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Subject: Re: Issue tracking...

Posted by [harmac](#) on Wed, 19 Jan 2011 21:49:25 GMT

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When thinking about improvements for development, it might also be a good idea to consider changing to a distributed version control system. There has already been some discussion about that in the coffee corner. I think, I should go there later and also add something to the discussion, as I've recently read about a couple of systems around of which Bazaar and Fossil looked the most promising to me.

Speaking of the latter, it has some unique features and its being BSD licensed might also be worth taking a look on it, as you mentioned having considered issue tracking as a case study for U++ web development (what exactly does that mean, did you think of writing an issue tracker?). In particular, it is self-contained and integrates bug tracking and a wiki for documentation with its version control that allows for distributed working. So, if I've read that correctly, you can for example write offline in the wiki and commit changes locally and push them later to a central repository the same way as you'd do it with code when using the system with autosync off. While a GUI is missing, which I consider a weakness, the author argues that it is not necessary, because there's a web interface.

Otherwise, I'd suggest not to use sourceforge, because I have the impression that the site loads annoyingly slowly when compared to googlecode, which might be the best choice among third party web hosted trackers.

Are there any specific requirements for functionality that shouldn't be missing?

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