Mozilla Addon Builder Package Building System

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Download this document from

http://github.com/zalun/FlightDeck/raw/master/Docs/Package%20Building\%20System.pdf

If in doubts, please take a look at the accompanied slides at

1 Assumptions for the current iteration

1. Name of the Package is not unique anymore.

Packages are identified by it's *unique ID*. There may and probably often will be many Packages with the same name¹.

/library/123456/

2. Version is a tag.

Version is important. It is used to tag major *Revisions*. If a package is called without any Version specified, the latest versioned Revision will be used.

/library/123456/version/0.1/

3. Revision Number is used to precisely identify a Revision.

It is completely parallel to the Package Version

/library/123456/revision/654/

4. No collaborative editing.

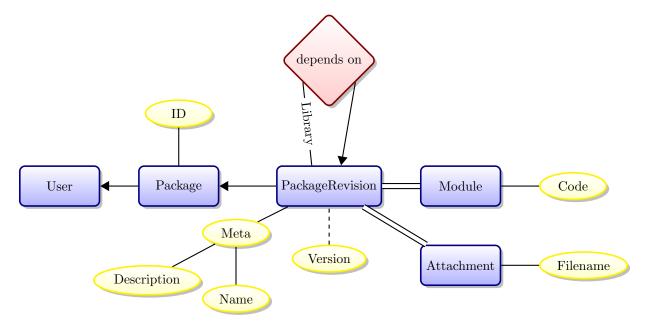
That means there is no connection between Packages owned by different Users.

5. Package remembers wich SDK version was used to build it.

This is very complicated also on the front-end side. It will be created during the next iteration.

 $^{^{1}\}mathrm{Check}$ if it will not make any problem with Addons and uploading to \mathtt{AMO}

2 Logical structure



3 Exporting XPI

Be aware that it is possible and common to export \mathtt{XPI}^2 from partially unsaved data. This happens when User will use the "Try in browser" functionality. In this case \mathtt{XPI} may not be send to \mathtt{AMO}^3 .

3.1 Creating directory structure

Directory structure should be as close as standard Jetpack SDK as possible.

Copy Jetpack SDK to a temporary dir

 $^{^2}$ An XPI (pronounced "zippy" and derived from XPInstall) installer module is a ZIP file that contains an install script or a manifest at the root of the file, and a number of data files.

³http://addons.mozilla.org/

3.2 Exporting Packages with Modules

- Create Package and its Modules directories
 /tmp/packages_{hash}/{Package:name}/
 /tmp/packages_{hash}/{Package:name}/lib/
- 2. Use collected data to create the Manifest. /tmp/packages_{hash}/{Package:name}/package.json
- 3. Create Module files

 Iterate over the assigned Modules and create a ".js" file with its content inside Package's lib/directory.
- 4. Export dependencies
 Iterate over Libraries on which a Package depends and repeat this section (*Export the Package with Modules*) for every Library.

3.3 Building XPI

System is already in a virtual environment knowing about Jetpack SDK. It is enough to change directory to /tmp/packages_{hash}/{Package:name}/ and call cfx xpi. The {Package:name}.xpi file will be created in current directory. Its location is then send to the front-end to be used in further actions, usually calling the FlightDeck Addon⁴ to download and install the XPI.

3.4 Uploading to AMO

Create XPI from the database object. Use mechanize lib to login to AMO and upload the file faking it was done directly from the browser.

4 Editing Package and its Modules

How database evolves by changing the Packages and Modules. This description will be used later to design structure and functionalities of the system.

4.1 Starting point

All next scenarios start from the Ua:La.1 defined as below.

```
La ⇒ Ua:La.1 ⊃ {Ua:La.1:Ma}

Package La is created by User Ua.

La's HEAD is PackageRevision identified as Ua:La.1

It contains only one module - Ma

Following steps had to happen to achieve above status:
```

```
Ua creates empty Library La

System sets La's HEAD

Ua:La.0 ⊃ {}

La ⇒ Ua:La.0

Ua:La.1 ⊃ {Ua:La.1:Ma}

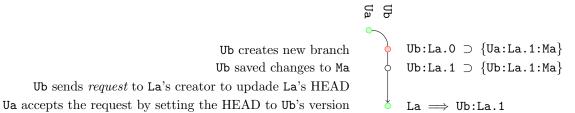
Ua sets the HEAD

Ua:La.1
```

⁴FlightDeck Addon is a Jetpack extension allowing to temporary installation of the XPI. It needs to be called with an URL of the XPI.

