

## LArSoft - Support #23520

Support # 23511 (Closed): build larsoft with art v3\_03

### larsim for art 3.03

11/04/2019 12:57 PM - Lynn Garren

<b>Status:</b>	Closed	<b>Start date:</b>	11/04/2019
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Kyle Knoepfel	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	1.00 hour
<b>Experiment:</b>	-	<b>Co-Assignees:</b>	
<b>Description</b>			
With <a href="#">art 3.03</a> , the produces and consumes base-class member functions of modules are now protected. Instead, use producesCollector and consumesCollector.			
Use branch feature/team_for_art_v3_03			

### History

#### #1 - 11/04/2019 03:53 PM - Kyle Knoepfel

- % Done changed from 0 to 100
- Assignee set to Kyle Knoepfel
- Status changed from New to Resolved

Resolved with commit [larsim:12d1a6cff](#). Primary breaking changes that needed to be accommodated:

- Any code that creates an art::ServiceHandle must link against \${ART\_UTILITIES}. This linking is done automatically for modules and services that are built using the simple\_plugin CMake macro. However, for typical library code (which really shouldn't be creating ServiceHandles anyway), an explicit link against that library must be included.
- Changed some services from GLOBAL scope to SHARED scope--this was just a spelling change that indicates the service is shared across art's event-processing schedules.
- Added missing CLHEP::HepRandomEngine forward declaration.

#### #2 - 11/25/2019 11:02 AM - Lynn Garren

- Status changed from Resolved to Closed