

Rudder - User story #6647

Prepare doc for 3.1 branch

2015-05-21 16:07 - Alexis MOUSSET

Status: Released	
Priority: N/A	
Assignee: Alexis MOUSSET	
Category: Documentation	
Target version: 3.1.0~beta1	
Pull Request: https://github.com/Normation/rudder-doc/pull/110	User visibility:
Suggestion strength:	Effort required:
Description Prepare the doc for 3.1 branch, by changing version number where necessary (repos, etc.).	
Related issues: Related to Rudder - User story #6908: Update documentation for 3.1 release Released 2015-06-30	

Associated revisions

Revision 39be18f0 - 2015-05-21 16:21 - Alexis MOUSSET

Fixes #6647: Prepare doc for 3.1 branch

Revision 005e32e8 - 2015-05-21 16:59 - Matthieu CERDA

Merge pull request #110 from amousset/bug_6647/prepare_doc_for_3_1_branch

Fixes #6647: Prepare doc for 3.1 branch

History

#1 - 2015-05-21 16:09 - Alexis MOUSSET

- Status changed from New to In progress

#2 - 2015-05-21 16:22 - Alexis MOUSSET

- Pull Request set to <https://github.com/Normation/rudder-doc/pull/110>

PR <https://github.com/Normation/rudder-doc/pull/110>

The upgrade instructions still need to be updated.

#3 - 2015-05-21 17:01 - Alexis MOUSSET

- Status changed from In progress to Pending release

- % Done changed from 0 to 100

Applied in changeset [rudder-doc|39be18f014c1c1254bb3e0255eb36d575341488a.](#)

#4 - 2015-05-21 17:01 - Matthieu CERDA

Applied in changeset [rudder-doc|005e32e86a7f23af4490a9427afe6695d502e76b.](#)

#5 - 2015-05-25 21:28 - Vincent MEMBRÉ

- Target version changed from 3.1.0~rc1 to 3.1.0~beta1

#6 - 2015-06-08 12:35 - Vincent MEMBRÉ

- Tracker changed from Bug to User story

#7 - 2015-06-08 16:37 - Vincent MEMBRÉ

- Status changed from Pending release to Released

This bug has been fixed in Rudder 3.1.0~beta1 which were released today.

- Announcement [3.1](#)
- Changelog [3.1](#)
- Download information: <https://www.rudder-project.org/site/get-rudder/downloads/>

#8 - 2015-06-30 13:52 - Vincent MEMBRÉ

- Related to User story #6908: Update documentation for 3.1 release added