It's been another couple weeks of porting, along with various distractions.

The big work this time around has been deep surgery to Builder's ?Foundry?. This is the sub-system that is responsible for build-systems, pipelines, external-devices, SDKs, toolchains, deployments-strategies and more. The sub-system was starting to show it's age as it was one of the first bits of Builder to organically emerge.

One of the things that become so difficult over the years is dealing with all the container layers we have to poke holes through. Running a command is never just running a command. We have to setup PTYs (and make sure the TTY setup ioctl()s happen in the right place), pass environment variables (but to only the right descendant process), and generally
a lot more headaches.

What kicked off this work was my desire to remove a bunch of poorly abstracted bits and we're almost there. What has helped considerably is creating a couple new objects to help manage the process.

The first is an IdeRunContext. It is sort of like a GSubprocessLauncher but allows you to create layers. At the end you can convert those layers into a subprocess launcher but only after each layer is allowed to rewrite the state as you pop back to the root. In practice this has been working quite well. I finally have control without crazy amounts of argument rewriting and guesswork.

[3]

Development GNOME

Source URL: http://www.tuxmachines.org/node/166459

Links: