 weekly downloads

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**Tux Typing**

Updated 2010-06-08

Tux Typing is an educational typing program for children starring Tux, the Linux Penguin. The program includes two video game-style activities for younger players, with phrases and finger lessons for older students. Extensive i18n. License: GPL.

68% Recommend (73)  
673 weekly downloads

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**Claroline packages**

Updated 2010-07-08

Packages for Claroline Opensource LMS : Skype status, Clock, Google Adsense, Google Search, RSS reader, Who is online, Blog, Chat, Podcast, Results, Subscription, Survey, Web Video Conference Dimdim, ...

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**EVK Educational video codec**

Updated 2008-07-05

Evk is a simple lossy video codec. Project aims at developing a clean and functional implementation of basic algorithms used in video compression. Next goal is to create a detailed documentation together with tutorial about video compression.

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Updated 2004-11-08

This is a cross-platform online streaming video editing system built with PHP and Javascript. The system will works on web browsers, and it provides an interface to "edit" the existing streaming video files to create a new video work.

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Updated 2009-02-05

FunType is intended to motivate children who love videos to learn to use a keyboard to type. FunType plays video clips after the puzzle text is typed correctly. FunType provides the ability to easily generate puzzle files to go with existing videos

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**Camscope**

Updated 2010-07-20

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  - Linux
  - Symbian
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  - Alpha (2)
  - Pre-Alpha (1)
- Programming Language**
- License**
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  - Other License (1)
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Searching gives 6 results Sort by: Relevance View: 25

+vim +documentation Search

**Vim documentation Chinese version** Updated 2010-08-19  
 The project is to translate latest vim help documentations into simplified Chinese.  
 100% Recommend (11)  
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**Vim Documentation (Indonesian)** Updated 2003-08-28  
 Dokumentasi Vim (Vi-Improved) dalam Bahasa Indonesia. Ditujukan untuk membantu orang-orang Indonesia mempelajari Vim. Sehingga tidak ada lagi alasan bahwa bahasa merupakan penghalang untuk belajar.  
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**Vim's Russian Documentation** Updated 2002-04-12  
 Russian translation of the Vim editor documentation.  
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**Vim Chinese Documentation**  
 Vim Chinese Documentation is a project to translate the existing english Vi Improved documentation into Chinese.

**Vim Hangeul Documentation**  
 Korean translation of Vim manuals

**vim&emacs docs** Updated 2010-01-22  
 Documentation for emacs and vim  
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**vimdoc**  
Central place for Vim documentation.

Showing 1 result 1

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 **vimdoc** by [dwsharp](#), [netztor](#)

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Summary Files Support Develop Tracker

Central place for Vim documentation.

[View all files](#)

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<http://vimdoc.sourceforge.net>

TAGS EDIT

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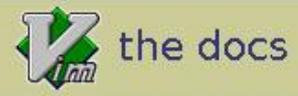
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Uganda

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Vim

### Home

- [About Vim](#)
- [Vim Reference Manual](#)
- [Vim User Manual](#)

### Site Help



### What is Vim?

Vim is a highly configurable text editor built to enable efficient text editing. It is an improved version of the vi editor distributed with most UNIX systems. Vim is distributed free as charityware. If you find Vim a useful addition to your life please consider [helping needy children in Uganda](#).

### Legend

- Page not hosted by vimdoc.sf.net

## Manuals

- Search the latest documentation (Updated 2009-06-13 for Vim 7.2.197):  
   
 Help  FAQ  Both
- Vim User Manual
  - [HTML format](#)
  - [Printable HTML-highlighted file](#)
  - [PDF and PS formats](#)
- Vim book
  - [Paperback](#)
  - [PDF format](#) (converted by Tomas Vasko [vasko@truth.sk](mailto:vasko@truth.sk))
  - [Errata page](#)

## FAQs

- [Plain text](#) (by Yegappan Lakshmanan and Gavin Sinclair)
- [HTML](#)
- [Vim Help format](#)

## HOWTOs

- [Vim as XML Editor](#)
- [Compiling Vim on Win32](#)
- [Include Pretty Source Code in DocBook](#)
- [Vim Regular Expressions](#)

## Tutorials

- [Vim Cookbook](#)
- [Seven habits of effective text editing](#)

## Vim Help File Translations

This Vim [FAQ](#) is created from the questions and answers posted to the vim@vim.org user mailing list and the comp.editors newsgroup. There are several ways to solve a problem in Vim. This [FAQ](#) gives one of those several possibilities. You can explore the other ways using the information and links given in this FAQ. The credit for the answers in this [FAQ](#) goes to Peppe, Benji, Charles Campbell and numerous others.

## INDEX

### SECTION 1 - GENERAL INFORMATION

- [1.1.](#) What is Vim?
- [1.2.](#) Who wrote Vim?
- [1.3.](#) Is Vim compatible with Vi?
- [1.4.](#) What are some of the [improvements](#) of Vim over Vi?
- [1.5.](#) Is Vim free?

### SECTION 2 - RESOURCES

- [2.1.](#) Where can I learn more about Vim?
- [2.2.](#) Is there a mailing list available?
- [2.3.](#) Is there an archive available for the Vim mailing lists?
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- [2.5.](#) I have a "xyz" (some) problem with Vim. How do I determine it is a problem with my setup or with Vim?
- [2.6.](#) Where can I report bugs?
- [2.7.](#) Where can the [FAQ](#) be found?
- [2.8.](#) What if I don't find an answer in this FAQ?
- [2.9.](#) I have a patch for implementing a Vim feature. Where do I send the patch?
- [2.10.](#) I have a Vim tip or developed a new Vim syntax/indent/filetype/compiler [plugin](#) or developed a new script or a colorscheme. Is there a public website where I can upload this?

### SECTION 3 - AVAILABILITY

- [3.1.](#) What is the latest version of Vim? (\*Updated\*)
- [3.2.](#) Where can I find the latest version of Vim? (\*Updated\*)
- [3.3.](#) What platforms does it run on?
- [3.4.](#) Where can I [download](#) the latest version of the Vim runtime files? (\*New\*)

### SECTION 4 - HELP

- [4.1.](#) How do I use the help files?
- [4.2.](#) How do I search for a keyword in the Vim help files?
- [4.3.](#) I am getting an error message E123, what did I do wrong?
- [4.4.](#) Where can I read about the various modes in Vim?
- [4.5.](#) How do I generate the Vim help [tags](#) file after adding a new Vim help file?
- [4.6.](#) Can I use compressed versions of the help files?

### SECTION 5 - EDITING A FILE

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EDIT

WWW http://realeyes.sourceforge.net EDIT  
TAGS EDIT

**Features:**

- Add a new feature

save changes

**Release Date:** 2009-11-14

**Topic:** Frameworks, Security EDIT

**Operating System:** Linux EDIT

**License:** GNU General Public License (GPL) EDIT

**Intended Audience:** System Administrators EDIT

**User Interface:** Java SWT EDIT

**Database Environment:** PostgreSQL (pgsql) EDIT

**Programming Language:** C, Java EDIT

**Registered:** 2008-04-04

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<input checked="" type="checkbox"/>	<a href="#">File Manager</a>	Download	Always On	<a href="#">Manage</a>
<input checked="" type="checkbox"/>	<a href="#">Help Wanted</a>	Recruiting	Always On	<a href="#">Submit, Manage</a>
<input checked="" type="checkbox"/>	<a href="#">Project Database (MySQL)</a>	Web Hosting	Always On	<a href="#">Manage</a>
<input checked="" type="checkbox"/>	<a href="#">Project Web</a>	Web Hosting	Always On	<a href="#">Manage</a>
<input checked="" type="checkbox"/>	<a href="#">Virtual Hosts (VHOSTs)</a>	Web Hosting	Always On	<a href="#">Manage</a>
<input checked="" type="checkbox"/>	<a href="#">CVS</a>	Source Control	Enabled	
<input checked="" type="checkbox"/>	<a href="#">Forums</a>	Forums	Enabled	<a href="#">Manage</a>
<input checked="" type="checkbox"/>	<a href="#">Mailing Lists</a>	E-Mail	Enabled	<a href="#">Manage</a>
<input checked="" type="checkbox"/>	<a href="#">Project News</a>	News / Blog	Enabled	<a href="#">Submit, Manage</a>
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<input checked="" type="checkbox"/>	<a href="#">Subversion</a>	Source Control	Enabled	<a href="#">Manage</a>
<input checked="" type="checkbox"/>	<a href="#">Tracker</a>	Bug / Defects	Enabled	<a href="#">Manage</a>

# Realeyes

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## Project Information

**UNIX Name:** realeyes [\[Rename\]](#)

**Summary Page:** <https://sourceforge.net/projects/realeyes/>

**Descriptive Name:**

**Project Description:**  
The Realeyes IDS captures and analyzes full sessions. The graphical user interface will display both halves of captured sessions to determine what occurred. The GUI also provides management of application users, sensors, and the database.  
 Characters (of 250 permitted). HTML will be stripped.

**Project Homepage:**

**Export Controls:**

This project does NOT incorporate, access, call upon, or otherwise use encryption of any kind, including, but not limited to, open source algorithms and/or calls to encryption in the operating system or underlying platform.

This project DOES incorporate, access, call upon or otherwise use encryption. Posting of open source encryption is controlled under U.S. Export Control Classification Number "ECCN" 5D002 and must be simultaneously reported by email to the U.S. government. You are responsible for submitting this email report to the U.S. government in accordance with procedures described in: <http://www.bis.doc.gov/encryption/PubAvailEncSourceCodeNotify.html> and Section 740.13(e) of the Export Administration Regulations ("EAR") 15 C.F.R. Parts 730-772.

## Trove Categorization

[\[Edit Trove Categorization\]](#)

Database Environment: PostgreSQL (pgsql)  
Development Status: 4 - Beta  
Intended Audience: System Administrators  
License: GNU General Public License (GPL)  
Operating System: Linux  
Programming Language: C, Java  
Topic: Security, Frameworks  
User Interface: Java SWT

[\[Review suggested Topic changes\]](#)

## Preferred Support Mechanism

Most projects use a variety of mailing lists, forums and Trackers to provide the best possible support to their end-users. To reduce confusion among your end-users, you may set the Preferred Support Mechanism for your project.

[\[Set Preferred Support Mechanism\]](#)

# Realeyes

## Preferred Support Mechanism

This page allows a project administrator to specify which mechanism (forums, mailing lists, Trackers, direct email, etc.) they want end-users to utilize when reporting support issues to their project. This information will be used in the "Support" page to help reduce end-user confusion and misdirected issue reports.

**Support Resources:** The following is a list of the publically-accessible resources enabled for your project (forums, mailing lists, Trackers, etc.). Resources that are flagged as hidden, non-public or deleted will not be provided as options. Choose the resource you want users to utilize when submitting support issues to your project:

- Tracker: Bugs
- Tracker: Support Requests
- Tracker: Patches
- Tracker: Feature Requests
- Forum: Administration
- Forum: Analysis
- Forum: Contact
- Forum: Developers
- Mailing List: realeyes-updates
- Email the project admins directly
- External url:
- No Preferred Support Mechanism set

Set Preferred Support Mechanism

### About SourceForge

- About SourceForge
- Contact Us

### Find Software

- Find Software
- Most Popular Overall

### Develop Software

- Create Project
- Project Help Wanted

### Community

- The Blog
- @sourceforge on Twitter

### Help

- Site Documentation
- Submit Support Requests

sourceforge

 Search

logged in as jjsansing | [Preferences](#) | [Help/Guide](#) | [About Trac](#)

[Wiki](#) | [Timeline](#) | [View Tickets](#) | [New Ticket](#) | [Search](#)

[Start Page](#) | [Index](#) | [History](#) | [Last Change](#)

## About SourceForge.net and Open Source software

- [What is SourceForge.net?](#)
- [What is Open Source software?](#)
- [What's new at SourceForge.net?](#)
- [Open Source at SourceForge.net](#)
- Get help: [Contact us](#), [Check service availability](#), [DMCA](#)
- Useful searches: Search... [Site Docs](#), [the Knowledge Base](#) (known issues, workarounds), [tickets](#), [for software](#)
- [Legal documentation and hosting policies](#)

[About SourceForge.net and Open Source software](#)  
[Getting started using SourceForge.net](#)  
[Hosting with SourceForge.net](#)  
[About this documentation](#)  
[Program documentation](#)

## Getting started using SourceForge.net

- [Find software to download](#)
- [Register a user account](#)
- [Account control](#) (change your password, change your email, recover a lost account, deal with spam)
- [Overview of Open Source software development](#) (downloads, talking with the project, reporting defects, getting source code)

## Hosting with SourceForge.net

- [Register a project for hosting](#), [Get started with your new project](#), [Project control](#)
- Downloads and metrics: [Release files for download](#), [Project statistics](#), [Web analytics](#)
- [Hosted Apps](#), the most popular of which are: phpBB, MediaWiki, Piwik, Trac and dotProject
- Web services: [Project web](#), [Project database](#), [Developer web](#), [MediaWiki wiki](#)
- SCM (source code management) services: [Subversion](#), [Git](#), [Mercurial](#), [Bazaar](#), [CVS](#)
- Shell services: [File management service](#), [Shell service](#), [Cron service](#)
- Communications: [Mailing lists](#), [phpBB forums](#), [News](#)
- [Get support from SourceForge.net staff](#) (via email, IRC, or ticket)
- [Backup your data](#)
- [Comprehensive service directory](#)

## About this documentation

This [documentation](#) is managed by [SourceForge.net crew](#) and selected [Community members](#). You are welcome to print this documentation for your own personal use. Please [Contact us](#) if you have any questions or concerns about the documentation; or if you wish to participate in our documentation writing as a member of our community. All materials copyright (C) 2009 - 2010, SourceForge Inc.

## Get started with your new project

We know that starting a new project can be a daunting task. We've prepared this five-step guide to help you quickly get your project off the ground and growing at [SourceForge.net](#).

If you're looking for more in-depth information on setting up your project, we encourage you to review our [site documentation](#) and chart your own course, or read "[Producing Open Source Software](#)" by Karl Fogel.

[Get started with your new project](#)  
[Register your project](#)  
[Step 1: Make a file release](#)  
[Improve your project presence](#)  
[Step 2: Refine your project description](#)  
[Step 3: Enable the features you need](#)  
[Step 4: Launch your wiki or blog](#)  
[Step 5: More code, recruit developers](#)  
[Getting Help](#)

## Register your project

If you have not already registered your project on SourceForge.net:

- [Register a user account](#).
- Determine which [Open Source](#) license you will use for your project. The [GNU GPL](#), [GNU LGPL](#), and [BSD](#) licenses are very popular.
- Determine what your project is going to write for software -- you will need to supply a description of your project during the registration process.
- [Register your project](#).

## Step 1: Make a file release

Now that your project is registered, we encourage you to jump right in and [make a file release using our File Release System \(FRS\)](#). The Open Source community lives by "Release Early, Release Often". Getting a release out the door will supply the momentum your project needs to succeed -- it will help attract users and developers to your project, and help you gain confidence in your work.

Here are some tips to get your first release out the door on the right foot:

- If you don't have code yet, that's what you should focus on -- start writing some code. A few hours of work on the code is plenty; release that.
- It is perfectly fine to release a snippet of proof-of-concept code. Software grows over time; your first release is just a starting point -- it probably won't compile or do anything useful.
- Don't worry about making the first release live up to any standards of "release quality". No matter how good the code, you'll probably change every line as your project matures. There is no sense in "making it perfect" for the first release.
- Don't worry about releasing binaries or documentation right now -- wait until your software does something useful.
- Make a text file, README, which includes your project description, a link to your project page at SourceForge.net, and your email address so potential developers can contact you. You may also want to make a mention of the quality of this release, so folks know what to expect.
- Include a comment at the top of your source code files to tell your users what license the code has been released under.

