

OpenSensorHub

Development Training

Driver Development: Updating Project Version and Name

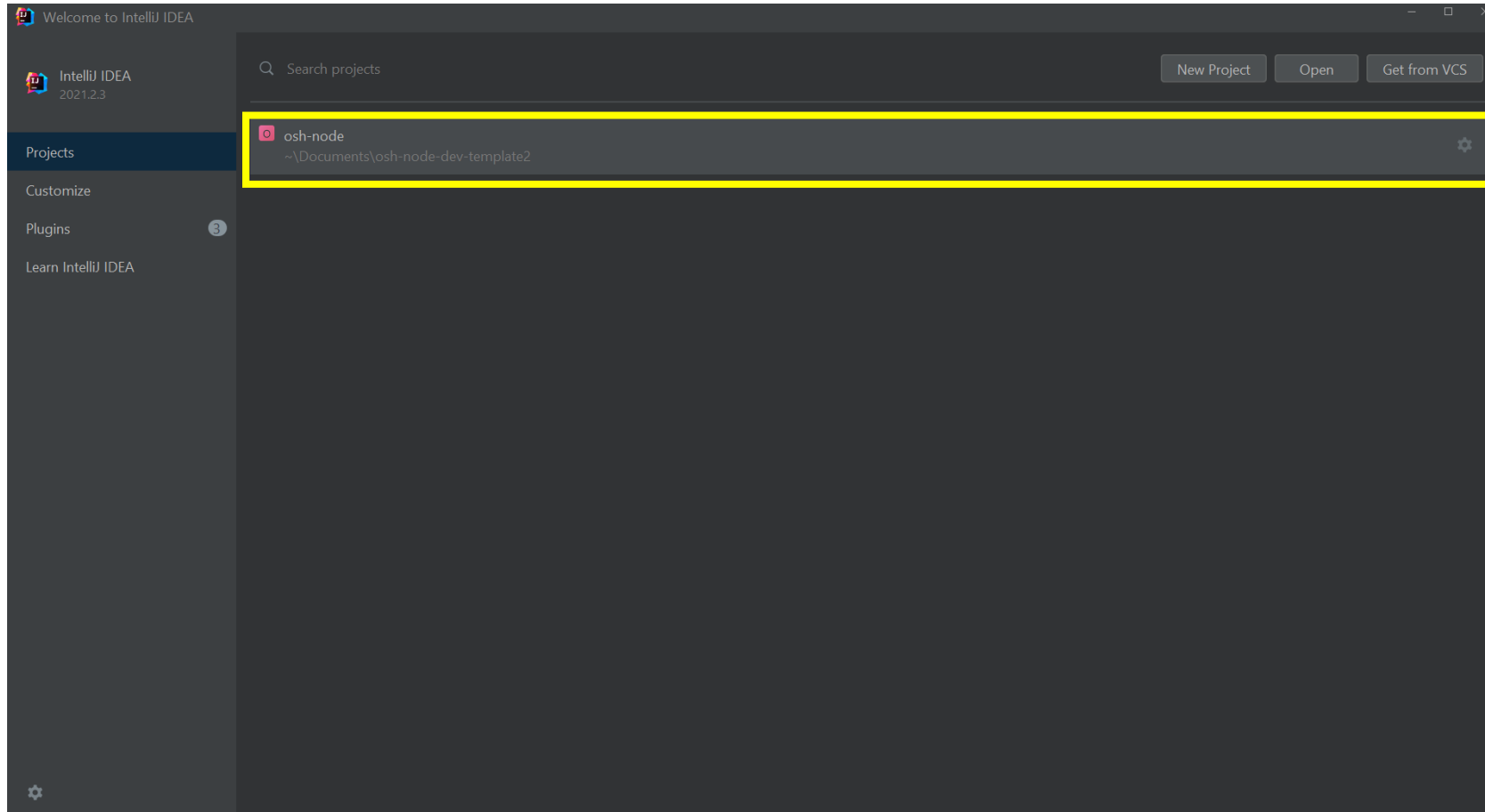
Lab 2

Requirements

- Java Programming Language – Entry Level Experience
- Lab 1 Complete!

