

DUNE-ification of larsoft/lbnecode

T. Yang/FNAL
Aug 5, 2015

Introduction

- We plan to rename lbne with dune in all the offline code.
- This would affect most of the larsoft repositories (including lbnecode) and lbneutil.
- We plan to finish it next week.

Plan

- Tom and Gianluca wrote a script to make the necessary changes
 - Rename file names which contain lbne/LBNE
 - Replace string lbne/LBNE with dune/DUNE in all files
- I plan to run it on all larsoft repository and create feature branches.
 - Exception is lbne_raw_data, we will keep it as it is used by online code as well.
- In the next week's larsoft release, I will merge all feature branches into develop except lbnecode.
- I will create a new repository named dunetpc in the dune project:
 - <https://cdcvs.fnal.gov/redmine/projects/dune>
- I will make a clone of lbnecode and copy it to dunetpc, and then merge the duneified feature branch into develop. lbnecode will be configured as read only.

For regular users

- Please commit your code in lbnecode before Tuesday next week (Aug 11).
- After the next larsoft release is tagged, you need to work in the new repository:
 - `mrbs g dunetpc`
- We will start a new MC production after the transition.

Other issues

- Add dunetpc to the redmine group “Larsoft Users”.
- Setup cvmfs and scisoft for dunetpc.
- DUNE-ify sam metadata - in progress.
- DUNE VO, mount points, and names of our interactive servers.