

## **Gerrit User Summit 2014**

Inline edit

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### What can be done in edit

- Add new file
- Change file
- Delete file
- Restore file



### Actions on edits

- Create edit
- Delete edit
- ▼ Publish edit



## Change is needed to populate edit

- git commit -m "Git in browser" --allow-empty
- git push review



## Creating new change ... in Browser

https://github.com/davido/gerrit-change-fabricator

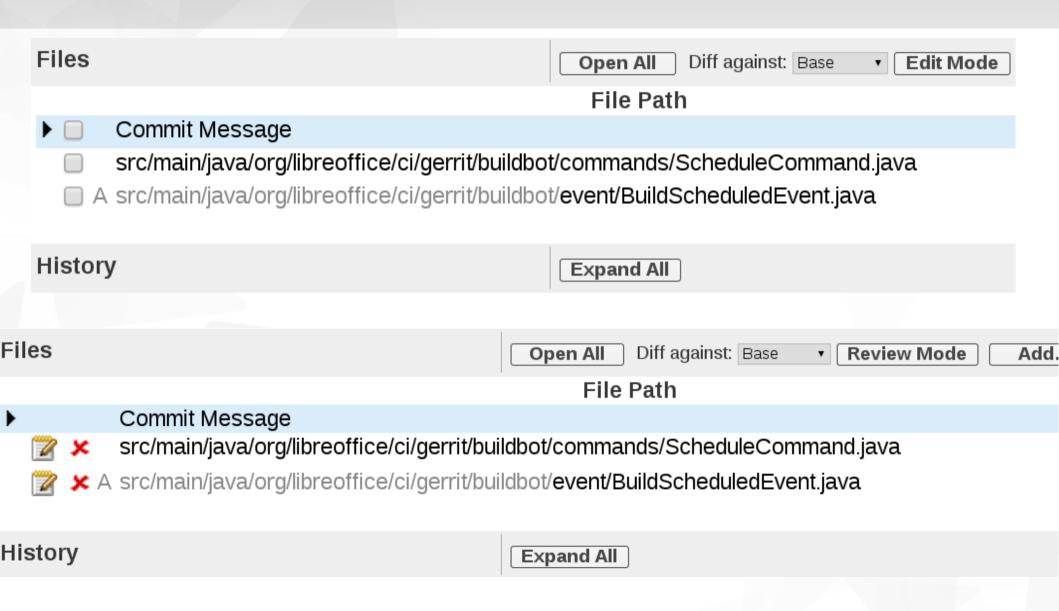
initial revision		
davido authored 3 months ago		latest commit 952e61b8d0 🚉
src src	initial revision	3 months ago
igitignore .gitignore	initial revision	3 months ago
<b>■</b> BUCK	initial revision	3 months ago
LICENSE	initial revision	3 months ago
■ README.md	initial revision	3 months ago
pom.xml	initial revision	3 months ago

■ README.md

# Gerrit Change Fabricator Plugin

This plugin allows to create Gerrit changes direct in browser. It installs "Bake a change" button on Project Info Screen, and opens a popup dialog where branch name and commit message must be provided. After change creation, the new change screen is opened.

#### Review/Edit mode in file table



## Edit existing file

src/main/java/org/libreoffice/ci/gerrit/buildbot/commands/ScheduleCommand.java Content: /\* -\*- Mode: C++; tab-width: 4; indent-tabs-mode: nil; c-basic-offset: 4 -\*-\*/ \* This file is part of the LibreOffice project. \* This Source Code Form is subject to the terms of the Mozilla Public \* License, v. 2.0. If a copy of the MPL was not distributed with this \* file, You can obtain one at http://mozilla.org/MPL/2.0/. \*/ package org.libreoffice.ci.gerrit.buildbot.commands; import java.util.Collections; import java.util.HashSet; import java.util.Set; import org.kohsuke.args4j.Argument; import org.kohsuke.args4j.Option; import org.libreoffice.ci.gerrit.buildbot.BuildbotModule; import org.libreoffice.ci.gerrit.buildbot.config.BuildbotConfig; import org.libreoffice.ci.gerrit.buildbot.config.BuildbotProject; import org.libreoffice.ci.gerrit.buildbot.event.BuildScheduledEvent; import org.libreoffice.ci.gerrit.buildbot.logic.BuildbotLogicControl; import org.libreoffice.ci.gerrit.buildbot.model.GerritJob; import org.slf4j.Logger; import org.slf4j.LoggerFactory; import com.google.common.base.Objects; import com.google.gerrit.common.ChangeHooks; import com.google.gerrit.reviewdb.client.Account;



#### How it works

- Revision edits are created on top of patch sets
- Edits are "virtual" patch sets
- Don't exist in the database
- Refs are stored on special ref
- RevisionEditResource (new) is used to retrieve edits
- Decoupled from /changes/<id>/detail request
- ▼ TODO: CM3 integration





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Questions?



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