

Maintaining the JChemPaint-Primary patch

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chem-bla-ics

Not so long ago, I finished porting the JChemPaint-Primary [branch](#) to be a [patch](#) on top of [CDK master from our git repository](#). This means frequent rebasing, to incorporate the latest changes in the CDK *master* branch. Today, I did such a rebase, after the [CDK 1.3.0 release](#). Hoping that at least some find this informative, this is what I did. Remember, that the *patch* is organized around the *render* and *control* modules, which is why we have so many branches, while merely in linear relationship.

```
$ # to download all new patches from origin to the master branch:
```

```
git pull origin master
```

```
# then rebase all patches in the desired order (which makes absolutely no numerical sense)
```

```
# 0, 1, 2, 9, 6, 7, 3, 8, 4, 5, 11, 10
```

```
git checkout 0-other
```

```
git rebase master
```

```
git checkout 1-render
```

```
git rebase 0-other
```

```
git checkout 2-renderbasic
```

```
git rebase 1-render
```

```
git checkout 9-rendercontrol
```

```
git rebase 2-renderbasic
```

```
git checkout 6-control
```

```
git rebase 9-rendercontrol
```

```
git checkout 7-controlbasic
```

```
git rebase 6-control
```

```
git checkout 3-renderextra
```

```
git rebase 7-controlbasic
```

```
git checkout 8-controlextra
```

```
git rebase 3-renderextra
```

```
git checkout 4-renderawt
```

```
git rebase 8-controlextra
```

```
git checkout 5-rendersvg
```

```
git rebase 4-renderawt
```

```
git checkout 11-controlawt
```

```
git rebase 5-rendersvg
```

```
git checkout 10-unsorted
```

```
git rebase 11-controlawt
```

This give me, again a clean patch against the latest CDK master:

chem-bla-ics

- 10-unsorted — bioclipse-2.1.x Added all other CDK java
- Fixed the Renderer to implement IRenderer
- Fixed the AtomContainerRender to implement IRenderer; upc
- 11-controlawt Setting up the controlawt module.
- 5-rendersvg Render SVG module allowing translation of th
- 4-renderawt Render AWT module which allows rendering
- 8-controlextra Set up the controlextra module for editing fi
- 3-renderextra Render extra module with rendering functio
- 7-controlbasic Set up a controlbasic module, with basic edi
- 6-control Set up of the new controller infrastructure.
- 9-rendercontrol Set up of the rendercontrol module, conta
- 2-renderbasic Added the BoundsCalculator
- Setting up the new renderbasic module.
- 1-render Added IRenderer methods needed for the Contr
- Introducing IRenderer, to solve some dependencies
- Setting up the new render infrastructure.
- 0-other unified the layout at cleanup and loading of moleci
- added methods for reaction handling
- - Clarified the GeometryTools method to get atoms near anot
- moved a method to geometry tools
- added merge of atoms while moving
- Added support for 'public enum's
- Moved IAtomColorer and ICDKChangeListener from the stan
- cdk-1.3.0 — master — remotes/origin/master Preparing f
- Removed old changes files