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Subject: Re: Bit of bussines and money....  
Posted by [mirek](#) on Tue, 06 Feb 2007 11:06:55 GMT  
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mr\_ped wrote on Tue, 06 February 2007 05:52"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, committing 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?

There is no such thing in U++. The whole package system/build system and TheIDE are designed to avoid this. You should never put machine specific stuff into package directory.

Quote:

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)

That is once again valid argument. Anyway, I think that forum based "bazaar" will be more useful. It is already happening here; the only thing to do is to better organize "bazaar".

Quote:

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).

Yes, but all of this is happening now too. People do contribute to U++, we do apply patches.

Mirek

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