

Documentation:
Steps to release a new version of
FullSWOF_1D, *FullSWOF_2D*, *FullSWOF_UI* or
SWASHES.

General release and Windows release

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This document lists the steps to release a new version of *FullSWOF_1D*, *FullSWOF_2D*, *FullSWOF_UI* or *SWASHES*. The first part is related to the general release, *i.e.* the non-OS-specific packages. The second part describes the release of packages dedicated to Windows.

For any question, please contact us at the following addresses: fullswof.contact@listes.univ-orleans.fr or swashes.contact@listes.univ-orleans.fr.

Part A

For general release

Releasing non-OS-specific packages for a new version of *FullSWOF_1D*, *FullSWOF_2D*, *FullSWOF_UI* or *SWASHES* requires a succession of operations using various tools. This part details these steps.

A.1 From trunk to tag

Remark: it is assumed that you have already downloaded the subdirectories named trunk, tags and branches from the repository.

After thorough checks (esp. compilation and run of the benchmarks under various operating systems), it can be decided to release a new version of the software. A final revision change should be committed to SVN. It consists in:

1. adding to the file trunk/changelog.txt something like:

```
2013-09-04  
READY FOR TAG version 1.04.04
```

2. running the script UpdateDateVersion.sh from the trunk directory with parameters such as

```
bin/UpdateDateVersion.sh 2013-09-04 1.04.04
```

3. committing these changes to the SVN server:

```
svn commit -m "Ready for tag version 1.04.04"
```

4. creating the tag:

```
svn copy --username USERNAME \
https://subversion.renater.fr/authscm/USERNAME/svn/fullswof-2d/trunk \
https://subversion.renater.fr/authscm/USERNAME/svn/fullswof-2d/tags/release-1.04.04 \
-m "Tagging the 1.04.04 release of FullSWOF_2D project."
```

A.2 From tag to package

1. Move in the tags directory and do an update:

```
cd tags/
svn update
```

2. copy the relevant tag directory and give it the corresponding name:

```
mkdir FullSWOF_2D-1.04.04
cp -r release-1.04.04/* FullSWOF_2D-1.04.04
```

3. remove the .svn directories

```
find FullSWOF_2D-1.04.04 -name ".svn" -type d -exec rm -rf {} \;
```

4. create the zip file for *FullSWOF_1D*, *FullSWOF_2D*, *FullSWOF_UI* and *SWASHES*

```
zip -r FullSWOF_2D-1.04.04.zip FullSWOF_2D-1.04.04
```

5. create a text file (*e.g.* comment.txt) with some info such as

```
FullSWOF_2D release 1.04.04
<https://sourcesup.renater.fr/projects/fullswof-2d/>
```

6. add this info to the zip file

```
zip --archive-comment FullSWOF_2D-1.04.04.zip < comment.txt
```

7. in the case of *FullSWOF_UI*, create the jar file

- (a) import the directory (*e.g.*, FullSWOF_UI-1.01.00) into Eclipse.
- (b) create the archive (.jar file)
 - i. go to the menu “File->Export”, select “Runnable JAR file” and click on “Next”.
 - ii. in the field “Export Destination”, put the name of the .jar file (*e.g.* FullSWOF_UI-v1.01.00.jar).
 - iii. in “Library handling”, select “Package required libraries into generated JAR”.
 - iv. click on “Finish”.

- (c) add the two licence files to the .jar file

```
zip FullSWOF_UI-1.01.00.jar FullSWOF_UI-1.01.00/LICENSE_en.txt \
FullSWOF_UI-1.01.00/LICENSE_fr.txt
```

- (d) check the .jar file is running properly

```
java -jar FullSWOF_UI-1.01.00.jar
```

8. remove the file directory

```
rm -rf FullSWOF_2D-1.04.04
```

A.3 From upload to messages

1. Release the file:

- (a) Log in the SourceSup website and go to the project tab “Files”.
- (b) Click on “To create a new release click here.”
- (c) Fill the fields, *e.g.*:

Remark: for FullSWOF_UI, compatibility with FullSWOF_1D and FullSWOF_2D should be specified.

Package ID: FullSWOF_2D

Release name: 1.04.04

Upload a new file: <Select the proper file>

File type: Source .zip

Processor type: Any

Release Notes:

FullSWOF_2D release 1.04.04

This is a major update introducing new features.

It also includes bug fixes.

