

---

Subject: Re: Where to submit patches?

Posted by [mirek](#) on Fri, 24 Feb 2006 22:10:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

zsolt wrote on Fri, 24 February 2006 16:49Uvs2 is not a bad thing I think. It has almost the same functionality as CVS or SVN. The main problem with this kind of source code management softwares is that it can not provide a simple patch management system.

The ideal scene would be, that contributors send patches against the current stage of the sources (readonly repo). The lead developer (after a review) tries to apply these patches (using a button on a GUI or web page) against repository. On successful compilation and behaviour of the patch the lead developer commits changes. On error, he cancels or rolls back the changes and notifies the developer of the patch.

A similar system was used by Linus in Linux development: BitKeeper, but there were some legal problems, so Linus created GIT <http://git.or.cz/>

So we have more options:

- develop Uvs2 to work with patches
- use GIT
- use BitKeeper (commecial)
- use something else
- create or use some patch management system to SVN or CVS

Well, for me, first option is obviously the simplest one, esp. if SVN/CVS would need additional work too.

As the first step, I will move uvs2 to the uppbbox

Actually, it fits very nicely to the current "anonymous" mode - when patches are implemented, the result of "anonymous" sync would be the patch file....

Mirek