
Subject: Re: usvn - SVN for dummies (and me)
Posted by [dolik.rce](#) on Fri, 07 May 2010 11:47:21 GMT
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ktj9 wrote on Thu, 06 May 2010 23:26Hello Honza,
Thank you for pointing out an issue. Would you please indicate where and how you update the String filelist? Thanks!
Oups, I truncated the code too early, I'm sorry
Here is the full function code: void SvnSync::DoSync()

```
{  
    SyncList();  
    msgmap.Sweep();  
again:  
    if(Execute() != IDOK || list.GetCount() == 0) {  
        int repoi = 0;  
        for(int i = 0; i < list.GetCount(); i++)  
            if(list.Get(i, 0) == MESSAGE)  
                msgmap.GetAdd(works[repoi++].working) = list.Get(i, 3);  
        return;  
    }  
    bool changes = false;  
    for(int i = 0; i < list.GetCount(); i++) {  
        int action = list.Get(i, 0);  
        Value v = list.Get(i, 2);  
        if(action == MESSAGE) {  
            if(changes && IsNull(list.Get(i, 3))  
                && !PromptYesNo("Commit message is empty.&Do you want to continue?"))  
                goto again;  
            changes = false;  
        }  
        else if(action != REPOSITORY && IsNumber(v) && (int)v)  
            changes = true;  
    }  
    SysConsole sys;  
    int repoi = 0;  
    int l = 0;  
    bool commit = false;  
    while(l < list.GetCount()) {  
        SvnWork w = works[repoi++];  
        l++;  
        String message;  
        String filelist; // <-- list of files to update  
        while(l < list.GetCount()) {  
            int action = list.Get(l, 0);  
            String path = list.Get(l, 1);  
            if(action == MESSAGE && commit) {  
                String msg = list.Get(l, 3);  
                // now we commit only files in filelist
```

```

if(sys.CheckSystem(SvnCmd("commit", w).Cat() << filelist << " -m \"\" << msg << "\""))
    msgmap.GetAdd(w.working) = msg;
l++;
break;
}
if(action == REPOSITORY)
    break;
Value v = list.Get(l, 2);
if(IsNumber(v) && (int)v == 0) {
    if(action == REPLACE || action == ADD)
        DeleteFolderDeep(path);
    if(action != ADD)
        sys.CheckSystem("svn revert " + path);
}else if(IsNumber(v)&&(int)v==2){ // <-- the file should be skipped
l++;
continue;
}
else {
    filelist+=" "+path; // <-- add the file to the list
    commit = true;
    switch(action) {
    case ADD:
        SvnDel(path);
        sys.CheckSystem("svn add --force " + path);
        break;
    case REMOVE:
        sys.CheckSystem("svn delete " + path);
        break;
    case CONFLICT:
        sys.CheckSystem("svn resolved " + path);
        break;
    case REPLACE: {
        SvnDel(path);
        String tp = AppendFileName(GetFileFolder(path), Format(Uuid::Create()));
        FileMove(path, tp);
        sys.CheckSystem(SvnCmd("update", w).Cat() << ' ' << path);
        MoveSvn(path, tp);
        sDeleteFolderDeep(path);
        FileMove(tp, path);
        Vector<String> ln = Split(Sys("svn status " + path), CharFilterCrLf);
        for(int l = 0; l < ln.GetCount(); l++) {
            String h = ln[l];
            if(h.GetCount() > 7) {
                String file = h.Mid(7);
                if(IsFullPath(file)) {
                    h.Trim(7);
                    if(h == "?      ")
                        sys.CheckSystem("svn add --force " + file);
                }
            }
        }
    }
}
}

```

```
        if(h == "!"    ")
            sys.CheckSystem("svn delete " + file);
    }
}
}
}
break;
case DELETEC:
    FileDelete(path);
    break;
}
}
l++;
}
sys.CheckSystem(SvnCmd("update", w).Cat() << w.working);
}
sys.Perform();
}
```

Best regards,
Hozna