Change Log:

Main changes:

- add of infiltration
- add of rain

For details see file changelog.txt

Preserve my pre-formatted text: YES

- (d) Click on “Create release”.

2. In case of *FullSWOF_UI*, add the jar file in the Release file:

- (a) Go to the project tab “Files”.
- (b) In the “Project Filelist” page, click on “Administration.”
- (c) In the “Releases” part, click on “[Edit Releases]”.
- (d) Click on “[Edit]” for the corresponding release.
- (e) In the part “Add Files To This Release”.

File Name: <Select the proper file>

File type: .jar

Processor type: Any

- (f) Click on “Add This File”.

3. Add documents on the web site:

- (a) Copy the corresponding documentation (*i.e.* Documentation.pdf to Documentation-v1.04.04.pdf) and add it to the documents of Sourcesup, in the doc folder. For this, go to the tab “Docs” and click on “Add new item”, then:

Document title: Documentation v1.04.04

Description: Presentation of the FullSWOF_2D software and how to use it

Comment:

Type of Document: File

Upload file: <Select the proper file>

Folder that document belongs to: doc

Status of the document: active

and click on “Submit information”.

- (b) Copy the corresponding documentation for developers (*i.e.* refman.pdf to refman-v1.04.04.pdf) and add it to the documents of Sourcesup, in the doc folder. For this, go to the tab “Docs” and click on “Add new item”, then:

Document title: Doxygen Documentation v1.04.04
Description: Documentation extracted automatically from the sources
Comment:
Type of Document: File
Upload file: <Select the proper file>
Folder that document belongs to: doc
Status of the document: active
and click on “Submit information”.

4. Post news:

(a) Go to the project tab “News”.

(b) Click on “Submit”.

(c) Add a subject, such as:

Release of FullSWOF_2D 1.04.04

(d) Add some details in the panel, such as:

Remark: for FullSWOF_UI, compatibility with FullSWOF_1D and FullSWOF_2D should be specified.

The FullSWOF development team is pleased to announce the release of FullSWOF_2D 1.04.04.

This is just a minor bug release:

the previous release (1.04.03) did not compile under windows (cygwin).

No other changes.

(e) Click on “Submit”.

5. Send an email to the relevant list (fullswof.infos@listes.univ-orleans.fr or swashes.infos@listes.univ-orleans.fr), such as:

Remark: for FullSWOF_UI, compatibility with FullSWOF_1D and FullSWOF_2D should be specified.

Title: FullSWOF_2D: release 1.04.04: bug fix (compilation pb)

Dear FullSWOF enthusiasts,

We have just released a new version of FullSWOF_2D (release 1.04.04).

It can be downloaded here:

<https://sourcesup.renater.fr/frs/shownotes.php?release_id=2430>

This is just a minor bug fix: FullSWOF_2D release 1.04.03 did not compile under windows cygwin (Bug #8814).

If you are using the release 1.04.03 and if it compiled smoothly under your system, you do not have to worry about it. Just keep working!

Cheers.

The FullSWOF development team

Part B

For Windows release

Releasing *Windows*-specific packages for a new version of *FullSWOF_1D*, *FullSWOF_2D*, *FullSWOF_UI* or *SWASHES* requires a succession of operations using various tools. This part details these steps.

B.1 *SWASHES*

B.1.1 From zip to `__win.zip`

1. Uncompress the general package of *SWASHES* (*i.e.* the zip file)
2. In the file “Makefile”, change the first lines into

```
CC=i686-w64-mingw32-g++
```

```
SRCDIR=Sources
```

```
HEADDIR=Headers
```

```
OBJDIR=obj
```

```
BINDIR=bin
```

```
CFLAGS= -I$(HEADDIR) -Wall -pedantic -O3 -static
```

```
EXEC=swashes_win.exe
```

3. Start cygwin and go to the main directory.
4. Launch “make”.
In `bin/`, you should now have “swashes_win.exe”
5. Uncompress the original zip file and add “__win” to the directory name.
6. Create the `__win.zip` file

```
zip -r SWASHES-1.01.04_win.zip SWASHES-1.01.04_win
```

7. Inside this new zip file, add to `bin/`
 - `CommandLinePrompt.lnk`
 - `swashes_win.exe`
8. Add to `./` an updated version of the file `README_win.txt`.
9. Create a text file (*e.g.* `comment.txt`) with some info such as

```
SWASHES release 1.01.04 for Windows
<https://sourcesup.renater.fr/projects/swashes/>
```

