
Subject: how to make my own PPA for Ubuntu?

Posted by [bonami](#) on Wed, 10 Nov 2010 08:24:15 GMT

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U++ now has ubuntu builds. how can I make my code like it, too? Should I upload my code to launchpad? currently my code is on sourceforge. Won't these conflict? My code uses U++.

Subject: Re: how to make my own PPA for Ubuntu?

Posted by [dolik.rce](#) on Wed, 10 Nov 2010 10:16:16 GMT

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bonami wrote on Wed, 10 November 2010 09:24U++ now has ubuntu builds. how can I make my code like it, too? Should I upload my code to launchpad? currently my code is on sourceforge. Won't these conflict? My code uses U++.

Hi Bonami,

You can of course make your own packages if you register on launchpad.net. You don't have to move your code anywhere, we are building up packages from our own server

Do you have any experience with packaging? If not, I recommend you to have look at lpbuid package in upbox nest in svn. There are some of my notes in the form of tpp documentation, it might give you some hints where to start. You should at least read the Debian packaging guides (links are in the help) and/or similar documents for ubuntu (use google...) but they are mostly the same. Launchad specific help can be found on <https://help.launchpad.net/Packaging>. There are also packaging scripts for the nightly builds in lpbuid, which you can have a look at, but they are probably not very easy to read.

If you need some help at any point, just ask

Best regards,
Honza

Subject: Re: how to make my own PPA for Ubuntu?

Posted by [bonami](#) on Thu, 11 Nov 2010 02:31:33 GMT

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thanks.

but is there a more automatic way to do all this?

if i use sourceforge to hold sourcecode, launchpad can synchronize timely. but it is not possible to use this code directly for PPA to generate ubuntu packages by launchpad automatically?

Subject: Re: how to make my own PPA for Ubuntu?

Posted by [dolik.rce](#) on Thu, 11 Nov 2010 05:30:53 GMT

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bonami wrote on Thu, 11 November 2010 03:31thanks.

but is there a more automatic way to do all this?

if i use sourceforge to hold sourcecode, launchpad can synchronize timely. but it is not possible to use this code directly for PPA to generate ubuntu packages by launchpad automatically?

Launchpad allows to build debs directly from bazaar branches. I am not familiar with bazaar and I don't have any idea how to set up that, but I imagine that it takes about the same amount of work as writing a simple shell script, the only advantage being that it is directly connected to your source. Other options would be to have a package building script installed as a SVN hook (building after every commit, not sure if it is possible on sf.net) or running it as a cron job (that is what U++ uses for nightly builds, but the period can be whatever you want).

Honza

Subject: Re: how to make my own PPA for Ubuntu?
Posted by [bonami](#) on Mon, 15 Nov 2010 07:58:07 GMT

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Thank you.

I'm learning to build package(PPA) from launchpad source project, which is a beta functionality.

Subject: Re: how to make my own PPA for Ubuntu?
Posted by [bonami](#) on Tue, 02 Jul 2013 03:20:52 GMT

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According to , ONLY source packages are allowed to be added to PPA.

However, I can see U++ on PPA hasNumber of packages:

- 11 source packages (273.8 MiB)

- 110 binary packages (2.3 GiB)

Are these really binary packages uploaded?

I do not think I can ask launchpad servers to build my U++ code. So how can I upload my source package or U++-generated binaries to launchpad please?

Subject: Re: how to make my own PPA for Ubuntu?
Posted by [dolik.rce](#) on Tue, 02 Jul 2013 08:14:31 GMT

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bonami wrote on Tue, 02 July 2013 05:20According to

<http://askubuntu.com/questions/189529/can-i-upload-binary-packages-to-a-launchpad-ppa>,

ONLY source packages are allowed to be added to PPA.

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The way PPA works is that you upload only source packages (.dsc) and launchpad builds the binary packages for you. So the packages you see were not uploaded but built in place

Honza
