



Bruce Marron <bmarron@pdx.edu>

Re: LANDIS_Upgrade_Project Update (Marron)

1 message

Robert Scheller <rmschell@pdx.edu>
To: Bruce Marron <bmarron@pdx.edu>

Mon, Oct 17, 2016 at 11:50 AM

Wednesday noon? I'm out Th and F.

R

On Mon, Oct 17, 2016 at 11:48 AM, Bruce Marron <bmarron@pdx.edu> wrote:

hola Rob,

Cool cool. Yes, let's do a quick chat maybe this Wed or Thurs?

Thanks!!!

B

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On Mon, Oct 17, 2016 at 11:40 AM, Robert Scheller <rmschell@pdx.edu> wrote:

Bruce,

We might want to schedule quick meetings between the two of us. A few thoughts:

- * The scientists-friendly mandate only applies to extensions. No scientist should ever touch the core. That said, better documentation is better for everyone.
- * We can skip NUnit. We haven't used it since the original build in 2005.
- * I agree: the associated dlls should be on GitHub in a sub-directory, not stored on Google somewhere.
- * Lua: I can't help with this matter. I didn't even know it was a thing until last week.
- * I like your idea of a central repository of help documents. We could accomplish that via GitHub.

Should we consider dividing their time? Dakota on Core, Austin on Harvest, Arman on metadata? All together on Core probably not necessary as Core fixes are quite minor. After Dakota is done, we can move him onto LANDViz.

R

On Mon, Oct 17, 2016 at 11:03 AM, Bruce Marron <bmarron@pdx.edu> wrote:

Hi Rob,

We've definitely hit some challenges with the current configuration and processes for the VisualStudio building of a complete solution of the Core-Model. Dakota and Austen figured out a variety of fixes and workarounds (amazing!), but from my perspective (as the token scientist) the current information regarding a build of the Core-Model is far from

scientist-friendly.

More specifically,

- * The fact that 'premake4 vs2010' must be run from the command line and actually calls a nested set of .lua files (beginning with premake4.lua) is not at all clear. Nor is there any rationale or explication for why this is so (Pointing to your question of, Why do we use Lua?) or what the expected outcomes should be.

- * There is no mention of the fact that NUnit 2.6.4 must be installed: "because the attributes the project uses are removed from the latest NUnit versions. The dll you'll want is in the framework folder called "nunit.framework.dll" of the 2.6.4 download. Add this reference to the vs projects and it should build for you" (Austen).

- * Some required .dll libraries must be pulled from a Google storage repo: "The zip it downloads is wrong for some reason. Checksum doesn't match and it won't unzip. Actually you guys are on windows, so change line 27 url in LSML-admin.cmd to <https://storage.googleapis.com/google-code-archive-downloads/v2/code.google.com/landis-spatial/%LibraryFileName%> instead" (Dakota).

- * There are changes needed to the .lua files before a successful build happens: "Dakota's fix does work. It will get the files downloaded but wont set all your project references. So you have to go through all the references in each project and point them at the correct dll in the third-party folder in the repo" (Austen).

- * L. Bross' Developers Quik Guide (found under Widgets?!) is a great first effort but completely out-of-date with respect to the current LANDIS Foundation repos on GitHub.

Phew! There's more but you get the idea.

So, would like us to clean this up as Team Task1? Of course BEFORE we touch anything, I would have the team evaluate what would be more explicit (scientist-friendly) configurations and processes and present you with a detailed list of change options. For example, why are we having to pull .dll files from Google storage? Shouldn't these be on GitHub and ideally, already in the Core-Model file system itself? Also, wouldn't it be nice to have a Documentations tab on the LANDIS Foundation site that houses all of the helpful (general) how-to docs in one place (like an updated Developer's Quik Guide, Melissa's new guide, etc.)? And finally, should we even keep premake4 or upgrade to premake5 since VisualStudio is now 2015?

The usual project adm stuff is attached. Oh, and would you like to be included in the Slack team communications stream?

Thanks Rob!

B

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