Subject: Re: Does the provided upp.spec works for you and on which distro?
Posted by amrein on Wed, 27 Aug 2008 18:36:45 GMT
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I think I have finally understood why you are still asking for this. If fact, you want to be sure that all U++ svn commit won't break Linux compatibility. Am I wrong?

Ok, but as long as U++ can build on Ubuntu, big patches won't be needed for rpm based distro. Here is a proof, there is no fix for the source code in my src.rpm. Nothing. I just fought with the rpm external dependencies.

Why no break on other distro? Because they use package with the same major release: GTK+ 2.x.x, xorg-1.4.x.x, ...

So, in my opinion, the only think to do is to test if building the unstable release works in Ubuntu.

I will add this:

- A ".rpm" file is a compressed file (using cpio), a kind of tar.gz of the binary (I mean what you get with "make install") with a few extra information at the beginning of the cpio file for authors, licenses, ... That's all.

- A src.rpms is a compressed file too. It's the original source code tarball with a few extra information at the beginning + an automatic build script. That's all. It's like having the tarball + a build script (doing make, make install) + info about the needed dependencies.

If you don't trust me, just type in a console:

rpm2cpio upp-2008.1-1.src.rpm | cpio -mdiv
rpm2cpio upp-2008.1-1.fc9.i386.rpm | cpio -mdiv

Really, building a rpm each night is a waste of time. There is no need to test it on all distro each night, only on one distro like Ubuntu is enough. You could even build unstable U++ with TheIDE from the stable release.

Be that as it may, I understood that you would like to create this build factory right now. So, to create this build environment for final release, I think OpenSuse source code from their "Factory system" will speed this process a lot.