
Subject: Re: Splitting deps into two parts
Posted by [mr_ped](#) on Mon, 12 Apr 2010 08:15:33 GMT
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thinking about it more, maybe the best way is to keep it simple.
upp = architecture dependent files
upp-data = the rest (sources, resources, whatever else)

It means that when you want to install upp on fresh buntu, you will have to download full 20+MB or how much it is, then again that's just minor part of total download if there is not build-essentials+gcc installed yet.

It will hurt a bit during updates as well, but I don't think finer splitting will save that much updates, and it will make the platform less consistent (in case somebody runs into problem, we will have to figure out which packages did he install, and which ones did he omit, etc.).

So in the end I think it should be "take it all or nothing (download sources and build whatever you wish)", and two packages: binaries + data. This simplicity follows U++ spirit imho well.

Edit (more explanation): I think the "source" package doesn't make sense, the source is the very much base part of upp itself, so it doesn't make sense to download IDE binary without sources. (for extreme usecases it makes sense, but the packages should be targeted at "ordinary" users who want to create cross-platform C++ GUI application) ... that's why I'm suggesting "-data" package (although it will consist from 95% of C++ sources), to make it clear it's part of upp and the two can't exist without each other.
