

Documentation:  
Steps to release a new version of  
*FullSWOF\_1D*, *FullSWOF\_2D*, *FullSWOF\_UI* or  
*SWASHES*.

General release and Windows release

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This document lists the steps to release a new version of *FullSWOF\_1D*, *FullSWOF\_2D*, *FullSWOF\_UI* or *SWASHES*. The first part is related to the general release, *i.e.* the non-OS-specific packages. The second part describes the release of packages dedicated to Windows.

For any question, please contact us at the following addresses: fullswof.contact@listes.univ-orleans.fr or swashes.contact@listes.univ-orleans.fr.

## Part A

# For general release

Releasing non-OS-specific packages for a new version of *FullSWOF\_1D*, *FullSWOF\_2D*, *FullSWOF\_UI* or *SWASHES* requires a succession of operations using various tools. This part details these steps.

## A.1 From trunk to tag

*Remark: it is assumed that you have already downloaded the subdirectories named trunk, tags and branches from the repository.*

After thorough checks (esp. compilation and run of the benchmarks under various operating systems), it can be decided to release a new version of the software. A final revision change should be committed to SVN. It consists in:

1. adding to the file trunk/changelog.txt something like:

```
2013-09-04  
READY FOR TAG version 1.04.04
```

2. running the script UpdateDateVersion.sh from the trunk directory with parameters such as

```
bin/UpdateDateVersion.sh 2013-09-04 1.04.04
```

3. committing these changes to the SVN server:

```
svn commit -m "Ready for tag version 1.04.04"
```

4. creating the tag:

```
svn copy --username USERNAME \  
https://subversion.renater.fr/authscm/USERNAME/svn/fullswof-2d/trunk \  
https://subversion.renater.fr/authscm/USERNAME/svn/fullswof-2d/tags/release-1.04.04 \  
-m "Tagging the 1.04.04 release of FullSWOF_2D project."
```

## A.2 From tag to package

1. Move in the tags directory and do an update:

```
cd tags/  
svn update
```

2. copy the relevant tag directory and give it the corresponding name:

```
mkdir FullSWOF_2D-1.04.04  
cp -r release-1.04.04/* FullSWOF_2D-1.04.04
```

3. remove the .svn directories

```
find FullSWOF_2D-1.04.04 -name ".svn" -type d -exec rm -rf {} \;
```

4. create the zip file for *FullSWOF\_1D*, *FullSWOF\_2D*, *FullSWOF\_UI* and *SWASHES*

```
zip -r FullSWOF_2D-1.04.04.zip FullSWOF_2D-1.04.04
```

5. create a text file (e.g. comment.txt) with some info such as

```
FullSWOF_2D release 1.04.04  
<https://sourcesup.renater.fr/projects/fullswof-2d/>
```

6. add this info to the zip file

```
zip --archive-comment FullSWOF_2D-1.04.04.zip < comment.txt
```

7. in the case of *FullSWOF\_UI*, create the jar file

- (a) create the archive (.jar file)

```
cd FullSWOF_UI-2.00.00/  
ant
```

- (b) copy and rename the .jar file

```
cp build/jar/FullSWOF_UI.jar ../FullSWOF_UI-2.00.00.jar  
cd ..
```

- (c) add the two licence files to the .jar file

```
zip FullSWOF_UI-2.00.00.jar FullSWOF_UI-2.00.00/LICENSE_en.txt \  
FullSWOF_UI-2.00.00/LICENSE_fr.txt
```

- (d) check the .jar file is running properly

```
java -jar FullSWOF_UI-2.00.00.jar
```

8. remove the file directory

```
rm -rf FullSWOF_2D-1.04.04
```

### A.3 From upload to messages

1. Release the file:

- (a) Log in the SourceSup website and go to the project tab “Files”.
- (b) Click on “To create a new release click here.”
- (c) Fill the fields, *e.g.*:

*Remark: for FullSWOF\_UI, compatibility with FullSWOF\_1D and FullSWOF\_2D should be specified.*

Package ID: FullSWOF\_2D

Release name: 1.04.04

Upload a new file: <Select the proper file>

File type: Source .zip

Processor type: Any

Release Notes:

FullSWOF\_2D release 1.04.04

This is a major update introducing new features.

It also includes bug fixes.

Change Log:

Main changes:

- add of infiltration
- add of rain

For details see file changelog.txt

Preserve my pre-formatted text: YES

- (d) Click on “Create release”.