4.2 Scenario (1 Module, 2 Users, no dependencies)

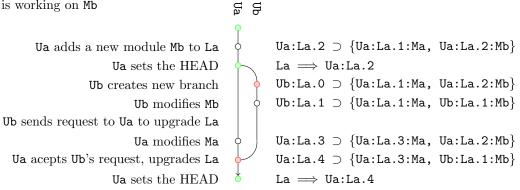
Ua and Ub are working on La Ub modified one module



Result: La ⇒ Ub:La.1 ⊃ {Ub:La.1:Ma}

4.3 Scenario (2 Modules, 2 Users, no dependencies)

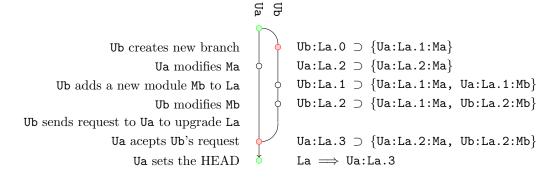
Ua and Ub are working on La Ua created module Mb Ub is working on Mb



Result: La \implies Ua:La.4 \supset {Ua:La.3:Ma, Ub:La.1:Mb}

4.4 Scenario (2 Modules, 2 Users, no dependencies)

Ua and Ub are working on La Ub created module Mb

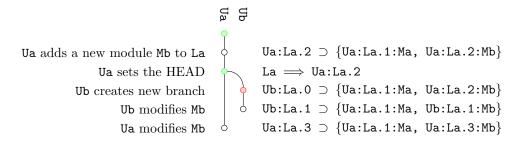


Result: La \implies Ua:La.3 \supset {Ua:La.2:Ma, Ub:La.2:Mb}

4.5 Scenario with conflict (2 Modules, 2 Users, no dependencies)

Ua and Ub are working on La Ua created module Mb Ua and Ub are working on Mb Conflict arises...

Steps leading to the conflict:



Libraries Ub:La.1 and Ua:La.3 are conflicted because Ub:La.1:Mb and Ua:La.3:Mb are both an evolution of the Ua:La.2:Mb. From that moment many scenarios may happen. Just a few of them will follow.

4.5.1 Ua sets HEAD and Ub's revision is outdated

La's manager — Ua has chosen the HEAD. At that moment he doesn't know about Ub's changes to Mb.

Ub:La.1 ⊃ {Ua:La.1:Ma, Ub:La.1:Mb}

Ua sets the HEAD

Ub:La.1 is marked as conflicted. Send update request disabled

Ub receives info that his source is behind the HEAD

Ub manually solves conflict by editing Mb

Ub sets the conflict as resolved

Ub:La.1 ⊃ {Ua:La.1:Ma, Ub:La.1:Mb}

Ub:La.2 ⊃ {Ua:La.1:Ma, Ub:La.1:Mb}

From that moment Ub:La.2 becomes a normal (not conflicted) PackageRevision. Ub may send Package manager an upgrade request which could end by switching La's HEAD to Ub:La.2. It is important to note, that the Ub:La.2 is not an evolution of Ua:La.3, it will not be originated from it.⁵

4.5.2 Ub sends update request, Ua decides to drop his changes

Ub thinks his change to Mb is finished and requests update of the Library from its manager — Ua. He accepts the request and marks his version of this module as discontinued. This mark prevents from the automatic set to conflicted revision.

⁵Decide if this is the right thing to do.

```
Ub sends request to Ua to upgrade La

Ua marks the revision as discontinued (optional)

Ua sets La's HEAD

Ub:La.1 \supset {Ua:La.1:Ma, Ub:La.1:Mb}

Ua:La.3 \supset {Ua:La.1:Ma, Ua:La.3:Mb}

La \Longrightarrow Ub:La.1
```

Draft/Ideas

update Library if Library HEAD has been changed something should tell the User that an update is possible. It should then (on request) change the versions of all Modules which are not in conflict with updating Library. In essence, if

```
Ua:La.1 ⊃ {Ua:La.1:Ma, Ub:La.2:Mb} is a Library to be updated and La ⇒ Uc:La.3 ⊃ {Ub:La.1:Ma, Uc:La.3:Mb, Uc:La.1:Mc} is current HEAD, then Ub:La.2:Mb should be updated to Uc:La.3:Mb and Uc:La.1:Mc should be added. User should receive a notification that Ua:La.1:Ma is not in sync with HEAD.
```

To be continued...