Opening Existing Project

Opening existing project



Project Desktop

The screenshot displays an IDE interface for a project named "osh-node-dev-template2". The main editor window shows the "README.md" file with the following content:

OpenSensorHub Build and Deployment

Repositories

osh-node-dev-template

<https://github.com/opensensorhub/osh-node-dev-template.git>

Synopsis

The current "node" template source code of OpenSensorHub is located at GitLab. The repositories contain the source necessary to build a new OSH node, driver, processes, libraries, but also make use of OpenSensorHub open source core and addon. These open source technologies are referred to by the respective repositories they are employed in as "submodules" therefore it is important to note that when using git commands to "checkout" any one of these repositories that you do so with the following command

```
git clone -recursive https://github.com/opensensorhub/osh-node-dev-template.git
```

The bottom panel shows a build log for the "osh-node-dev-template" project. The log indicates that the Gradle Daemon started successfully and the build completed in 34 seconds.

```
osh-node-dev-templat 39 sec, 903 ms Starting Gradle Daemon...
:prepareKotlinBuildScriptMod 7 ms Gradle Daemon started in 2 s 804 ms
> Task :prepareKotlinBuildScriptModel UP-TO-DATE

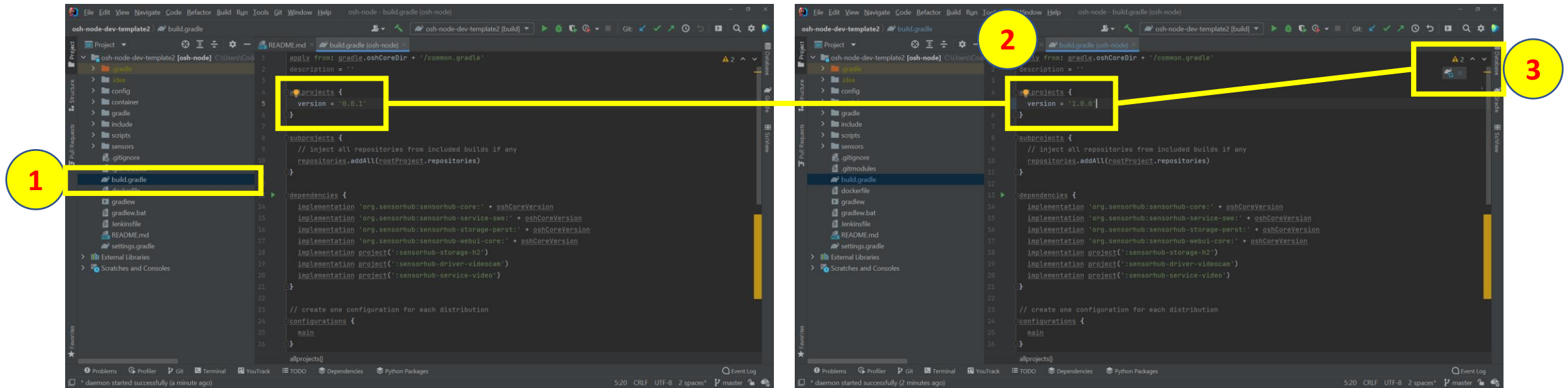
BUILD SUCCESSFUL in 34s
```

The IDE interface includes a sidebar with a project structure view, a terminal window, and a status bar at the bottom showing the current build status and configuration details.