2. In case of *FullSWOF\_UI*, add the jar file in the Release file:

- (a) Go to the project tab “Files”.
- (b) In the “Project Filelist” page, click on “Administration.”
- (c) In the “Releases” part, click on “[Edit Releases]”.
- (d) Click on “[Edit]” for the corresponding release.
- (e) In the part “Add Files To This Release”.

File Name: <Select the proper file>

File type: .jar

Processor type: Any

- (f) Click on “Add This File”.

3. Add documents on the web site:

- (a) Copy the corresponding documentation (*i.e.* Documentation.pdf to Documentation-v1.04.04.pdf) and add it to the documents of Sourcesup, in the doc folder. For this, go to the tab “Docs” and click on “Add new item”, then:

Document title: Documentation v1.04.04

Description: Presentation of the FullSWOF\_2D software and how to use it

Comment:

Type of Document: File

Upload file: <Select the proper file>

Folder that document belongs to: doc

Status of the document: active

and click on “Submit information”.

- (b) Copy the corresponding documentation for developers (*i.e.* refman.pdf to refman-v1.04.04.pdf) and add it to the documents of Sourcesup, in the doc folder. For this, go to the tab “Docs” and click on “Add new item”, then:

Document title: Doxygen Documentation v1.04.04  
Description: Documentation extracted automatically from the sources  
Comment:  
Type of Document: File  
Upload file: <Select the proper file>  
Folder that document belongs to: doc  
Status of the document: active  
and click on “Submit information”.

4. Post news:

- (a) Go to the project tab “News”.
- (b) Click on “Submit”.
- (c) Add a subject, such as:

Release of FullSWOF\_2D 1.04.04

- (d) Add some details in the panel, such as:

*Remark: for FullSWOF\_UI, compatibility with FullSWOF\_1D and FullSWOF\_2D should be specified.*

The FullSWOF development team is pleased to announce the release of FullSWOF\_2D 1.04.04.

This is just a minor bug release:

the previous release (1.04.03) did not compile under windows (cygwin).

No other changes.

- (e) Click on “Submit”.

5. Send an email to the relevant list ([fullswof.infos@listes.univ-orleans.fr](mailto:fullswof.infos@listes.univ-orleans.fr) or [swashes.infos@listes.univ-orleans.fr](mailto:swashes.infos@listes.univ-orleans.fr)), such as:

*Remark: for FullSWOF\_UI, compatibility with FullSWOF\_1D and FullSWOF\_2D should be specified.*

Title: FullSWOF\_2D: release 1.04.04: bug fix (compilation pb)

Dear FullSWOF enthusiasts,

We have just released a new version of FullSWOF\_2D (release 1.04.04).

It can be downloaded here:

[https://sourcesup.renater.fr/frs/shownotes.php?release\\_id=2430](https://sourcesup.renater.fr/frs/shownotes.php?release_id=2430)

This is just a minor bug fix: FullSWOF\_2D release 1.04.03 did not compile under windows cygwin (Bug #8814).

If you are using the release 1.04.03 and if it compiled smoothly under your system, you do not have to worry about it. Just keep working!

Cheers.

The FullSWOF development team

## Part B

# For Windows release

Releasing *Windows*-specific packages for a new version of *FullSWOF\_1D*, *FullSWOF\_2D*, *FullSWOF\_UI* or *SWASHES* requires a succession of operations using various tools. This part details these steps.

### B.1 *SWASHES*

#### B.1.1 From zip to `_win.zip`

1. Uncompress the general package of *SWASHES* (*i.e.* the zip file)
2. In the file “Makefile”, change the first lines into

```
CC=i686-w64-mingw32-g++
```

```
SRCDIR=Sources
HEADDIR=Headers
OBJDIR=obj
BINDIR=bin
```

```
CFLAGS= -I$(HEADDIR) -Wall -pedantic -O3 -static
```

```
EXEC=swashes_win.exe
```

3. Start cygwin and go to the main directory.
4. Launch “make”.  
In `bin/`, you should now have “`swashes_win.exe`”
5. Uncompress the original zip file and add “`_win`” to the directory name.
6. Create the `_win.zip` file

```
zip -r SWASHES-1.01.04_win.zip SWASHES-1.01.04_win
```

7. Inside this new zip file, add to `bin/`
  - `CommandLinePrompt.lnk`
  - `swashes_win.exe`
8. Add to `./` an updated version of the file `README_win.txt`.
9. Create a text file (*e.g.* `comment.txt`) with some info such as

```
SWASHES release 1.01.04 for Windows
<https://sourcesup.renater.fr/projects/swashes/>
```

