

Testing platforms

Nightly Testing

- Need to test supported platforms
 - 10.1.beta Official platforms:
 - Linux, gcc-4.4.7, tested on SLC6 64 bits architectures
 - MacOSX 10.9, gcc-4.2.1, clang-3.4
 - Windows/7 with Visual C++ 11.0 (Visual Studio 2012)
- Need to test platforms used by experiments
- ~**30** platforms in nightly testing
 - Some in use since long, well earned a retirement

LHC Requirements

ALICE

Atlas

- SLC6,
 - Patches for 9.6: gcc47, will switch to gcc48. gcc46 support needed for tail of DC14 production
 - 10.0: no use planned
 - 10.1+: gcc47, gcc48, gcc49
 - Alternative platforms like icc and OS X.....

CMS

- SLC6, gcc481 and gcc491

LHCb

- SLC6, gcc48

Walkthrough(1)

SLC5: (5)

- gcc41, system default compiler
- gcc43 gcc43 using GNUmakefiles
- gcc43 building static libs
- icc14

SLC6: (10)

- gcc44 (system provided compiler)
- gcc47
- gcc48
- gcc49 (4.9.0, should be upgraded to 4.9.1)
- gcc49, MT and MTmax
- gcc48 using MT mode and MTmax
- gcc48 using GNUmakefiles, also used for valgrind check of part of examples.
- gcc48 using option for bounds checking
- clang33
- clang34 (experimental, need to fix problem, likely around usage of root)
- icc14, to add

Colors:

- To be added
- Could be removed
- Should be removed
- Keep as is

Walkthrough(2)

Mac 10.7 (3)

- clang32
- gcc42
- gcc42 using GNUmake

Mac 10.8 (3)

- clang34
- clang34 in MT mode and MTmax

Mac10.9 (1)

- clang35

Colors:

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Walkthrough(3)

Windows: (6)

- Using WIN7 and Windows Server, mostly in 32 bit mode
- VC9 - Visual C++ 2008
- VC10 - Visual C++ 2010
- VC10 in 64 bit mode
- VC11 - Visual C++ 2012
- VC12 - Visual C++ 2013
- 64 bit builds to add

Ubuntu: (1 +)

- 12.04 LTS with gcc46
- 14.04 LTS with gcc482 - in preparation.

Colors:

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Continuous build

Currently have

- Slc5/gcc47
- Slc6/gcc48 MT
- Mac107/gcc42
- Win7/VC12

Want to have

- SLC6/gcc48
- Slc6/gcc49 MT
- Mac10?/clang?
- Mac10?/clang MT
- Win7/VC12