
Installing Pachyderm on Linux?

Posted by jpatten - 2007/11/09 16:47

Hello...

I'm interested in taking a look at Pachyderm. We normally run all our web apps on Mac OSX servers. However, we currently don't have a spare that we can test Pachyderm on. We do have access to a Linux server.

The current download I have is version 2.0.4. The "read me" only provides the Mac OSX server install. Because Pachyderm is utilizing WebObjects, how would I go about installing Pachyderm on to a linux server? Are there some installation guides for Linux?

Thank you!

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Re:Installing Pachyderm on Linux?

Posted by dirkca - 2007/11/11 16:40

I am not only interested...I know I want to use Pachyderm. Currently we are running our web content from a commercial host who is running on Linux. We are on a shared server account. If there is no documentation available would someone be able to point me to a service provider who could install it for us? Thank you.

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Re:Installing Pachyderm on Linux?

Posted by joshua - 2007/11/14 17:55

jpatten wrote:

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Thank you!

We have had some past successes with Linux installations, but unfortunately we don't have a clean installer to make it all happen easily. We're long overdue for a 2.0.5 release, as 2.0.4 needs updating to be in par with what's in the 2.0.x branch. My attentions have been on development for the 2.1 branch, so I apologize nothing has come out here. Perhaps next week I'll get a chance to do a release. For now, you can work with the 2.0.4 release.

Tim Steiner from University of Nebraska was the member of our community that got a successful Linux install working, and I haven't gotten him to record his methods, but it's much the same as a Mac install, except where it resembles the WIndows installs such as make edits to the mod_proxy for Apache so apache will forward to the running pachyderm instance, and since WebObjects doesn't come pre-installed on Linux, you'll need to copy over ther WebObjects jars and make sure they're in the application classpath.

The basic steps in any installation of Pachyderm are similar:

1) copy the code to the correct locations

- wwwroot files go in your web root under your web server directory
- Application woa goes in the location you want your code base to live.
- jars and frameworks need to be in your application's class path
- XML files need to be in a location you store your configurations

2) Install supporting software

- MySql (4.x or 5.x+)
- ImageMagick
- Apache (1.x or 2.x) with mod_proxy (or mod_webobjects if you want to compile it. The code can be found on a

macintosh in /System/Library/WebObjects/Adaptors/Apache, and it can be compiled for any platform to run w/ Apache)
- If you want, you can grab the supporting java apps too, to run the webobjects task daemon and the java monitor (not necessary, but helps managing multiple instances): these can be found on a macintosh in /System/Library/WebObjects/JavaApplications/.

- You can also configure Pachyderm to run inside a Application Server, such as JBoss or Tomcat, though I'm not as up on how to get that done. It is possible, but not necessary, as you can run the code directly.

- Make sure you have the WebObjects libraries available in the class path. These can be gotten off a mac as well (/Library/WebObjects/lib for the jars, or we should have them packaged up in our release download inside the Pachyderm.woa (Pachyderm2.woa/Contents/Resources/Frameworks/). This is how the Windows installs functions, so Linux can do the same.

3) create the pachyderm user in the database, create the pachyderm database, and load the data from the sql scripts. use the mac script for linux, because it paths the same way.

4) go in to the apdefault table in the database and make sure you have all the paths set correctly for the values. This will differ significantly, depending on your particulare set-up.

5) Edit the APOLLOProperties.plist values appropriately to your installation

6) you can test the Pachyderm app by running the Pachyderm2.woa/Pachyderm2 script, but it will open up on a port such as 8080 or 8000.

7) in order to forward the traffic correctly (and have non-app resources found, such as css files, images, presentations, etc.) you'll need to port forward from Apache to WebObjects. This is done through mod_proxy or mod_webobjects.

8) permissions and directories may have to be adjusted to get everything running correctly.

At this point, if you've done everything right, you'll have a running instance. I know I've left out a great deal of the details here, but I'd use the Mac and Windows instructions for guidance until someone can write up a coherent set of instructions for Linux.

Joshua

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Re:Installing Pachyderm on Linux?

Posted by joshua - 2007/11/14 17:58

dirkca wrote:

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Hmm, given all the extra software necessary to run the application (imageMagick, etc.) and the mods necessary to apache for the domain, I'm not sure how installable Pachyderm will be under that sort of shared server model. At this point, you really need to have a high level of control over the contents of your server to install and run Pachyderm.

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Re:Installing Pachyderm on Linux?

Posted by dirkca - 2007/12/04 05:11

Thank you for taking the time to answer my questions and to address my comments.

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Re:Installing Pachyderm on Linux?

Posted by mr.jshaw - 2008/06/16 10:58

I was wondering if anything has changed with these instructions, as it's been 7 months.

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Re:Installing Pachyderm on Linux?

Posted by joshua - 2008/06/16 12:12

Alas, this hasn't been a priority for anyone on the team, so nothing has happened. I have to say, however, that there is movement to create a tomcat installation process (led by the CDL I believe), so that set of instructions would work equally as well for Linux as Mac OS (and Windows will be a little different).

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Re:Installing Pachyderm on Linux?

Posted by mr.jshaw - 2008/06/17 10:50

I searched for those instructions and found nothing.

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Re:Installing Pachyderm on Linux?

Posted by joshua - 2008/06/17 14:48

Correct - those instructions don't actually exist yet. The process needs to be defined, then instructions will be written up.

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