10. Add this info to the zip file

```
zip --archive-comment SWASHES-1.01.04_win.zip < comment.txt
```

11. Remove the file directory

```
rm -rf SWASHES-1.01.04_win
```

12. Test the `_win.zip` file under win7.64 by double-clicking on `CommandLinePrompt.lnk` and launching

```
swashes_win.exe 2 1 1 2 100 200 > result.txt
```

## B.1.2 From upload to messages

1. Release the `_win.zip` file:
  - (a) Log in the SourceSup website and go to the project tab “Files”.
  - (b) Click on “Administration”.
  - (c) Click on the icon “Edit Releases” (next to “[Add Release]”).
  - (d) Click on the icon “Edit” of the relevant release.
  - (e) In the field “Paste The Notes In:”, add something like:

```
A Windows exe is also available in a specific package.
It was tested under win 7 64 bits.
For details see file README_win.txt in the _win.zip file.
```
  - (f) Click on “Submit/Refresh”.
  - (g) In the section “Add Files To This Release”, select the `_win.zip` file, the file type (“.zip”) and the processor type (“x86-64”). Click on “Add this file”.
2. Post news:
  - (a) Go to the project tab “News”.
  - (b) Click on “Submit”.
  - (c) Add a subject, such as:

```
Windows release of SWASHES 1.01.04
```
  - (d) Add some details in the panel, such as:

```
The SWASHES development team is pleased to announce
the release of the Windows package of SWASHES 1.01.04.
It is similar to the general package, but contains a Windows executable
tested under win 7 64 bits.
```
  - (e) Click on “Submit”.
3. Send an email to the list `swashes.infos@listes.univ-orleans.fr`, such as:

```
Title: SWASHES: Release 1.01.04 for Windows

Dear SWASHES enthusiasts,

We have just released a version of SWASHES 1.01.04 for Windows.
It can be downloaded here: <https://sourcesup.renater.fr/frs/?group_id=876>
(file SWASHES-1.01.04_win.zip)

It is designed to help Windows users to run SWASHES on their exploitation
system. The package contains an executable tested under win 7 64 bits.

For details see file README_win.txt .

Cheers.

The SWASHES development team
```

## B.2 *FullSWOF\_1D*

### B.2.1 From zip to `_win.zip`

1. Uncompress the general package of *FullSWOF\_1D* (*i.e.* the zip file).
2. In the file “`make_config`”, change the line

```
CPP = g++
```

```
into
```

```
CPP = i686-w64-mingw32-g++
```

```
and add
```

```
-static
```

```
at the end of the lines
```

```
CPPFLAGS := -O3
```

```
LDFLAGS :=
```

3. In the file “Makefile”, change the line

```
TARGET := FullSWOF_1D
```

```
into
```

```
TARGET := FullSWOF_1D_win.exe
```

4. Start cygwin and go to the main directory.
5. Launch “make”.  
In bin/, you should now have “FullSWOF\_1D\_win.exe”.
6. Uncompress the original zip file and add “\_win” to the directory name.
7. Create the \_win.zip file

```
zip -r FullSWOF_1D-1.01.00_win.zip FullSWOF_1D-1.01.00_win
```

8. Inside this new zip file, add to Examples/
  - CommandLinePrompt.lnk
  - FullSWOF\_1D\_win.exe
9. Add to ./ an updated version of the file README\_win.txt.
10. Create a text file (*e.g.* comment.txt) with some info such as

```
FullSWOF_1D release 1.01.00 for Windows
<https://sourcesup.renater.fr/projects/fullswof-1d/>
```

11. Add this info to the zip file

```
zip --archive-comment FullSWOF_1D-1.01.00_win.zip < comment.txt
```

12. Remove the file directory

```
rm -rf FullSWOF_1D-1.01.00_win
```

13. Test the \_win.zip file under win7.64 by double-clicking on CommandLinePrompt.lnk and launching

```
FullSWOF_1D_win.exe
```

## B.2.2 From upload to messages

1. Release the \_win.zip file:
  - (a) Log in the SourceSup website and go to the project tab “Files”.
  - (b) Click on “Administration”.
  - (c) Click on the icon “Edit Releases” (next to “[Add Release]”).

