cetpkgsupport - Feature #7111

Move artmod tool to art itself?

10/06/2014 06:42 AM - Ben Morgan

Status:	Closed		**Start date:**	10/06/2014
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

The artmod tool appears designed to help generate skeleton plugin source code for clients of art. As it therefore generates code that uses art objects, the tool would seem to be better placed in art itself. Art would then install the tool, making it easier for clients to use without having to install another package. Whilst I might be missing a use case for artmod, I can't think of one where it would be used without art needing to be present to compile the resultant skeletons (i.e. the tool is always associated with an art install/development environment).

History

#1 - 10/06/2014 11:42 AM - Christopher Green

- Status changed from New to Accepted

The artmod tool was in art originally, but was moved out because it also supported generation of a plugin skeleton used in the artdaq package. Since support of artdaq has transitioned to a different group, it would make sense to separate out this functionality and put artmod back in to the art package. We need to be careful how to manage this transition however, due to the needs of users of older versions of art.

#2 - 09/15/2016 02:04 PM - Kyle Knoepfel

artmod is deprecated in favor of cetskelgen, which now resides in cetlib. Can this issue now be closed?

#3 - 09/16/2016 02:48 AM - Ben Morgan

Yes, this bug can be closed, superseded by Bug #13654

#4 - 09/21/2016 11:41 AM - Lynn Garren

- Status changed from Accepted to Closed