

brainvisa-development - Task #14378

Create nearest possible tree at build and packaging time (excepted thirdparty dependencies)

16/02/2016 10:28 AM - Souedet, Nicolas

Status:	New	Start date:	16/02/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	brainvisa-cmake	Estimated time:	0:00 hour
Target version:	brainvisa-4.7	Spent time:	0:00 hour
Description			
<p>The idea is to have the less organization differences between build and packaging tree (excepted thirparty dependencies). This could address following issues:</p> <ul style="list-style-type: none">- As real-bin directory will be created in build tree and bv_env will be called each time a command is used, It won't be necessary anymore to have a particular call to bv_env in .bashrc file and it will be easier to switch between build trees.- Moreover some commands (bv_packaging_i2bm for instance), needs to be explicitey called through the correct bv_env and this will be always done with this change- It won't be necessary to create real-bin at packaging time			

History

#1 - 16/02/2016 10:29 AM - Souedet, Nicolas

- Subject changed from Create nearest possible build tree at compile time and packaging time (excluding thirdparty dependencies) to Create nearest possible tree at build and packaging time (excepted thirdparty dependencies)

#2 - 16/02/2016 11:02 AM - Cointepas, Yann

It seem that is it not a small change because I guess that it will be necessary to change each installation in bin directory done in CMake files to replace it by an installation in real-bin and a script creation in bin.

Otherwise, if we want to use a script to move all executables to real-bin as it is done in packaging, I do not know how to handle the two following issues :

1. This would break the Makefiles dependencies.
2. How to properly call this script at the end of make ?

And if we modify CMake files, there is another issue :

How to deal with executables that are not built with CMake but installed with pip ?

Therefore, I wonder if it is worth the effort. What is the reason for this change ?

#3 - 16/02/2016 11:19 AM - Souedet, Nicolas

It was just an idea to deal with the 3 minor issues described above. And it was also to simplify packaging process and also to be in a nearest pack configuration. But, ok, it adds complexity to build steps.

However, I think that binaries could be directly generated in the real-bin directory through cmake variable CMAKE_BINARY_DIR (without breaking make dependencies). And through BRAINVISA_ADD_EXECUTABLE, we could add a custom target to generate bin script that uses bv_env. So I do not think it is a so important change.

You are right that I missed that it is necessary to also generate the scripts for thirdparty executables... But I am not sure that this is well managed today. Because I think that we have a particular case for python interpreter executables... I have to check.

#4 - 16/02/2016 11:47 AM - Souedet, Nicolas

Ok, I checked and today it is done for all thirparty executables installed in the bin directory

#5 - 26/09/2017 02:55 PM - Riviere, Denis

- Target version set to brainvisa-4.7

#6 - 30/10/2018 12:14 PM - Riviere, Denis

- Category set to brainvisa-cmake