## Improve your project presence

Now that you have made your first release, it's time to take about an hour and refine your project's presence. By improving the public-facing information about your project, you help encourage users to try your software, and encourage developers to offer to join your team. Keep in mind that things need not be perfect: you're just making enough improvements to help your project grow -- you will

SourceForge.net > Find Software > realeyes > SCM Repositories > realeyes

## SCM Repositories - realeyes

Files shown:	0
Directory revision:	328 (of 328)
Sticky Revision:	<input type="text"/> <input type="button" value="Set"/>

Ads by Google  
 Java Troubleshooting  
 Find root cause of app problemsPowerful tool  
 installs in 2 minutes  
[www.NewRelic.com](http://www.NewRelic.com)

File ▲	Rev.	Age	Author	Last log entry
<a href="#">RealeyesAE/</a>	<a href="#">328</a>	11 months	jjsansing	Correct index in get pool
<a href="#">RealeyesDB/</a>	<a href="#">309</a>	15 months	jjsansing	Start new rules sequence numbers at 2,000,000,000
<a href="#">RealeyesDBD/</a>	<a href="#">275</a>	16 months	jjsansing	Add log rotation
<a href="#">RealeyesGUI/</a>	<a href="#">315</a>	15 months	jjsansing	Improve icon contrast
<a href="#">RealeyesIDS/</a>	<a href="#">318</a>	14 months	jjsansing	Update XML config files

[Download GNU tarball](#)

[SourceForge Help](#)

[ViewVC Help](#)

Powered by ViewVC 1.1.6

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SourceForge.net > Find Software > realeyes > SCM Repositories > realeyes > RealeyesAE > src

## SCM Repositories - realeyes

Files shown: 13  
Directory revision: 328 (of 328)  
Sticky Revision:  Set

Ads by Google  
[Java Troubleshooting](#)  
Find root cause of app problems Powerful tool  
installs in 2 minutes  
[www.NewRelic.com](#)

File ▲	Rev.	Age	Author	Last log entry
Parent Directory				
Makefile.in	175	23 months	jjsansing	Correct Makefile
rae_component.c	219	19 months	jjsansing	Update to version 0.9.4
rae_control.c	302	15 months	jjsansing	Deactivate USR1 signal for notifying next level of queued work
rae_interrupts.c	311	15 months	jjsansing	Release held locks in shutdown function
rae_lock_mgmt.c	324	11 months	jjsansing	Correct error code in manager rae_malloc errors
rae_manager.c	327	11 months	jjsansing	Explicitly set manager memory debug file pointer to NULL
rae_mem_ctl.c	322	11 months	jjsansing	Remove superfluous field space in raeSegment structure
rae_mem_mgmt.c	328	11 months	jjsansing	Correct index in get pool
rae_parse_xml.c	119	2 years	jjsansing	Add support for external data in Analysis Record
rae_plugin.c	214	19 months	jjsansing	Corrections in Restart handling for dynamic reconfiguration
rae_plugin_lib.c	322	11 months	jjsansing	Remove superfluous field space in raeSegment structure
rae_spool_mgmt.c	322	11 months	jjsansing	Remove superfluous field space in raeSegment structure
red_black_tree.c	63	2 years	jjsansing	Update message comments

SourceForge.net > Find Software > realeyes > SCM Repositories > realeyes > RealeyesAE > src > rae\_plugin\_lib.c

Parent Directory | Revision Log

## SCM Repositories - realeyes

Links to HEAD: [\(view\)](#) [\(download\)](#) [\(as text\)](#) [\(annotate\)](#) mime-type: text/x-chdr

Sticky Revision:

Ads by Google

[Open Source DataWarehouse](#)

Scale to 30TB+ Easy to ManageDownload

Software Now.

[www.infobright.com](#)

Revision **322** - [\(view\)](#) [\(download\)](#) [\(as text\)](#) [\(annotate\)](#) - [\[select for diffs\]](#)

Modified Wed Sep 2 23:11:19 2009 UTC (11 months, 3 weeks ago) by jjsansing

File length: 337361 byte(s)

Diff to [previous 305](#)

Remove superfluous field space in raeSegment structure

Revision **305** - [\(view\)](#) [\(download\)](#) [\(as text\)](#) [\(annotate\)](#) - [\[select for diffs\]](#)

Modified Tue May 12 23:31:23 2009 UTC (15 months, 2 weeks ago) by jjsansing

File length: 337317 byte(s)

Diff to [previous 302](#)

Correct data Trigger location test

Revision **302** - [\(view\)](#) [\(download\)](#) [\(as text\)](#) [\(annotate\)](#) - [\[select for diffs\]](#)

Modified Sun May 10 19:01:52 2009 UTC (15 months, 2 weeks ago) by jjsansing

File length: 337317 byte(s)

Diff to [previous 269](#)

Deactivate USR1 signal for notifying next level of queued work

Revision **269** - [\(view\)](#) [\(download\)](#) [\(as text\)](#) [\(annotate\)](#) - [\[select for diffs\]](#)

Modified Sat Apr 4 22:28:31 2009 UTC (16 months, 3 weeks ago) by jjsansing

File length: 337259 byte(s)

Diff to [previous 240](#)

Improve handling of String Triggers using Mixed Case or Distance

Revision **240** - [\(view\)](#) [\(download\)](#) [\(as text\)](#) [\(annotate\)](#) - [\[select for diffs\]](#)

Modified Mon Feb 23 20:14:05 2009 UTC (18 months ago) by jjsansing

```

3634
3635     void raeTriggerStringMatch(raeSAWE *sm_sawe)
3636     {
3637         int i, cmpr = 1;
3638 jjsansing 5     int didx = 0, cdidx, ctidx;
3639 jjsansing 9     int dlen, cdlen, mdskip;
3640 jjsansing 7     int relen = 0, reblen;
3641 jjsansing 1     #ifdef raeTRIG_BKSPC
3642         int bksidx;
3643         char sm_bkspc[raeTRIGGER_MAX];
3644     #endif
3645 jjsansing 5     raeTrigger *sm_trig = NULL;
3646 jjsansing 9     raeData *sm_data, *sm_cdata = NULL;
3647 jjsansing 1     raeTrigElement *sm_trigel;
3648
3649 jjsansing 8     raeTRC_ENTRY(11)
3650 jjsansing 1     raeD_MSG_PRGS("Entering raeTriggerStringMatch")
3651
3652 jjsansing 4     /* Verify Stream Data exists */
3653 jjsansing 9     if ((sm_data = sm_sawe->data) == NULL ||
3654         (sm_data == sm_sawe->stream->datanext &&
3655         !(sm_sawe->stream->flag & raeSTR_CMPLT_END)))
3656 jjsansing 10     {
3657         if (sm_sawe->stream->SAWE->flag & raeSAWE_MOREDATA)
3658         {
3659             if (sm_sawe->flag & raeSAWE_MOREDATA)
3660                 goto out;
3661             else
3662                 sm_sawe->flag |= raeSAWE_MOREDATA;
3663         }
3664         else
3665             goto out;
3666     }
3667
3668 jjsansing 9     /* Allow metadata only to be freed in partial Streams */
3669 jjsansing 133     raeTRC_LOC(1)
3670         raeTRC_PTR(0, sm_sawe->data)
3671         raeTRC_PTR(1, sm_sawe->mdata)
3672         raeTRC_PTR(2, sm_sawe->stream->SAWE->data)

```

# sourceforge

 Search

logged in as jjsansing | [Preferences](#) | [Help/Guide](#) | [About Trac](#)

- Wiki
- Timeline
- View Tickets
- New Ticket
- Search

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## Release Files for Download (FRS)

SourceForge.net provides a File Manager as a means for projects to make files available for download by their users. In addition to the web based File Manager, SourceForge provides an [interactive-shell service](#) for managing files. The File Manager and the interactive shell service provide different methods to manipulate the same files and folders. See [Accessing Releases via Shell](#) later in this document for more information.

Files released using the FRS are automatically distributed to our [worldwide network of download mirrors](#), ensuring file availability, and providing great download performance to users.

**Note:** All file releases should be a single file. Multiple files for the same release should be archived together (tar, deb, zip, etc.). We recommend using rsync for all uploads over 20 megabytes in size, as rsync allows for resuming canceled or interrupted transfers.

- [Release Files for Download \(FRS\)](#)
- [Upload Quick Start Guide](#)
- [File Manager \(UI\)](#)
- [SCP](#)
- [Rsync](#)
- [SFTP](#)
- [Uploading files for distribution](#)
  - [Set file Details](#)
  - [Release notes](#)
  - [Folders](#)
  - [Manipulating Folders](#)
    - [Editing Folder Details](#)
  - [Files](#)
    - [Manipulating Files](#)
    - [Editing File Details](#)
  - [Accessing Releases via Shell](#)
  - [Migration of existing files and known issues](#)
  - [Getting Help](#)

## Upload Quick Start Guide

**Note:** Allowed characters for files and directories are: `-_+.,=#~@!()[]a-zA-Z0-9` (including " " - space). Disallowed characters are: `&:%?/*` Filenames may not start with a space or dot ("."), and may not end with a space (" ").

## File Manager (UI)

1. Select File Manager from the Project Admin menu
2. Click on the Gear icon next to the "/" (root) folder or any other folder and select the New Folder menu item.
3. Enter name of the folder to be created
4. Click the Gear icon next to the folder where uploaded file will reside and select "Upload here"
5. Navigate to file to be uploaded and click Open

The file is uploaded.

## SCP

User jsmith seeks to put file.zip to the Rel\_1 directory of his project, fooproject:

### File Manager

You have selected the following files to be downloaded by default based on the users platform.  
Linux: /realeyes.../realeyesAE\_0.9.5\_source.tar.gz, Mac (OS X): **Auto**, Windows: /realeyes/v0.../RealeyesGUI-0.9.5-Setup.exe, BSD: /realeyes.../realeyesAE\_0.9.5\_source.tar.gz, Solaris: **Auto**, All Others: **Auto**

Create New Folder Upload File Refresh Help

Name	Platform Default	Size	Date
/			
OldFiles			
realeyes			
realeyes_debian		11.37 kB	2009-05-24
realeyes_debian.html		13.55 kB	2009-05-24
realeyes_source		20.37 kB	2009-05-24
realeyes_source.html		24.22 kB	2009-05-24
RealeyesGUI-0.9.5-Setup.exe	windows	1.53 MB	2009-11-13
check_md5.sh		1.11 kB	2009-11-13
realeyesAE_0.9.5_source.tar.gz	linux, bsd	1.77 MB	2009-05-24
realeyesDBD_0.9.5_source.tar.gz		151.83 kB	2009-05-24
realeyesDB_0.9.5_source.tar.gz		82.4 kB	2009-05-24
realeyesGUI_0.9.5_source.tar.gz		688.16 kB	2009-05-24
realeyesIDS_0.9.5_source.tar.gz		1.33 MB	2009-05-24
realeyes_0.9.5_debian.tar.gz		5.8 MB	2009-05-24
realeyes_0.9.5_sample_rules.tar.gz		2.07 kB	2009-05-24

- New folder
- Upload here
- Cut
- Paste
- Rename
- Delete
- Properties

Try out the new beta interface!

Click a file or directory name to edit properties (e.g. name, label etc).

#### Folder Details

Name:

Label:

Release notes for this folder:

Save Cancel

## File Manager

You have selected the following files to be downloaded by default based on the users platform.

Linux: /real.../realeyes\_0.9.5\_sample\_rules.tar.gz, Mac (OS X): **Auto**, Windows: /realeyes/v0.../RealeyesGUI-0.9.5-Setup.exe, BSD: /real.../realeyes\_0.9.5\_sample\_rules.tar.gz, Solaris: **Auto**, All Others: **Auto**

Create New Folder Upload File Refresh Help

Name	Platform Default	Size	Date
/			
OldFiles			
realeyes			
v0.9.5			
INSTALL_0.9.5_realeyes_debian		11.37 kB	2009-05-24
INSTALL_0.9.5_realeyes_debian.html		13.55 kB	2009-05-24
INSTALL_0.9.5_realeyes_source		20.37 kB	2009-05-24
INSTALL_0.9.5_realeyes_source.html		24.22 kB	2009-05-24
RealeyesGUI-0.9.5-Setup.exe	windows	1.53 MB	2009-11-13
check_md5.sh		1.11 kB	2009-11-13
realeyesAE_0.9.5_source.tar.gz		1.77 MB	2009-05-24
realeyesDBD_0.9.5_source.tar.gz		151.83 kB	2009-05-24
realeyesDB_0.9.5_source.tar.gz		82.4 kB	2009-05-24
realeyesGUI_0.9.5_source.tar.gz		688.16 kB	2009-05-24
realeyesIDS_0.9.5_source.tar.gz		1.33 MB	2009-05-24
realeyes_0.9.5_debian.tar.gz		5.8 MB	2009-05-24
realeyes_0.9.5_sample_rules.tar.gz	linux, bsd	2.07 kB	2009-05-24

Try out the new beta interface!

Click a **file or directory name** to edit properties (e.g. name, label etc).

Click on the **gear icon** next to a file or directory to see a menu of available actions (e.g. cut, paste etc).

## File Details

Name

Label

Release note

Release notes for this file

Platform  Linux

Set as default download  Mac (OS X)

Windows

Select All  BSD

Solaris

All Others

## File Manager

You have selected the following files to be downloaded by default based on the users platform.

Linux: /realeyes.../realeyesAE\_0.9.5\_source.tar.gz, Mac (OS X): **Auto**, Windows: /realeyes/v0.../RealeyesGUI-0.9.5-Setup.exe, BSD: /realeyes.../realeyesAE\_0.9.5\_source.tar.gz, Solaris: **Auto**, All Others: **Auto**

Create New Folder Upload File Refresh Help

Name	Platform Default	Size	Date
/			
OldFiles			
realeyes			
v0.9.5			
INSTALL_0.9.5_realeyes_debian		11.37 kB	2009-05-24
INSTALL_0.9.5_realeyes_debian.html		13.55 kB	2009-05-24
INSTALL_0.9.5_realeyes_source		20.37 kB	2009-05-24
INSTALL_0.9.5_realeyes_source.html		24.22 kB	2009-05-24 12:18:46 EDT
RealeyesGUI-0.9.5-Setup.exe	windows	1.53 MB	2009-11-13
check_md5.sh		1.11 kB	2009-11-13
realeyesAE_0.9.5_source.tar.gz	linux, bsd	1.77 MB	2009-05-24
realeyesDBD_0.9.5_source.tar.gz		151.83 kB	2009-05-24
realeyesDB_0.9.5_source.tar.gz		82.4 kB	2009-05-24
realeyesGUI_0.9.5_source.tar.gz		688.16 kB	2009-05-24
realeyesIDS_0.9.5_source.tar.gz		1.33 MB	2009-05-24
realeyes_0.9.5_debian.tar.gz		5.8 MB	2009-05-24
realeyes_0.9.5_sample_rules.tar.gz		2.07 kB	2009-05-24

Try out the new beta interface!

Click a **file or directory name** to edit properties (e.g. name, label etc).

Click on the **gear icon** next to a file or directory to see a menu of available actions (e.g. cut, paste etc).

## File Details

Name

Label

Release note

Release notes for this file

Platform  Linux

Set as default download  Mac (OS X)

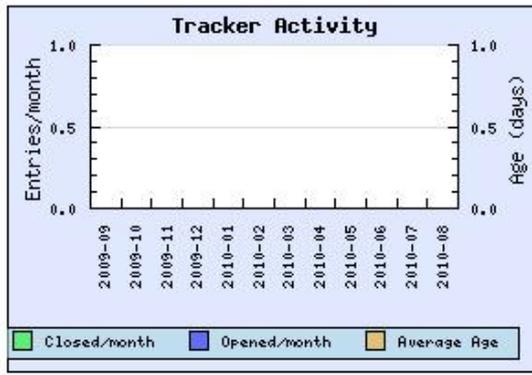
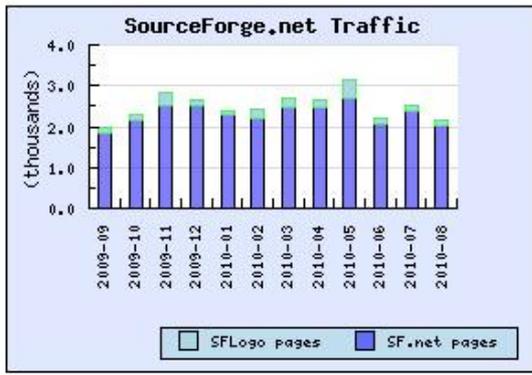
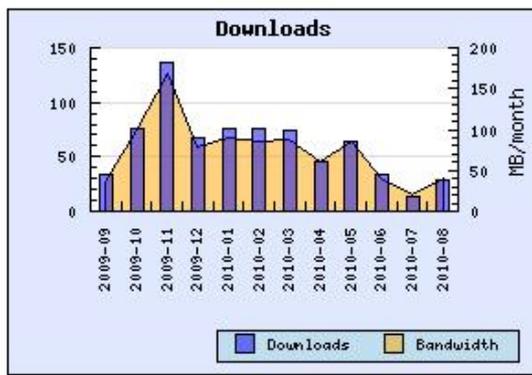
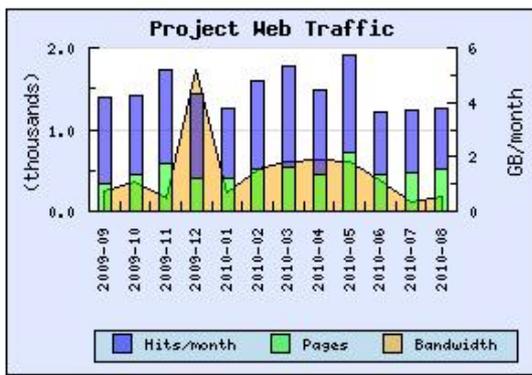
Windows

Select All

BSD

Solaris

Usage Statistics For Realeyes



Click a graph for more data

Statistics for **Last 12 months**

Date (UTC)	Rank	Total Pages 1	Downloads	Project Web Hits	Tracker opened (closed)	Forum Posts
Aug 2010 *	40,285	2,166	29	1,253	0 (0)	0
Jul 2010	41,452	2,539	14	1,238	0 (0)	0
Jun 2010	40,053	2,198	33	1,209	0 (0)	0

## Project Web

The [SourceForge.net](#) project web service provides a robust web server platform which can be used to:

- Host static HTML content about your project.
- Run a Content Management System (CMS) or other dynamic website with content about your project.
- Deploy third-party Open Source web applications to support the needs of your project team. (We also provide a number of popular Open Source web applications for your immediate use through our [Hosted Apps](#) offering.)
- For those projects implementing web applications, give you a platform to run a demo for your users, or for your development team to perform testing.

