

## Migration Plugin - Story #6198

Story # 6146 (CLOSED - CURRENTRELEASE): [Epic] As a user, I can migrate RPM plugin content and repositories

### As a user, I can migrate distribution(kickstart) trees

02/19/2020 07:16 PM - ttereshc

<b>Status:</b> CLOSED - CURRENTRELEASE	<b>Start date:</b>
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0:00 hour
<b>Sprint/Milestone:</b> 0.2.0	<b>Tags:</b>
<b>Platform Release:</b>	<b>Sprint:</b>
<b>Groomed:</b> No	<b>Quarter:</b>
<b>Sprint Candidate:</b> No	

**Description**

**Background**

Distribution trees are supported differently in Pulp 2 and in Pulp 3. Pulp 2 has only content for the main repo and no content for any subrepos. If Pulp 2 content is migrated as is, users in Pulp 3 will struggle to get subrepo content for migrated distribution trees.

**Proposed solution**

Migrate as much as possible from Pulp 2 to Pulp 3, so the repositories in Pulp 3 which contain a distribution tree are provisionable. To make it easy to update the migrated distribution tree, change/decrease the build timestamp in Pulp 3 for a distribution tree. On the next sync, a distribution tree will be fully synced, including subrepos.

**Subtasks:**

Task # 6199: Create a Distribution model to communicate with pulp2	CLOSED - CURRENTRELEASE
Task # 6200: Create a distribution tree detail model for pre-migration	CLOSED - CURRENTRELEASE
Task # 6201: Add ability to migrate distribution trees	CLOSED - CURRENTRELEASE

## History

### #1 - 02/19/2020 07:31 PM - ttereshc

- Checklist item [ ] Check that modifying a build timestamp doesn't affect provisioning added  
Checklist item [ ] Complete subtasks added

### #2 - 02/19/2020 07:49 PM - ttereshc

- Description updated

### #3 - 04/28/2020 01:39 PM - ipanova@redhat.com

- Status changed from NEW to MODIFIED

### #4 - 08/20/2020 06:39 PM - ttereshc

- Sprint/Milestone set to 0.2.0

### #5 - 08/20/2020 08:07 PM - ttereshc

- Status changed from MODIFIED to CLOSED - CURRENTRELEASE