Working Groups

What are they?

Lix doesn't have a very formal development structure - ice cream isn't a stranger to being fluid, after all! But all of the contributors have a different shape - so they are naturally drawn to different parts of the project. Documenting that is useful - for making communication more streamlined, and for a high-level overview on what activities are there!

People working on some part of the project are called "working group". But that's not all! There might be other people that are looking to help that area - they would be *interested to join!* Some cool projects depend on others, and so people who monitor the prerequisite project would be *tracking* it. And of course, some projects can be understaffed, in other words: *help wanted*.

C++ Code

IPC Rewrite

horrors is doing it, @raitobezarius and @jade_ on review

Evaluator Changes

@piegames

Rust Code

Lix Installer

@KFears

Help wanted!

NixLang parser rewrite

@piegames wants to do it, waiting for Rustification of the codebase

Lix Logging

@jade_ wants to do it, blocked on Rustification

@KFears is interested to join

Documentation

See this: https://wiki.lix.systems/books/lix-contributors/page/docs-rewrite-plans

There also exist issues in Lix bug tracker: https://git.lix.systems/lix-project/lix/issues?labels=151

Integration Work

Lix Rustification

@jade_ drives it

@KFears and @piegames are tracking the progress

Infra

@raitobezarius

@KFears is interested to join (a bit :P)

Release Engineering

@jade_ knows a lot, but the project hasn't seen much activity lately due to burnout

@KFears is interested to join

Testing

Lix integration tests are a bit of a mess: some are in pytest, some are in Bash scripts

https://git.lix.systems/lix-project/lix/issues?labels=121

tests/functional2

@Commentator2.0 and @helle mainly, with @piegames, @pennae and others handling reviews and helping out

External Issues

There are a bunch of different ones! Some are integration work, some are Go, some are Java, some are Python, some are NixLang. Take a look!

https://git.lix.systems/lix-project/external-bugs

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