- [Project Web](#)
- [Quick Start Guide for Project Web](#)
- [Connection Settings](#)
- [Features](#)
- [Management](#)
  - [Re-directing to Hosted Apps](#)
- [Access](#)
- [Troubleshooting](#)
  - [Custom VHOSTs](#)
- [Backups](#)
- [Service-specific restrictions](#)
- [Getting help](#)

## Quick Start Guide for Project Web

What's that you say, you want to just get to it? Use one of our [supported protocols](#) like [SFTP](#), [SCP](#), or [rsync](#) to upload your files:

```
[jsmith@linux ~]$ sftp jsmith,fooproject@web.sourceforge.net
Connecting to web.sourceforge.net...
The authenticity of host 'web.sourceforge.net (216.34.181.57)' can't be established.
RSA key fingerprint is 68:b3:26:02:a0:07:e4:78:d4:ec:7f:2f:6a:4d:32:c5.
Are you sure you want to continue connecting (yes/no)? yes
Warning: Permanently added 'web.sourceforge.net,216.34.181.57' (RSA) to the list of known hosts.
jsmith,fooproject@web.sourceforge.net's password:
sftp> cd htdocs
sftp> put index.html
Uploading index.html to /home/groups/f/fo/fooproject/htdocs/index.html
index.html                               100% 241
sftp> exit
```

The key to this process is [authenticating](#).

## Connection Settings

If using a GUI SFTP client (such as [Filezilla](#)) to upload to Project web, the following settings should be used:

Setting	Value
Host	web.sourceforge.net
Protocol	SFTP
Port	22
Username	username,project_UNIX_name (eg. jsmith,fooproject)
Password	your sourceforge password

## Features

- Our project web servers frequently handle more than 50M hits per day; we handle server scaling, load balancing, and performance tuning.
- The [project web platform has been standardized](#) on CentOS 5.x Linux, running Apache 2.2.x.
- Support for [many programming languages](#), including PHP (via mod\_php), Perl, Python, Tcl, Ruby, and shell scripts.
- Support for several database platforms is provided, including [MySQL \(through our Project Database service\)](#), DBM, and SQLite.
- Project web content may be uploaded using our [File management service](#) or be managed directly using our [Shell service](#).
- Each project is allocated the UNIXNAME.sourceforge.net VHOST (virtual host), which is used to serve their project web content.
- Our servers will answer traffic for a domain you register, when configured as a [custom VHOST](#).
- [Common web server features](#) are provided, such as mod\_rewrite, Server-Side Includes (SSI), HTTP Basic Auth, and custom error handler support.
- Page views are counted in the [statistics system](#) based on [display of a project-specific SourceForge.net logo](#).
- Additional [web analytics](#) are available using Piwik, part of our [Hosted Apps](#) offering.
- Service usage is not restricted by [quotas](#).

## Management

Project web service is an "always-on" service; no opt-in is necessary. To begin using project web, simply upload new content or scripts to your project web space.

Uploads may be performed using our [File management service](#), or you may choose to manage your files directly over a SSH session to our [interactive shell service](#).

Until you upload an index page to your project web space, a default index page will be shown, containing details about your project:



## Re-directing to Hosted Apps

Many projects simply want their project web page to point to one of their preferred [Hosted Apps](#) like MediaWiki, Trac, or Wordpress.

This is allowed and may be achieved via an HTML redirect or a PHP redirect. An example for PHP:

```
<?php
/* Redirect browser */
header("Location: https://sourceforge.net/apps/mediawiki/fooproject/index.php?title=Main_Page");
/* Make sure that code below does not get executed when we redirect. */
exit;
?>
```

Place this in the directory as file name index.php and set the URL to be the URL of the Hosted App desired to be the main page for your project.

## Access

Virtual hosts (VHOSTs) are a way of serving many websites from a single pool of servers. At SourceForge.net, each project is provided the UNIXNAME.sourceforge.net (replace UNIXNAME with the your project's UNIX name) VHOST. You may access your project web site via web browser at: <http://UNIXNAME.sourceforge.net>

For example, the project web site for the "leaf" project may be seen at: <http://leaf.sourceforge.net>

## Troubleshooting

Users may find data to help trouble shoot their project web space by looking over the Apache log files.

Users may copy one or more error.log.web-NUM.gz files from /home/persistent/e/er/error\_logs.

## Custom VHOSTs

Project web sites may additionally be served using a domain you register. Our servers will route this traffic to your project web site when configured through our [Custom VHOST](#) service.

For example, the phpMyAdmin project on SourceForge.net has a project web site which can be accessed at <http://phpmyadmin.sourceforge.net> or <http://www.phpmyadmin.net>

## Backups

SourceForge.net performs routine backups for all of our servers and will restore from these backups in the event of catastrophic server failure. We encourage projects to make their own backups of project web data as that data restore can be performed by the project in the event of accidental data destruction by a member of the project team.

Backups of project web data may be made using the [File management service](#).

## Service-specific restrictions

Our policies require the following when using the project web service, in addition to the requirements of our [Terms of Use](#):

- We encourage all projects to [display the SourceForge.net logo we provide for statistics tracking \(sflogo\)](#) to highlight that the site is hosted on SourceForge.net.
- Content and applications in project web space must be related to the project. For hosting of personal content, please instead use our [developer web](#) service.
- We ask that all projects give consideration to resource usage, particularly since our servers are shared among many projects. Our servers may not be used for bandwidth intensive or CPU-intensive (e.g. SETI or brute force cryptography cracking) things. Similarly, project web may not be used to host services, such as MMORPG games or whole-Internet search engines.

## Getting help

- [Support](#)
- [Request an enhancement](#)

# You have come to Realeyes



## Navigation

---

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[News](#)

[Blog](#)

---

[Download](#)

[Documentation](#)

[Support](#)

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[Developers](#)

[Contact](#)

[License](#)

---

**The  
Realeyes  
Intrusion  
Detection  
System  
Manual**

## Welcome to the Realeyes network IDS project.

Information is the currency of the modern world, and as its value increases, so does the need to protect it. This has resulted in computer and network security becoming an arms race between those who are responsible for protecting systems and data, and those who are trying to vandalize or steal them.

Computer security has some analogies in the real world. Firewalls are like gates, passwords are like keys, and network Intrusion Detection Systems are like security cameras. Of course, the analogy cannot be taken too far, because the virtual world has several important differences from the real world.

First, data obviously cannot be touched, or even seen, in any conventional way. Both computer systems and networks organize the data in ways that are most efficient for the platform, and for humans to make sense of it requires an application to interpret it in a meaningful way. Second, the speed and quantity of data in modern computer systems and networks is overwhelming. Again, for humans to observe it, an application is required to select relevant information.

When network IDSes were first developed, they used network sniffer technology plus some filtering capabilities. This meant that each packet was analyzed as a separate entity. Returning to the security camera analogy, this was like having a few photographs. It provided a sense of the threat, but it was often necessary to examine the targetted system to determine the severity of the intrusion.

Another shortcoming of those IDSes was the use of signatures to identify exploits. Unfortunately, there are many ways to avoid detection by signatures, such as varying the order of instructions and encoding commands as ASCII codes which are translated by the web server before being passed to a web application. This meant that rules had to be so broad that they reported large numbers of false positives, or they would fail to detect intrusions.

This project is hosted by [SourceForge](#), which is very near the center of the Free/Libre and Open Source Software universe.

## Free/Libre and Open Source code in the Realeyes application

The following libraries have been used to create the Realeyes IDS application, and their license requirements must be followed when distributing the programs.

- [libpcap](#): This C library reads data from the network interface and formats it for an application to easily parse the network protocols and data.
- [libxml2](#): This C library parses XML documents and builds a [DOM tree](#), which ensures that the syntax of configuration files is correct.
- [OpenSSL](#): This C library provides a variety of encryption methods and the network management for encrypted connections.
- [Red Black Tree library](#): This C library provides the code for creating and accessing Red Black trees, which are dynamically balanced as nodes are added to them.
- [SWT Libraries](#): These Java libraries provide the tools for building graphical interfaces.
- [Xerces](#): These Java libraries parse XML documents, which ensures that the syntax of configuration files is correct.

## Free/Libre and Open Source projects used by the Realeyes project

- [Anjuta](#): This Integrated Development Environment is optimized for C/C++ developers.
- [Doxygen](#): This documentation system reads formatted comments in source code files and creates developer documentation in many formats.
- [Eclipse](#): This Integrated Development Environment is optimized for Java developers.
- [PostgreSQL](#): This relational database provides robust storage and retrieval for the Realeyes IDS application, that scales well from small to large installations.

# SourceForge.net: Project sourceforge

Downtime and feature announcements

## 2010-08-11: Project database authentication errors

August 11th, 2010

Greetings,

On 2010-08-11 at approximately 14:30 UTC, a code defect caused the unintended modification of data related to auth for SourceForge.net project MySQL databases (as are used from project web). This defect has been mitigated and auth data has been restored to a known-good point.

Regards,

Chris Tsai, SourceForge.net Support

Posted in [Uncategorized](#) | [No Comments](#) »

## DNS server changes 2010-08-05

August 5th, 2010

Hi Folks,

We made some internal DNS changes that have impacted various parts of the site today, including the SourceForge.net 2.0 Beta site, Git, Bazaar, and Mercurial.

All known issues related to the change are now resolved. If you note any oddities with site or services, please submit a ticket to support - <https://sourceforge.net/apps/trac/sourceforge/newticket>.

### Play-by-Play

» **moorman**: All scheduled database maintenance for the SourceForge.net 2.0 beta has been completed. Total downtime was <1 minute.

» **moorman**: In afternoon (UTC) of 2010-08-15, the SourceForge.net 2.0 beta will undergo a brief (estimated <10 mins) downtime for DB maintenance.

» **nhruby**: The rtstats system is online again and processing backlogged events. It should catch up in 12 - 18 hours. Thank you for bearing with us.

» **nhruby**: The rtstats system will be down for the next 6 hours starting now while we migrate the database due to hardware problems.

» **ctsai**: We've fixed an issue with authentication for Project Databases. See <http://sf.net/sitestatus> for details.

Subject: **Upcoming changes to the hosted apps service**

From: [SourceForge.net Team <noreply@sourceforge.net>](mailto:noreply@sourceforge.net)

Date: 06/09/2009 11:00 AM

To: [ajsansing@verizon.net](mailto:ajsansing@verizon.net)

Greetings,

This message is being sent to all SourceForge.net project members to notify them of exciting upcoming changes to our Hosted Apps offering. Over the past few months we have been working hard to better integrate this service with the SourceForge.net site. This new integration will launch soon.

The changes are:

- \* Better and more consistent 'skinning' around each of the apps for visual consistency.
- \* Revised anti-website spam controls.
- \* sourceforge.net will be used as the hostname for access, replacing the old apps.sourceforge.net and userapps.sourceforge.net hosts. Old URLs will be forwarded to the new URL paths. We'll leave this forwarding in place indefinitely.
- \* User authentication (login) will be handled using the normal SourceForge.net login mechanism, eliminating the need to authenticate separately to the Hosted Apps, and enabling the use of both SourceForge.net usernames and OpenID.

These integration changes will also allow us to enable additional application specific theming and skinning options in the future.

This is a major change to the Hosted App infrastructure and will require a few hours of service downtime. We will use the downtime to launch the new code and upgrade all the app instances and their data for the changes. We expect this cutover to occur some time in the next 1-2 weeks, once our QA activities have concluded successfully. Once scheduled, the date and time for this downtime window will be announced to site status at <http://sourceforge.net/sitestatus/>

# **Thank you SourceForge**

**And thank you audience**

**Jim Sansing**

**<http://realeyes.sourceforge.net>**

**<http://www.RitasaLLC.com>**

# **Hosting a Project on SourceForge**

**<http://sourceforge.net>**

**By Jim Sansing**

1

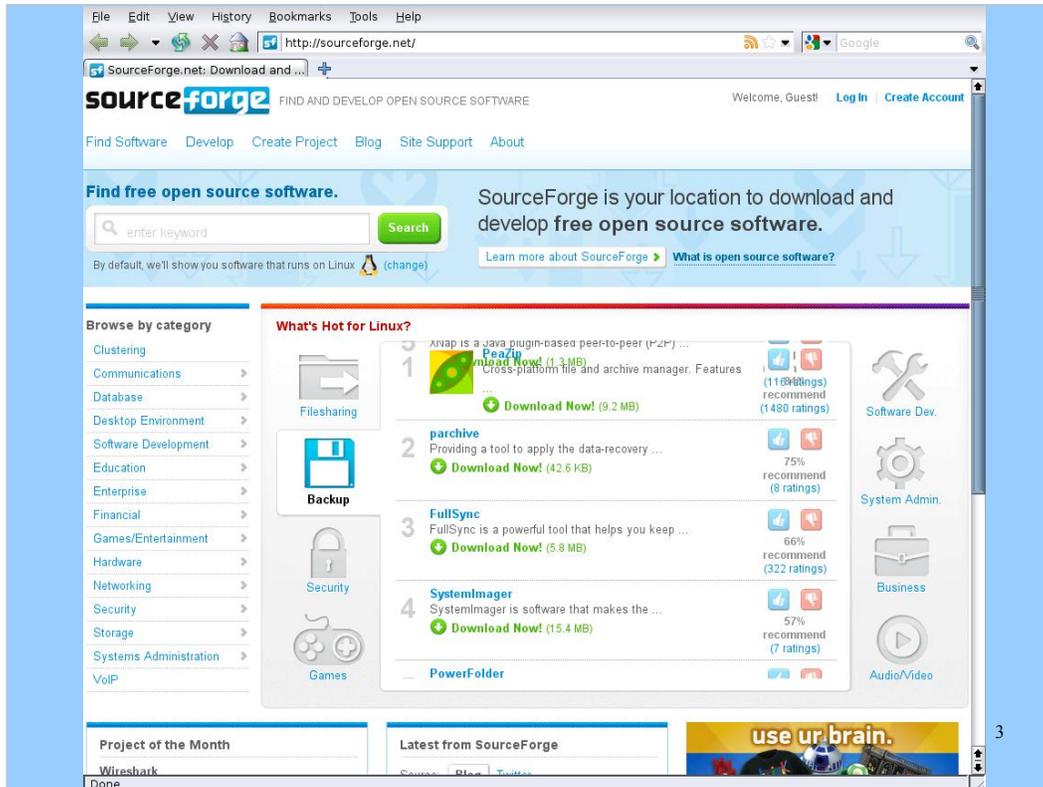
- I am giving this presentation because I have hosted a project at SourceForge since Fall 2007.

