

Supported Flavors

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- **Clients and services**
 - Build and maintained on old glite build system (vdt 1.2 SL3)
- **Clients**
 - ETIC using VDT 1.6 and SL4 (32 bits)
 - WN released, UIs PPS
 - Services build, but not tested
 - ETICS using VDT 1.6 and SL3 (32 bits)
 - Building, but not tested
 - ETICS using VDT 1.6 and SL4 (64 bits)
 - Partially building, needs work on the meta RPMs
- **Services**
 - Same as above, but only very limited testing

- **Developers have to support SL3/4 VDT 1.2/1.6**
 - Maintain their build environments for 2 systems
 - Maintain dependencies
- **Integration, build and configuration**
 - Many repositories
 - Many builds
 - Many install tests
 - Many configuration flavors
- **Testing**
 - All variants have to be tested

- **This is not a speed boost**

- **Release the changes that are in the pipeline**
 - In their current incarnation (mostly SL3 + VDT 1.2)
 - WMS, gLite-CE, FTS-2, gfal, lcg-utils
- **Then concentrate for updates and new releases on:**
 - SL4 and VDT-1.6
 - Services and clients
 - First 32 bits
 - Then 64bits for clients and selected services (DPM)
- **What about the SL3 sites????**
 - They stay with the versions that they have until they can move
 - The gLite build system will be maintained for security updates
- **Which LCG site/experiment would suffer???**