10. Add this info to the zip file

```
zip --archive-comment SWASHES-1.01.04_win.zip < comment.txt
```

11. Remove the file directory

```
rm -rf SWASHES-1.01.04_win
```

12. Test the `__win.zip` file under win7.64 by double-clicking on `CommandLinePrompt.lnk` and launching

```
swashes_win.exe 2 1 1 2 100 200 > result.txt
```

B.1.2 From upload to messages

1. Release the `_win.zip` file:
 - (a) Log in the SourceSup website and go to the project tab “Files”.
 - (b) Click on “Administration”.
 - (c) Click on the icon “Edit Releases” (next to “[Add Release]”).
 - (d) Click on the icon “Edit” of the relevant release.
 - (e) In the field “Paste The Notes In:”, add something like:


```
A Windows exe is also available in a specific package.
It was tested under win 7 64 bits.
For details see file README_win.txt in the _win.zip file.
```
 - (f) Click on “Submit/Refresh”.
 - (g) In the section “Add Files To This Release”, select the `_win.zip` file, the file type (“.zip”) and the processor type (“i386”). Click on “Add this file”.
2. Post news:
 - (a) Go to the project tab “News”.
 - (b) Click on “Submit”.
 - (c) Add a subject, such as:


```
Windows release of SWASHES 1.01.04
```
 - (d) Add some details in the panel, such as:


```
The SWASHES development team is pleased to announce
the release of the Windows package of SWASHES 1.01.04.
It is similar to the general package, but contains a Windows executable
tested under win 7 64 bits.
```
 - (e) Click on “Submit”.
3. Send an email to the list `swashes.infos@listes.univ-orleans.fr`, such as:


```
Title: SWASHES: Release 1.01.04 for Windows

Dear SWASHES enthusiasts,

We have just released a version of SWASHES 1.01.04 for Windows.
It can be downloaded here: <https://sourcesup.renater.fr/frs/?group\_id=876>
(file SWASHES-1.01.04_win.zip)

It is designed to help Windows users to run SWASHES on their exploitation
system. The package contains an executable tested under win 7 64 bits.

For details see file README_win.txt .

Cheers.

The SWASHES development team
```

B.2 *FullSWOF_1D*

B.2.1 From zip to `_win.zip`

1. Uncompress the general package of *FullSWOF_1D* (*i.e.* the zip file).
2. In the file “make_config”, change the line

```
CPP = g++
```

into

```
CPP = i686-w64-mingw32-g++
```

and add

```
-static
```

at the end of the lines

```
CPPFLAGS := -O3
```

```
LDFLAGS :=
```

3. In the file “Makefile”, change the line

```
TARGET := FullSWOF_1D
```

into

```
TARGET := FullSWOF_1D_win.exe
```

4. Start cygwin and go to the main directory.
5. Launch “make”.
In bin/, you should now have “FullSWOF_1D_win.exe”.
6. Uncompress the original zip file and add “_win” to the directory name.
7. Create the __win.zip file

```
zip -r FullSWOF_1D-1.01.00_win.zip FullSWOF_1D-1.01.00_win
```

8. Inside this new zip file, add to Examples/

- CommandLinePrompt.lnk
- FullSWOF_1D_win.exe

9. Add to ./ an updated version of the file README_win.txt.
10. Create a text file (e.g. comment.txt) with some info such as

```
FullSWOF_1D release 1.01.00 for Windows
<https://sourcesup.renater.fr/projects/fullswof-1d/>
```

11. Add this info to the zip file

```
zip --archive-comment FullSWOF_1D-1.01.00_win.zip < comment.txt
```

12. Remove the file directory

```
rm -rf FullSWOF_1D-1.01.00_win
```

13. Test the __win.zip file under win7.64 by double-clicking on CommandLinePrompt.lnk and launching

```
FullSWOF_1D_win.exe
```

B.2.2 From upload to messages

1. Release the __win.zip file:
 - (a) Log in the SourceSup website and go to the project tab “Files”.
 - (b) Click on “Administration”.
 - (c) Click on the icon “Edit Releases” (next to “[Add Release]”).

- (d) Click on the icon “Edit” of the relevant release.
- (e) In the field “Paste The Notes In:”, add something like:


```
A Windows exe is also available in a specific package
for EVALUATION PURPOSE ONLY.
It was tested on win 7 64 bits.
For details see file README_win.txt in the _win.zip file.
```
- (f) Click on “Submit/Refresh”.
- (g) In the section “Add Files To This Release”, select the `_win.zip` file, the file type (“.zip”) and the processor type (“i386”). Click on “Add this file”.

