**NG-CHM PROJECT VERSIONING**

The purpose of this document is to lay out the steps required to change the version in each of the 3 NG-CHM projects (NG-CHM Viewer, NG-CHM GUI Builder, NG-CHM\_Galaxy):

**NGCHM Viewer**: The version number for the NG-CHM viewer is stored in the Javascript file CompatibilityManager.js.

**Steps**:

1. Edit the *CompatibilityManager.js* file to change the value of the variable NgChm.CM.version to the intended version number.
2. Run the ANT script *build\_ngchmApp.xml*. This will version all of the JS source references in the chm.html by changing the ?v=*versionNo* on each include to reference the new version number.
3. Commit the changes, via pull request, to the NGCHM project master branch.
4. Tag the release when ready.

**NGCHM Builder**: The version number for the NG-CHM builder is stored in the JAVA file HeatmapPropertiesManager.java.

**Steps**:

1. First and foremost, ensure that you have the latest version of the NG-CHM Viewer included in the builder project. This includes the NG-CHM widget JS (*ngchmWidget-min.js*) and the stand-alone Viewer (*ngChmApp.html*). These are created by the ANT script build\_ngchmApp.xml in the NGCHM project. Please see the document *NG\_CHM – Utility ANT scripts* for information on creating and copying these files to the Builder project.
2. Update the *builder\_version* variable in the Heatmap class near the top of the JAVA file *HeatmapPropertiesMananger.java*.
3. Verify the versions of the Viewer, stand-alone, and Builder by creating a sample heat map in the Builder. Go to the last screen and review the Viewer Version and Builder Version in the preferences panel for the map. Download the stand-alone viewer from this page and check the version in the application.
4. Commit the changes to the NGCHM GUI Builder project master branch.
5. Tag release when ready.

**NGCHM Galaxy**: The version number for the NG-CHM Galaxy interface is partially set in the NGCHM project in the JAVA file GalaxyMapGen.java

**Steps**:

1. As with the Builder one of the first steps would be to ensure that (if you intend it) you have the latest version of the NG-CHM Viewer included in the NGCHM Galaxy project. This includes the NG-CHM widget JS (*ngchmWidget-min.js*) and the stand-alone Viewer (*ngChmApp.zip*). These are created by the ANT script build\_ngchmApp.xml in the NGCHM project. Please see the document *NG\_CHM – Utility ANT scripts* for information on creating and copying these files to the Galaxy project.
2. Update the BUILDER\_VERSION variable in the Heatmap class near the top of the JAVA file *GalaxyMapGen.java*.
3. In order to port the version to the NGCHM Galaxy project, you will need to create the GalaxyMapGen.jar. This is done by executing the ANT script *build\_galaxymapgen.xml* in the NGCHM project. Once created, the GalaxyMapGen.jar must be copied to the top level directory in the NGCHM Galaxy project.
4. Within the NGCHM Galaxy project there are 2 other places where the version number must be set. These are for the galaxy data entry screens and not the viewer portion of the Galaxy implementation. The version number appears on the second line of the files *mda\_heatmap\_gen.xml* and *mda\_advanced\_heatmap\_gen.xml* (found in directories with the same name in the NGCHM Galaxy project).
5. Commit the changes to the NGCHM Galaxy project master branch.
6. Tag release when ready.