Kepler - Bug #4105

Make build system automatically build OS dependent modules

05/22/2009 12:25 PM - Chad Berkley

Status:	Resolved		**Start date:**	05/22/2009
Priority:	Immediate		**Due date:**	
Assignee:	Chad Berkley		**% Done:**	0%
Category:	build system		**Estimated time:**	0.00 hour
Target version:	2.0.0		**Spent time:**	0.00 hour
Bugzilla-Id:	4105			

Description

There should be a way to tell the build system to automatically build (or not build) modules that are OS dependent so that new suites do not have to be created for every OS. This would work by looking at the osextensions.txt file in the module-info directory. Classes listed there should only be compiled if the OS matches the current users java derived OS tag.

History

#1 - 05/27/2009 02:25 PM - Christopher Brooks

The OS is just a special case of checking for a particular feature
such as a third party library. The build system should build features
such as OS dependent code or third party dependent code by testing the
environment and proceeding accordingly.

#2 - 06/02/2009 03:08 PM - Chad Berkley

This now works. Adding an osextensions.txt file with the class names and java OS identifier of the OS they are supposed to build for will limit the system to only compiling on that system. The class can still be dynamically loaded using the same system as well. For an example, see the apple-extensions/module-info directory.

#3 - 03/27/2013 02:25 PM - Redmine Admin

Original Bugzilla ID was 4105