2. Post news:

- (a) Go to the project tab “News”.
- (b) Click on “Submit”.
- (c) Add a subject, such as:


```
Windows release of FullSWOF_1D 1.01.00
```
- (d) Add some details in the panel, such as:


```
The FullSWOF development team is pleased to announce
the release of the Windows package of FullSWOF_1D 1.01.00.
It is similar to the general package, but contains a Windows executable
tested under win 7 64 bits.
It is distributed for EVALUATION PURPOSE ONLY.
```
- (e) Click on “Submit”.

3. Send an email to the list `fullswof.infos@listes.univ-orleans.fr`, such as:

Title: `FullSWOF_1D: Release 1.01.00 for Windows`

Dear `FullSWOF_1D` enthusiasts,

We have just released a version of `FullSWOF_1D 1.01.00` for Windows.
 It can be downloaded here: `<https://sourcesup.renater.fr/frs/?group_id=877>`
 (file `FullSWOF_1D-1.02.00_win.zip`)

It is designed to help Windows users to run `FullSWOF_2D` on their
 exploitation system. The package contains an executable tested
 under win 7 64 bits.
 It is distributed for EVALUATION PURPOSE ONLY.

For details see file `README_win.txt` .

Cheers.

The `FullSWOF` development team

B.3 *FullSWOF__2D*

B.3.1 From zip to `_win.zip`

1. Uncompress the general package of *FullSWOF_2D* (*i.e.* the zip file).
2. In the file “`make_config`”, change the line

```
CPP = g++
```


into

```
CPP = i686-w64-mingw32-g++
```

and add

```
-static
```

at the end of the lines

```
CPPFLAGS := -O3
```

```
LDFLAGS :=
```

3. In the file “Makefile”, change the line

```
TARGET := FullSWOF_2D
```

into

```
TARGET := FullSWOF_2D_win.exe
```

4. Start cygwin and go to the main directory.
5. Launch “make”.
In bin/, you should now have “FullSWOF_2D_win.exe”.
6. Uncompress the original zip file and add “_win” to the directory name.
7. Create the _win.zip file

```
zip -r FullSWOF_2D-1.04.04_win.zip FullSWOF_2D-1.04.04_win
```

8. Inside this new zip file, add to Examples/

- CommandLinePrompt.lnk
- FullSWOF_2D_win.exe

9. Add to ./ an updated version of the file README_win.txt.
10. create a text file (*e.g.* comment.txt) with some info such as

```
FullSWOF_2D release 1.04.04 for Windows
<https://sourcesup.renater.fr/projects/fullswof-2d/>
```

11. Add this info to the zip file

```
zip --archive-comment FullSWOF_2D-1.04.04_win.zip < comment.txt
```

12. Remove the file directory

```
rm -rf FullSWOF_2D-1.04.04_win
```

13. Test the _win.zip file under win7.64 by double-clicking on CommandLinePrompt.lnk and launching

```
FullSWOF_2D_win.exe
```

B.3.2 From upload to messages

1. Release the _win.zip file:
 - (a) Log in the SourceSup website and go to the project tab “Files”.
 - (b) Click on “Administration”.
 - (c) Click on the icon “Edit Releases” (next to “[Add Release]”).
 - (d) Click on the icon “Edit” of the relevant release.
 - (e) In the field “Paste The Notes In:”, add something like:

A Windows exe is also available in a specific package
for EVALUATION PURPOSE ONLY.
It was tested on win 7 64 bits.
For details see file README_win.txt in the _win.zip file.

- (f) Click on “Submit/Refresh”.
- (g) In the section “Add Files To This Release”, select the _win.zip file, the file type (“.zip”) and the processor type (“i386”). Click on “Add this file”.

2. Post news:

- (a) Go to the project tab “News”.
- (b) Click on “Submit”.
- (c) Add a subject, such as:
Windows release of FullSWOF_2D 1.04.04
- (d) Add some details in the panel, such as:
The FullSWOF development team is pleased to announce
the release of the Windows package of FullSWOF_2D 1.04.04.
It is similar to the general package, but contains a Windows executable
tested under win 7 64 bits.
It is distributed for EVALUATION PURPOSE ONLY.
- (e) Click on “Submit”.

