

# PLATFORMTARGETFILE

In odysseus\_dev there are different kinds of target platforms. You should use the one, that fits to your enviroment/kind of bundle.

- `platform_core`: Should be use in cases, where no Odysseus components should be loaded from a target platform. Typically, only when working on `odysseus_core`
- `platform_(master|development)_stable`: This file should be used for stable Odysseus components to avoid dependencies from stable to incubation modules.
- `platform_(master|development)_all`: This should be used for all incubation modules. Remark: To allow easier migration to stable, even incubation modules can use `_stable-target` if there is no dependency to other incubation modules.

For the latter two files there are two versions:

- `master`: Reflects the current module state from the master branch(es)
- `development`: Reflects the current module state from the development branch(es). Typically newer, potentially less stable.