

Doubling down on the Go Replace directive to get to the fix we really want.

Embracing The Replace

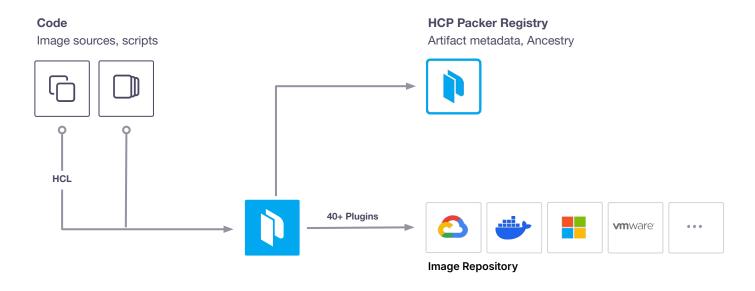
Wilken Rivera

HashiCorp

HashiCorp Packer

=

+ Packer builds immutable artifacts for cloud providers and hypervisors.





Broken Dependencies





Let me tell you what happend

Dec 2019: Packer Adds HCL2 Support	



Little Background

Dec 2019: Packer Adds HCL2 Support
Aug 2022: go-cty drops encoding/gob



Let me tell you what happend

Dec 2019: Packer Adds HCL2 Support

Aug 2022: go-cty drops encoding/gob

Oct 2022: First plugin crash reported



Little Background

Dec 2019: Packer Adds HCL2 Support

Aug 2022: go-cty drops encoding/gob

Oct 2022: First plugin crash reported

Apr 2023: We confirm the Issue



Little Background

Dec 2019: Packer Adds HCL2 Support

Aug 2022: go-cty drops encoding/gob

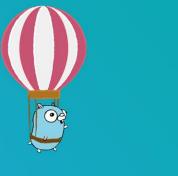
Oct 2022: First plugin crash reported

Apr 2023: We confirm the Issue

Apr 2023: Discover/Learn/Prototype

June 2023: Opened packer-plugin-sdk#188





Just because you can, it doesn't mean you should.

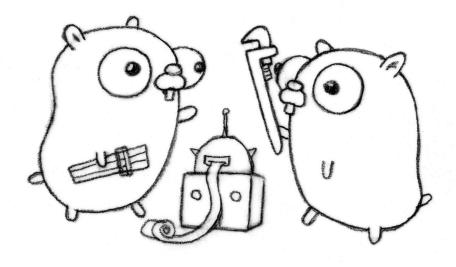




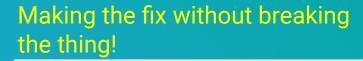
=

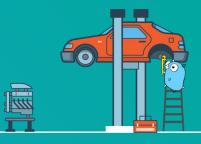
Making the time to do things right

+ If you can't make the fix you want, do the next best thing to buy yourself time.









- 1. Created a fork of go-cty@1.11.0 for the SDK.
- 2. Reverted the gob removal; backported all new changes.
- 3. Updated the SDK to use go-cty fork with replace directive.
- 4. Tested the fix against our own plugins.
- 5. Rinse, repeat, and refine.
- 6. All is good ...

=

Quick Go replace directive tutorial

```
// Replace to local version of API for testing
replace github.com/example/api => ../api

// v0.3.11 panics for some reason on our tests
replace github.com/imdario/mergo => github.com/imdario/mergo v0.3.9
```





Manually adding a go replace feels messy.

For the sake of your users double down on the messy.



=

Automated module replacement using fix command

```
~> go get github.com/hashicorp/packer-plugin-sdk@v0.5.2
~> go mod edit -replace "github.com/zclconf/go-cty=github.com/nywilken/go-cty@v1.13.3"
~> go mod tidy
~> go test ./...

~> go get github.com/hashicorp/packer-plugin-sdk@v0.5.2
~> go install github.com/hashicorp/packer-plugin-sdk/cmd/packer-sdc@v0.5.2
```

```
~> go mod tidy
~> go test ./...
```

~> packer-sdc fix .



