

# Getting the Wonder Source Code

Now with more Git

As of May 21th, 2013 the Wonder source code is now maintained on [GitHub](https://github.com/wocommunity/wonder) at <https://github.com/wocommunity/wonder>. You'll need to be familiar with the [Git](#) Source Code Management system. [Here's](#) a good place to start. You will use Git to checkout a local copy of the repository (a "clone" in Git terms) allowing you to have direct access to the Wonder source.

## Why?

Instead of constantly re-downloading and installing the latest Project Wonder binaries you should work directly with the latest source code. It has several advantages including:

- You'll learn a lot about WebObjects, EOF and Object-Oriented Patterns
- Easily search and browse Project Wonder
- Work with a specific revision of Project Wonder, which is key for teams, quality control and development cycles
- Add logging statements to Project Wonder so you can better understand what it is doing when tracking down hard to find bugs
- Discover the Many Hidden Treasures of Wonder™.

## Download It!

Open a terminal and navigate to a directory where you want to maintain a source "working copy" and just use the following commands to clone Wonder source to your computer.

1. Clone the source repository from GitHub into a new directory named "WonderSource" or whatever you'd like.

```
git clone git://github.com/wocommunity/wonder.git WonderSource
```

If "git://" does not work for you then use "http://"

Wonder Committers



The URL above is the public, read-only URL.

People with commit privileges for Project Wonder should use: **git@github.com:wocommunity/wonder.git**

Do **not** change "git@..." to be your username.

You should see output something like this:

```
Cloning into WonderSource...
remote: Counting objects: 174269, done.
remote: Compressing objects: 100% (57304/57304), done.
remote: Total 174269 (delta 107374), reused 173934 (delta 107067)
Receiving objects: 100% (174269/174269), 137.94 MiB | 8.29 MiB/s, done.
Resolving deltas: 100% (107374/107374), done.
```

2. Navigate into the working copy root

```
cd WonderSource
```

WebObjects 5.3.3 Compatability




If you are still using old WebObjects 5.3.3, then you need to execute this git command to switch to the branch for WebObjects 5.3.3:

```
git checkout --track origin/Wonder_5_0_0_Legacy
```

You should get output like this:

```
Branch Wonder_5_0_0_Legacy set up to track remote branch Wonder_5_0_0_Legacy from origin.
Switched to a new branch 'Wonder_5_0_0_Legacy'
```

If you have any trouble or errors due to your local repository getting corrupted, simply delete the entire local repository (the WonderSource directory) and  over using the same clone command above.

## Use It!

- [Use Wonder source code projects in your Eclipse workspace](#)

The best way to make use of Project Wonder is obviously to import the source code projects directly into your Eclipse workspace. Why would you be reading this page if that isn't what you are trying to do?! Detailed instructions are here: [Working with Wonder source in Eclipse](#)

Ant Builds on your Development Machine



WOLips' "Incremental Builder" is an incredibly helpful feature during development, but it does things that the Ant deployment build does not do. If you are **either** using WOLips to build your WebObjects Applications (*WOLips Ant Tools > Install*) **or** are [running Hudson/Jenkins locally](#) to do it, you **must** also build and install your workspace's Frameworks that your Application depends upon – including your own, Project Wonder's and any others. **The standard Ant build does NOT do this for you.**

- [Build and Install Project Wonder Binary Frameworks](#)

For building and installing the Wonder Frameworks, please see the standard [Building and Installing WO Frameworks with Ant](#) pages.

Using Both Binary and Source Code Frameworks on Your Development Machine



If you have both Source Code projects and the built, Binary Frameworks installed, you need to make sure you build all source code frameworks that your project depends upon first. *The standard Ant build does not do this for you.* Ant builds only use binary frameworks so if the installed frameworks are not up to date your Ant build could fail, or worse, succeed but contain run-time errors.

- [Build Project Wonder frameworks with Hudson/Jenkins](#)

The ideal way to build WebObjects frameworks and applications is to use a "Continuous Integration Server" or "Build Server" like Hudson or Jenkins. This allows you to automate the often complex process of building WebObjects projects that have several dependencies on frameworks. Instructions on how to setup a Hudson/Jenkins server is available on the [Installing and Configuring Jenkins](#) page.