MMVB專案

可以先到Gerrit確認GerritTrigger 這份裡面txt檔有沒有新增內容

如果沒有可以參考：

Dear XXX

Trigger Configuration對應的project / branch可以先幫忙新增為MMVB\_XXX.txt，並推到以下路徑  
之後有更改project或branch名稱可以自行修改

謝謝

<https://mm2sa.rtkbf.com/gerrit/plugins/gitiles/GerritTrigger>

~~[https://mm2.sdlc.rd.realtek.com/gerrit/plugins/gitiles/GerritTrigger](https://mm2.sdlc.rd.realtek.com/gerrit/plugins/gitiles/GerritTrigger" \t "_blank)~~

複製MMVB前可以看一下manifest是mm2還是mm2sd哪一台server

MMVB

Script 內部額外新增這一段 --- 可以確認有沒有這一段新增上去

確認ssh -p 29418 mm2sd.sdlc.rd.realtek.com gerrit query change:XXXXX

這一段是否MERGED 如果是的話就可以不用繼續跑

# Check current Status if MERGED will return fail and stop compile

Current\_Patch\_Status=`ssh -p 29418 mm2sd.sdlc.rd.realtek.com gerrit query change:$GERRIT\_CHANGE\_NUMBER --current-patch-set | grep "status: " | awk -F "status: " '{ print $2}'`

echo $Current\_Patch\_Status

if [ $Current\_Patch\_Status == "MERGED" ] ; then

echo "[INFO]Already MERGED, No need compile"

exit 1

fi

NEW 方式修改

|  |
| --- |
| #!/bin/bash  set -xe  # show Node name on build  echo "[INFO] "$NODE\_NAME  # Check current Status if MERGED will return fail and stop compile  Current\_Patch\_Status=`ssh -p 29418 mm2sd.sdlc.rd.realtek.com gerrit query change:$GERRIT\_CHANGE\_NUMBER --current-patch-set | grep "status: " | awk -F "status: " '{ print $2}'`  echo $Current\_Patch\_Status  if [ $Current\_Patch\_Status == "MERGED" ] ; then  echo "[INFO]Already MERGED, No need compile"  exit 1  fi  MYCPUS\_MAX=$(grep '^processor' /proc/cpuinfo | wc -l)  #check if this is triggerred by gerrit  if ! [ -z "$GERRIT\_CHANGE\_NUMBER" ] ; then  repo download $GERRIT\_PROJECT $GERRIT\_CHANGE\_NUMBER/$GERRIT\_PATCHSET\_NUMBER  fi  echo "-------------------------------------------------------------"  echo " Build Kernel only"  echo "-------------------------------------------------------------"  cd $WORKSPACE/kernel/system  ./build\_android.sh -p Autra\_6748\_dv.cfg -c n -v userdebug -M y -j @ MYCPUS\_MAX  echo "Build Kernel Done..."  #show complete time  date |