




MXCuBE developers meeting

Wednesday, 13th March 2019

Agenda

- Approval of last meeting minutes
 - [Link here](#)
- Approval of agenda and nominate minute taker
- General remarks on roadmap discussions
- Planning future work on HardwareRepository ([go!](#))
 - <https://docs.google.com/document/d/1ZXRM3qr24LM32ySEviLS6rtOMjqXek5Vgw4Hilt6cOE/edit#heading=h.gjdgxs>
 - Release of M1 (3.0.0-alpha) ¹
 - Date and place for the next face to face meeting
 - M2 (Abstracts, 3.0.0-beta), M3 (v3.0.0) and M4 (UI-API?) ¹
- Pull request etiquette and how to contribute ([go!](#))
 - <https://github.com/mxcube/HardwareRepository/blob/master/CONTRIBUTING.md/>
- Code review
- Continuous Integration - tests and linting 
- Documentation
- AoB

¹See next page

Milestones

- **M1:** *Structural changes, PEP-8, Sphinx documentation with Google Style docstrings, CI with pytest and Pylint, Python 3, Working version of mockups*
 - How far are we?
 - Questions and problems arising?
 - What must we get done before we are ready for the milestone/release?
 - What should be considered settled (and no longer change) once we are there?
 - How do we make that release-or-whatever and what do we decide to call it?
- **M2:** *AbstractDiffractometer, AbstractCollect, AbstractCentering*
 - Detailed discussion of the diffractometer, collect, and centring interfaces.
 - Roadmap for completing M2
- **M3:** *Session, Queue, Beamline, immutable objects*
 - What do we want to do?
 - How much work is involved?
 - Work plan and road map
- **M4:**
 - Decide about what goes in M4: UI-API?
 - Xxx

PR Etiquette

- Submitting Code: Pull Request (PR)
 - Keep your local codebase in synch with upstream
 - git pull, resolve merge conflicts
 - Add your files:
 - Make meaningful commit messages
 - Split your commits if necessary
 - 1 PR for now topic, do not mix!
 - Add detailed description, suggest reviewer(s)
- Coding style
 - Essentially PEP8 for python
 - 88 chars per line, spaces, snake_style...
 - docstrings: summary, attrs...
 - Make use of autopep8/black: but test your code after!