

State Propagation

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Recall, state is unset|success|failed (etc.) with a reason (unset|build failed, etc.)

If a project's "state" is set to something bad (e.g. failed) then that propagates "up" to all "dependees" of that project that do not already have a bad state. When state propagates it changes (from whatever negative) to "prerequisite failed", and the originating project becomes the [RootCause](#) for these projects.

If a module's state is set to something bad (failed) then that propagates down to all it's projects, and in turn 'up' (to dependees of those projects). A module can be a [RootCause](#).

Affected

A module's "affected" count is a count of all dependees where the [RootCause](#) is this module, or any of it's projects.

A project's "affected" count is a count of all dependees where the [RootCause](#) is this project.

Note: This means these counts are often less than the "total dependee count".