# SourceForge History

**Excellent article at:  
[http://itmanagement.earthweb.com/cnews/  
article.php/3705731](http://itmanagement.earthweb.com/cnews/article.php/3705731)**

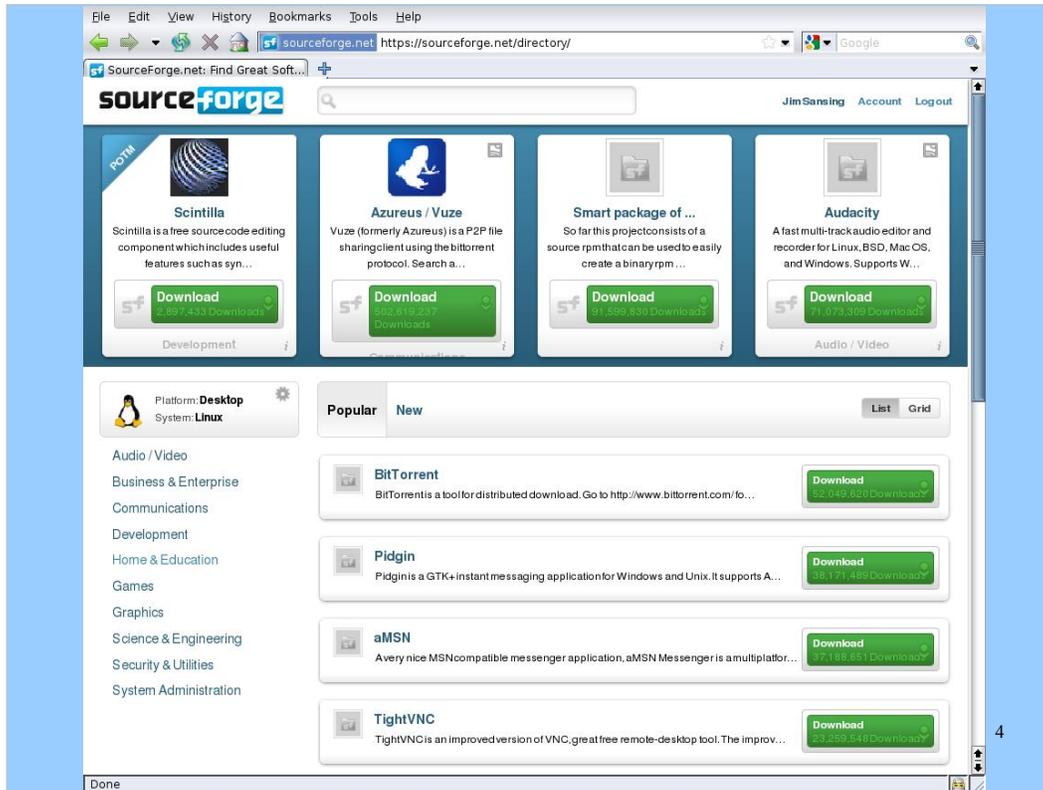
2

- Source Forge was founded in 1999 by VA Linux
- Within 2 years, there were almost 30,000 projects being hosted
  - In the last quarter of 2005, there were over 100,000 projects and the parent company (SourceForge, Inc.) made a profit for the first time
    - Staff and funding were increased and long needed updates to hardware and software were implemented
    - Personal observations:
      - Addition of subversion in 2006 was nice
      - Major hardware failure in 2008 required restoring over 50% of projects, apparently none lost
      - Major hardware upgrades in late 2008 made noticeable difference
    - Regular updates from SourceForge Team keep a project team in the loop



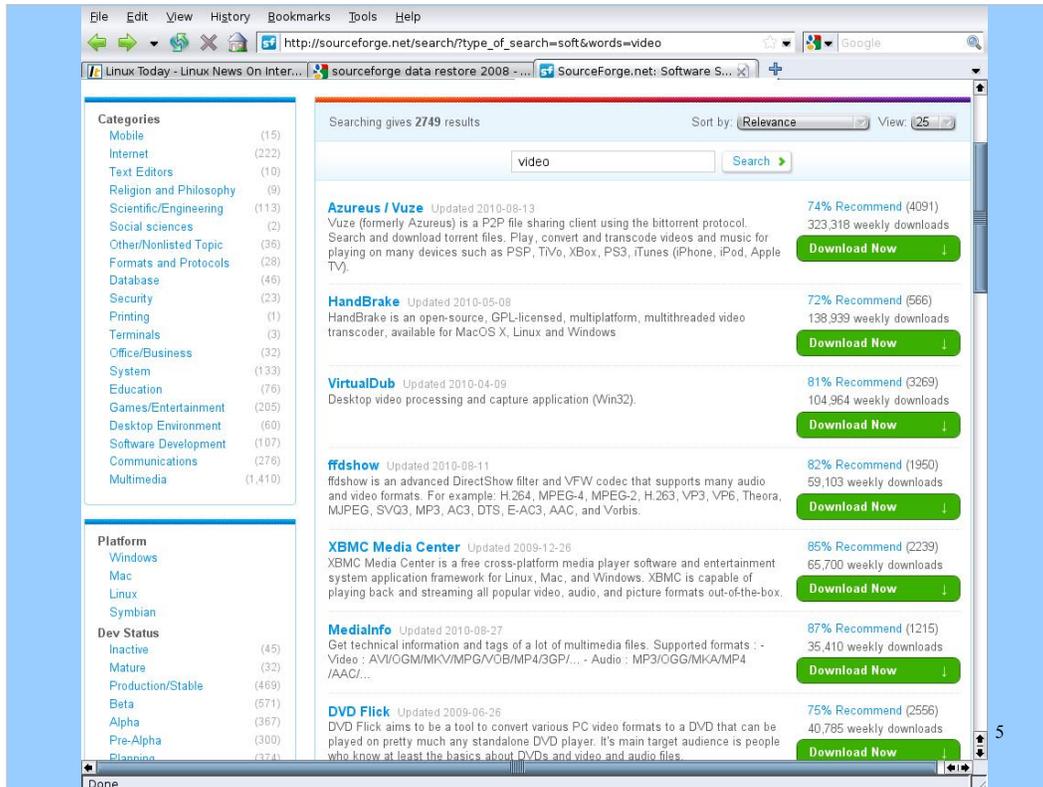
## The New Look

- If you haven't seen it lately, here is Source Forge's new look
- It has always been rather busy, but it is fairly responsive
- Notice it is listing "What's Hot for Linux", presumably by using my browser User-Agent information



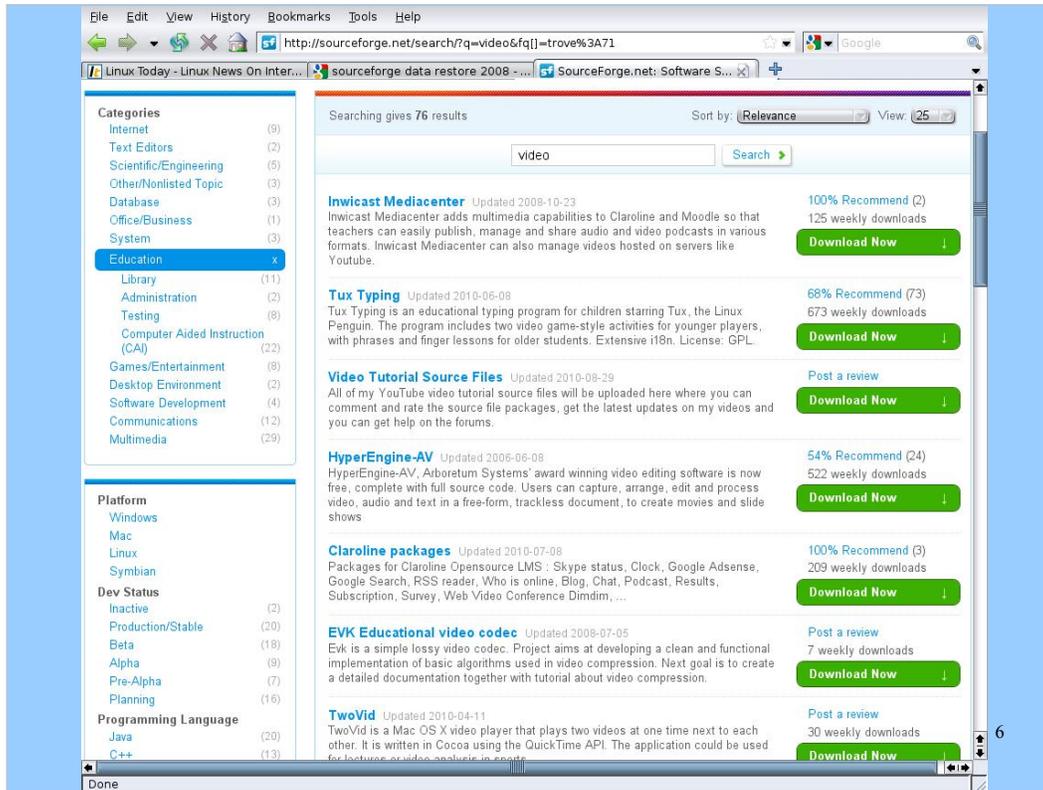
## Browsing projects

- Click on Find Software in upper left
- Displays popular applications



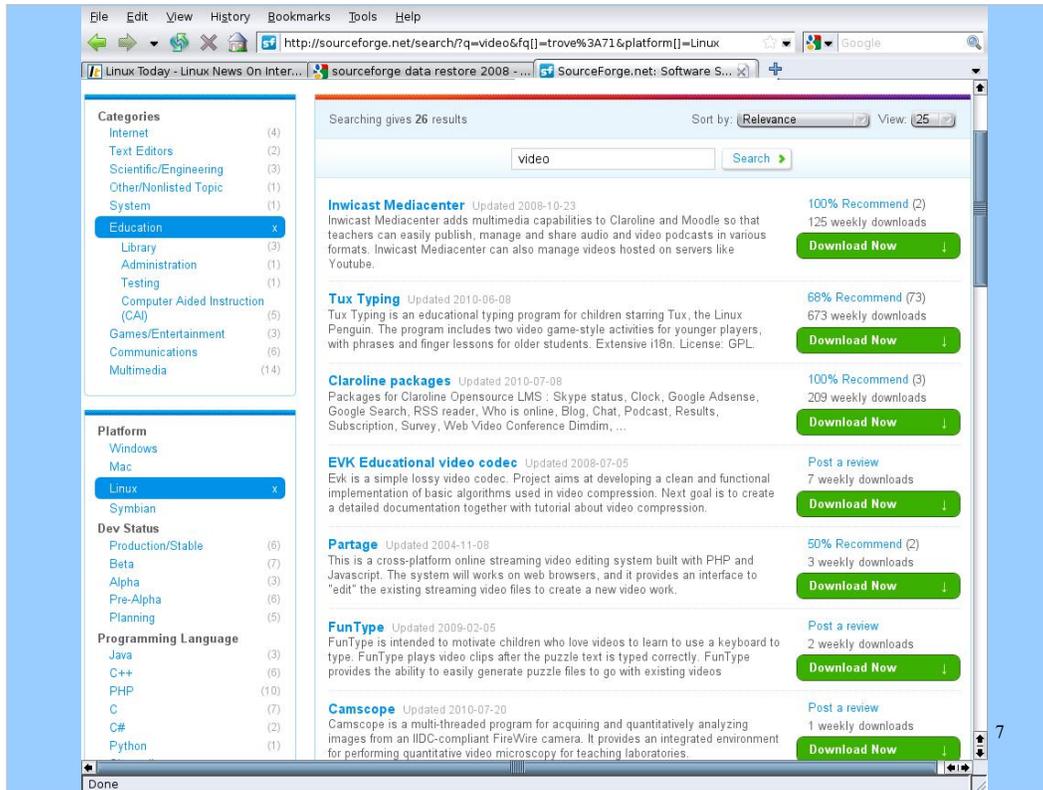
## Searching for projects

- Select video in search field
- Shows most popular, but also groups by category in left hand frame and indicates how many of each are found



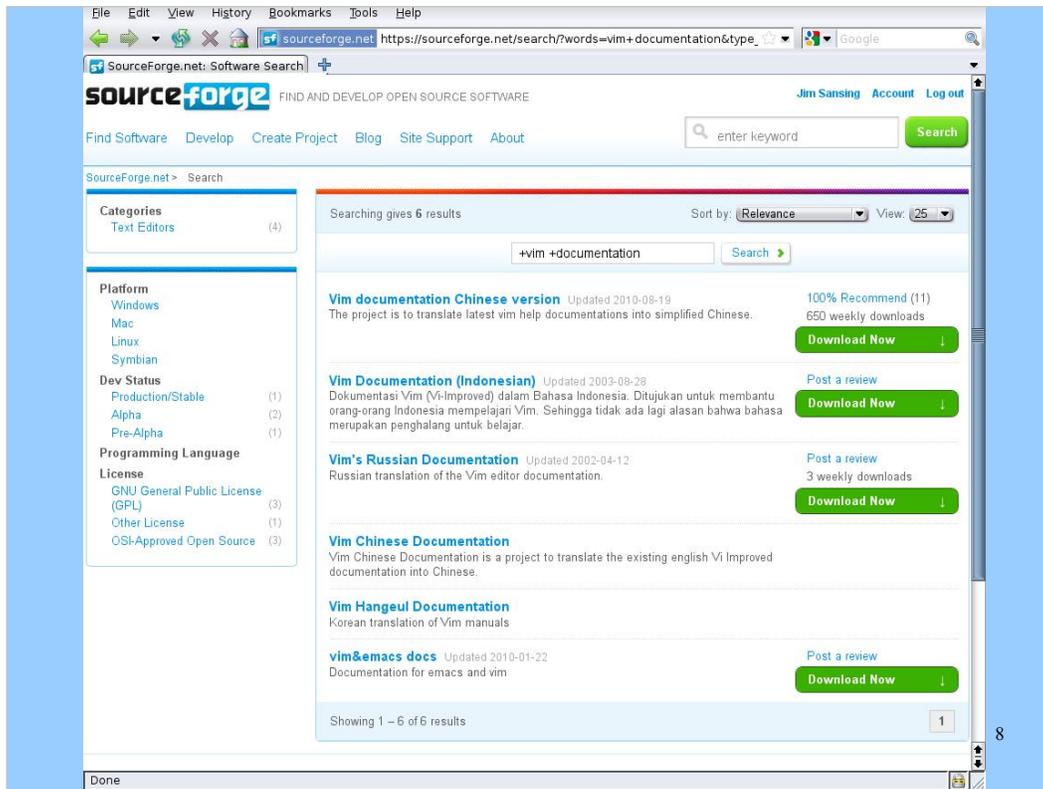
## Browse by category

- Select the Education category
- Additional subcategories are listed with the number in each



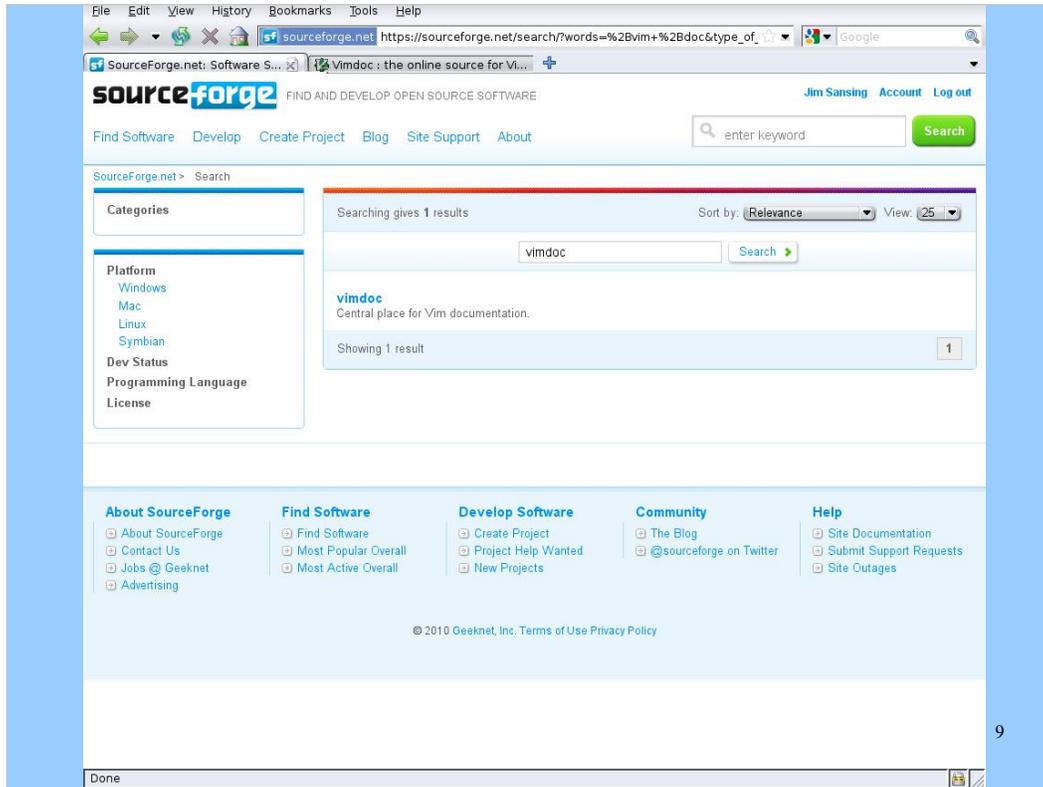
## Limit search to a platform

- Select Linux
- Selections are reduced to those that will run on Linux
- This metadata is defined by the project maintainers, so understanding how searches are conducted are important when defining the project's information

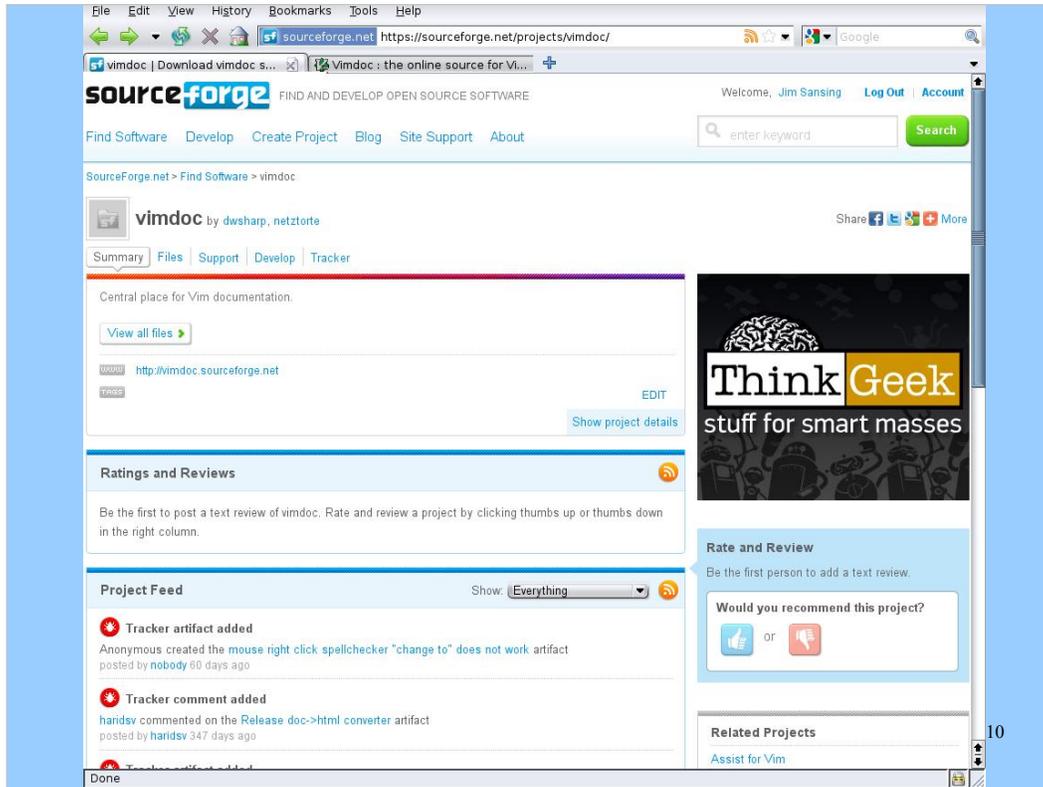


Not all projects are software

- Vim documentation includes 6 projects that are translations
- Some includes files that can be downloaded for local browsing

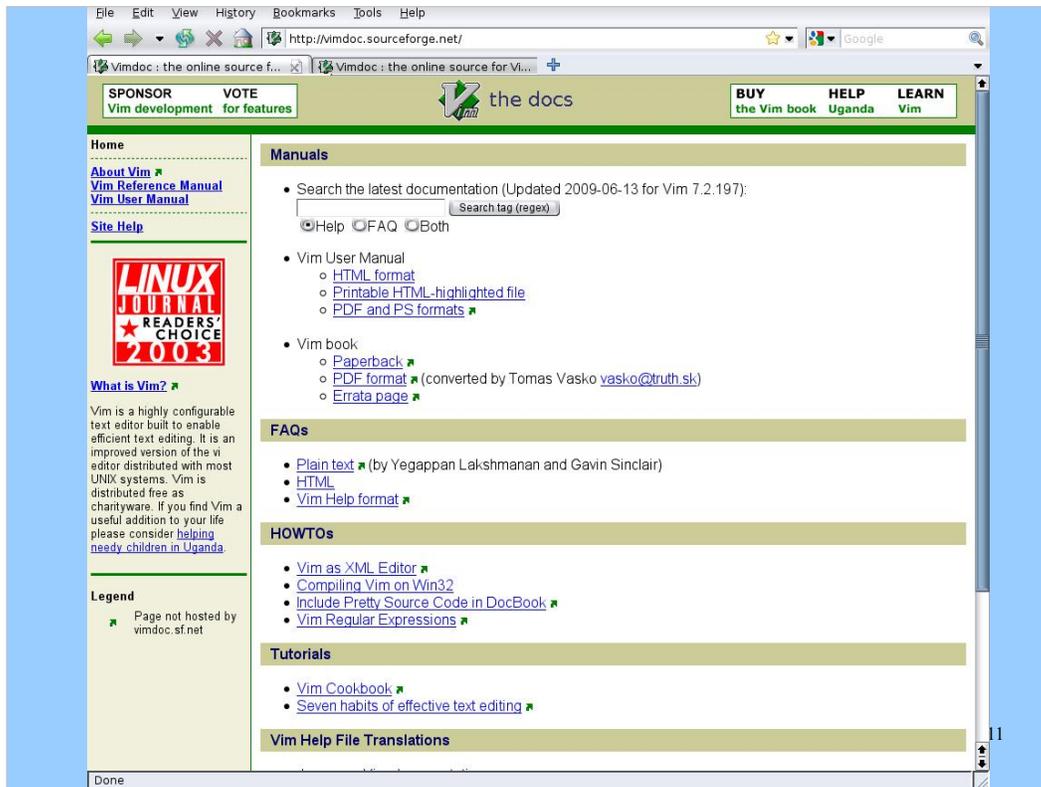


The main Vim documentation project  
- Vimdoc is the main Vim documentation project



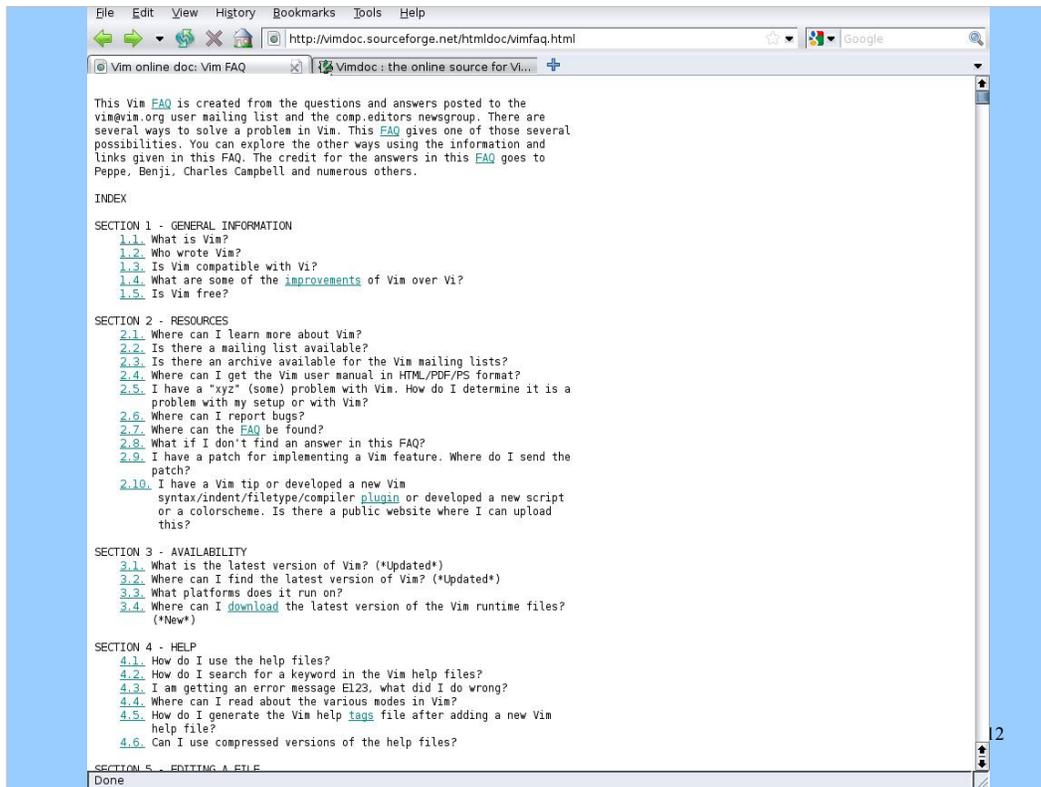
## No Vimdoc downloads

- There are no files to be downloaded in the Vimdoc project
- They are using SourceForge to host their website



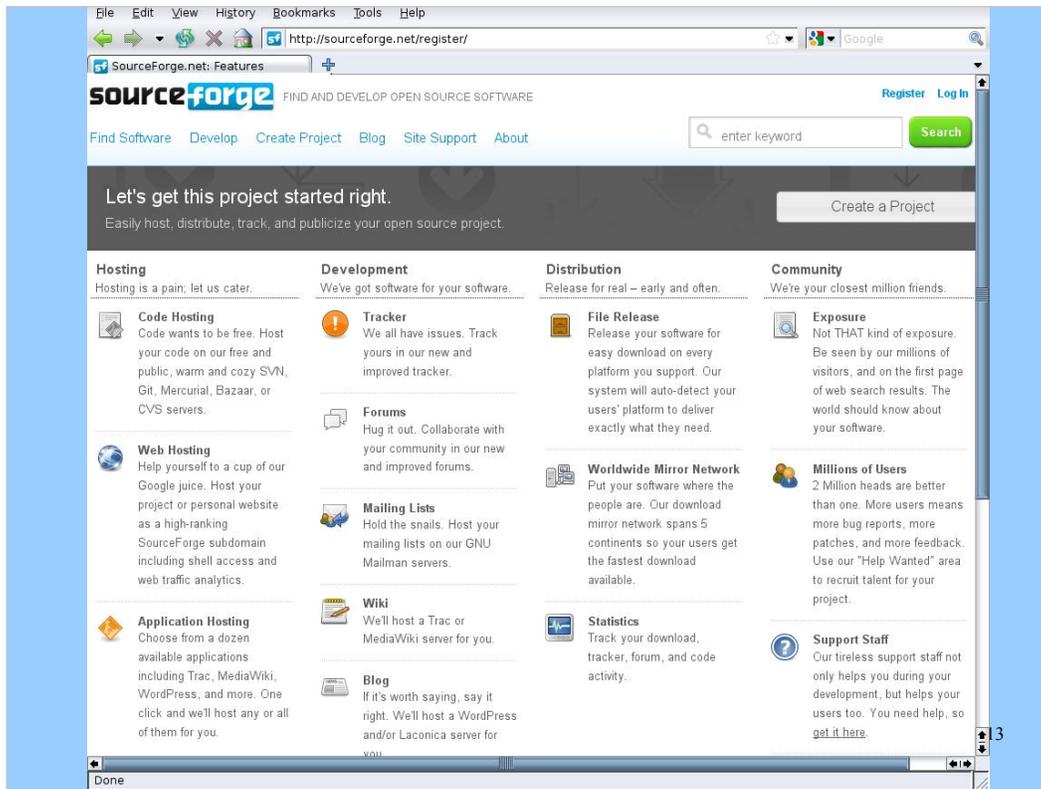
## Vimdoc website

- The website has links to HOWTOs and Tutorials
- But the main purpose is to maintain the Vim help files in HTML format



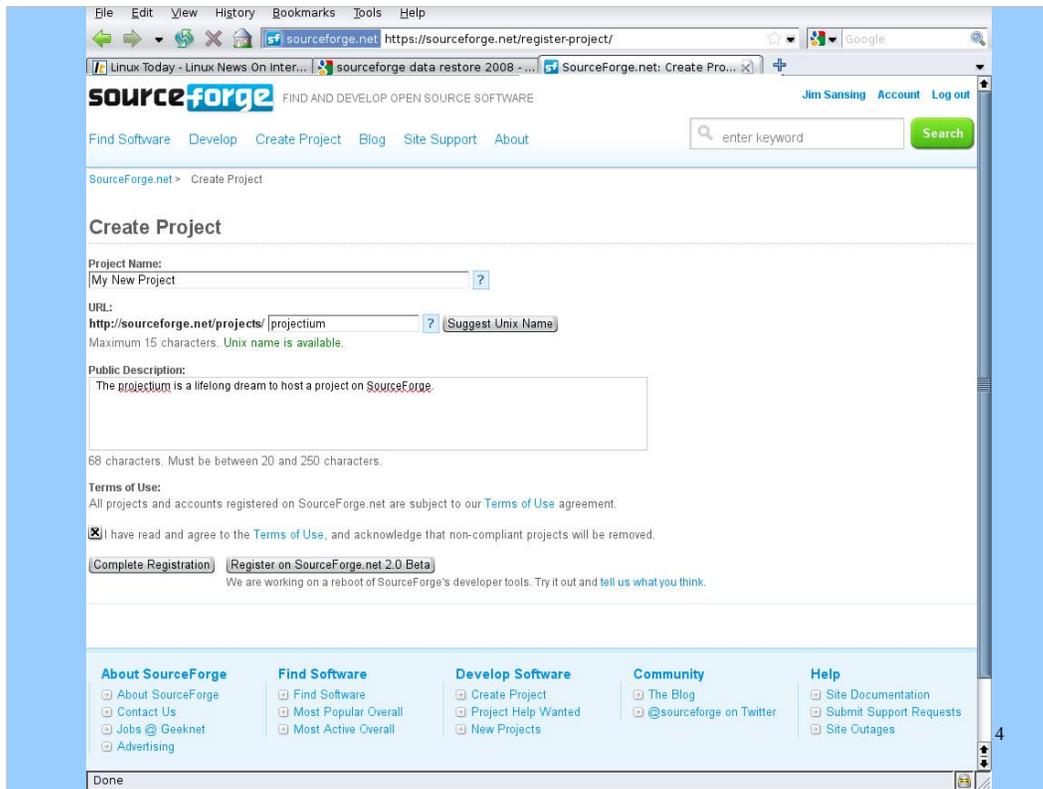
## Hurray for HTML

- The information is available in Vim
- But it is navigated using Vim macros, and it is text
- The Vimdoc site provides the advantages of using a browser

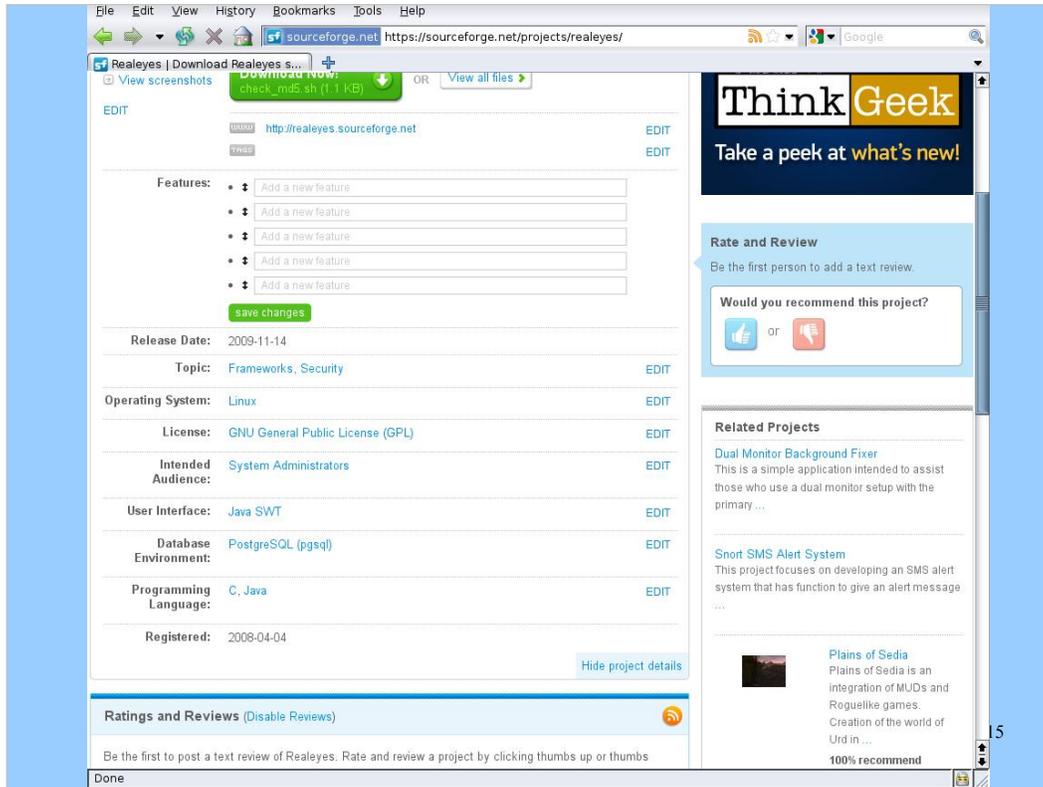


## Starting a project

- SourceForge offers all the features that a project might need:
  - Of course code and website hosting
  - Also Bug Tracking, Forums, and Mailing Lists
  - Even Wikis and Blogs
  - Statistics on project activity

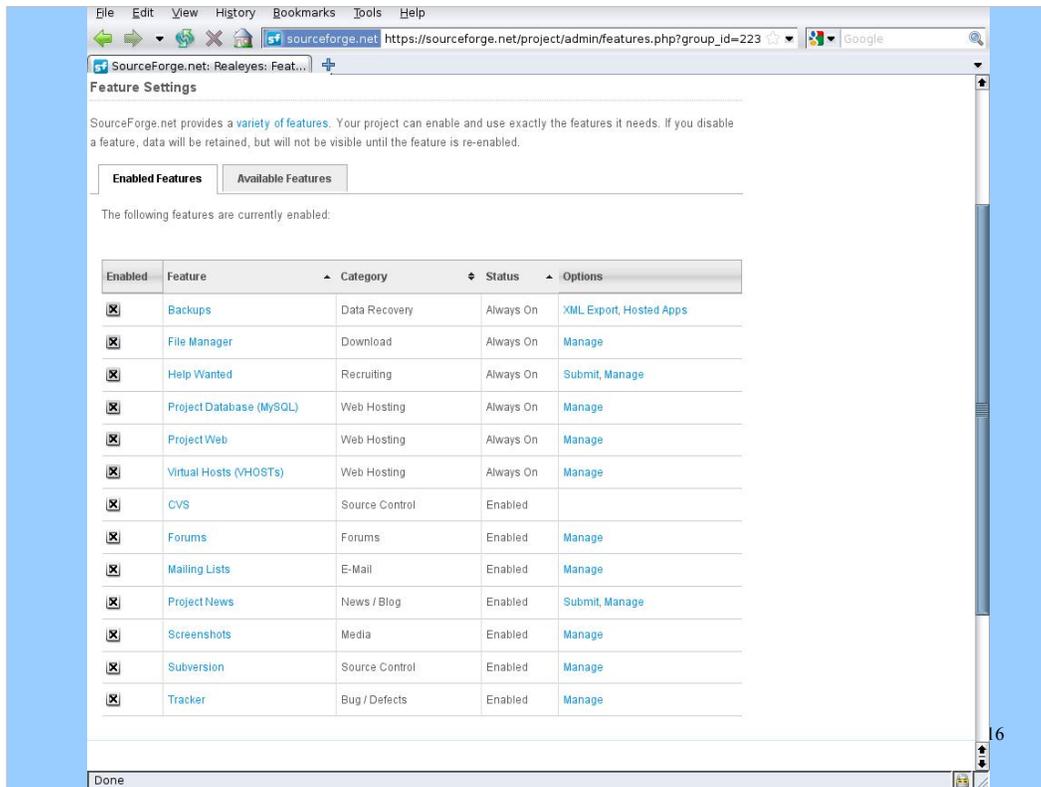


Make the request  
- Fill in the basic information about the project



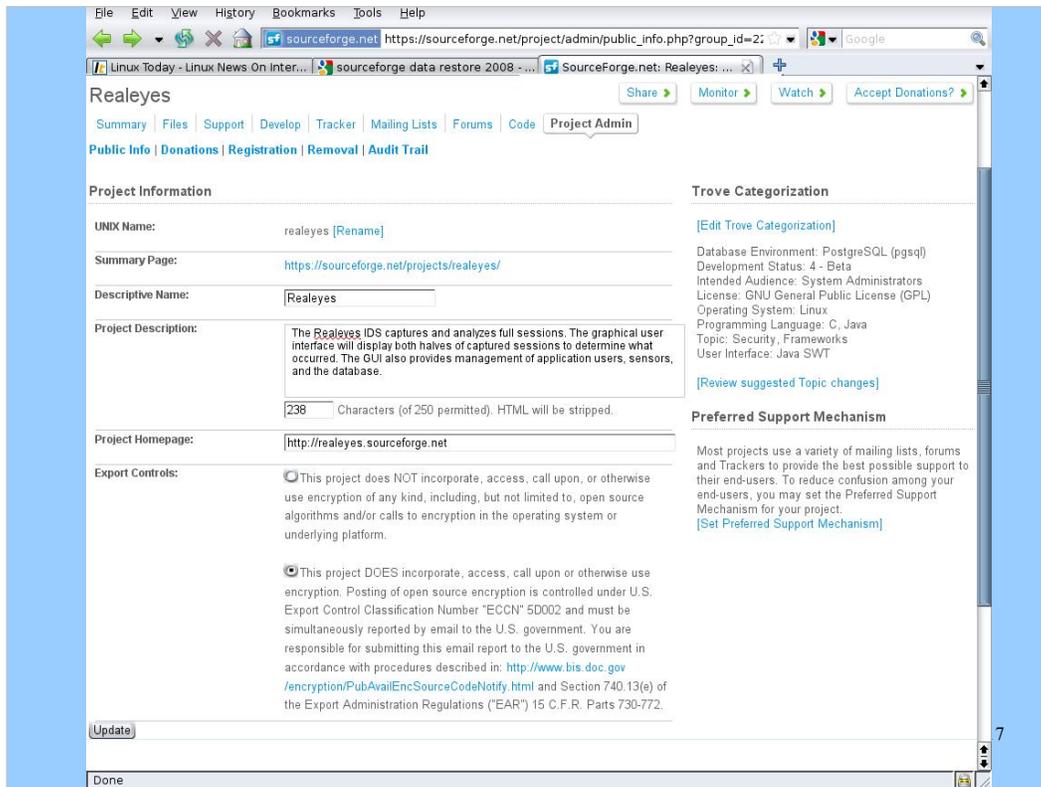
Describe the project

- Select the metadata that will help anyone searching for projects to find yours
- Notice that the License should be an OSI approved license, although there is an 'Other' option. But the project may be refused for this.



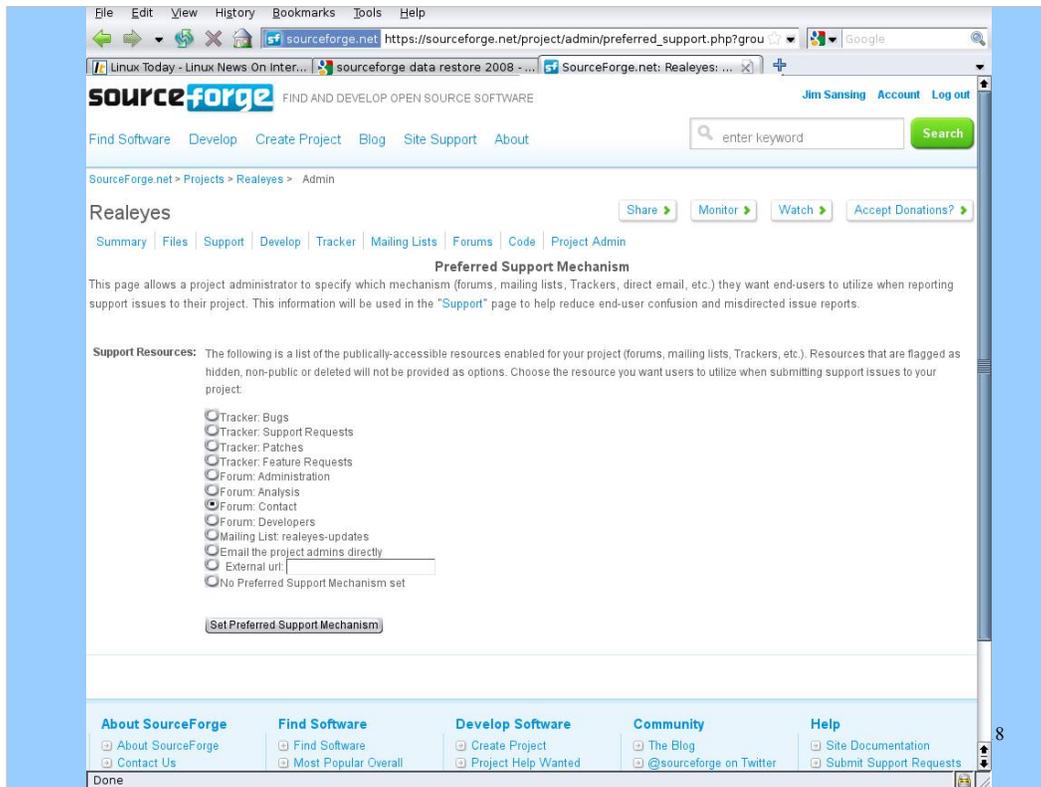
## Select the features

- Admin features are automatically enabled
- Source code control may be:
  - CVS
  - Subversion (supports binary data)
  - Git
  - Mercurial
  - Bazaar
- SourceForge provides many features for interacting with the project community
- There are also features to help advertise the project



## Project approved

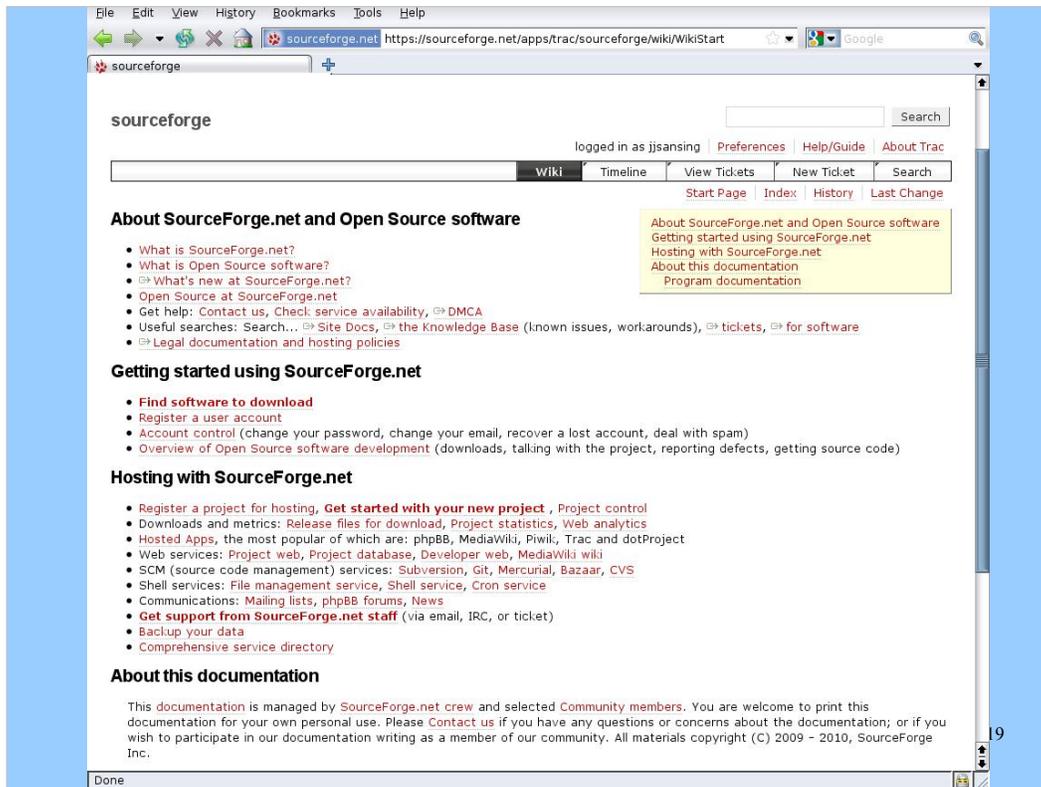
- When the project is approved, the information may be updated
- Notice the Export Controls selection with the link to the government notification
  - There is a chart at the linked site that excludes FOSS software from this requirement
- Notice the Trove Categorization on the right
- Notice the Preferred Support Mechanisms on the right



## Support options

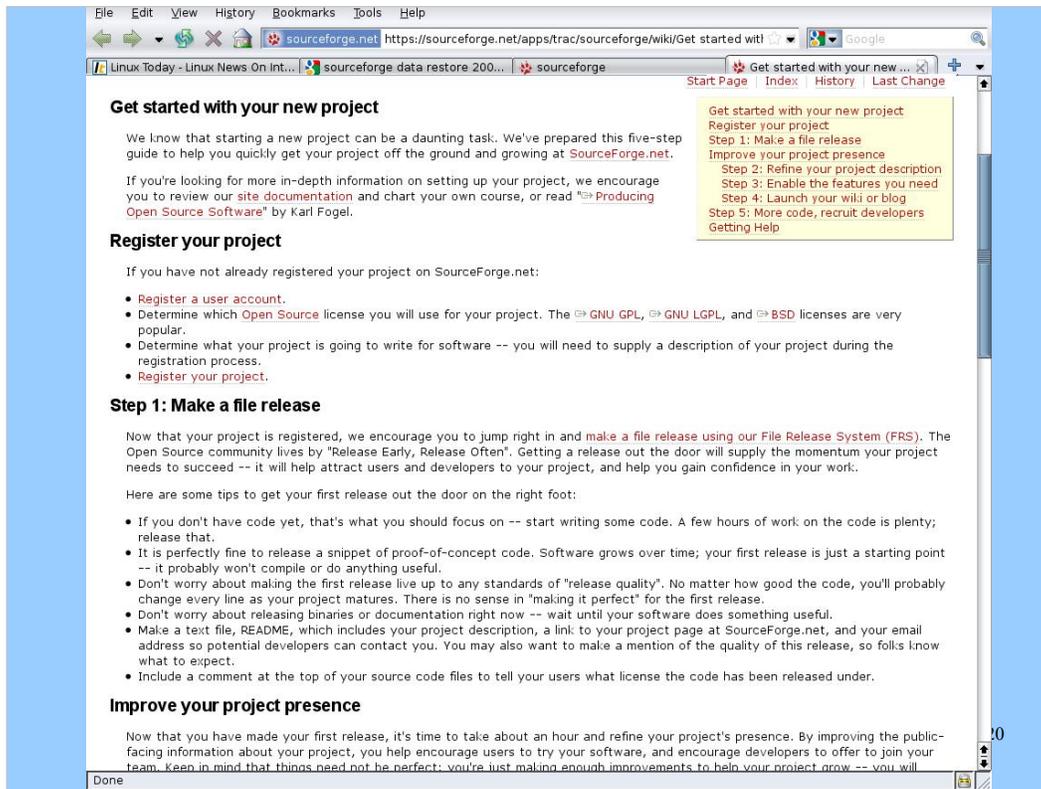
- The list of support options that SourceForge supplies includes

- Tracker: Bug reporting
- Forums: Create as many as needed



Learn the procedures

- Select Site Support from main navigation
- SourceForge has good documentation, but it takes a bit of effort to find the correct file
- SourceForge assumes that project admins are familiar with FTP, SSH, rsync, etc. and provide settings and example commands, but not a tutorial
- Don't get frustrated, what you are looking for is probably there
- Search can help, although sometimes terminology is a problem



## Getting started

- Import the project into the new repository
- Tweak the project settings

SourceForge.net Repository - [re...]

**sourceforge** FIND AND DEVELOP OPEN SOURCE SOFTWARE

SourceForge.net > Find Software > realeyes > SCM Repositories > realeyes

### SCM Repositories - realeyes

Files shown: 0  
 Directory revision: 328 (of 328)  
 Sticky Revision:  (Set)

Ads by Google  
 Java Troubleshooting  
 Find root cause of app problems  
 Powerful tool installs in 2 minutes  
 www.NewRelic.com

File	Rev.	Age	Author	Last log entry
RealeyesAE/	328	11 months	jjsansing	Correct index in get pool
RealeyesDB/	309	15 months	jjsansing	Start new rules sequence numbers at 2,000,000,000
RealeyesDBD/	275	16 months	jjsansing	Add log rotation
RealeyesGUI/	315	15 months	jjsansing	Improve icon contrast
RealeyesDS/	318	14 months	jjsansing	Update XML config files

Download GNU tarball

SourceForge Help      ViewVC Help      Powered by ViewVC 1.1.6  
 Copyright © 2010 Geeknet, Inc. All rights reserved. [Terms of Use](#)

Done

## Using subversion

- ViewVC is used for online browsing
- The Realeyes project consists of 5 trunks

SourceForge.net Repository - [re...]

sourceforge FIND AND DEVELOP OPEN SOURCE SOFTWARE

SourceForge.net > Find Software > realeyes > SCM Repositories > realeyes > RealeyesAE > src

### SCM Repositories - realeyes

Files shown: 13  
 Directory revision: 328 (of 328)  
 Sticky Revision:

Ads by Google  
 Java Troubleshooting  
 Find root cause of app problems  
 Powerful tool  
 installs in 2 minutes  
 www.NewRelic.com

File	Rev.	Age	Author	Last log entry
Parent Directory				
Makefile.in	175	23 months	jjsansing	Correct Makefile
rae_component.c	219	19 months	jjsansing	Update to version 0.9.4
rae_control.c	302	15 months	jjsansing	Deactivate USR1 signal for notifying next level of queued work
rae_interrupts.c	311	15 months	jjsansing	Release held locks in shutdown function
rae_lock_mgmt.c	324	11 months	jjsansing	Correct error code in manager rae_malloc errors
rae_manager.c	327	11 months	jjsansing	Explicitly set manager memory debug file pointer to NULL
rae_mem_ctl.c	322	11 months	jjsansing	Remove superfluous field space in raeSegment structure
rae_mem_mgmt.c	328	11 months	jjsansing	Correct index in get pool
rae_parse_xml.c	119	2 years	jjsansing	Add support for external data in Analysis Record
rae_plugin.c	214	19 months	jjsansing	Corrections in Restart handling for dynamic reconfiguration
rae_plugin_lib.c	322	11 months	jjsansing	Remove superfluous field space in raeSegment structure
rae_spool_mgmt.c	322	11 months	jjsansing	Remove superfluous field space in raeSegment structure
red_black_tree.c	63	2 years	jjsansing	Update message comments