Self documenting comments in the source

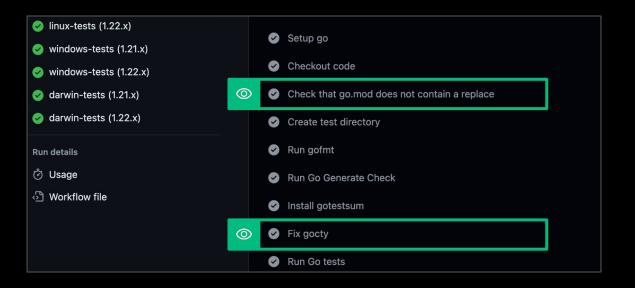
```
module go.mondoo.com/packer-plugin-cnspec
go 1.22.0
replace github.com/zclconf/go-cty => github.com/nywilken/go-cty v1.13.3 // added
by packer-sdc fix as noted in github.com/hashicorp/packer-plugin-sdk/issues/187
require (
    github.com/hashicorp/hcl/v2 v2.20.1
    github.com/hashicorp/packer-plugin-sdk v0.5.3
    github.com/mitchellh/mapstructure v1.5.0
    github.com/zclconf/go-cty v1.13.3
    golang.org/x/crypto v0.24.0
```



Used GitHub Tooling to self heal the ecosystem

=

+ GitHub actions to test our tooling on every push.





Used GitHub Tooling to self heal the ecosystem

- + GitHub actions to test our tooling on every push
- + Upgrade notes to the GitHub releases for users to follow.

v0.5.2

Upgrade Notes

Upgrading to this release may fail until you've applied one of the fixes documented in plugin-sdk#187. Consumers of the Packer plugin SDK require a replace directive within their plugin's go module file to point to a compatible version of go-cty. The replace directive subject to change in future releases can be applied by running the packer-sdc fix sub-command to apply the replace directive to your plugin with a recommended version of the go-cty fork.

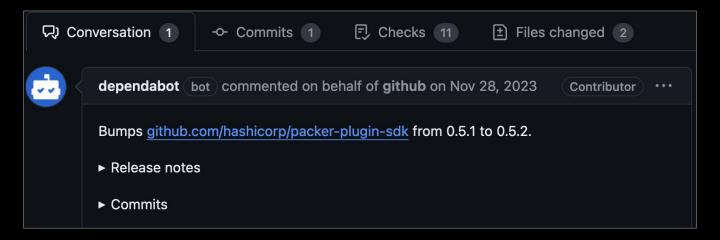
Plugins already working with Packer Plugin SDK v0.5.1 are advised to apply the updated SDK fixes by re-running packer-sdc fix against the plugin's root directory. The updated SDK fixes



=

Used GitHub Tooling to self heal the ecosystem

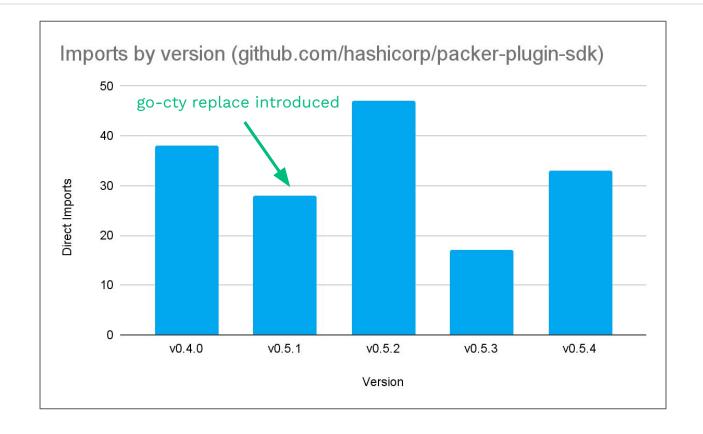
- + GitHub actions to test our tooling on every push
- + Upgrade notes to the GitHub releases for users to follow.
- + Dependabot to roll out SDK updates.





Current state of the fix







Takeaways

=

If you get anything out of this talk I want you to remember the following three things:

- 1. As maintainers, we can easily make breaking changes to fix our problem. But it comes at the cost of the user. That is not a good feeling.
- 2. The right fix feels like it needed to happen yesterday, but those fixes are not always easy. So the best thing to do is always look for ways to buy yourself time to get where you want to be.
- 3. Sometimes, the best solution is not the prettiest. When it does, double down on the ugly and make it as easy to adopt as possible.



Thank you

Wilken Rivera

GitHub: @nywilken

https://wilkenrivera.com

