

Blender Development process

Release Cycle - current

- everything in master.
- lock of master on RC day
- locked until released
- tagging as means to track versions

Release / Dev Cycle - proposal

- dev in master for new features etc
- large refactors still in separate branches based on master
- one or two months all dev in master, features and fixes for next x.xx
- after one/two months create release branch x.xx
- only fixes into release branch.
 - fixes to be ported to master as well
 - ensure these get ported to master
- weekly or bi-weekly RC release, tag of release branch
- once stabilized
 - commit version numbers, splash screen
 - tag x.xx final release
 - release
- move from tagging to track releasing to also stabilizing branches

Considerations

- automate part of merging stabilizing branch - master
 - automatically create differential for master
 - buttons in phab for starting builds on all supported platforms, run tests
 - post results of builds and tests (OK/NOK), possible links to logs
- change triaging such that bugs/regressions are marked for upcoming release per x.xx branch

Why the change?

- clearer management of releases. Proposed way in itself communicates better what will go into release
- better control over stabilizing in separate branch, less outfall from new feature dev
- enable work in both stabilizing and master simultaneously means less lock-time
- bleeding edge stays available in master