

# Making a Patch for Distribution

- (1) Fix the Ar(s) in <Lispcore>Sources>, <Lispcore>Library>, the microcode, or the emulator, whichever is appropriate.

## For Library-file patches:

- (2) Move the entire LCOM/DFASL file(s) onto <Lispcore>Patches>.
- (3) In the Workaround section of each AR you've fixed, note the name of the file(s) you moved onto the patch directory, and the date/time you moved them.

## For Lisp system-code patches:

- (2) Decide which functions, variables, etc. are needed for the patch file. Determine what pre-requisite patches (if any) need to be applied before this one makes sense.
- (3) Make sure you have the latest RELEASETOOLS loaded (the Medley sysout as Cheryl made it doesn't).
- (4) Use the "Patch" command to build a patch-file template:  
**patch** *ar1 ar2 ...*  
where *ar1*, *ar2*, etc. are the AR numbers of the ARs this patch will fix.  
**Patch** will create the COMS for a file named *AR-ar1-PATCH*, and will bring them up in an SEdit window for you to edit.
- (5) Edit the COMS for the patch file to include all the functions, variables, etc. that are needed.
- (6) Connect to {Eris}<Lispcore>Patches>.
- (7) MAKEFILE and compile the patch file there.
- (8) In the Workaround field for each Ar you fixed in this patch, note the name of the patch file and the date & time you made it.

## For microcode patches:

## For emulator patches: