

Forum software reinvented.

A brief overview and demo of esoTalk · Free forum software project written in PHP

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What is esoTalk?

- Free, open source PHP forum project
 - Written from the groud up in/using PHP, MySQL, jQuery/JavaScript, HTML5, CSS3
- Provides a place for conversation for your users or website
- Uses themes and plugins to extend features
- Takes a *conversation* approach instead of the typical threaded message board



The History of esoTalk

- Started in 2008-09 by Toby and Simon Zerner
 - Started it to learn PHP/MySQL and JavaScript
- Advertised around the web, gained popularity in 2009. Grew to a few hundred users. I became involved in plugin development and forum support.
 - I started myesoTalk.com for free hosting
 - Development slowed with some outside issues
- In 2010 a rewrite was announced, but developent was still slow, interest died down, I became a co-maintainer of the project



esoTalk Today

- In 2011, complete rewrite was launched and development has picked up
 - Currently hosted on (private) bitbucket using Mercurial
- Taking on new features for mobile web and advancing technology like HTML5
- A new hosting service in planning stages
- User interest is still big, although there hasn't been a release in quite a while



esoTalk Features

- People don't talk in threads, they talk in conversations
- Blurs the boundry between instant messaging and forums with Ajax and simplified view
- Tagging, Starring, multi-language support, and many other common features
- Built-in system for adding and updating esoTalk core, plugins, themes, and language packs
- Well documented and supported by community members



esoTalk Demonstration

- Original project: http://forum.esotalk.com
 - No longer available for download (sorta), but is still stable and used by many websites
- Rewrite coming soon: http://preview.esotalk.local/
 - Structure and API changes
 - Support for new technology
 - Under heavy development, preview has bugs



The esoTalk Request Process

11-step process from request to finished page

1)Sets the environment, registers initial functions and classes 2)Loads up configuration files, sets global variables 3)Registers more classes and functions 4)Sanitizes any incoming data 5)Loads user's language file, sets language strings 6)Initialize enabled plugin classes 7)Connects to the database and loads session data 8)Passes request to appropriate controller file 9)If required by the controller, loads the skin files 10)Passes result to appropriate view file. Plugin hook init() processes, show page HTML to user 11)Closes database connection, done



The Future of esoTalk

- Release date unknown, most likely in a few months.
 Once it's released, it will be open for public patches, forks, etc
 - Interface cleanup, timeline-style conversation view and eliminating pagination
- Developers center to host plugins, themes, and language packs. Integrates with Admin dashboard
- Free and paid hosting for forums
- More mobile support, possible apps for devices
- Involve more developers for both core and plugins

esoTalk

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More Information and Resources

- Visit the website, http://esotalk.com
 - Sign up for email announcements
- Follow @esoTalk on Twitter
 - Screenshots and development updates
- Email us

Toby Zerner <toby.zerner@gmail.com> Josh Knight <jgknight@mtu.edu>

- Join the support forum, http://forum.esotalk.com
- Talk to me in person