



art news

1 November 2018

art stakeholders meeting



art “visual identities”

- We worked with FNAL’s creative services to develop a visual image for the *art* project.



UPS product: **art**



UPS product: **gallery**



UPS product: **studio**

art efforts

- Most *art* developer efforts are not currently targeted toward developing *art* code:
 - Supporting LArSoft code (bug fixes, etc.)
 - Upgrading LArSoft (and its experiments) to *art* 3
 - Various profiling requests
 - UPS replacement with Spack
- Supported platforms:
 - Updated supported platforms page:
 - https://cdcvs.fnal.gov/redmine/projects/cet-is/wiki/Supported_platforms
 - We expect FNAL to certify macOS Mojave for use very soon
 - macOS support is hard
 - created survey to re-assess platform needs of SciSoft users

SciSoft OS survey

- https://docs.google.com/forms/d/1BeEOROrDKQM3M8szatMRS55ypUnxzMC5Buk-Nf_a7Eo
- Please fill it out by **Friday, Nov. 9**

art / LArSoft OS Interest Survey

The SciSoft team, which supports the art and LArSoft projects, is re-evaluating the platform needs of its users. In particular, as the macOS environment continues to diverge from the Linux environment, it is important for the team to understand how much of the SciSoft community relies on macOS and whether that need can be met with available effort and infrastructure.

0) Please give us your email in case we have followup questions:

art 3.02 status

- **Once macOS Mojave is supported by FNAL, we plan to release *art* 3.02**
 - Will support High Sierra, Mojave, but not Sierra
- **Various features included for *art* 3.02**
 - Biggest change is the separation of art into art and art_root_io.
 - UPS product critic will be available that sets up both as well as the correct *gallery* version
- **Compile-time deprecations**
 - `art::RandomNumberGenerator::getEngine`
 - Default constructors for `art::EDProducer` and `art::EDFilter`
- **Run-time deprecations**
 - Global `errorOnFailureToPut` flag/program-option
 - Specifying an event number to `-e | --estart` vs. an `art::EventID`
 - `ART_DEBUG_CONFIG` environment variable