

Kepler - Bug #4785

move cache object from 1.0 to 2.0

02/10/2010 03:13 PM - Chad Berkley

Status:	New	Start date:	02/10/2010
Priority:	Immediate	Due date:	
Assignee:	Chad Berkley	% Done:	0%
Category:	core	Estimated time:	0.00 hour
Target version:	2.X.Y	Spent time:	0.00 hour
Bugzilla-Id:	4785		
Description			
Cache kar objects from 1.0 that contain customized actors (i.e. not those shipped with 1.0) need to be migrated to the 2.0 installation. Any kars that include jars must be made into modules (see bug 4702).			
Related issues:			
Blocked by Kepler - Bug #4578: tracking bug for changes to .kepler			Resolved 11/24/2009

History

#1 - 02/11/2010 01:59 PM - Chad Berkley

I've been looking at this all morning and I think we should punt on this until after 2.0. We basically need to use the kepler 1.0 cache code to read the objects in the cache, then inspect the contents and update the 2.0 cache with the objects that we want. Getting the 1.0 code into 2.0 so that we can call it is going to be difficult to do without messing stuff up. I'd rather just do this in a separate utility after the release.

If anyone else has any other ideas about how to do this, I'm all ears.

#2 - 03/27/2013 02:28 PM - Redmine Admin

Original Bugzilla ID was 4785