

WYSIWYG and Markdown

2023-02-12 status:

- New installs using [Tiki Flavored Markdown](#) are pretty good but converting Tiki's wiki syntax still needs quite a bit of work.
 - We are now looking into: [item6191-Replace-Emoticons-with-Emoji](#)
 - More fixes are coming in:
 - <https://gitlab.com/tikiwiki/tiki/-/commits/master?search=markdown>
 - <https://gitlab.com/tikiwiki/tiki/-/commits/master?search=wysiwyg>
- Recently was held one of the biggest Open Source conferences in the World:
 - <https://fosdem.org/2023/>
 - <https://en.wikipedia.org/wiki/FOSDEM>
- Jonny presented the move to Markdown: https://fosdem.org/2023/schedule/event/collab_tiki/
- Here are his slides:

<https://tiki.org/The-Relentless-March-of-Markdown>

2022-11-04 status:

- Documentation started: [Tiki Flavored Markdown](#)
- We are in the testing phase, and asking the community to report issues
- [Front-end support](#) (Toast UI Editor) has been added for WYSIWYG: <https://ui.toast.com/tui-editor>
- [Back-end Markdown support](#) has been added.
 - We use <https://commonmark.org/>
 - [GitHub Flavored Markdown \(GFM\)](#) is optional (default on)
 - We use [league/commonmark](#), which has over 100 million installs
 - In essence, we have a Tiki-flavored Markdown (TFM). It is Markdown + things that Tiki does but that are not supported by Markdown. For example
 - [Wiki Plugins](#) continue to work, with same syntax (which is quite good)
 - [Wiki Argument Variables](#)
 - [Smileys](#)
 - [User Mentions](#)
 - [Dynamic variables](#)
 - and likely more as we test more.
 - It is all optional. If you don't activate, everything stays in traditional Tiki syntax.
- We needed to refactor the toolbars: https://gitlab.com/tikiwiki/tiki/-/merge_requests/1769
- We added [a converter from Tiki to Markdown](#) (and the reverse), using <https://github.com/thephpleague/html-to-markdown>
 - Documentation: [Converting from Tiki syntax to Markdown](#)
- [Pre-dogfood servers for Tiki 26 release process](#) have been set up and we started testing on 2 (doc and dev) of the *.tiki.org servers. In particular, doc.tiki.org has over 2000 pages, and covers almost all the features, so it's a great test platform.
- The release date of [Tiki25](#) has been postponed to give us more time for the development of this critically important feature.

This is a massive endeavor and we required external funding to make it happen. Three sponsors have stepped up! Special thank you to [Moba Group](#), [EvoluData](#) and the 3rd sponsoring organization (which wishes to remain anonymous).

Can you also help? Please reach out to [me](#) if you can contribute coding time or money to hire developers. The more resources we have, the faster we can go through all the wish list ☐

Native WYSIWYG and Markdown is coming to [Tiki25](#)!

Thanks!

This is a project to attain the following objectives. This is a massive project that will have to be done in phases.

