**Project Significance Document**

**OpenOffice Build System**

**Group 16**

The overall goal of this project is to attract Windows developers to the OpenOffice project. To do this, we hope to remedy some of the hurdles to working with OpenOffice on Windows. Our project should improve the stability of building modules, and reduce the amount of setup required to develop on Windows in addition to providing developers with a build system that should be closer to what they usually work with.

The current build system suffers in terms of stability. The build system is currently composed of a large number of components such as build scripts and data files containing information on how to build each module. This means that a large number of things can go wrong, such as the build script not working properly due to slight variations between systems or minor formatting errors: all issues that our group encountered at one point or another. Changing the build system to use basic Visual Studio projects should greatly increase the chances of a successful build. However, this change will not remove all unstable parts of the process; for example the bootstrap process will remain unchanged and involves downloading a large number of tarballs from a variety of locations.

The build system is designed to work from a Linux-based platform. From there, it is much more straightforward to get working. In order to get it working from a Windows environment, one has to run it in CygWin, and has to go through several more steps in order to get it working properly. The process takes time and a few hiccups may occur on the way, which all may serve to discourage potential Windows developers and otherwise hinder their contributions to the AOO project. Moving the build system over into Visual Studio is much more convenient for a Windows developer, and streamlines the process of getting involved.