

# Matrix Tie Parent Plugin

Ties the parent build of a multi-configuration project to a node.

## Plugin Information

View Matrix Tie Parent [on the plugin site](#) for more information.



As [JENKINS-7825](#) is fixed in Jenkins 1.521, this plugin is now deprecated. Please look under the "advanced" option of the matrix project configuration to tie the matrix parent to a label/slave.

Simple groovy script to perform the migration. Users are encouraged to backup first.

```
j = Jenkins.instance;

jobs = j.items.grep { it instanceof hudson.matrix.MatrixProject }


jobs.grep {
  wrapper(it) != null
}.each {
  println "${it.fullName}"
  def wrpr = wrapper(it)
  println "\t${wrpr.labelName}"

  it.setAssignedLabel(j.getLabel(wrpr.labelName));
  it.getBuildWrappersList().remove(wrpr);
  it.save();
}.size();

def wrapper(mp) {
  return mp.getBuildWrappersList().get(matrixtieparent.BuildWrapperMtp.class)
}
```

## Usage

### Build Environment

Tie parent build to a node 

Node

master (the master Hudson node) 

Multi-Configuration projects always run one *parent build* job. The *parent build* verifies source control checkout operations, then monitors the execution of child jobs created to satisfy the Configuration Matrix.

Sometimes the *parent build* must run on some computers, but not others. This may be due to constraints such as a lack of source control or other software on a computer, file permission issues, etc.

Restrict where the *parent build* runs by selecting a specific computer's node name. Or, use a label to restrict the parent build to run only on computers marked with that label.

## Limitations

- System property `hudson.model.Hudson.flyweightSupport` must be set to true. This is Jenkins' default setting since v1.337.

## Changelog

### Version 1.1 - August 23, 2010

- Requires **Hudson ver. 1.373** or newer.
- Fix exception caused by Hudson core changes introduced in v1.372. Fixed for v1.373 and newer. (Don't use v1.372)

## **Version 1.0 - June 8, 2010**

- Works with Hudson versions 1.361 thru 1.371
- Initial release.