1. A commonly used text syntax like [Markdown](#) supported natively in Tiki. Better than [PluginMarkdown](#)
 - The CommonMark spec is extensive: <https://spec.commonmark.org/>
 - We use Markdown for bold, bullets, etc. and we keep our current syntax for Tiki plugins {PLUGINNAME()} ... {PLUGINNAME}
 - We do what failed here: <http://www.wikicreole.org/wiki/TikiWikiCMSGroupware> WikiCreole was an attempt to get a common wiki syntax which is more or less what Markdown is.
 - To have a realistic transition, each text area will have a choice of various syntaxes, so each Tiki instance can move at their own pace. Each text area could have options such as
 - Tiki syntax
 - Markdown + Tiki plugins
 - HTML only
 - HTML + Tiki syntax + Tiki plugins
 - Whatever other mode existed in the past
 - Phased approach while we work on conversion tools
 - Optional, default off
 - Optional, default on
 - In 5-10 years, we can decide if we remove Tiki syntax or keep forever for read-only of legacy content
 - Conversion tools
 - Live (supervised by user) and via command line
 - Need a tool to compare HTML end result
2. A reliable [WYSIWYG](#) editor that handles markdown with Tiki plugin syntax and avoids <https://wysiwygproblems.com/>
 - Must have intuitive UI for adding images and files (previews). Ex.: copy-paste or crop or ...
 - <https://medium.com/maatwebsite/lets-see-wyg-with-these-editors-e5720e91a626>
 - <https://github.com/JefMari/awesome-wysiwyg>
 - Along with syntax highlighting for Markdown.
 - Need a way to import HTML (copy-paste), ideally, with some level of conversion to text syntax. Ex.: <https://github.com/the-php-league/html-to-markdown>
 - Need a way to deal with HTML that some Tiki instances may have used
 - [PluginWYSIWYG](#) and the WYSIWYG editor in wiki pages (one of the modes is to save as HTML)
 - A good time for [item6191-Replace-Emoticons-with-Emoji](#)
3. [Wiki Parser Revamp](#), [Plugin revamp](#) and/or merge Tiki plugins and Tiki modules into [Gadgets](#) (or Widgets) that can live in a text area or elsewhere on a page, and move to [Vue JS](#): <https://gitlab.com/jonnybradley/tiki/-/tree/project-fluffy-2>
 - Can be done in a second step but overall plan needs to make sure it will be a good solution
4. [Realtime](#) collaborative editing
 - Can be done in a second step but overall plan needs to make sure it will be a good solution
 - Could be done with [TogetherJS](#) or with another method
 - Matrix
 - <https://matrix.org/blog/2021/12/22/the-mega-matrix-holiday-special-2021#applications-beyond-chat>
 - <https://github.com/YousefED/Matrix-CRDT>
 - <https://syncedstore.org/docs/vue>

5. [Page Builder](#) and [Form Builder](#)

- Can be done in a second step but overall plan needs to make sure it will be a good solution
- ## 6. Interop with external systems so we could store some wiki pages in Git, as requested: [here](#)
- Can be done in a second step but overall plan needs to make sure it will be a good solution
- ## 7. Review diagrams from textual descriptions. Ex.: <https://github.com/yuzutech/kroki>
- ## 8. Review [Typography](#) features

Steps

1. ~~Scope high level plan done~~
2. Compare implementation options as per [How to pick a software library](#) (ongoing)
3. ~~Gather community agreement done~~ (there is consensus this is desirable)
4. Gather more resources
 - As of 2022-03-31, we have sufficient resources for steps #1 and #2 above. We'll solicit more sponsorship to be able to do more (#3, #4, etc.)
5. ~~Assemble team (around Jonny and Victor) and do it!~~ Team is reserved.

Questions

- How do we deal with just HTML content? (which CKEditor is good at)
 - [Discussion from the SummerNote project explaining why it's difficult for an HTML WYSIWYG editor to support Markdown](#)
- Do we keep current PHP lib? or go with another? <https://packagist.org/?query=markdown> (we need flexibility to add some syntax like wiki plugins and to interact with the WYSIWYG)
- How should we go about converting from Tiki syntax to CommonMark?
 - One option is <https://pandoc.org/try/>
 - We could envisage a tool to compare Tiki Syntax -> HTML vs Tiki Syntax -> CommonMark -> HTML

Options

1.1. WYSIWYG editors

1.1.1. ProseMirror with Markdown

<https://prosemirror.net/examples/markdown/>
<https://github.com/ProseMirror/prosemirror-markdown>

1.1.2. TOAST UI Editor

- "The main characteristic of TOAST UI Editor is that it is a **markdown based editor that support WYSIWYG editor simultaneously.**"
- Test here: <https://nhn.github.io/tui.editor/latest/tutorial-example03-editor-with-wysiwyg-mode>
- About major changes in latest version: <https://github.com/nhn/tui.editor/releases/tag/v3.0.0>
 - Important part: "In order to deal with this issue, we used the Prosemirror, a development tool used to build a WYSIWYG editor, for TOAST UI Editor 3.0, and we were able to unify the internal dependencies of the editors into one. The unified dependency allowed us to follow a single, internal structure, and we were able to remove the past dependencies including CodeMirror, squire, and to-mark."
- MIT License
- Based on [ProseMirror](#)
- Has an [image editor](#)
- Available here: <https://asset-packagist.org/package/bower-asset/tui-editor>
- This model is the most reliable way to have both a text syntax and WYSIWYG, but for legacy HTML content, we'd have to continue with [CKEditor](#)

