

Release Process

Each new version of `jenkins.war` is released by the process described here.

Weekly releases

- Releases are made (roughly [once per week](#)) from the [master branch](#), (which is [built by Jenkins](#))
- There is an general expectation that master is should be stable; work in progress should be held in a separate branch and submitted as a pull request once ready
- If a hot fix is required (e.g. due to some fairly critical issue in the latest release), the fixes are made on master, then a new branch is made from the previous release tag (say, 1.600), and the fixes are cherry-picked, and a new release (1.601) is made from that branch. The following release will be made from the tip of the master branch as usual

This means there's generally a maximum of one week before a change in the master branch becomes available in a release.

Long-term Support (LTS) Release

There is another release line that lags behind in terms of new features, but provides more stability and a slower update cycle, called the [LTS Release Line](#).

Background

In [March 2015](#), it was decided to make releases directly from the master branch.

Prior to this, there was an [release candidate branch](#) which would be branched from master up to a week in advance of the release. But very few people actively tested the RC builds, and this branching model made it more complicated to release a new Jenkins version on demand, e.g. if a hot fix was required.