
Subject: Re: Ultimate++ i.r.t. Fossil SCM
Posted by [alkema_jm](#) on Wed, 20 May 2020 07:02:00 GMT
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LS,

//UMK - Command line builder

```
ist :umk assembly package [build_method] [-[a][b][u][r][s][S][v][m][d][M][M=makefile][l][x][X][Hn]]..  
[+FLAG[,FLAG]..] [out] [! [runarg]..]
```

```
soll:umk package repository environment command [build_method]  
[-[a][b][u][r][s][S][v][m][d][M][M=makefile][l][x][X][Hn]].. [+FLAG[,FLAG]..] [out] [! [runarg]..]
```

```
package = {"uppsrc", "myapps", "libreoffice", "tutorial", "bazaar"}  
repository = {"umk.fossil", "ide.fossil"}  
environment = {"development" or "d", "testing" or "t", "acceptance" or "a", "production" or "p"}  
command = {"makefile", "runmakefile", "makedatabase", "runmakedatabase", "cmake", "ninja",  
"gn", "init", "open", "close", "add", "rm", "addremove", "push", "pull", "sync", "commit", "clone", "ui",  
"fossilserver", "torlistener", "compile", "link", "compilelink", "install", "installexe"}  
build_method = {"MSVS17.bm", "MSVS17x64.bm"}
```

I will try to integrate main from umake.cpp with the main in Fossil SCM.

If I make a repository. All files used for compiling/linking of umk will be put in repository with the "internal" Add-Fossil-command integrated in the UMK source code.

Only after compile/link is succesful, then the Commit-Fossil-command will actually put the files in the umk.fossil repository.

Greetings Jan Marco

Appendix A: Screen current implementation:

File Attachments

1) [umk_with_Fossil_SCM.jpg](#), downloaded 491 times
