DSpace Customisation

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Customisation scope and capacity

If the feature customisation is to be preserved on the repository system for the long term, then adequate resources must be provided to ensure continuity of the customisation during system upgrades.

Depending on the amount of customisation, this could turn out to be VERY EXPENSIVE for the institution if using an external service provider and if upgrades are done on a yearly basis.

Therefore, the rule of thumb, for resource scarce institutions that do not have the system capacity, is to keep customisation to the ABSOLUTE MINIMUM or acquire the resources to build adequate system capacity locally in-house.

Introduction to the "Module Overlay Method"

Please read about advanced customisation before starting any customisation work, as it is the basis for most of the customisation tasks. The idea is to put all your customised code into the folder:

`$HOME/source/dspace/modules`

The source code is copied from the folder:

`$HOME/source`

https://wiki.duraspace.org/display/DSDOC5x/Advanced+Customisation
https://wiki.duraspace.org/display/DSDOC4x/Advanced+Customisation
https://wiki.duraspace.org/display/DSDOC3x/Advanced+Customisation

What is this $HOME thing?

From wikipedia;

"A home directory is a file system directory on a multi-user operating system containing files for a given user of the system."

https://en.wikipedia.org/wiki/Home_directory

$HOME is the variable that points to the folder location of the user.

For our DSpace, $HOME points to: /home/dspace

This folder contains all the application code and the digital asset store/s.

Customisation - High Priority Items

Embargoes

Request a copy

Simplified submissions

Remote submissions

Language

Customisation - Medium Priority Items

Search and browse indexes

Usage statistics

Media filters

Web analytics

Theme

Licences

Customisation - Low Priority Items

Digital object checksums

Digital object identifiers

Email templates

Open search

RSS Feeds