1.1.3. MeditorJS

- Docs: <https://gitlab.com/cobalt-os-team/MeditorJS>
- Based on [Editor.md](#)
- MIT License
- Last commit: On *Dec 11, 2021*

1.1.4. Stacks-Editor

- Github: <https://github.com/StackExchange/Stacks-Editor>
- Docs: <https://stackedit.io/>
- Based on [ProseMirror](#)
- MIT License
- Last commit: On *May 17, 2022*

1.1.5. Milkdown

- Overview: <https://milkdown.dev/>
- Github: <https://github.com/Saul-Mirone/milkdown>
- Based on [ProseMirror](#)
- MIT License
- Last commit: On *May 19, 2022*

1.1.6. TipTap

- Github: <https://github.com/ueberdosis/tiptap>
- Based on [ProseMirror](#)
- MIT License
- Last commit: On *May 17, 2022*

1.1.7. Wax

- Based on [ProseMirror](#)
- Does it handle Markdown?
- From Coko foundation: <https://coko.foundation/articles/single-source-publishing.ht>
- Interesting features: <https://waxjs.net/features/>
- GitLab: <https://gitlab.coko.foundation/wax/wax>
- MIT License
- Last commit: On *Aug 8, 2020*
- **Archived project! Repository and other project resources are read-only**

1.1.8. Woofmark

- Github: <https://github.com/bevacqua/woofmark>
- Docs: <https://bevacqua.github.io/woofmark/>
- MIT license
- Last commit: On *Feb12, 2019*

1.1.9. CodeMirror

- Github: <https://github.com/codemirror/codemirror.next/>
- Community: <https://discuss.codemirror.net/>

- Docs: <https://codemirror.net/6/>
- MIT license
- Last commit: On "Apr 20, 2022"

1.1.10. HyperMD

- Github: <https://github.com/laobubu/HyperMD>
- MIT license
- Last commit: On "Jan15, 2019"

1.1.11. Ckeditor-5

- Docs: <https://ckeditor.com/ckeditor-5/>
- Features: <https://ckeditor.com/ckeditor-5/features/#collaboration>
- Github: <https://github.com/ckeditor/ckeditor5>
- <https://onlinemarkdowneditor.dev/>
- GNU General Public License Version 2 or later
- Last commit: On "May 19, 2022"

1.1.12. Editor.js

- Overview: <https://editorjs.io/>
- Docs: <https://editorjs.io/base-concepts>
- Github: <https://github.com/codex-team/editor.js>
- Apache-2.0 license
- Last commit: On *May 14, 2022*

1.1.13. TinyMCE

- Docs: <https://www.tiny.cloud/docs/quick-start/>
- Github: <https://github.com/tinymce/tinymce>
- MIT license
- Last commit: On *May 17, 2022*
- (<https://www.tiny.cloud/docs/plugins/opensource/textpattern/>)

1.1.14. Bubble

- Features: <https://bubble.io/features>

1.1.15. Quill

- Overview: <https://quilljs.com/guides/why-quill/>
- Github: <https://github.com/quilljs/quill/>
- BSD-3-Clause license
- Last commit: On *Mar 22, 2022*

1.1.16. Summernote

- Docs: <https://summernote.org/getting-started/>
- Github: <https://github.com/summernote/summernote>
- MIT license
- Last commit: On *May 12, 2022*

1.1.17. ContentTools

- Overview: <https://getcontenttools.com/getting-started>
- Github: <https://github.com/GetmeUK/ContentTools>
- MIT license
- Last commit: On *Jul 11, 2021*

1.1.18. Textbox.io

- Overview: <https://www.textbox.io/>
- Docs: <https://www.textbox.io/docs/>
- Github: <https://github.com/tinymce/tinymce>

1.1.19. WYMeditor

- Overview: <http://www.wymeditor.org/>
- Features: <http://www.wymeditor.org/features/>
- Github: <https://github.com/wymeditor/wymeditor/>
- **This repository has been archived by the owner.** It is now read-only.

