

## Ryzom - Feature # 1093

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kaetemi	<b>Category:</b>	Tools: Build Gamedata
<b>Created:</b>	09/19/2010	<b>Assignee:</b>	kaetemi
<b>Updated:</b>	03/02/2012	<b>Due date:</b>	
<b>Subject:</b>	Improve gamedata build pipeline		
<b>Description</b>	Improve usability of the gamedata build pipeline, and fix issues.		

### History

#### #1 - 09/19/2010 11:47 pm - kaetemi

- Todo:
- Add a w:/temp directory with randomly named subdirectories to use as working directories for temporary build files such as configurations etc.
  - Add a w:/log directory to write the build log files outside of the script tree.
  - Add generateDefaultCommonConfiguration(processes, projectName), generateDefaultEcosystemConfiguration(processes, ecosystemName), generateDefaultContinentConfiguration(processes, continentName), etcetera style functions to simplify unnecessary duplicate data in the projects.py and directories.py files.
  - ...

#### #2 - 09/20/2010 12:27 am - kaetemi

- Add a dumb interactive script that creates the bat for virtual drives.

#### #3 - 03/02/2012 09:54 pm - kaetemi

- *Status changed from Assigned to Closed*

Now <http://dev.ryzom.com/issues/1440>