

"New" production creation form.

FULLSIM CREATE PRODUCTION:

All form fields are required.

Production Series:	2012_November
Release Working Directory:	/storage/gpfs_superb/prod/test_releases_local/build/sl53_x86_64_FullSim/SuperB/FullSim/<re

Target: insert a complete and well formed tuple in Soft_Ref table (... when it is necessary...).

The user must specify the release working directory.

For fullsim:

/storage/gpfs_superb/prod/test_releases_local/build/sl53_x86_64_FullSim/SuperB/FullSim/<release_tag>

1) System will validate the directory before run the "svn info" command.

V0.0.6

|-- BrnRunTime

| |-- Geometry_CABIBBO-V03

| |-- Geometry_CABIBBO-V03_LYSO

| .

| .

|

|-- ReleaseFiles

. |

. .

.

2) System execute the "svnversion" and "svn info" to obtain the **version** and **revision**.

3) System uses **version** and **revision** to complete Soft_Ref values. [soft_release, soft_name, soft_version, soft_revision, soft_lfn, exe_path, working_dir]

The **\$SoftRefSession** global variable (inc/defines.php).

```
array(2) {  
  ["FullSim"]=>  
    array(9) {  
      ["soft_name"]=>  
        string(5) "Bruno"  
      ["SVNInfoDir"]=> // where run "svn info" and "svnversion"  
        string(13) "/ReleaseFiles"  
      ["GeoDir"]=> // where searching for "GeoName"  
        string(11) "/BrnRunTime"  
      ["GeoName"]=> // what searching for [filename] - if is false no search will be performed  
        string(10) "Geometry_*"  
      ["GeoType"]=> // file and/or directory  
        array(1) {  
          [0]=>  
            string(14) "return_folders"  
        }  
      ["DefaultWorkDirForm"]=> // default value show in "release working dir" form  
        string(100)  
        "/storage/gpfs_superb/prod/test_releases_local/build/sl53_x86_64_FullSim/SuperB/FullSim/"  
      ["working_dir"]=>  
        string(35) "SuperB/FullSim/<version>/BrnRunTime"  
      ["exe_path"]=>  
        string(62) "SuperB/FullSim/<version>/bin/Linux26SL5_x86_64_gcc412/BrunoApp"  
      ["soft_lfn"]=>  
        string(96) "lfn:/grid/superbvo.org/production/FullSim/test_release/<version>_SL-5.3  
_x86_64_rev<revision>.tjz"  
    }  
  ["FastSim"]=> . . .  
}
```

Methods added to Soft_Ref class (1)

public static function validateWorkDir(\$work_dir)

 check the structure of \$work_dir.

 return a boolean value.

private static function getGeoType()

 "getter" method for \$SoftRefSession['GeoType']

public static function getGeoName()

 "getter" method for \$SoftRefSession['GeoName']

private static function getGeoPath(\$release_work_dir)

 return the absolute path of \$SoftRefSession['GeoDir']

public static function GetGeoDir(\$release_work_dir)

 return the name(s) of file(s) that match

 \$SoftRefSession['GeoName'] in an array

Methods added to Soft_Ref class (2)

private static function getSVNInfoDir(\$release_work_dir)
return the absolute path of \$SoftRefSession['SVNInfoDir']

public static function GetSVNrevision(\$release_work_dir)
return the output of "svnversion" in an array

public static function GetSVNinfo(\$release_work_dir)
return the output of "svn info" in an array

public static function setSoftRefByWorkDir(\$work_dir)
return an associative array that represent a complete tuple o
Soft_Ref table

TODO

Env_Var: not used in fullsim