1.1.20. ALOHA EDITOR

- Use: https://www.alohaeditor.org/guides/using_aloha.html
- Github: <https://github.com/alohaeditor/Aloha-Editor>
- Last commit: On *Oct 07, 2019*

1.1.21. Simple MDE

- Github: <https://github.com/sparksuite/simplemde-markdown-editor>
- MIT license
- Last commit: On *Jun14, 2016*

1.1.22. Editor.md

- Based on CodeMirror & jQuery & Marked.
- Github: <https://github.com/pandao/editor.md>
- MIT license
- Last commit: On *May 09, 2019*

1.1.23. Easy-markdown-editor

- Github: <https://github.com/Ionaru/easy-markdown-editor>
- Last commit: On *Mar 12, 2022*

1.1.24. Froala

- Github: <https://github.com/froala/design-blocks>
- Version:
<https://froala.com/blog/general/introducing-froala-v4-0-6-the-most-powerful-wysiwyg-html-editor/>
- Doc: <https://froala.com/wysiwyg-editor/docs/overview/>
- Supporter: <https://wysiwyg-editor.froala.help/hc/en-us>
- Last commit: On *Jan 15, 2019*

1.1.25. Trumbowyg

- Docs: <https://alex-d.github.io/Trumbowyg/documentation/>
- Github: <https://github.com/Alex-D/Trumbowyg>
- Demo: <https://alex-d.github.io/Trumbowyg/demos/>
- MIT license
- Last commit: On *Dec 15, 2021*

1.1.26. CoffeeCup HTML Editor

- Overview: <https://www.coffeecup.com/html-editor/>
- Github: <https://github.com/gradus/coffeecup>
- Last commit: On *Jun 19, 2013*

1.1.27. Medium-editor-insert-plugin

- Github: <https://github.com/linkesch/medium-editor-insert-plugin>
- **This repository has been archived by the owner.** It is now read-only.

1.1.28. Brickyeditor

- Github: <https://github.com/samclarke/SCEditor>
- Details: <https://openbase.com/js/brickyeditor>
- Options: <https://www.sceditor.com/documentation/options/>
- Last commit: On *Mar 10, 2022*

1.1.29. SCEditor

- Intetegration: <https://www.sceditor.com/documentation/getting-started/>
- Github: <https://github.com/samclarke/SCEditor>
- MIT license
- Last commit: On *Mar 10, 2020*

1.1.30. AlloyEditor

- <https://alloyeditor.com/>
- <https://github.com/liferay/alloy-editor/issues/760>
- <https://github.com/liferay/alloy-editor/issues/1494>
- <https://ckeditor.com/cke4/addon/markdown>

1.1.31. Markdownify

- Docs: <https://markdownify.js.org/>
- Github: <https://github.com/amitmerchant1990/electron-markdownify/>
- Last commit: On *"May 22, 2022"*

1.1.32. Showdown

- Docs: <https://showdownjs.com/docs/>
- Github: <https://github.com/showdownjs/showdown>
- Last commit: On *"May 26, 2022"*

1.1.33. Bootstrap Markdown Editor

- Github: <https://github.com/inacho/bootstrap-markdown-editor>

- Last commit: On "Dec 1, 2016"

1.1.34. Markdown-it

- Github: <https://github.com/markdown-it/markdown-it>
- Demo: <https://markdown-it.github.io/>
- Last commit: On "May 25, 2022"

1.2. Markdown tools that are not WYSIWYG editors

Here are all the Markdown Editors that are not WYSIWYG

1.2.1. Hackmdio

- <https://github.com/hackmdio/codimd>

Ideas

- Idea from Jonny: use [attributes](#) so each object can have a different setting. So old comments could be Tiki syntax, and new comments could be Markdown.

Other tools

- <https://www.lyx.org/Download>

Related links

- <https://github.blog/2022-05-19-math-support-in-markdown/>
- <https://ckeditor.com/docs/ckeditor5/latest/features/markdown.html>
- <https://discuss.prosemirror.net/t/offline-peer-to-peer-collaborative-editing-using-yjs/2488>
- <https://blog.kevinjahns.de/are-crtds-suitable-for-shared-editing/>
- <https://www.tiny.cloud/blog/real-time-collaboration-ot-vs-crdt/>
- People want Markdown: <https://forum.virtualmin.com/t/links-to-documentation-are-broke/111602>
- Markdown support for the Squire is an HTML5 rich text editor: "I think this request is really outside the scope of Squire. A good Markdown editor would be an entirely different product, and probably require quite a different code base."

To be evaluated

- <https://markdown-it.github.io>