

## mrB - Feature #23460

### allow build and localProduct to be in different directory trees

10/22/2019 04:00 PM - Lynn Garren

<b>Status:</b>	Resolved	<b>Start date:</b>	10/22/2019
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Lynn Garren	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	4.00 hours
<b>Description</b>			
<p>From Tom Junk: Since our build nodes on DUNE are build-only-but-do-not-run, I was wondering if we could put MRB_BUILDDIR and the localProducts directories in different filesystems. That way, we can speed the build if the build directory is on a locally mounted disk, while the localProducts directory is in NAS. The mrB reference guide seems to indicate that that newDev will make the build and localProducts directories as subdirectories of the same directory.</p> <p>The solution: add -B and -P options to mrB newDev. This requires some rewriting of newDev.</p>			

#### History

##### #1 - 10/22/2019 04:01 PM - Lynn Garren

- Subject changed from allow separate build and localProduct to be in different directory trees to allow build and localProduct to be in different directory trees

##### #2 - 11/05/2019 04:35 PM - Lynn Garren

- % Done changed from 0 to 100

- Status changed from Assigned to Resolved

mrB newDev -P and -B options are now available in mrB v3\_04\_00.