

devops - Bug #17106

SUSE builds do not create `__pycache__` files

08/23/2016 06:36 PM - Nathan Cutler

Status:	Resolved	Start date:	08/23/2016
Priority:	Normal	Due date:	
Assignee:	Nathan Cutler	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Reviewed:	
Source:	Community (dev)	Affected Versions:	
Tags:		ceph-qa-suite:	
Backport:		Pull request ID:	
Regression:	No		
Severity:	3 - minor		

Description

Credits to Tim Serong for finding this bug.

<https://github.com/ceph/ceph/commit/73042684> added packages for Python 3 bindings, including packaging some files in `__pycache__` directories. This is in accordance with Fedora packaging guidelines [1].

I assume these `__pycache__` directories and the files they contain are created only when the build machine is connected to the network. (That's the most obvious explanation for why they are not created in OBS builds.)

Since these directories/files will be created automatically if they are missing, they can be safely omitted in SUSE builds - at least for now.

[1]
<https://fedoraproject.org/wiki/Packaging:Python>
"When packaging python modules, several types of files are included:
*.pyc and *.pyo byte compiled files (and, if present, the enclosing `__pycache__` directory in most cases)."

History

#1 - 08/23/2016 06:39 PM - Nathan Cutler

- Description updated

#2 - 08/23/2016 06:40 PM - Nathan Cutler

- Description updated

#3 - 08/23/2016 06:40 PM - Nathan Cutler

- Source changed from other to Community (dev)

#4 - 08/24/2016 08:18 AM - Tim Serong

Ah, that means <https://github.com/ceph/ceph/pull/10805> will probably need an `"%if ! 0%{?suse_version}"` guard...

#5 - 08/26/2016 02:51 AM - Nathan Cutler

- Status changed from New to In Progress

<https://github.com/ceph/ceph/pull/10805> was merged, but in the meantime dimstar77 suggested a way to force creation of the `__pycache__` in the spec file.

#6 - 08/26/2016 01:57 PM - Nathan Cutler

- Status changed from In Progress to Testing

master PR: <https://github.com/ceph/ceph/pull/10894>

#7 - 08/28/2016 11:43 AM - Nathan Cutler

- Status changed from Testing to Resolved