

## Build and Source Control - Support #7216

### project build improvements to allow standard creation, archive, recreation steps

03/20/2023 07:35 AM - Greg Shah

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>case_num:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			

#### History

##### #1 - 03/20/2023 07:44 AM - Greg Shah

We should have a standardized approach to creating a new project directory:

- For a fresh conversion from source; OR
- For installing a pre-converted binary (and optionally the conversion artifacts that would allow incremental conversion).

Our standard project build scripting (ant based build.xml) should have targets that do the following:

- Create a distribution of the minimum binary runtime code.
- Archive enough of the conversion artifacts (intermediate and final) to allow an overlay on top of a fresh project install (see above) that the project can be used for incremental conversion.

Anything that can come from the original bsr project, one of the original source code/schema archives, skeletons etc... should NOT be in the binary distribution of the archived results. But that will require us to have a standard for how we name, store and recreate the build's results. I think this means we need a standard properties file that lists these inputs so that our tooling can reuse them when needed.

To be clear: we should not have to overwrite existing files in order to build a artifact-based install. We really should implement [#5586](#) first.