Subject: Automatic nightly builds reastored - and reason(s) why it was failing (unodgs, please read :)
Posted by mirek on Sun, 16 Jan 2011 22:29:42 GMT
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I have noticed (quite late, apologies) that our nightly builds no google-code stopped at 12/31.

Now there probably were multiple issues (changed login, exceeded quota) but even after fixing all of these, process was failing.

The final reason was that TabBar package that is now part of ide.

The problem is that not all packages in uppsrc are exported to nightly builds - only those in uppsrc/packages (and uppsrc/packages1) are exported. With TabBar not being there, infrastructure had incomplete 'uppsrc' and failed to compiled theide.

So the moral of the story: If we add package to uppsrc, we must not forget to put it into uppsrc/packages

Mirek

Subject: Re: Automatic nightly builds reastored - and reason(s) why it was failing (unodgs, please read :)
Posted by dolik.rce on Mon, 17 Jan 2011 10:20:52 GMT
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mirek wrote on Sun, 16 January 2011 23:29I have noticed (quite late, apologies) that our nightly builds no google-code stopped at 12/31.

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The problem is that not all packages in uppsrc are exported to nightly builds - only those in uppsrc/packages (and uppsrc/packages1) are exported. With TabBar not being there, infrastructure had incomplete 'uppsrc' and failed to compiled theide.

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Mirek
Hi Mirek,

I'm afraid that I should take part of the responsibility for not noticing earlier. The launchpad builds were failing as well Also I would like to say that I was not aware of this mechanism until today, even though I am pretty familiar with the build infrastructure.

Is there some special reason to limit uppsrce to certain packages? It is quite error prone I would say (e.g. RasterPlayer and XmlView are missing as of now...) Are you trying to save a bandwith or make the installer smaller? The first is not an issue if you use svn or just correctly set rsync. And the installer size won't change much if you add the three or four directories that are left out now.

I'd really recommend to reorganize it slightly, to use full copy to prevent failures like this in future and also to simplify the whole process.

Best regards,
Honza

PS: By "full copy" in the above paragraphs I mean only full copy of the five assemblies that are put in installer, no uppdev, uppbox etc.

Subject: Re: Automatic nightly builds reastored - and reason(s) why it was failing (unodgs, please read :)
Posted by mirek on Mon, 17 Jan 2011 10:43:13 GMT
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dolik.rce wrote on Mon, 17 January 2011 05:20Also I would like to say that I was not aware of this mechanism until today, even though I am pretty familiar with the build infrastructure.

I had to remind myself as well, that is one of reason to post this here...

Quote:
Is there some special reason to limit uppsrce to certain packages?

Well, to keep some 'legacy' packages out of releases, while having them there to support legacy code.

Seriously, it is more about some original projects using U++ (mine and Tom's) than anything else. I have even created 'uppsrc2' with intention to gradually move them there, but it takes time...

Mirek

Subject: Re: Automatic nightly builds reastored - and reason(s) why it was failing (unodgs, please read :)
Posted by dolik.rce on Mon, 17 Jan 2011 10:57:48 GMT
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mirek wrote on Mon, 17 January 2011 11:43Quote:Is there some special reason to limit uppsrce

to certain packages?Well, to keep some 'legacy' packages out of releases, while having them there to support legacy code.
Well, then what about taking the opposite approach? Use a full copy and a blacklist that would eliminate the legacy packages from releases. The blacklist wouldn't change in time, so our forgetting would not be an issue

Honza

Subject: Re: Automatic nightly builds reastored - and reason(s) why it was failing (unodgs, please read :)
Posted by mirek on Mon, 17 Jan 2011 12:01:08 GMT
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OK, will do that next time it goes bad
