Freeciv - Task #656477
Update modpack servers not to point to svn.gna.org

2017-04-29 09:45 PM - Jacob Nevins

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<tr>
<th>Status:</th>
<th>Closed</th>
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<td>Priority:</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done: 0%</td>
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<td>Category:</td>
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<td>Estimated time: 0.00 hour</td>
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Description
Currently, some modpacks served from modpack.freeciv.org present modpacks for files that are in svn but not tarballs by pointing to svn.gna.org's web interface. (amplio for 2.4+; alien for 2.5+; alio for 2.6+.)
There's similar things going on at http://files.freeciv.org/modinst/
svn.gna.org is going away, so either we'll have to find a similar trick with our chosen git host, or point to a static or automatically-updated copy somewhere.

Related issues:
- Related to Freeciv - Bug #833269: msys2: Windows builds cannot access HTTPS Closed
- Blocks Freeciv - Task #651510: Make webperimental modpack installable Closed

History
#1 - 2017-04-29 09:46 PM - Jacob Nevins
(I have just munged the contents of modpack.freeciv.org to remove other dependencies on gna.org.)

#2 - 2017-06-24 04:08 PM - Jacob Nevins
Attempts to access via http redirect to https. I don't know if our shipped freeciv-modpack, even with Curl, is an adequate HTTPS client; I could imagine the Windows packages suffering from e.g. a stale CA list. (In fact I haven't checked it even tries HTTPS.)

#3 - 2017-07-02 01:07 PM - Jacob Nevins
- Blocks Task #651510: Make webperimental modpack installable added

#4 - 2017-08-12 01:27 PM - Jacob Nevins
Results of some experiments:

- freeciv-mp-gtk2 on Ubuntu 14.04: has no trouble fetching from githubusercontent.com (or from a test https-only modpack list server which uses Let's Encrypt)
- Experiments under (oldish) Wine:
  - 2.5.7 freeciv-mp-gtk2.exe (using older than current msys1): "SSL certificate problem: unable to get local issuer certificate"
  - 2.5.7+ Gtk3 test build with newer msys1: same
  - 2.6 msys2 Gtk3 test build:

    Failed to fetch https://raw.githubusercontent.com/freeciv/freeciv/S2_6/data/amplio.tilespec: error setting certificate verify locations:
    "CAfile: C:/Program Files (x86)/ssl/certs/ca-bundle.crt"
    "CPath: none"
    3: Failed to download amplio.tilespec

- I haven't tried on a real Windows installation. If our Curl is built to use schannel (and thus uses Windows' own certificate store) I guess it could be a Wine-specific problem.

#5 - 2017-08-12 01:29 PM - Jacob Nevins
- Status changed from Assigned to In Progress

For now I will deploy the githubusercontent solution, as it's better than leaving them pointing at a dead URL.

#6 - 2017-08-12 03:36 PM - Jacob Nevins
I've now updated all relevant modpacks pointed to be git branches to point to githubusercontent.com.

Leaving ticket open to gather experiences of whether it works on real Windows, and doing something about it if it doesn't.

#7 - 2018-01-01 05:18 PM - Jacob Nevins

I've now updated all relevant modpacks pointed to be git branches to point to githubusercontent.com.

Leaving ticket open to gather experiences of whether it works on real Windows, and doing something about it if it doesn't.

http://forum.freeciv.org/f/viewtopic.php?p=97389 suggests that this approach doesn't work very well on Windows. The error message people are seeing is similar to what I saw under Wine, so that's not a Wine-specific problem as I'd vaguely hoped.

#8 - 2018-01-01 05:24 PM - Jacob Nevins

I think our options are:

1. Create and maintain a mirror of the git files on some http server we control, and point the modpack at that
2. Try to ship some slightly newer version of Curl with newer CA certificates or whatever is needed

and revisit when we ship Windows msys2 builds, which can have a vaguely modern Curl (3.0 at the earliest).

#9 - 2018-01-03 10:58 PM - frank e

Jacob Nevins wrote:

Create and maintain a mirror of the git files on some http server we control, and point the modpack at that

Ideally the modpack.freeciv.org modpacks find all they need on modpack.freeciv.org or files.freeciv.org, so if freeciv.org is up it works, no 3rd parties like rawgithub involved. There are tons of obsolete (more than ten years old) files on files.freeciv.org, which could be deleted if space is an issue. If traffic is an issue, only music is really fat, e.g., song of doom (125 MB), but not as fat as some crosser-cum-qt thingies... ;-) 

#10 - 2018-10-04 10:29 PM - Marko Lindqvist

frank e wrote:

Ideally the modpack.freeciv.org modpacks find all they need on modpack.freeciv.org or files.freeciv.org, so if freeciv.org is up it works, no 3rd parties like rawgithub involved.

Rawgithub dynamically fetches always the latest revision directly from the version control - not an outdated static snapshot that we would host on freeciv.org.

#11 - 2019-12-26 05:38 AM - Marko Lindqvist

- Related to Bug #833269: msys2: Windows builds cannot access HTTPS added

#12 - 2020-04-16 08:47 PM - Marko Lindqvist

Jacob Nevins wrote:

Leaving ticket open to gather experiences of whether it works on real Windows, and doing something about it if it doesn't.

Now that https URLs work on Windows builds, we can close this, right?

#13 - 2020-10-08 11:53 PM - Marko Lindqvist

- Status changed from In Progress to Closed
- Assignee set to Marko Lindqvist