

Open Build Service version 2.4 released

Some extra background on the Open Build Service and the new features

Introduction from <http://openbuildservice.org/about/>

What can the Open Build Service do?

The Open Build Service (OBS) is a generic system to build and distribute binary packages from sources in an automatic, consistent and reproducible way. You can release packages as well as updates, add-ons, appliances and entire distributions for a wide range of operating systems and hardware architectures.

For Users

Your users can always download the latest version of your software as binary packages for their operating system. They use the package management tools they are familiar with and will get your software just like they get software from their OS supplier. They don't have to know about tarballs, make install, package formats or other stuff from the 90's. Once they are connected to your repository, you can serve them with maintenance or security updates and even add-ons for your software. The OBS makes it a breeze for you, to make it super easy for them to enjoy your software!

For Packagers

The OBS builds your packages in a jailed environment that the OBS setups from scratch each time and once your build succeeds it also rebuilds all the depend packages for you. That way you get an automatic, consistent and reproducible build of your software so you always know what you deliver to your users. There is also no need anymore for you to maintain a lot of different OS installations on a lot of different hardware architectures or to deal with "compiler farms". Let the OBS help you to concentrate on packaging, that's what you are here to do right?

For Free Software Projects and Independent Software Vendors

The OBS, through it's project model, has collaboration build in and will help you to harness the power of the open source development model. With both web- and commandline interfaces, your team can build packages privately in their home projects, collaborate in larger projects or 'branch' packages, do updates and submit the changes back to a project. Convenient and complete review

tools show maintainers the list of submit requests and the changes proposed, as well as build- and basic test results for these requests. Your developers get a one-stop-shop experience for all their software packaging and releasing needs. The OBS API allows different clients and external services to interface and to use its resources. Of course OBS is free software, licensed under GPL, and can be installed on your hardware, in your data center so you keep all your data under your control.

Who is using it?

Our reference implementation for openSUSE, at build.opensuse.org, currently has over 35.000 users that are building over 200.000 packages for 21 base distributions (including Fedora, Ubuntu, Arch Linux, openSUSE, Mandriva, CentOS, RHEL, SLE and more) on 7 architectures (including ARM, x86 and POWER). Besides the openSUSE project, a large number of other Free and Open Source projects like Tizen, VideoLAN, companies like Dell, Cray or Intel, but also universities are running their own instances of the OBS.

The OBS on build.opensuse.org is supported by many sponsors including AMD, B1 Systems, Heinlein, IBM, IP eXchange, Samsung and SUSE.

[B1 Systems](#) offers consulting, customizing, general support and training around the OBS.

Recent news and background information about the 2.4 release

About Arch Linux support:

<http://openbuildservice.org/2012/09/10/arch-linux-support/>

Latest three announcements about the reference server at build.opensuse.org:

- IBM sponsors new POWER hardware for OBS: <http://news.opensuse.org/?p=15819>
- ARM 32 and 64 bit and new ARM build hardware from SAMSUNG: <http://news.opensuse.org/?p=15779>
- New x86 server rack sponsored by SUSE: <http://news.opensuse.org/?p=15739>

See the Appstream appstore support in action:

<http://software.opensuse.org/packages>

A selection of known Build Service installations

https://en.opensuse.org/openSUSE:Build_Service_installations