

Source Control Management

Last Updated Thursday, 01 November 2007

This page details the SVN Structure used on Stormwind Projects.

Source Control Management (SCM) is something that has a very high-value in Stormwind Sub-Projects. As such, there is a very strict policy on SCM structure for projects under the Stormwind banner.

Stormwind.ProjectName

Branches

1.0.1 (Sample)

Releases

1.0.0A (Sample)

1.0.0B1 (Sample)

Snippets

Heynemann

JCFigueiredo

...

Trunk

BaseLine

Code

Documentation

ThirdParty

Resources

ALL \bin* and \obj* files should be ignored when committing to SVN. Please instruct your SVN client to ignore this files.

Branches

Here all the branches will be developed. This folder has the same level as trunk in the SVN tree as to enable easy branching.

Releases

Here all the binary releases will stay in the SVN server, in order to make it easier on the users to download versions. The release artifacts will be inside a folder named after the version it represents (1.0.0A for 1.0.0 alpha, 1.0.0B1 for 1.0.0 Beta 1 and so on).

Snippets

Folder destined to developer team experiments.

Trunk

The folder that contains the code in development.

BaseLine

This is the folder where the solution file should be in.

Code

This folder should contain all the projects in this solution.

Documentation

This folder should contain all the chm files.
ThirdParty

This folder will contain third-party binaries used by the project. Each binary should be in a sub-folder detailing its origin. In each sub-folder there should be a readme.txt file detailing the origin of the binaries.
Resources

This folder will contain images, documents and other resources that are of value to the project.