Updating and Building

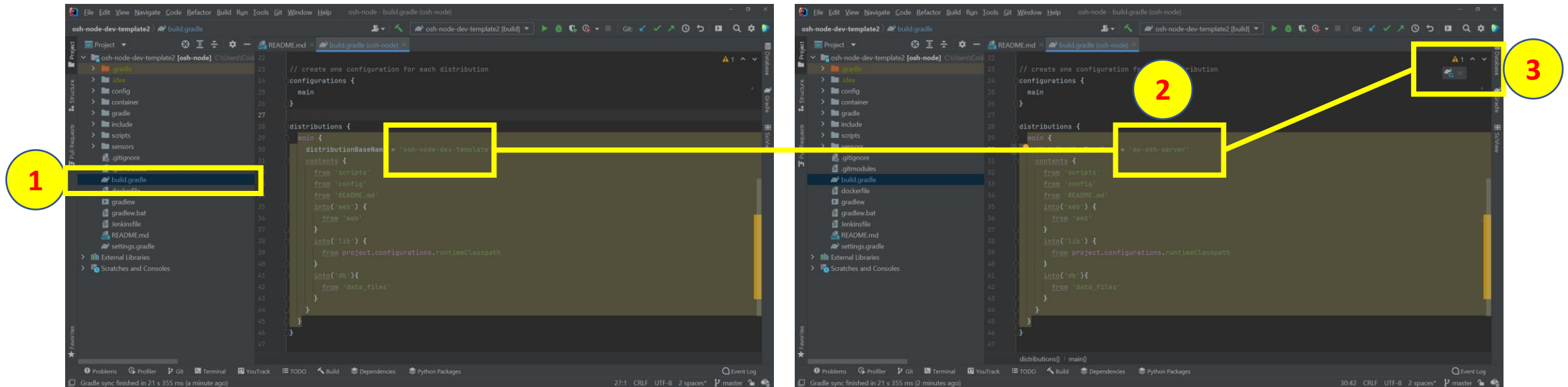
Version and Distribution Name

Updating Project Version



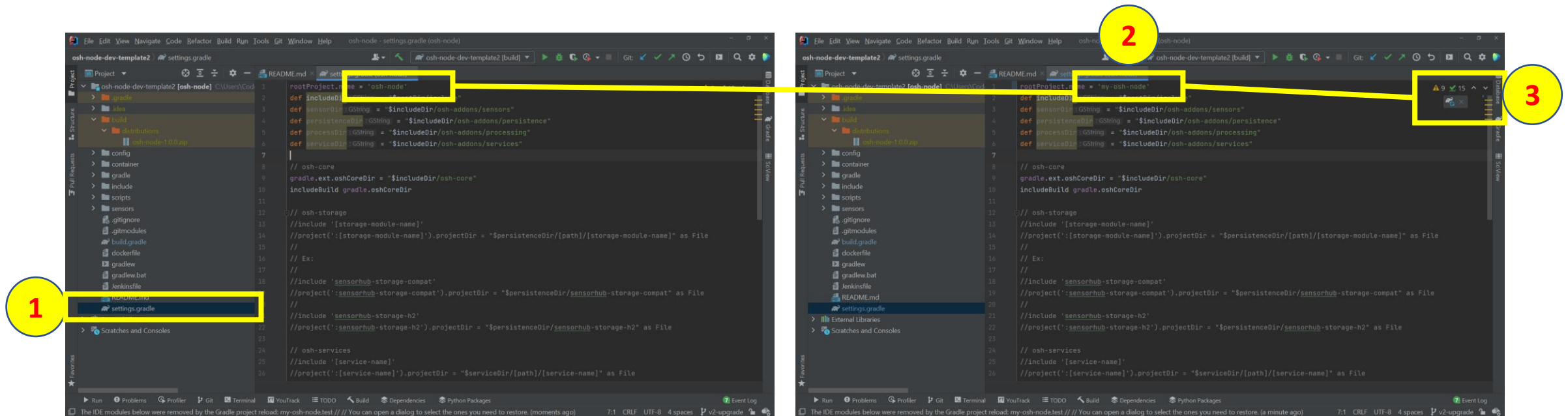
1. Open project wide build.gradle
2. Change version
3. Refresh Gradle

Updating Distribution Name (v1.4)



1. Open project wide build.gradle
2. Change distributionBaseName
3. Refresh Gradle

Updating Distribution Name (v2.x)



1. Open project wide settings.gradle
2. Change rootProject.name
3. Refresh Gradle

Building Project

1

2

3

1. Execute build task
2. Build console log
3. Target – If build succeeds, creates build/distributions/[name]-[version].zip