

Kepler - Bug #4012

update documentation to explain adding actor to library via KAR

04/22/2009 09:29 AM - Matt Jones

Status:	New	Start date:	04/22/2009
Priority:	Low	Due date:	
Assignee:	Aaron Aaron	% Done:	0%
Category:	documentation	Estimated time:	0.00 hour
Target version:	2.X.Y	Spent time:	0.00 hour
Bugzilla-Id:	4012		
Description The current Hello World Tutorial stops the tutorial at using 'Instantiate Component' to place an actor on the canvas. https://kepler-project.org/developers/teams/build/developing-a-hello-world-actor-using-the-kepler-build-system-and-eclipse Most users want to also add their actor to their library pane. This is described in Sections 10.3 and 10.4 of the User Manual: https://code.kepler-project.org/code/kepler-docs/trunk/outreach/documentation/shipping/UserManual.pdf The Hello World tutorial should be extended with an additional step that shows how to create a KAR file and import it into Kepler's Library. The User Manual should also be checked to be sure that the instructions are still correct.			
Related issues: Blocked by Kepler - Bug #3976: Update Documentation for 2.0 release Resolved 04/13/2009			

History

#1 - 04/22/2009 09:36 AM - Shawn Bowers

It would be great if the process of creating KAR files and registering them with the library could be automated for these types of modules. For example, this could be an ant task ('ant create-library') that takes a file containing a list of actors (either their classes and/or their lsids?) and automatically generates the KAR files, puts them in the proper location, etc., and effectively registers them with the library, would be awesome.

#2 - 03/27/2013 02:25 PM - Redmine Admin

Original Bugzilla ID was 4012