- (d) Click on the icon “Edit” of the relevant release.
  - (e) In the field “Paste The Notes In:”, add something like:  

```
A Windows exe is also available in a specific package
for EVALUATION PURPOSE ONLY.
It was tested on win 7 64 bits.
For details see file README_win.txt in the _win.zip file.
```
  - (f) Click on “Submit/Refresh”.
  - (g) In the section “Add Files To This Release”, select the `_win.zip` file, the file type (“.zip”) and the processor type (“x86-64”). Click on “Add this file”.
2. Post news:
- (a) Go to the project tab “News”.
  - (b) Click on “Submit”.
  - (c) Add a subject, such as:  

```
Windows release of FullSWOF_1D 1.01.00
```
  - (d) Add some details in the panel, such as:  

```
The FullSWOF development team is pleased to announce
the release of the Windows package of FullSWOF_1D 1.01.00.
It is similar to the general package, but contains a Windows executable
tested under win 7 64 bits.
It is distributed for EVALUATION PURPOSE ONLY.
```
  - (e) Click on “Submit”.
3. Send an email to the list `fullswof.infos@listes.univ-orleans.fr`, such as:

Title: `FullSWOF_1D: Release 1.01.00 for Windows`

Dear `FullSWOF_1D` enthusiasts,

We have just released a version of `FullSWOF_1D 1.01.00` for Windows.  
It can be downloaded here: `<https://sourcesup.renater.fr/frs/?group_id=877>`  
(file `FullSWOF_1D-1.02.00_win.zip`)

It is designed to help Windows users to run `FullSWOF_2D` on their  
exploitation system. The package contains an executable tested  
under win 7 64 bits.  
It is distributed for EVALUATION PURPOSE ONLY.

For details see file `README_win.txt` .

Cheers.

The `FullSWOF` development team

## B.3 *FullSWOF\_2D*

### B.3.1 From zip to `_win.zip`

1. Uncompress the general package of *FullSWOF\_2D* (*i.e.* the zip file).
2. In the file “`make_config`”, change the line

```
CPP = g++
```



into

```
CPP = i686-w64-mingw32-g++
```

and add

```
-static
```

at the end of the lines

```
CPPFLAGS := -O3
```

```
LDLFLAGS :=
```

3. In the file “Makefile”, change the line

```
TARGET := FullSWOF_2D
```

into

```
TARGET := FullSWOF_2D_win.exe
```

4. Start cygwin and go to the main directory.
5. Launch “make”.  
In bin/, you should now have “FullSWOF\_2D\_win.exe”.
6. Uncompress the original zip file and add “\_win” to the directory name.
7. Create the \_win.zip file

```
zip -r FullSWOF_2D-1.04.04_win.zip FullSWOF_2D-1.04.04_win
```

8. Inside this new zip file, add to Examples/

- CommandLinePrompt.lnk
- FullSWOF\_2D\_win.exe

9. Add to ./ an updated version of the file README\_win.txt.
10. create a text file (*e.g.* comment.txt) with some info such as

```
FullSWOF_2D release 1.04.04 for Windows
<https://sourcesup.renater.fr/projects/fullswof-2d/>
```

11. Add this info to the zip file

```
zip --archive-comment FullSWOF_2D-1.04.04_win.zip < comment.txt
```

12. Remove the file directory

```
rm -rf FullSWOF_2D-1.04.04_win
```

13. Test the \_win.zip file under win7.64 by double-clicking on CommandLinePrompt.lnk and launching

```
FullSWOF_2D_win.exe
```

### B.3.2 From upload to messages

1. Release the \_win.zip file:
  - (a) Log in the SourceSup website and go to the project tab “Files”.
  - (b) Click on “Administration”.
  - (c) Click on the icon “Edit Releases” (next to “[Add Release]”).
  - (d) Click on the icon “Edit” of the relevant release.
  - (e) In the field “Paste The Notes In:”, add something like:

A Windows exe is also available in a specific package for EVALUATION PURPOSE ONLY.  
It was tested on win 7 64 bits.  
For details see file README\_win.txt in the \_win.zip file.

- (f) Click on “Submit/Refresh”.
- (g) In the section “Add Files To This Release”, select the \_win.zip file, the file type (“.zip”) and the processor type (“x86-64”). Click on “Add this file”.

## 2. Post news:

- (a) Go to the project tab “News”.
- (b) Click on “Submit”.
- (c) Add a subject, such as:

Windows release of FullSWOF\_2D 1.04.04

- (d) Add some details in the panel, such as:

The FullSWOF development team is pleased to announce the release of the Windows package of FullSWOF\_2D 1.04.04. It is similar to the general package, but contains a Windows executable tested under win 7 64 bits.  
It is distributed for EVALUATION PURPOSE ONLY.

- (e) Click on “Submit”.

