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QE Framework – Release Procedure

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A copy of the license is included in the associated document ‘QE Framework – QEGui and User Interface Design’.

# Introduction

This document contains details on creating releases of the epicsQt framework. It is intended to be used by those developing and maintaining the epicsQt framework, not GUI or application developers using the epicsQt framework. This procedure specifies the actions to be taken to release the epicsQt framework to the wider EPICS community in additional to those actions required for a regular internal component release.

This document, as of 12thFebruary 2018, has been significantly updated to reflect the relocation of the public home of epicsQt framework from Source Forge to GitHub. This document has been relocated from the *qeframework* repository to the *qtepics.github.io* repository.

# Procedure

1. Ensure that you are allowed to commit changes to the <https://github.com/qtepics> site, if not please consult site administrator.
2. Ensure all documentation is up to date (.PDFs/.HTML generated from .DOCX for example) and checked into Perforce.
3. Ensure any local changes in Perforce required for the release are committed to the appropriate git repository and pushed to <https://github.com/qtepics> .
4. Run **qtepics.github.io/trunk/tools/qe\_git\_test\_build -- all** within at least one environment to ensure the GitHub head files are at least build-able. Note: a successful build does not mitigate the need for through testing of any new features. If any build fails, investigate, fix and restart procedure.
5. Using your preferred Perforce client workspace, checkout (mark for edit) the following file:

//ASP/tec/gui/qeframework/trunk/  
 qeframeworkSup/project/common/QEFrameworkVersion.h

Update version numbers to new release version. Update, as required, the QE\_VERSION\_MAJOR, QE\_VERSION\_MINOR, QE\_VERSION\_RELEASE, and QE\_VERSION\_STAGE macro definitions. The later should be set to QE\_VERSION\_STAGE\_PRODUCTION.  
  
Commit this change to Perforce.

1. Using your preferred Perforce client workspace, checkout (mark for edit) the following file:

//ASP/tec/gui/qtepics.github.io/trunk/release\_notes.md

Update the release notes to create a new section for the new release. This will provide a summary of the changes since the last release. While in principle this is available from a number of sources, the easiest is the GitHub logs, e.g. if 3.5.2 is the last release:

git log r3.5.2..HEAD

This provides a summary of the changes since the last release (tagged r3.5.2 in this example).  
This is summary can then be used to update the release notes file. Note: this will have to be run for each of the repositories, not just qeframework. However experience to-date is that the changes are mainly within the qeframework repository with far fewer changes in the qegui repository.

Save the modified release notes markdown document, and commit to perforce.

1. Create Perforce component labels, e.g., for each component...

cd …/tec/gui/qeframework  
create\_component\_label qeframework/3-5-3-01 trunk  
create\_release\_label qeframework/3-5-3-01

cd …/tec/gui/qegui  
create\_component\_label qegui/3-5-3-01 trunk  
create\_release\_label qegui/3-5-3-01

etc. etc. for the other components.

Note: the additional -01 suffix. The -NN suffix is used for internal only releases which are subsequently incremented to -02, -03, -04 etc.  
Note: we keep the labels aligned for all the epicsQt components.

1. Commit the updated files (framework version and release notes.md) to the qeframework and qtepics.github.io repositories. Note: step (c) will have ensured the git repositories are up to date with respect to all other files.
2. Tag *each* git repository (except qeBinaries) with the new release tag.  
   This should be consistent with the new major, minor and release versions specified in QEFrameworkVersion.h as per step (e) above, then push the latest files and tags to the GitHub site, e.g.:

git tag r3.5.3  
git push  
git push –-tags

Note: we tag each repository identically even if there has been no change since the last release.

1. Run *qtepics.github.io/trunk/tools/qe\_git\_test\_build -ffmpeg* on all available environments. This verifies that the previous commit did not break anything.
2. Create a new msi for the release and commit to the qtBinaries repository. Details are TBD.
3. e-mail tech-talk.