Done

Realeyes Analysis Engine src directory  
 - Quick view of activity

The screenshot shows a web browser displaying the SourceForge SVN repository page for the file `rae_plugin_lib.c`. The page title is "SCM Repositories - realeyes". The breadcrumb navigation is: SourceForge.net > Find Software > realeyes > SCM Repositories > realeyes > RealeyesAE > src > rae\_plugin\_lib.c. The page includes a search bar, a "Parent Directory" link, and a "Revision Log" link. Below the navigation, there are links to HEAD and Sticky Revision. The revision log shows several entries, each with a revision number, a description, and a diff link to the previous revision. The most recent revision is 322, followed by 305, 302, 269, and 240. The page also features an advertisement for Google Open Source DataWarehouse.

sourceforge FIND AND DEVELOP OPEN SOURCE SOFTWARE

SourceForge.net > Find Software > realeyes > SCM Repositories > realeyes > RealeyesAE > src > rae\_plugin\_lib.c

Parent Directory | Revision Log

SCM Repositories - realeyes

Links to HEAD: (view) (download) (as text) (annotate) mime-type: text/x-chdr

Sticky Revision:

Revision 322 - (view) (download) (as text) (annotate) - [select for diffs]  
Modified Wed Sep 2 23:11:19 2009 UTC (11 months, 3 weeks ago) by jjsansing  
File length: 337361 byte(s)  
Diff to previous 305

Remove superfluous field space in raeSegment structure

Revision 305 - (view) (download) (as text) (annotate) - [select for diffs]  
Modified Tue May 12 23:31:23 2009 UTC (15 months, 2 weeks ago) by jjsansing  
File length: 337317 byte(s)  
Diff to previous 302

Correct data Trigger location test

Revision 302 - (view) (download) (as text) (annotate) - [select for diffs]  
Modified Sun May 10 19:01:52 2009 UTC (15 months, 2 weeks ago) by jjsansing  
File length: 337317 byte(s)  
Diff to previous 269

Deactivate USR1 signal for notifying next level of queued work

Revision 269 - (view) (download) (as text) (annotate) - [select for diffs]  
Modified Sat Apr 4 22:28:31 2009 UTC (16 months, 3 weeks ago) by jjsansing  
File length: 337259 byte(s)  
Diff to previous 240

Improve handling of String Triggers using Mixed Case or Distance

Revision 240 - (view) (download) (as text) (annotate) - [select for diffs]  
Modified Mon Feb 23 20:14:05 2009 UTC (18 months ago) by jjsansing

Done

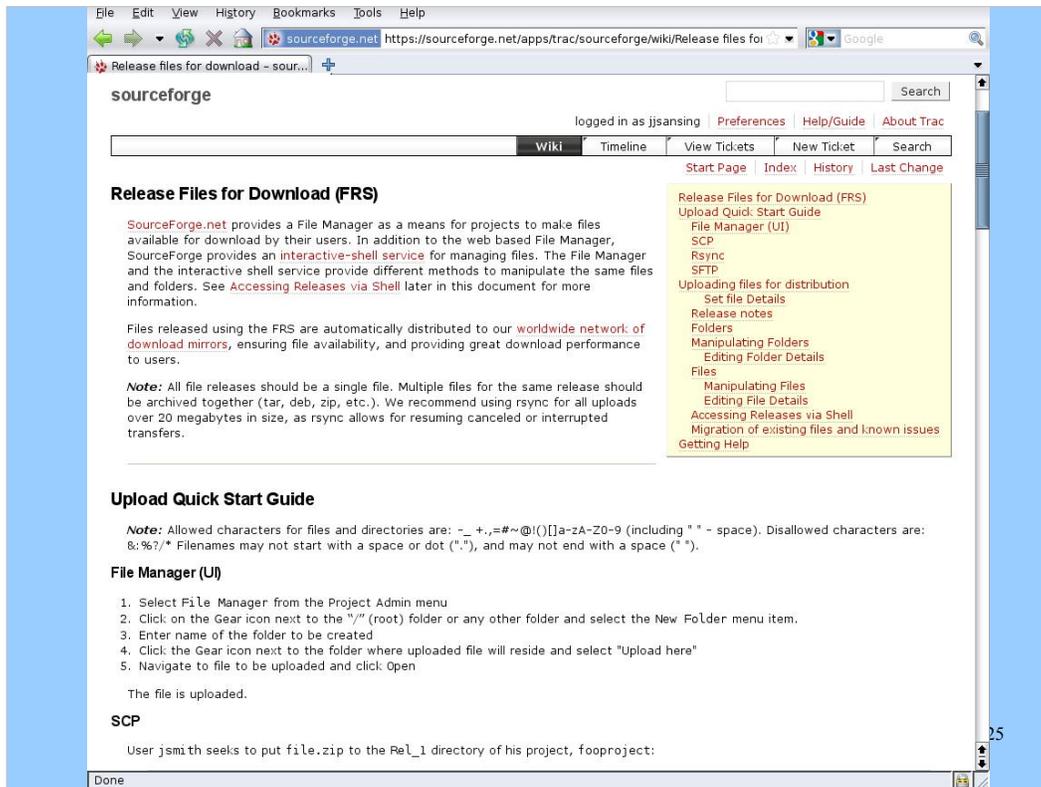
Ads by Google  
Open Source DataWarehouse  
Scale to 30TB+ Easy to ManageDownload  
Software Now.  
www.infobright.com

## Revision information

- View specific revisions
- Diff 2 revisions

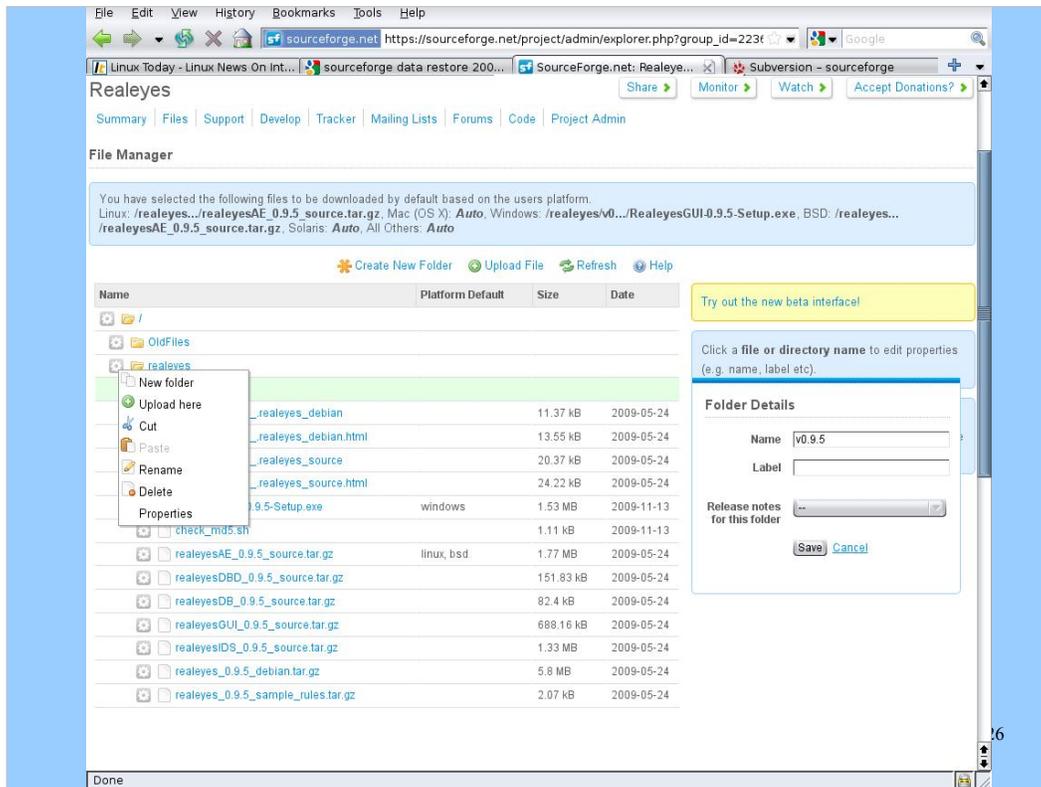
```
3634
3635     void raeTriggerStringMatch(raeSAWE *sm_sawe)
3636     {
3637         int i, cmp = 1;
3638         int didx = 0, cdidx, ctidx;
3639         int dlen, cdlen, mdskip;
3640         int relen = 0, reblen;
3641         #ifdef raeTRIG_BKSPC
3642         int bksidx;
3643         char sm_bkspc[raeTRIGGER_MAX];
3644         #endif
3645         raeTrigger *sm_trig = NULL;
3646         raeData *sm_data, *sm_cdata = NULL;
3647         raeTrigElement *sm_trigel;
3648
3649         raeTRC_ENTRY(11)
3650         raeD_MSG_PRGS("Entering raeTriggerStringMatch")
3651
3652         /* Verify Stream Data exists */
3653         if ((sm_data = sm_sawe->data) == NULL ||
3654             (sm_data == sm_sawe->stream->datanext &&
3655              !(sm_sawe->stream->flag & raeSTR_CMPLT_END)))
3656         {
3657             if (sm_sawe->stream->SAWE->flag & raeSAWE_MOREDATA)
3658             {
3659                 if (sm_sawe->flag & raeSAWE_MOREDATA)
3660                     goto out;
3661                 else
3662                     sm_sawe->flag |= raeSAWE_MOREDATA;
3663             }
3664             else
3665                 goto out;
3666         }
3667
3668         /* Allow metadata only to be freed in partial Streams */
3669         raeTRC_LOC(1)
3670         raeTRC_PTR(0, sm_sawe->data)
3671         raeTRC_PTR(1, sm_sawe->mdata)
3672         raeTRC_PTR(2, sm_sawe->stream->SAWE->data)
```

Annotated viewing  
- View the annotated revision information



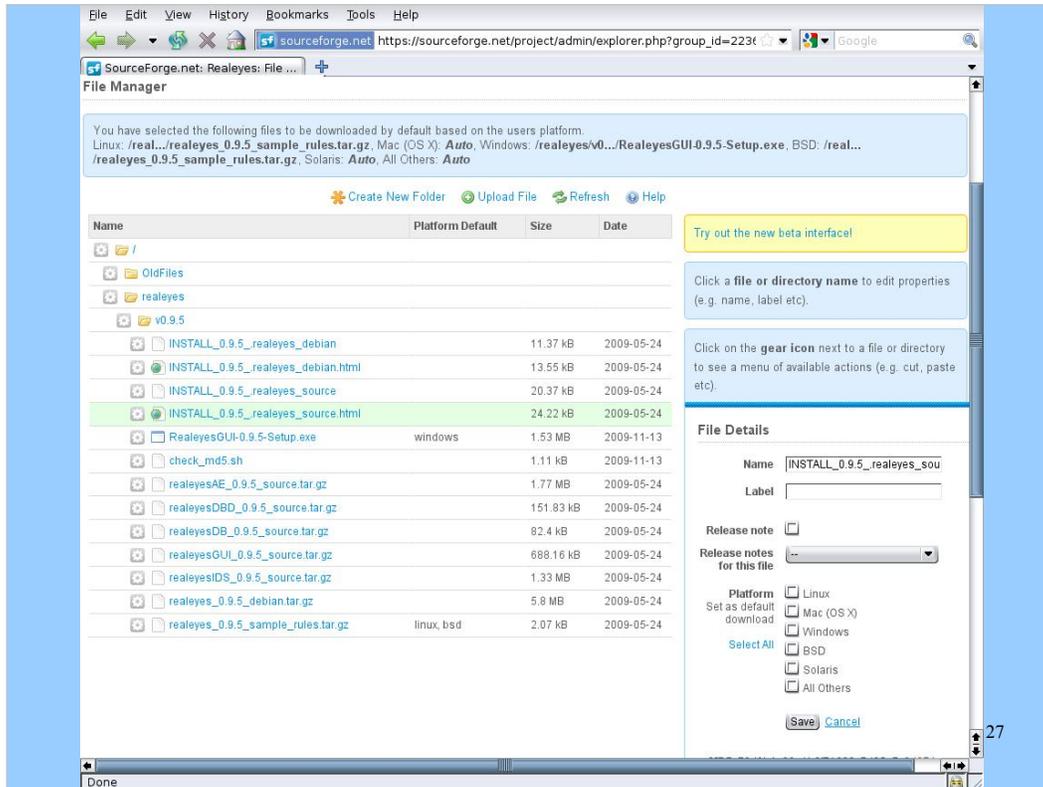
## Prepare files for downloading

- Managing files for download is relatively easy
- Much improved since original site
- Supports command line and browser file upload



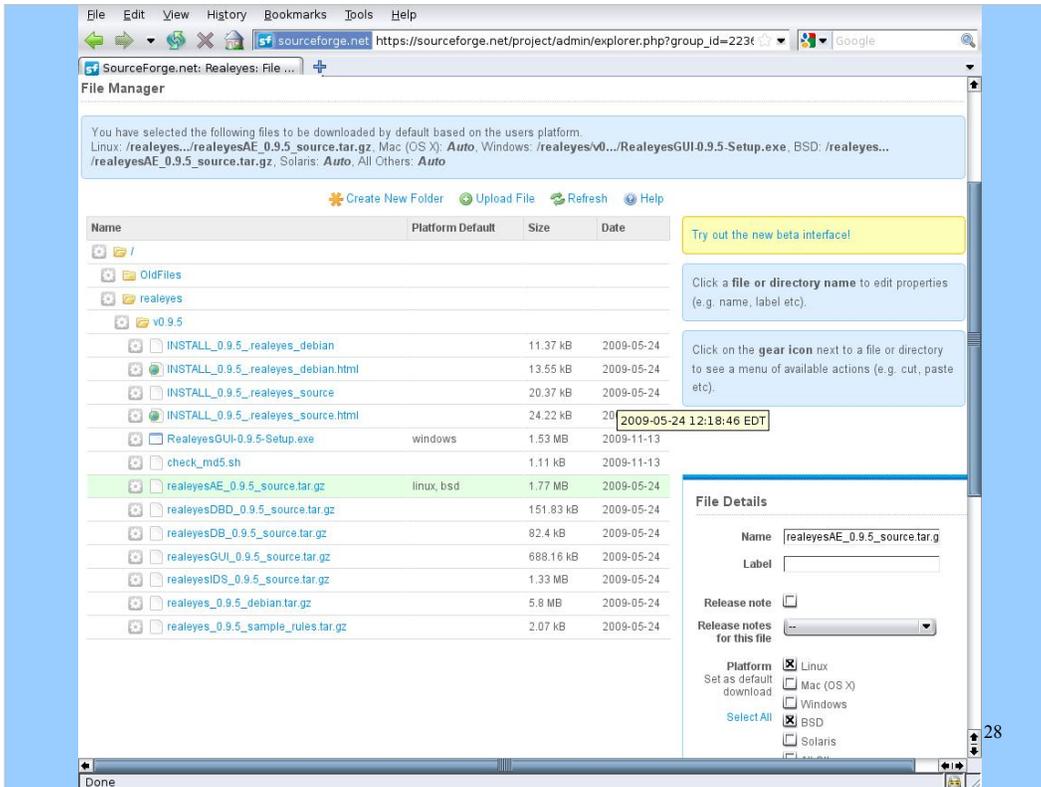
## Downloads organized by version

- Once file is uploaded it is managed from Project Admin -
- > File Manager
- There may be multiple versions available for download



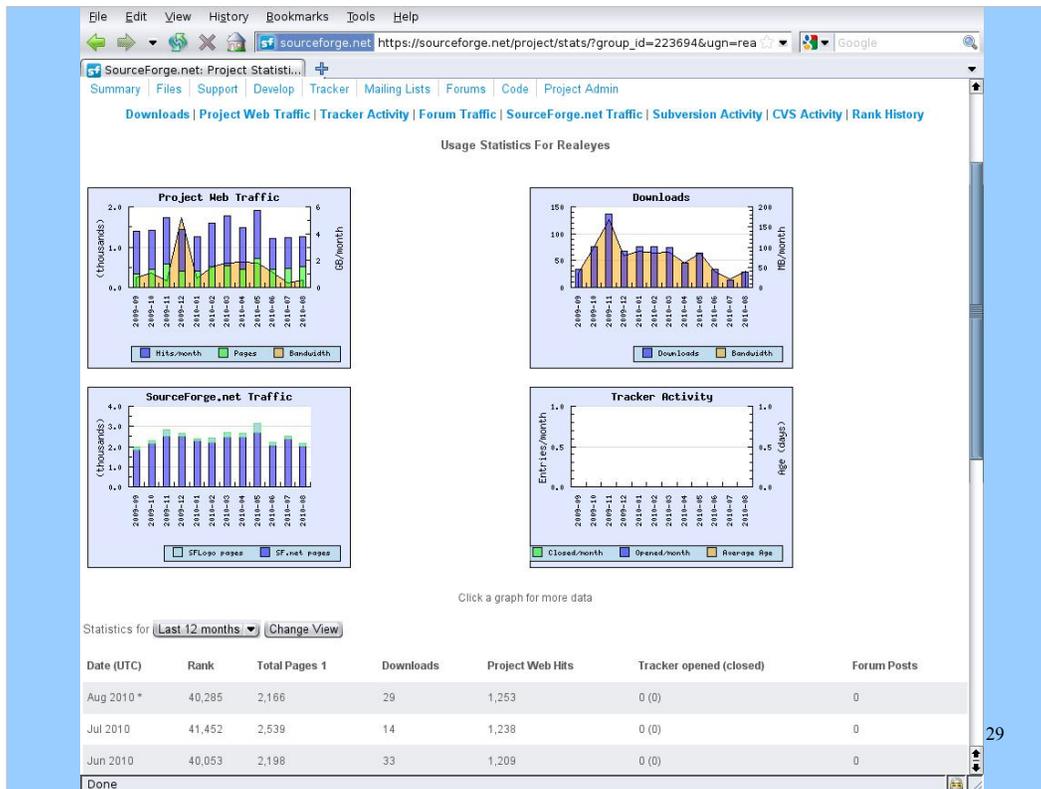
## Manage files

- Information about each file is minimal
- Installation instructions may be included separately for people to view them without having to download entire package



