

Information organisation

Lix has a lot of information as a project, and we want to make it accessible in a way that it can be found later if necessary.

There are various tools for keeping information in the project, and they have different purposes

Chat

Chat is good for:

- Information that will be meaningless in hours
- Ephemeral discussions, in general

The chat is expected to move way too fast to follow. As such:

- Don't write things in chat that you expect to be found later
- If discussions of design happen, write them down, at least by copy pasting into a pad and adding the pad to the index
- If tips and tricks are discussed, please write them down
- Please do reviews on Gerrit so they are archived, rather than in chat
- Write things down in the log if they are expected to be found

The log pad (<https://pad.lix.systems/lix-event-log> [private])

The log pad is intended as a tool to communicate what is going on in general, without having to have everyone pay attention to chat too much.

It should be used for:

- Updates on what we are working on, in addition to chat

It should not be used for:

- Actually notifying people, necessarily

Pad (<https://pad.lix.systems> [private])

We anticipate that the pad service will be semi-permanently private by default, since it doesn't support ACLs.

The pad is good for:

- Sketching out drafts of documents that aren't ready yet
- Planning private things
- Generally getting people on the same page about things in active design, making what might be meeting notes, or similar.

The pad is not good for:

- Information that should be available to users (unless it is planned to move)
- Information that is not actively changing

N.B. For users who aren't in the Lix core team, the service [returns 500 when you attempt to login](#). This is a known issue that can't be fixed.

Wiki (<https://wiki.lix.systems>)

The wiki is good for:

- Development process information, like you would find on <https://rustc-dev-guide.rust-lang.org/> for the Rust compiler, for instance.
- Design documents

The wiki is not good for:

- User facing documentation
- Documentation that deserves to be reviewed
- Actively writing a document in real time with others

Markdown files in the Lix repo

Markdown files in the Lix repo are good for:

- Maintaining things that are tied directly to the code
- Documentation that needs to be reviewed
- User facing documentation

Markdown files in the Lix repo are bad for:

- Quickly iterating on things
- Design documents

Forgejo issues (<https://git.lix.systems>)

Our primary issue tracker is Forgejo issues.

We are currently attempting to use the Forgejo project boards feature to communicate what people are working on; it may be replaced with better Kanban software in the future. When making project boards on Forgejo, make them on the `lix-project` organisation unless they are strictly contained within one project.

The issue tracker is good for:

- Actionable work
- Bugs

The issue tracker is not good for:

- Dreams or otherwise not actionable information that is a long term goal
- Private information
- Information that needs to be found later, design documentation

Where to put an issue

- `lix-project/lix`, if it is contained within Lix (but is not more appropriate to put in the installer e.g.)
 - If it is an upstream bug, tag its equivalent `lix-import` on `https://git.lix.systems/nixos/nix`, and get someone with the bot token to run the issue import script in `maintainers/issue_import.py`. (FIXME: someone ought to put that on a cron job)
 - Please never file issues on our Nix mirror.
- `lix-project/installer`, if it is the installer
- `lix-project/web-services`, if it is infrastructure related
- `lix-project/meta`, if it does not fit anywhere obvious and you just need it to put it on a board
- `lix-project/nixos-module`, if it is a packaging bug in that specifically

Gerrit (<https://gerrit.lix.systems>)

Gerrit is good for:

- Reviewing code
- Maintaining a record of code reviews

Gerrit is not good for:

- Persisting information in a discoverable way to anyone in the future
- Documentation