

Arvados - Bug #8766

[CWL Runner] arvados-cwl-runner using --project-uuid does not place the outputs in the specified project

03/21/2016 08:22 PM - Sarah Guthrie

| | | | |
|--|-------------------|------------------------|-----------------|
| Status: | Resolved | Start date: | 03/21/2016 |
| Priority: | Normal | Due date: | |
| Assigned To: | Peter Amstutz | % Done: | 100% |
| Category: | Crunch | Estimated time: | 0.00 hour |
| Target version: | 2016-03-30 sprint | | |
| Description | | | |
| Even if the pipeline is successful, the outputs are placed in the user's home project, not the project the pipeline is running in. cwl-runner needs to find the collection with the output's portable data hash, and create a copy of that collection in the parent project if it does not already exist. | | | |
| Subtasks: | | | |
| Task # 8776: Review 8766-cwl-collection-project | | | Resolved |

Associated revisions

Revision c7539c21 - 03/23/2016 07:42 PM - Peter Amstutz

Fix merge conflict. refs #8766

History

#1 - 03/22/2016 06:15 PM - Brett Smith

- Target version set to Arvados Future Sprints

#2 - 03/22/2016 06:30 PM - Brett Smith

- Description updated

- Category set to Crunch

- Story points set to 0.5

#3 - 03/23/2016 02:50 PM - Peter Amstutz

- Target version changed from Arvados Future Sprints to 2016-03-30 sprint

#4 - 03/23/2016 02:50 PM - Peter Amstutz

- Status changed from New to In Progress

#5 - 03/23/2016 02:50 PM - Peter Amstutz

- Assigned To set to Peter Amstutz

#6 - 03/23/2016 05:13 PM - Sarah Guthrie

As an aside, using this code removes the reuse of jobs, which is unfortunate, since this change doesn't affect the jobs themselves

#7 - 03/23/2016 05:25 PM - Peter Amstutz

Sarah Guthrie wrote:

As an aside, using this code removes the reuse of jobs, which is unfortunate, since this change doesn't affect the jobs themselves

I think that's probably due to [9df4d7d](#) which fixed a bug in crunchrunner so that we could see stderr.

#8 - 03/25/2016 02:17 PM - Peter Amstutz

- Status changed from In Progress to Resolved