## Packages

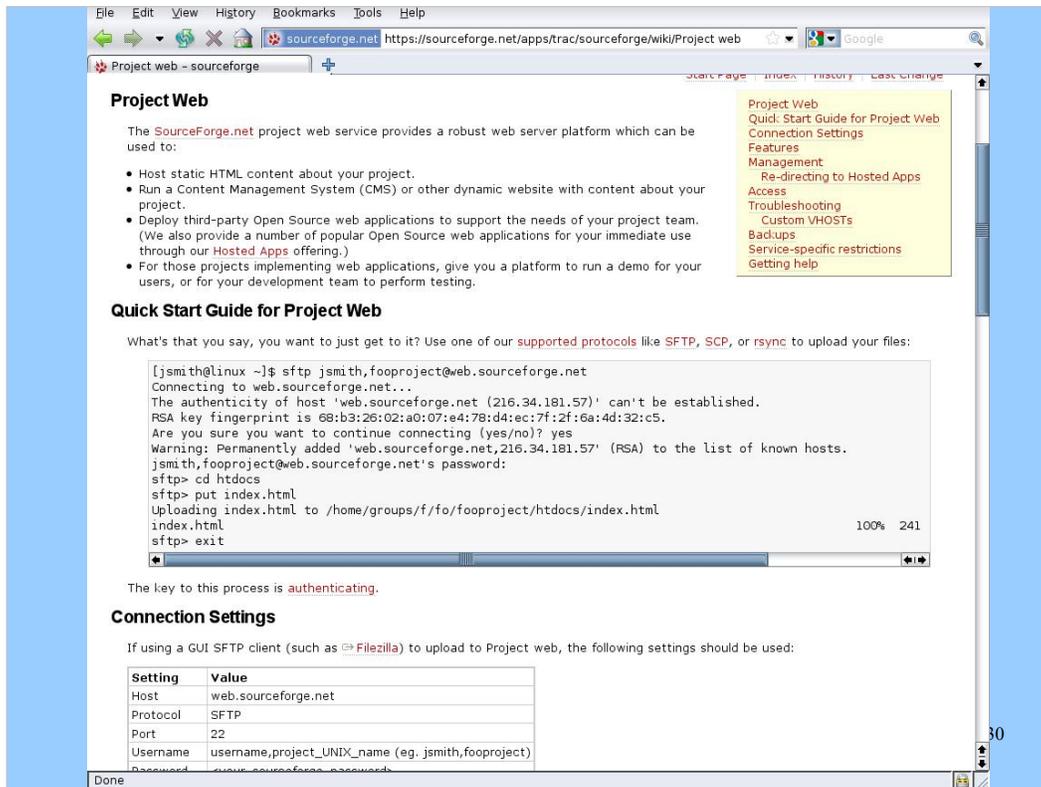
- Packages need to have a platform defined



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## Project statistics

- When downloads are available, activity statistics can be monitored
- Timelines include
  - 1 week
  - 2 months
  - 1 year
- Information about page views, downloads, and ranking
- Personal note: With under 1,000 downloads per month, Realeyes ranked in the top 5,000



## Web Site Hosting A

- SourceForge provides web site hosting
- Limitations:
  - No ecommerce, except using SourceForge tools such as Google AdWords
  - Must (should?) include SourceForge logo on each page
  - Good netizenship

The screenshot shows a web browser window with the address bar displaying `https://sourceforge.net/apps/trac/sourceforge/wiki/Project web`. The page content is as follows:

### Features

- Our project web servers frequently handle more than 50M hits per day; we handle server scaling, load balancing, and performance tuning.
- The project web platform has been standardized on CentOS 5.x Linux, running Apache 2.2.x.
- Support for many programming languages, including PHP (via mod\_php), Perl, Python, Tcl, Ruby, and shell scripts.
- Support for several database platforms is provided, including MySQL (through our Project Database service), DBM, and SQLite.
- Project web content may be uploaded using our File management service or be managed directly using our Shell service.
- Each project is allocated the UNIDNAME.sourceforge.net VHOST (virtual host), which is used to serve their project web content.
- Our servers will answer traffic for a domain you register, when configured as a custom VHOST.
- Common web server features are provided, such as mod\_rewrite, Server-Side Includes (SSI), HTTP Basic Auth, and custom error handler support.
- Page views are counted in the statistics system based on display of a project-specific SourceForge.net logo.
- Additional web analytics are available using Piwik, part of our Hosted Apps offering.
- Service usage is not restricted by quotas.

### Management

Project web service is an "always-on" service; no opt-in is necessary. To begin using project web, simply upload new content or scripts to your project web space.

Uploads may be performed using our File management service, or you may choose to manage your files directly over a SSH session to our interactive shell service.

Until you upload an index page to your project web space, a default index page will be shown, containing details about your project:



### Re-directing to Hosted Apps

Many projects simply want their project web page to point to one of their preferred Hosted Apps like MediaWiki, Trac, or Wordpress. This is allowed and may be achieved via an HTML redirect or a PHP redirect. An example for PHP:

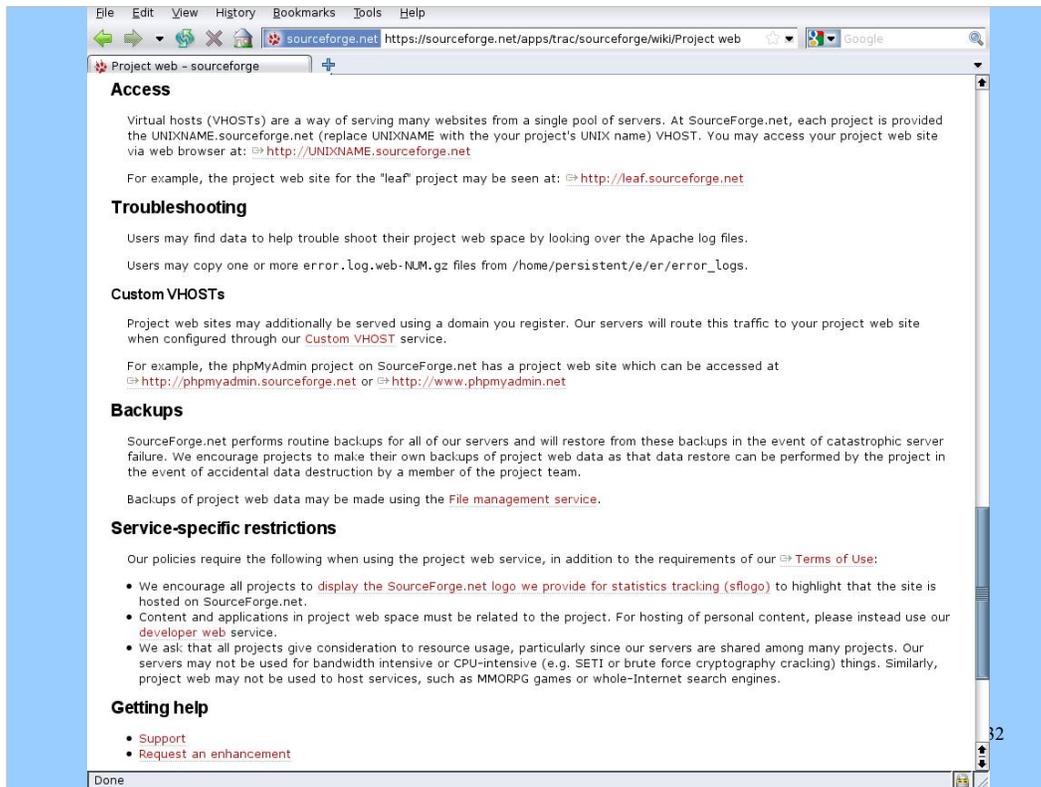
```
<?php
/* Redirect browser */
header("Location: https://sourceforge.net/apps/mediawiki/fooproject/index.php?title=Main_Page");
/* Make sure that code below does not get executed when we redirect. */
exit;
?>
```

Place this in the directory as file name index.php and set the URL to be the URL of the Hosted App desired to be the main page for your project.

Done

## Web Site Hosting B

- Server side languages are allowed
- Database support provided
- Redirect to private web site allowed



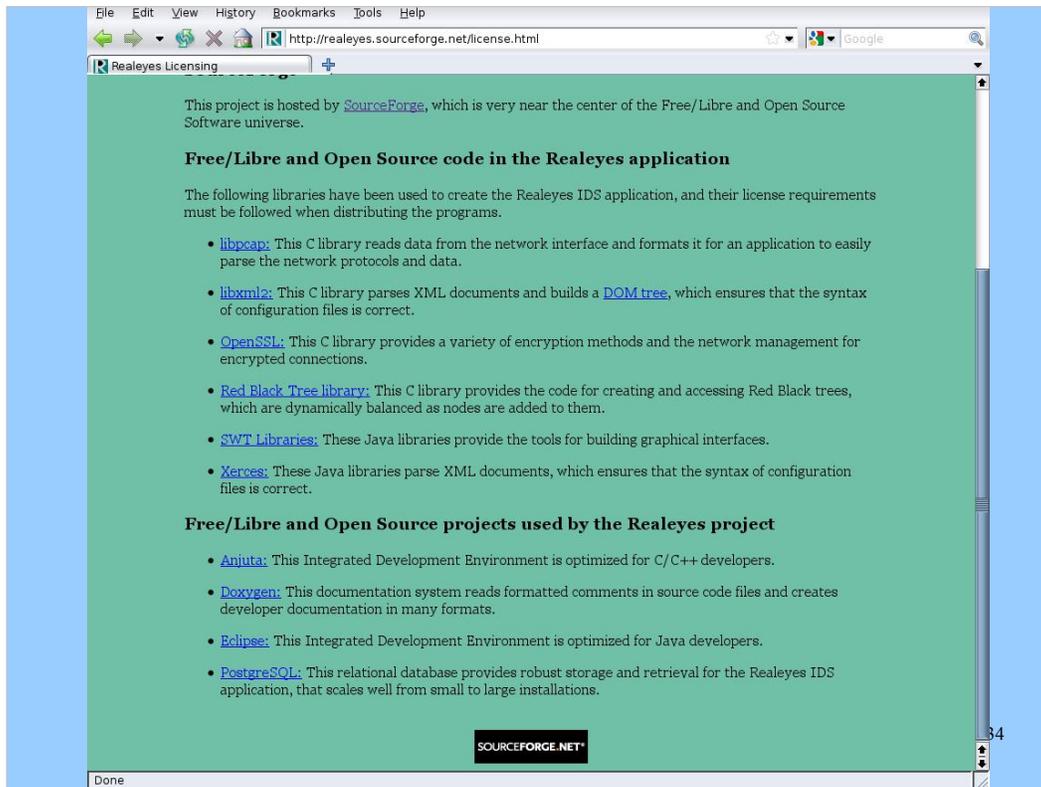
## Web Site Hosting C

- Limitations:
  - No ecommerce, except using SourceForge tools such as Google AdWords
  - Must (should?) include SourceForge logo on each page
  - Good netizenship



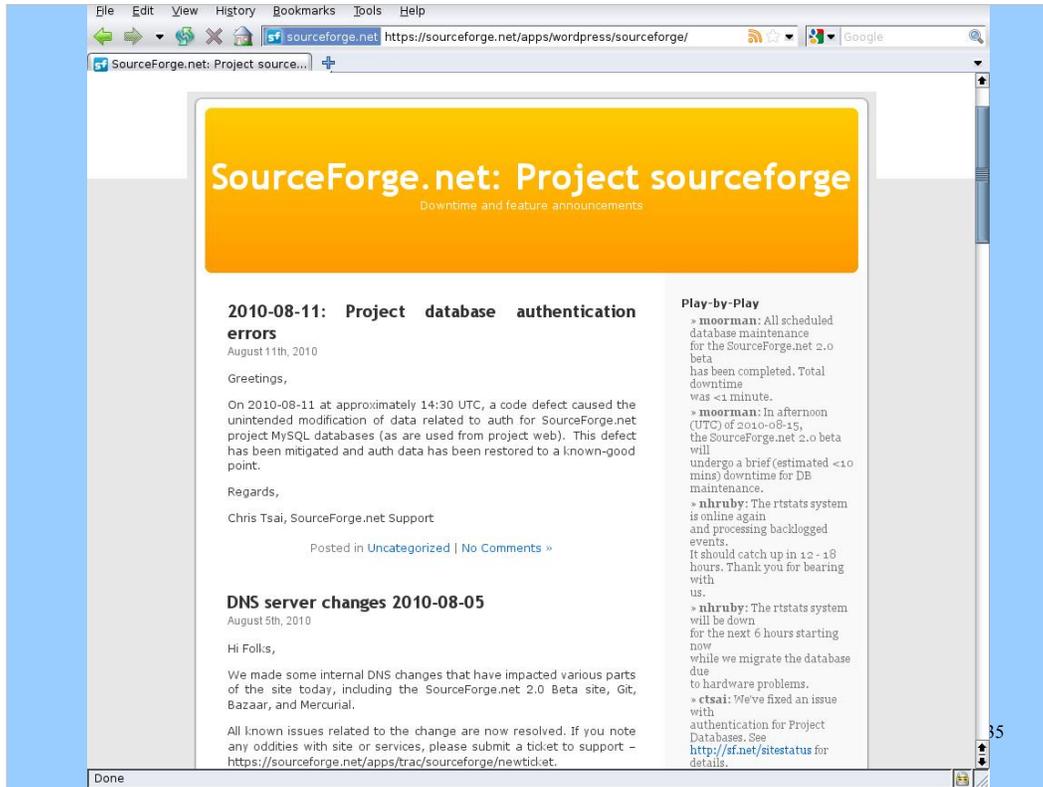
## Realeyes Web Site

- Simple static pages
- Somewhat large site (143 Meg) including
  - Ogg Theora demos
  - Slide shows with screenshots
  - Link to Blog on Blogger.com



## Promote FOSS

- It is always a good idea to give credit where credit is due
- Notice the SourceForge link, there are several alternatives



## SourceForge status

- SourceForge is transparent
- Upcoming maintenance
- New features

**Subject:** Upcoming changes to the hosted apps service  
**From:** SourceForge.net Team <noreply@sourceforge.net>  
**Date:** 06/09/2009 11:00 AM  
**To:** [jjansing@verizon.net](mailto:jjansing@verizon.net)

Greetings,

This message is being sent to all SourceForge.net project members to notify them of exciting upcoming changes to our Hosted Apps offering. Over the past few months we have been working hard to better integrate this service with the SourceForge.net site. This new integration will launch soon.

The changes are:

- \* Better and more consistent 'skinning' around each of the apps for visual consistency.
- \* Revised anti-spam controls.
- \* sourceforge.net will be used as the hostname for access, replacing the old apps.sourceforge.net and userapps.sourceforge.net hosts. Old URLs will be forwarded to the new URL paths. We'll leave this forwarding in place indefinitely.
- \* User authentication (login) will be handled using the normal SourceForge.net login mechanism, eliminating the need to authenticate separately to the Hosted Apps, and enabling the use of both SourceForge.net usernames and OpenID.

These integration changes will also allow us to enable additional application specific theming and skinning options in the future.

This is a major change to the Hosted App infrastructure and will require a few hours of service downtime. We will use the downtime to launch the new code and upgrade all the app instances and their data for the changes. We expect this cutover to occur some time in the next 1-2 weeks, once our QA activities have concluded successfully. Once scheduled, the date and time for this downtime window will be announced to site status at <http://sourceforge.net/sitestatus/>

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## SourceForge News

- The SourceForge Team sends out update information to project admins about once a month
  - If there is to be extended maintenance downtime, these will be announced at least 1 week in advance
  - Sometime promotions, but more often information about top projects
- The issue with passwords being stolen (Fall 2010) resulted in every project having to create a new password. The SourceForge team made this easy by sending an Email with a link to the page for updating the password.

# **Thank you SourceForge**

**And thank you audience**

**Jim Sansing**

**<http://realeyes.sourceforge.net>**

**<http://www.RitasaLLC.com>**

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Thank you