

# CGNS software development infrastructure

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Repository:

<https://github.com/CGNS/CGNS>

Bug tracking:

<https://cgnsorg.atlassian.net>

Coverity analysis:

- (1) <https://scan.coverity.com/projects/cgns-cgns>
  - a. Static scan analysis
  - b. Only scans C code

Github testing:

- (1) <https://travis-ci.org/CGNS/CGNS>
  - a. Tests Linux and mac OS builds
  - b. Limited to testing only develop branch, and for one configuration
  - c. Includes Fortran testing with auto-tools and cmake
  - d. Currently tests with the 1.8 HDF5 branch
- (2) <https://ci.appveyor.com/project/brtnfld/cgns>
  - a. Tests Windows OS builds
  - b. Limited to testing only develop branch, and one configuration
  - c. Does not include Fortran testing
  - d. Uses the latest HDF5 stable windows release

## CGNS Testing Specifications by The HDF Group

The HDF group's systems testing protocols for CGNS; details the testing coverage for CGNS. Testing runs nightly, and alternates between static and shared builds. Currently build against the trunk version of HDF5. Testing script, *cgntest.sh*, can be found at svn repository:

<https://svn.hdfgroup.org/hdf5/trunk/scripts/external>

## Compiler Coverage

Linux/Apple:

- GNU (4 series and 5 series)
- PGI
- Sun
- IBM XL
- Intel
- Mpich 3.2 (built with GNU 5 series compilers)

Windows:

- Intel (Currently not implemented or tested)

## Configuration coverage

Linux/Apple	Test					
	#1	#2	#3	#4	#5	#6
--with-fortran	x	x		x	x	x
--enable-parallel					x	x
--with-hdf5			x	x	x	x
--enable-64bit	x		x		x	
--enable-legacy	x		x			x
--enable-lfs	x		x	x	x	
--enable-debug	x	x	x		x	

Options always specified (can be changed later):

- --disable-cgNSTOOLS --disable-x --disable-shared

Windows	#1	#2	#5
CGNS_ENABLE_FORTRAN:BOOL=ON	x	x	
CGNS_ENABLE_HDF5:BOOL=ON			x
CGNS_ENABLE_64BIT:BOOL=ON	x		x
CGNS_ENABLE_LFS:BOOL=ON		x	x

Options always specified (can be changed later):

- -D CGNS\_BUILD\_CGNSTOOLS:BOOL=OFF -D CGNS\_ENABLE\_TESTS:BOOL=ON

## Additional compiler flags

Fortran (none) – Should add default 8 byte Integers and 8 byte Reals in the future.

C (none)