
Subject: Re: Splitting debs into two parts
Posted by [nneilson](#) on Sun, 11 Apr 2010 22:02:50 GMT
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Quote:1. "... (java should work out of the box ...)"

2. Anyway, this is not the point of this discussion. The topic is how to best split the package to adhere to the packaging policies.

3. ... how to best split the package...

1. Interesting, are there any examples that show this?

2. Splitting theIDE from the source may work like many apps that are in the Ubuntu Synaptics. Selecting an item will automatically select the items it depends on, the user has the option of deselecting any of the additional items.

For a user that wants to try Upp then theIDE would be selected also.

An additional advantage would be if either the library or theIDE is up to date then only what needs to be updated will be downloaded.

One very important thing for a new user would be to have theIDE as an executable, 6.7 MB, rather than have them build it, that is just an extra hurdle that many may not even try or have problems with.

Looking at this from a different perspective, would it make sense to do away with the Windows installer and require a user to build theIDE. I don't think that would be a good idea.

Why make a Linux user build it??

3. Split theIDE from the source/library.

Send a proposal to whoever makes the decisions for what is to be included in Debian, whatever they accept or recommend seems to be the "ideal" way.
