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Subject: Re: Where to submit patches?

Posted by [iplayfast](#) on Sat, 25 Feb 2006 04:48:38 GMT

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Check out tortoiseSVN, it integrates with windows explorer and makes dealing with multiple versions of code trivial. Besides the normal repository stuff it has two functions.

Create Patch

Apply Patch.

There's also revert if a patch doesn't work out.

I haven't used a subversion client on Linux but I expect they have similar capabilities.

So what was the problem with using subversion?

If I make a change, I then use Create Patch and post it.

When luzr (or the other software gods) receives a patch, they take a clean copy of their source tree and apply it. Then view the diff of the source tree to see exactly what was patched. The diff program is very nice as well.

In my view, most open source projects fail because they loose interest of key people, and no one else steps up to take their place. In order to have people available to do that the source has to be open, and accessible for people to patch and play with. Get people interested and a project will take on a life of it's own. This project has a whole lot going for it. By using a source code version control that everyone can see, the project has a greater life expectancy.

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