## 3. Send an email to the list fullswof.infos@listes.univ-orleans.fr, such as:

Title: FullSWOF\_2D: Release 1.04.04 for Windows

Dear FullSWOF\_2D enthusiasts,

We have just released a version of FullSWOF\_2D 1.04.04 for Windows.  
It can be downloaded here: <[https://sourcesup.renater.fr/frs/?group\\_id=895](https://sourcesup.renater.fr/frs/?group_id=895)>  
(file FullSWOF\_2D-1.04.04\_win.zip)

It is designed to help Windows users to run FullSWOF\_2D on their exploitation system. The package contains an executable tested under win 7 64 bits.  
It is distributed for EVALUATION PURPOSE ONLY.

For details see file README\_win.txt .

Cheers.

The FullSWOF development team

## B.4 *FullSWOF\_UI*

### B.4.1 From .jar to \_win.zip

1. Create a directory named FullSWOF\_UI-2.00.00\_win .
2. Copy the jar file of *FullSWOF\_UI* into it.
3. Unpack the FullSWOF\_1D\_win.zip and FullSWOF\_2D\_win.zip files into it.
4. In the FullSWOF\_1D\_win and FullSWOF\_2D\_win directories, delete the make\_config and Makefile files, and all the sub-directories except Examples/ .

5. Add to ./ the files FullSWOF\_UI-2.00.00/util/User\_Manual\_en.pdf and FullSWOF\_UI-2.00.00/util/User\_Manual\_fr.pdf.
6. Add to ./ the two license files FullSWOF\_UI-2.00.00/LICENSE\_en.txt and FullSWOF\_UI-2.00.00/LICENSE\_fr.txt.
7. Add to ./ an updated version of the file README\_win.txt.
8. Create the zip file

```
zip -r FullSWOF_UI-2.00.00_win.zip FullSWOF_UI-2.00.00_win
```

9. Create a text file (*e.g.* comment.txt) with some info such as

```
FullSWOF_UI release 2.00.00 for Windows
<https://sourcesup.renater.fr/projects/fullswof-ui/>
```

10. Add this info to the zip file

```
zip --archive-comment FullSWOF_UI-2.00.00_win.zip < comment.txt
```

11. Remove the file directory

```
rm -rf FullSWOF_UI-2.00.00_win
```

12. Test the \_win.zip file under win7.64 by double-clicking on the .jar file and launching FullSWOF\_1D and FullSWOF\_2D computations.

## B.4.2 From upload to messages

1. Release the \_win.zip file:

- (a) Log in the SourceSup website and go to the project tab “Files”.
- (b) Click on “Administration”.
- (c) Click on the icon “Edit Releases” (next to “[Add Release]”).
- (d) Click on the icon “Edit” of the relevant release.
- (e) In the field “Paste The Notes In:”, add something like:

```
A Windows package is also available.
This package is designed to help you test FullSWOF under Windows.
It is provided for EVALUATION PURPOSE ONLY.
It was tested on win 7 64 bits.
For details see file README_win.txt in the _win.zip file.
```

- (f) Click on “Submit/Refresh”.
- (g) In the section “Add Files To This Release”, select the \_win.zip file, the file type (“.zip”) and the processor type (“x86-64”). Click on “Add this file”.

2. Post news:

- (a) Go to the project tab “News”.
- (b) Click on “Submit”.
- (c) Add a subject, such as:

```
Windows release of FullSWOF_UI 2.00.00
```

- (d) Add some details in the panel, such as:

```
The FullSWOF development team is pleased to announce
the release of the Windows package of FullSWOF_UI 2.00.00.
It contains the FullSWOF_UI jar file, and the FullSWOF_1D and FullSWOF_2D
exe files tested under win 7 64 bits.
It is distributed for EVALUATION PURPOSE ONLY.
```

- (e) Click on “Submit”.

3. Send an email to the list `fullswof.infos@listes.univ-orleans.fr`, such as:

Title: FullSWOF\_UI: Release 2.00.00 for Windows

Dear FullSWOF\_UI enthusiasts,

We have just released a version of FullSWOF\_UI 2.00.00 for Windows.

It can be downloaded here: [https://sourcesup.renater.fr/frs/?group\\_id=997](https://sourcesup.renater.fr/frs/?group_id=997)  
(file FullSWOF\_UI-2.00.00\_win.zip)

It is designed to help Windows users to run FullSWOF on their exploitation system. It contains the FullSWOF\_UI jar file, and the FullSWOF\_1D and FullSWOF\_2D exe files tested under win 7 64 bits.

It is distributed for EVALUATION PURPOSE ONLY.

For details see file README\_win.txt .

Cheers.

The FullSWOF development team