
Subject: Slack Workspace

Posted by [Tobias Stockmanns](#) on Mon, 23 Apr 2018 15:05:07 GMT

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Dear PandaRooters,

I have created a Slack Workspace for PandaRoot to make communication between developers and users more easy.

You can join by following this link:

https://join.slack.com/t/pandaroot/shared_invite/enQtMzkyNzc1MzA1MjAyLTdmNTJiOWY5YjQxNzY2YmE2Y2Y1YTZlMmY4NGI3MTUzZGQ3MDEzZWJhMWEwOTQxMWEyOTNlMDMyOGExNzI3OGI

This link is not limited in time anymore.

Cheers,

Tobias

Subject: Re: Slack Workspace

Posted by [Jens Sören Lange](#) on Wed, 25 Apr 2018 09:12:30 GMT

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Hi Tobias, as a maybe useful note: we used SLACK for DESY testbeam etc. for the last 3-4 years.

The difficulty is: the history is limited. You can only go back for 1000 messages (I believe). That sounds a lot but during beamtimes you reach that limit within a few days. At some point, people started to put a lot of effort in deleting older unnecessary messages to let other older necessary messages "reappear" (another way is of course to pay a lot of money to the SLACK team for unlocking, but it wasn't an option for us). That's why for the present operation of Belle II we changed in last few weeks to ROCKET CHAT (<https://rocket.chat/>), freeware with unlimited history, and we are using it heavily (few hundred messages per day). All shift and data taking communication is done by that and it is fast and stable. sincerely, Soeren

Subject: Re: Slack Workspace

Posted by [Tobias Stockmanns](#) on Wed, 25 Apr 2018 09:16:52 GMT

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Dear Sören,

thank you for this remark. I was not aware of this problem but it is a significant limitation. I will have a look into ROCKET CHAT.

Cheers,

Tobias

Subject: Re: Slack Workspace
Posted by [Michael Papenbrock](#) on Wed, 25 Apr 2018 09:52:49 GMT
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Hi Sören,

that looks actually pretty neat! Is it entirely self-hosted then?

Cheers,
Michael

Subject: Re: Slack Workspace
Posted by [Jens Sören Lange](#) on Wed, 25 Apr 2018 12:43:13 GMT
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Hi Michael,

yes, as far as I know and that's how we use it. You install your own self-hosted server (see <https://rocket.chat/docs/installation/manual-installation/>) and then access the chat groups from the client side by https (everything works inside a browser, and that's different from SLACK).

Well, it seems that you can even start ad-hoc without your own server (see <https://rocket.chat/docs/installation/rocket-chat-cloud/>) and access `_their_` server (sort of "skype-like"), but I guess that would only work until a certain limit of messages per day (because of disk space, as messages can also contain plots etc.)

sincerely, Soeren
