
Subject: Nightly builds
Posted by [mirek](#) on Sat, 28 Jan 2012 18:31:25 GMT
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Something has gone bad with googlecode upload system. After a couple of days trying, I am now working on integration of nightly builds to webserver. Please stay tuned...

Mirek

Subject: Re: Nightly builds
Posted by [mirek](#) on Mon, 30 Jan 2012 12:51:01 GMT
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It is not much fancy (feel free to improve), but it is there:

[http://www.ultimatepp.org/www\\$suppweb\\$nightly\\$en-us.html](http://www.ultimatepp.org/www$suppweb$nightly$en-us.html)

Subject: Re: Nightly builds
Posted by [dolik.rce](#) on Mon, 30 Jan 2012 13:25:42 GMT
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mirek wrote on Mon, 30 January 2012 13:51It is not much fancy (feel free to improve), but it is there:

[http://www.ultimatepp.org/www\\$suppweb\\$nightly\\$en-us.html](http://www.ultimatepp.org/www$suppweb$nightly$en-us.html)

Cool... I think the newest nightly should be linked directly to some colorful "Download here" button in Download page, but it is easy to add later. And when we are at it we should add a button for latest stable release as well

Now, what is the status of this? Is it just a temporary solution, until google code starts working again or is it to stay? I know there is not much downloads of nightly builds, but is it save in the long term to add links to ultimatepp.org/download to packages etc.?

On related note, would the server be capable of building and serving .debs? The ubuntu flavors are covered well by the launchpad build farm, but if it was possible we could produce Debian packages as well, quite easily (98% of the code is already in lpbuild2).

Honza

Subject: Re: Nightly builds
Posted by [mirek](#) on Mon, 30 Jan 2012 13:29:43 GMT
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Now, what is the status of this? Is it just a temporary solution, until google code starts working again or is it to stay?

I believe that moving to ultimatepp.org is permanent; but I plan complete refactor of website in Skylark - then we might even have some download numbers... and perhaps some anti-DoS measures.

Quote:

On related note, would the server be capable of building and serving .debs? The ubuntu flavors are covered well by the launchpad build farm, but if it was possible we could produce Debian packages as well, quite easily (98% of the code is already in lpbuid2).

Honza

I think we can move into this direction. After all, if current virtual machine is not enough for the job, we can go to real HW with increased bandwidth.

Mirek

Subject: Re: Nightly builds

Posted by [dolik.rce](#) on Mon, 30 Jan 2012 14:13:52 GMT

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Great, I'll keep that in mind while redesigning the packaging. The resources should not be problem, as long as it can compile the packages can be built. I test it on Intel Core2 Duo P8600 @ 2.40GHz, with only 2GB of RAM. The bandwidth can be a problem, if we suddenly get popular but that should be easy to upgrade as you said... Anyway, I'm really looking forward to the new Skylark web with all the new possibilities

Honza

Subject: Re: Nightly builds

Posted by [mirek](#) on Mon, 30 Jan 2012 16:54:15 GMT

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Honza

Actually.. building and packaging of nightly builds is still performed on my basement office machine and only uploaded to website.. but I see no problem doing that for lpbuidl.
