

## Pulp - Task #7677

### Release Pulp2 2.21.4

10/08/2020 07:28 PM - ggaaney

<b>Status:</b>	CLOSED - CURRENTRELEASE	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	ggaaney	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Sprint/Milestone:</b>		<b>Tags:</b>	Pulp 2
<b>Platform Release:</b>		<b>Sprint:</b>	
<b>Groomed:</b>	Yes	<b>Quarter:</b>	
<b>Sprint Candidate:</b>	No		
<b>Description</b>			
<b>Related issues:</b>			
Copied to Pulp - Task #7801: Release Pulp2 2.21.4-2		<b>CLOSED - CURRENTRELEASE</b>	
Copied to Pulp - Task #8085: Release Pulp2 2.21.5		<b>CLOSED - COMPLETE</b>	

### History

#### #1 - 10/08/2020 07:28 PM - ggaaney

- Checklist item [x] Identify that a release needs to happen via pulp-dev. set to Done
- Checklist item [x] Create a Release Planning Page specific for that release. set to Done
- Checklist item [x] Link to the new page made in step (2) from the overall Release Schedule. set to Done
- Checklist item [x] Communicate the dev freeze datetime to pulp-dev with a link to the new release schedule. set to Done
- Checklist item [x] Make sure the version being planned has a 'Platform Release' entry in Redmine's custom field. set to Done
- Checklist item [x] Update the relevant Redmine filter for the next bugfix or next feature release. set to Done

#### #2 - 10/09/2020 07:30 PM - ggaaney

- Project changed from Debian Support to Pulp

#### #3 - 10/12/2020 05:32 PM - ggaaney

- Checklist item [x] 24 hours (or earlier) prior to dev freeze it's good to send a reminder to pulp-dev. set to Done

#### #4 - 10/13/2020 04:57 PM - ggaaney

- Checklist item [x] After the freeze is done you should send an email with a link to the Redmine query showing the list of fixes and features in that release. set to Done
- Checklist item [x] Besides sending email, after the dev freeze occurs, you need to update the Release Schedule: set to Done
- Checklist item [x] Release-schedule, post-freeze-email: strikethrough the dev freeze date since it occurred set to Done
- Checklist item [x] Release-schedule, post-freeze-email: Add a link to the redmine query for issue to be included. set to Done

#### #5 - 10/22/2020 08:27 PM - ggaaney

- Checklist item [x] Release-schedule, post-freeze-email: Talk with build team to update the page with a firm (not-tentative) beta date. set to Done

#### #6 - 10/22/2020 08:29 PM - ggaaney

- Checklist item [x] Update the docs configs in pulp/pulp 2-master branch. set to Done

#### #7 - 10/28/2020 02:20 PM - ggaaney

- Checklist item [x] Update each project's release notes set to Done

#### #8 - 10/28/2020 02:22 PM - ggaaney

- Checklist item deleted (Move all of the issues from MODIFIED to ON\_QA)
- Checklist item deleted (Trigger the docs build to ensure the beta's docs are pushed to the right place)
- Checklist item deleted (Create the beta announcements so you're ready to send them. This is a subset of the GA process. Specifically for Betas we only: (a) trigger the docs build, (b) email announce, (c) twitter announce. We do not blog post or update IRC for beta announcements.)
- Checklist item deleted (Add the Beta to the list of Betas)
- Checklist item deleted (Publish and send out the announcements)

Checklist item [x] Ack that the beta is built and ready to be published received from the build team. set to Done

**#9 - 10/28/2020 08:56 PM - ggainey**

- Checklist item [x] Ask the build team to push the bits to the testing repos and wait for them to ack that they did set to Done

**#10 - 10/29/2020 03:47 PM - ggainey**

- Checklist item [ ] Update the docs configs in pulp/pulp 2-master branch. set to Not done

**#11 - 10/29/2020 06:22 PM - ggainey**

- Checklist item [x] Strike through the Beta on the Wiki Release page and ensure that the next date (GA) is firm and accurate not tentative set to Done  
Checklist item [x] In case of a new Z release update that config accordingly at all stages. set to Done  
Checklist item [x] Ensure the correct version/release is set in the sphinx config on the release branch, e.g. 2.19-release. If it's not, talk to the build team to figure out if you should still wait or if you should change it yourself with a PR. set to Done

**#12 - 10/30/2020 02:17 PM - ggainey**

- Checklist item [x] On GA release day, the build team will build the final assets and work with engineering to have them tested. set to Done

**#13 - 10/30/2020 03:51 PM - ggainey**

- Checklist item [x] Update the docs configs in pulp/pulp 2-master branch. set to Done

**#14 - 10/30/2020 04:43 PM - ggainey**

- Checklist item [x] Make sure Jenkins jobs are green and there are no test failures. set to Done

**#15 - 10/30/2020 10:19 PM - ggainey**

- Checklist item [x] trigger a final docs build set to Done  
Checklist item [x] Trigger a build on this page: <https://www.travis-ci.org/pulp/pulp/> set to Done

**#16 - 11/01/2020 03:00 AM - ggainey**

- Checklist item [x] Ensure it passes. set to Done  
Checklist item [x] Load <https://docs.pulpproject.org/> and ensure it shows the expected new version as the home page docs. set to Done

**#17 - 11/02/2020 02:33 PM - ggainey**

- Checklist item [x] Email announce set to Done

**#18 - 11/02/2020 04:05 PM - ggainey**

- Checklist item [x] Blog announce set to Done  
Checklist item [x] Twitter Announce set to Done

**#19 - 11/02/2020 04:06 PM - ggainey**

- Checklist item [x] send the final announcements to All The Places set to Done  
Checklist item [x] Move issues to CLOSED - CURRENTRELEASE set to Done

**#20 - 11/02/2020 04:11 PM - ggainey**

- Checklist item [x] Update the Wiki Release Page set to Done  
Checklist item [x] Strikethrough the release date since it's completed. A completed page should be fully struckthrough like this one set to Done

**#21 - 11/02/2020 11:16 PM - ggainey**

- Checklist item [x] Update IRC set to Done

**#22 - 11/02/2020 11:16 PM - ggainey**

- Status changed from ASSIGNED to CLOSED - CURRENTRELEASE

**#23 - 11/05/2020 07:34 PM - ggainey**

- Copied to Task #7801: Release Pulp2 2.21.4-2 added

**#24 - 01/13/2021 01:42 PM - ggainey**

- Copied to Task #8085: Release Pulp2 2.21.5 added