

JChemPaint-Primary moving to Git

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Abstract

I knew it was going to be painful, but making the jchempaint-primary branch a proper patch to the CDK master branch is painful. I am working my way towards setting up a git repository (IMPORTANT: these patches are not final yet, and their history will change, as I am rebasing regularly to make cleaner patches! Making copies is save, but please hold of any forking and/or branching on top of it until it is final.

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chem-bla-ics

I knew it was going to be painful, but making the [jchempaint-primary branch](#) a proper patch to the CDK master branch **is** painful. I am working my way towards setting up [a git repository](#) (**IMPORTANT**: these patches are **not** final yet, and their history **will** change, as I am *rebasing* regularly to make cleaner patches! Making copies is save, but please hold of any forking and/or branching on top of it until it is final. Thanx.) for the patch, with split ups of the various parts into reviewable blobs:

jchempaint-primary.git			
right now	Egon Willighagen	Set up of the new controller infrastructure. 6-control	comn
right now	Egon Willighagen	Set up of the rendercontrol module, containing the... 9-rendercontrol	comn
16 hours ago	Egon Willighagen	Setting up the new renderbasic module. 2-renderbasic	comn
18 hours ago	Egon Willighagen	Setting up the new render infrastructure. 1-render	comn
36 hours ago	egonw	Moved IAtomColorer and ICDKChangeListener from the... 0-other	comn
2009-06-05	Rajarshi Guha	Merge branch 'cdk-1.2.x' 3-renderextra 4-renderawt 5-rendersvg 7-controlbasic 8-controlextra master	comn
2009-06-05	Egon Willighagen	Fixed serialization of IAtom's with null formal charge...	comn
2009-06-05	Egon Willighagen	Added unit test for serialization of null formal charge...	comn

As you can see (when you click on the image to enlarge it), I have more or less finished the first drafts of the patch sets (see [this wiki page](#)) 0-other, 1-render, 2-renderbasic, 9-rendercontrol, and 6-control. The last one does not actually compile properly yet, as I need to abstract an IRenderer interface first.

There are several patch sets that I am still porting, but I hope to finish that this week, after which I'll continue working on the new **IEdit** framework in the controller modules recently set up by Arvid.

It will take some time before these patches actually get submitted for review, as there is quite some PMD, DocCheck and unit testing work to be done, as is clear from the [Nightly running on the SVN branch](#).

Finally, I like to note that this git repository collapses a lot of work done by developers at both Uppsala University (Arvid, Ola and me) and the EBI ([Gilleain](#), Stefan and now Mark). While the above git history will not reflect those contributions, you can recover this information from the [copyright headers](#). I also like to thank Lars and Sam for their valuable testing!