

git: The Source Code Manager for OOo!

- Jan Holesovsky

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- <kendy@suse.cz>

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What is git?

- “Distributed SCM”
 - SCM == source code manager
 - distributed == history is an integral part of the tree, everyone has a copy
- Fast and efficient
 - designed for rapid branches & merges from lots of sources
- Native on Linux, works on POSIX-based systems
- Works on Win32 as well

Some numbers for OOo

- Measured the worst possible case
 - The entire history from the beginning of the project
 - No modularization, stripped away just the 3rd party stuff
 - 63611 files, 3463 living branches
- And still the times are:
 - branch creation, diff: immediately (not measurable)
 - branch switch: <15sec [to newly created], 3min to an old one
 - commit: 13-25sec
 - branch merge: 10sec [new branch with few changes], <3min [long living branch, harder scenario]

Distributed?

- Yes, and don't be afraid of it ;-)
- History is a part of the tree, everyone has a copy
- Operations are done locally
- Still the trees can be pushed (exported) to a central place – for buildbots, etc.
- Building the **developer** community – extremely easy to contribute

Windows support

- Cygwin
 - Part of the official Cygwin distribution
- MinGW port
 - <http://code.google.com/p/msysgit/downloads/list>

What & How

- Submodules

- Split the tree according to the functional parts – still one tree, but the submodules can be cloned separately
 - > URE
 - > Writer/Calc/Impress/...
 - > tools/toolkits/
 - > etc.

- Grafting

- Start the tree with a dump of a recent tree, the history could be downloaded just by those who need it

ooo-build & up-stream

- Branch comes from the up-stream tree
 - Integrated into ooo-build, and filed for up-stream integration
 - When it gets up-stream
 - > the same commit id in ooo-build
 - > merge will recognize it is the same patch

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