Subject: Re: Bit of bussines and money....
Posted by mr_ped on Tue, 06 Feb 2007 10:52:00 GMT
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"Actually, being the careless programmer, this is one of "migration costs" I mention. There are no problems like this in uvs2. There is only single operation - Sync - that updates both the repository and local tree, commiting and checking all things as needed."

What about local files which are per-developer different and are not part of the project, yet it's handy to have them in projects directory?

BTW ... why I'm so insisting on the SVN official repository for UPP project. (I mean dropping UVS completely)

I think this project can grow faster, if the way how contribution work gets into official upp will be easier.
Having SVN repository with:
- the core source tree modifiable only by core developers
- and a "bazaar" tree where anybody can branch and commit his changes with new features (and trying them out will be as difficult as applying the branch changes on the core tree locally + recompile)
can IMHO boost the speed of community input in terms of new source code and will looks good from some "project success" metrics point of view.
(this is of course just one of possible ways how to allow community to contribute more easily, yet keep the core sources integrity on high level, maybe some different model will be better for upp)

And whenever the core team will feel some feature in bazaar is worth of it, they may merge it back into core or ask somebody to fix something before such merge.

Using such branches even by core members for developing new features may sometimes maybe bring some volunteers to do some piece of code for you and save your time (but I think this one will be not as practical if you are like me, that you like to know every line of code and using others work means reading and evaluating it all which is not much faster than writing it self).