

Final Release Engineering Checklist (FREC)

This checklist helps to build and publish a final release version of SimThyr. It should be filled-in during the final steps of publishing a non-beta version.

	sion:	Date:			
Ste	p 1 (Quality of Co	de):			
	All features intended for this release have been implemented.				
	All known major bugs have been resolved in the final version of the source code.				
Con	nments:				
	2 (5) 1 (1)				
Ste		on Major Platforms):			
	No major functional or visual bugs on macOS:				
	\square PPC:	□ Intel:			
	□ 10.4 Tiger	□ 10.6 Snow Leopard	□ 10.7 Lion		
	□ 10.4 Tiger □ 10.5 Leopard	☐ 10.6 Snow Leopard ☐ 10.8 Mountain Lion	☐ 10.7 Lion ☐ 10.9 Mavericks		
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	<u> </u>	□ 10.8 Mountain Lion	□ 10.9 Mavericks		
	□ 10.5 Leopard	☐ 10.8 Mountain Lion☐ 10.10 Yosemite	□ 10.9 Mavericks		
	□ 10.5 Leopard	☐ 10.8 Mountain Lion ☐ 10.10 Yosemite ☐ 10.12 Sierra	□ 10.9 Mavericks		
	□ 10.5 Leopard No major functions	☐ 10.8 Mountain Lion ☐ 10.10 Yosemite ☐ 10.12 Sierra al or visual bugs on Windows:	□ 10.9 Mavericks □ 10.11 El Capitan		
	□ 10.5 Leopard No major functiona □ 2000 □ Windows 7	☐ 10.8 Mountain Lion ☐ 10.10 Yosemite ☐ 10.12 Sierra al or visual bugs on Windows: ☐ XP	□ 10.9 Mavericks □ 10.11 El Capitan □ Vista		
	□ 10.5 Leopard No major functiona □ 2000 □ Windows 7 No major functiona	☐ 10.8 Mountain Lion ☐ 10.10 Yosemite ☐ 10.12 Sierra al or visual bugs on Windows: ☐ XP ☐ Windows 8	□ 10.9 Mavericks □ 10.11 El Capitan □ Vista □ Windows 10		

SimThyr FREC Technical Reference R

Ste	p 3 (Build for Platforms):		
	Debugging code and GDB symbols removed.		
	 Build for macOS: □ PPC: For backwards-compatibility compile preferably with Mac OS X 10.4 Tiger or with Mac OS X 10.5 Leopard and library bindings for Tiger. □ Intel: For backwards-compatibility compile preferably with Mac OS X 10.6 Snow Leopard. 		
	Build for Windows.		
	Prepare curated source code for Linux.		
Con	nments:		
Ste	p 4 (Final Assembly):		
	 macOS: □ Create Universal Binary from PPC and Intel versions with the lipo command. □ Create self-contained app by moving the code into the bundle and by adding the prepared Mac resources (icon, plist file etc.). □ Code-sign the app with codesign -f and check for success with codesign -d and codesign -vvvv. □ Create DMG file. 		
	Windows: ☐ Create an installer with Inno Setup and the prepared installer script. ☐ Create a zip archive.		
	Linux: ☐ Create a zip archive.		
Con	nments:		

Step	5 5 (Upload and Publication):	
	Upload all versions to SourceForge.	
	Update current platform-specific version set	ttings in SourceForge.
	Update version history.	
	Update and upload handbook.	
	Announce in mailing list, blog, SciCrunch, s	ocial networks etc.
Com	nments:	
Eina	al Comments:	
	ii Comments.	
Sign	natures:	
 Rele	ease engineer	Project manager / senior author