Subject: Re: Another BSD patch
Posted by mirek on Fri, 29 May 2009 22:18:16 GMT
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chickenk wrote on Fri, 29 May 2009 06:22luzr wrote on Fri, 29 May 2009 11:25Actually, if you know any good tool for Win32 capable of parsing this .patch file format, that would be a good alternative too... I have added some support to theide, but there is way too much .patch formats and does not seem to recognize this particular variant at the moment...
http://gnuwin32.sourceforge.net/packages/patch.htm

This is the standard GNU patch ported to Windows. I believe it supports GNU syntax and BSD extensions as well... Does BSD use GNU patch by the way? I think so but I am not sure.

to apply :

cd to the directory containing uppsrc then

patch -p1 < bsd.patch
should work. I just notice that the first patch subset is in an unknown "newdraw" directory, not sure what is refers to... I suggest that masu creates another patch that can be applied to the svn trunk.

(btw svn diff is way easier to use if you are working on a local copy of repository)

regards,
Lionel

Far from ideal for me: It means I will have to create the copy, apply patch, compare files, decide if patch is correct, copy changed files....

(note: svn trunk contains 'newdraw' - it is branch of Draw infrastructure being under development now, with the primary goal of separating Draw from host platform GUI)

Mirek