3. Send an email to the list fullswof.infos@listes.univ-orleans.fr, such as:

Title: FullSWOF_2D: Release 1.04.04 for Windows

Dear FullSWOF_2D enthusiasts,

We have just released a version of FullSWOF_2D 1.04.04 for Windows.
It can be downloaded here: <https://sourcesup.renater.fr/frs/?group_id=895>
(file FullSWOF_2D-1.04.04_win.zip)

It is designed to help Windows users to run FullSWOF_2D on their
exploitation system. The package contains an executable tested
under win 7 64 bits.
It is distributed for EVALUATION PURPOSE ONLY.

For details see file README_win.txt .

Cheers.

The FullSWOF development team

B.4 *FullSWOF_UI*

B.4.1 From .jar to _win.zip

1. Create a directory named FullSWOF_UI-1.01.00_win .
2. Copy the jar file of *FullSWOF_UI* into it.
3. Unpack the FullSWOF_1D_win.zip and FullSWOF_2D_win.zip files into it.
4. In the FullSWOF_1D_win and FullSWOF_2D_win directories, delete the make_config and Makefile files, and all the sub-directories except Examples/ .

5. Add to `./` the files `FullSWOF_UI-1.01.00/util/User_Manual_en.pdf` and `FullSWOF_UI-1.01.00/util/User_Manual_fr.pdf`.
6. Add to `./` the two license files `FullSWOF_UI-1.01.00/LICENSE_en.txt` and `FullSWOF_UI-1.01.00/LICENSE_fr.txt`.
7. Add to `./` an updated version of the file `README_win.txt`.
8. Create the zip file

```
zip -r FullSWOF_UI-1.01.00_win.zip FullSWOF_UI-1.01.00_win
```

9. Create a text file (*e.g.* `comment.txt`) with some info such as

```
FullSWOF_UI release 1.01.00 for Windows
<https://sourcesup.renater.fr/projects/fullswof-ui/>
```

10. Add this info to the zip file

```
zip --archive-comment FullSWOF_UI-1.01.00_win.zip < comment.txt
```

11. Remove the file directory

```
rm -rf FullSWOF_UI-1.01.00_win
```

12. Test the `_win.zip` file under win7.64 by double-clicking on the `.jar` file and launching `FullSWOF_1D` and `FullSWOF_2D` computations.

B.4.2 From upload to messages

1. Release the `_win.zip` file:

- (a) Log in the SourceSup website and go to the project tab “Files”.
- (b) Click on “Administration”.
- (c) Click on the icon “Edit Releases” (next to “[Add Release]”).
- (d) Click on the icon “Edit” of the relevant release.
- (e) In the field “Paste The Notes In:”, add something like:

```
A Windows package is also available.
This package is designed to help you test FullSWOF under Windows.
It is provided for EVALUATION PURPOSE ONLY.
It was tested on win 7 64 bits.
For details see file README_win.txt in the _win.zip file.
```

- (f) Click on “Submit/Refresh”.
- (g) In the section “Add Files To This Release”, select the `_win.zip` file, the file type (“`zip`”) and the processor type (“`i386`”). Click on “Add this file”.

2. Post news:

- (a) Go to the project tab “News”.
- (b) Click on “Submit”.
- (c) Add a subject, such as:

```
Windows release of FullSWOF_UI 1.01.00
```

- (d) Add some details in the panel, such as:

```
The FullSWOF development team is pleased to announce
the release of the Windows package of FullSWOF_UI 1.01.00.
It contains the FullSWOF_UI jar file, and the FullSWOF_1D and FullSWOF_2D
exe files tested under win 7 64 bits.
It is distributed for EVALUATION PURPOSE ONLY.
```

- (e) Click on “Submit”.

3. Send an email to the list `fullswof.infos@listes.univ-orleans.fr`, such as:

Title: FullSWOF_UI: Release 1.01.00 for Windows

Dear FullSWOF_UI enthusiasts,

We have just released a version of FullSWOF_UI 1.01.00 for Windows.

It can be downloaded here: `<https://sourcesup.renater.fr/frs/?group_id=997>`
(file FullSWOF_UI-1.01.00_win.zip)

It is designed to help Windows users to run FullSWOF on their exploitation system. It contains the FullSWOF_UI jar file, and the FullSWOF_1D and FullSWOF_2D exe files tested under win 7 64 bits.

It is distributed for EVALUATION PURPOSE ONLY.

For details see file README_win.txt .

Cheers.

The FullSWOF development team