Making a Patch for Distribution

(1) Fix the Ar(s) in <Lispcore>Sources>, <Lispcore>Library>, the microcode, or the emulator, whichever is appropriate.

For Library-file patches:

(2) Move the entire LCOM/DFASL file(s) onto <Lispcore>Patches>.

(3) In the Workaround section of each AR you've fixed, note the name of the file(s) you moved onto the patch directory, and the date/time you moved them.

For Lisp system-code patches:

(2) Decide which functions, variables, etc. are needed for the patch file. Determine what pre-requisite patches (if any) need to be applied before this one makes sense.

(3) Make sure you have the latest RELEASETOOLS loaded (the Medley sysout as Cheryl made it doesn't).

(4) Use the "Patch" command to build a patch-file template:

patch *ar1 ar2* ...

where *ar1*, *ar2*, etc. are the AR numbers of teh ARs this patch will fix.

Patch will create the COMS for a file named `AR-`*ar1*`-PATCH`, and will bring them up in an SEdit window for you to edit.

(5) Edit the COMS for the patch file to include all the functions, variables, etc. that are needed.

(6) Connect to {Eris}<Lispcore>Patches>.

(7) MAKEFILE and compile the patch file there.

(8) In the Workaround field for each Ar you fixed in this patch, note the name of the patch file and the date & time you made it.

For microcode patches:

For emulator patches: