
Subject: Re: Splitting deps into two parts
Posted by [dolik.rce](#) on Wed, 14 Apr 2010 12:50:18 GMT
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At the end of this post is a proposal for the new packages control file. It should be readable even if you are not familiar with the details of the syntax. Just note that the first paragraph describes the dsc package (which is then built into the three packages listed below) and that `$(shlibs:depends)` is expanded during the build to list of libs linked to the binary.

The main idea is following:

Architecture independent package `upp` holds the U++ sources. It depends on `theide`, so it is always installed. The dependency can be also satisfied with `theide-nogtk`. Only one of those can be installed, but they can be switched whenever you want. If you install the other option, the user settings will persist. `Theide` can be installed without `upp` if someone wishes.

There is also one more option how to handle the `theide` vs. `theide-nogtk`: They could be installed both at the same times, if they used different names for the binary. Each would then have separate configuration. I don't think anyone needs two identical tools (only visually different) installed at the same time, so I prefer the first option listed above.

The description of `theide` packages was taken from the index page. I hope they make sense :-)
Any comments are welcome.

Here is the control file:

Quote:Source: `upp`

Section: `devel`

Priority: `optional`

Maintainer: Jan Dolinar <dolik.rce@seznam.cz>

Standards-Version: 3.8.4

Build-Depends: `g++ (= 4.1) | g++ (>= 4.3)`, `rsync`, `libx11-dev (>= 1.0.0)`, `libxft-dev (>= 2.1.8)`,
`libpng12-dev (>= 1.2.8)`, `libgtk2.0-dev (>= 2.8.17)`, `libnotify-dev`

Homepage: <http://www.ultimatepp.org>

Package: `upp`

Section: `devel`

Priority: `optional`

Architecture: `all`

Depends: `theide`, `g++ (= 4.1) | g++ (>= 4.3)`, `libx11-dev (>= 1.0.0)`, `libxft-dev (>= 2.1.8)`,
`libpng12-dev (>= 1.2.8)`, `libgtk2.0-dev (>= 2.8.17)`, `libnotify-dev`

Homepage: <http://www.ultimatepp.org>

Description: C++ library for cross-platform development

Ultimate++ is a radical and innovative GUI toolkit whose number one priority is programmer productivity. C++ is a great programming language but C++ programmers are sometimes hampered by the lack of effective libraries. U++ libraries enable genuine productivity gains with shorter development times and greatly reduced application source code size.

Package: `theide`

Section: `devel`

Priority: optional
Architecture: any
Depends: \${shlibs:Depends}
Homepage: <http://www.ultimatepp.org>
Description: IDE (not only) for Ultimate++ framework
TheIDE introduces modular concepts to C++ programming. It features BLITZ-build technology to speedup C++ rebuilds up to 4 times, Visual designers for U++ libraries, Topic++ system for documenting code and creating rich text resources for applications (like help and code documentation) and Assist++ - a powerful C++ code analyzer that provides features like code completion, navigation and transformation.

Package: theide-nogtk
Section: devel
Priority: optional
Architecture: any
Depends: \${shlibs:Depends}
Provides: theide
Replaces: theide
Conflicts: theide
Homepage: <http://www.ultimatepp.org>
Description: IDE (not only) for Ultimate++ framework
TheIDE introduces modular concepts to C++ programming. It features BLITZ-build technology to speedup C++ rebuilds up to 4 times, Visual designers for Ultimate++ libraries, Topic++ system for documenting code and creating rich text resources for applications (like help and code documentation) and Assist++ - a powerful C++ code analyzer that provides features like code completion, navigation and transformation.

This package contains TheIDE built with simpler look to reduce package dependencies.
