



# **Installation Guide**

## **WebObjects 4 Deployment**

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# Welcome to WebObjects Deployment

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WebObjects Deployment allows you to deploy powerful and robust client/server applications for corporate intranets or the World Wide Web that were created using WebObjects Developer.

This installation guide describes how to install WebObjects Deployment on Mac OS X Server (page 5), on Microsoft's Windows NT (page 7), and on computers running the Solaris or HP-UX operating systems (page 11). The WebObjects 4 Deployment CD-ROM accompanying this guide contains the software you need for either of these installations.

## System Requirements

WebObjects 4 Deployment can only be installed on one of the following:

- a Power Macintosh computer running Mac OS X Server with at least 64 MB of RAM and at least 500 MB of available hard-disk space.
- a 100% Pentium-compatible computer running Microsoft's Windows NT with at least 64 MB of RAM and at least 500 MB of available hard-disk space.
- A computer running Solaris Release 2.6 (or an upwardly-compatible release).
- A computer running HP-UX Release 10.20 (or an upwardly-compatible release).

To deploy WebObjects applications that use the Enterprise Objects Framework, you will also need the appropriate database client libraries.

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# Installing WebObjects Deployment on Mac OS X Server

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1. Start up your computer in Mac OS X Server. (Refer to your *Mac OS X Server Installation Manual* for more information.)
2. Log in to an account (typically, “root”) that has Administrator privileges. Installation doesn’t work from accounts with lesser privileges.

The software you install will be available to all users.

3. Insert the WebObjects 4 Deployment CD into your computer’s CD-ROM drive. You may need to double-click the CD’s icon to open its main window.
4. Locate the WebObjectsDeployment.mpkg icon on the CD, in the MacOS\_X\_Server folder. Double-click the icon. The installer for WebObjects Deployment starts and opens the Package Selection dialog box.
5. Apple recommends that you perform a Complete installation, as described next. If you want to select the components to install, follow the Custom installation option instead.

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**Warning:** Installation of WebObjects Deployment for Mac OS X Server requires a valid serial number.

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You can find the product serial number on the CD envelope, in the format “A-999-AAA-999-AAA-999-AAA-999-AAA-999”.

**Complete Installation** In the Package Selection dialog box, click Install. For each package, the installer checks for existing files on your disk and then installs the package files. You get everything you need to use WebObjects Deployment.

The installer may need to run scripts or over-write existing files. In these cases it presents one or more alerts. To proceed with installation, click OK. (Click Cancel to quit the installer.)

If the installer asks for your serial number, enter it into the text field and then click OK.

**Custom Installation** If you want to exclude one or more components, un-check them before clicking Install. To use WebObjects Deployment, you must install, at least, the *WebObjects Deployment* package.

The installer may need to run scripts or over-write existing files. In these cases it presents one or more alerts. To proceed with installation, click OK. (Click Cancel to quit the installer.)

If the installer asks for your serial number, enter it into the text field and then click OK.

6. When all the files are installed, the legend in the installer dialog box changes to Installation Completed. Quit the installer by choosing the Package:Quit menu item, and then restart your computer.

## After Installation

The installer puts WebObjects CGI adaptors into the Apache CGI Bin directory and configures WebObjects to use them. WebObjects also includes a number of other HTTP server adaptors; to use one of these, see the online adaptor installation instructions in

**/System/Library/WebObjects/Adaptors/InstallationInstructions.html.**

These adaptors are provided in source form and can be customized; for instructions on rebuilding one of these WebObjects HTTP server adaptors, see **/System/Developer/Examples/WebObjects/Source/Adaptors/BuildingInstructions.html.**

## Upgrading Your License

To apply a newly-purchased deployment license to an existing development or deployment installation, you need only change the installed serial number using the WebObjects License Upgrader application (in the Apple menu, in the Server Administration submenu). Log in as **root**, start the license upgrader, and enter the new serial number (found on the CD envelope or obtained from Apple).

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# Installing WebObjects Deployment on Windows NT

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## Before You Install

Before you install WebObjects Deployment on Microsoft Windows NT, you must remove any previously-installed WebObjects components. Refer to the installation guide for the previously-installed software, or visit Apple's Enterprise Web site at <http://www.apple.com/enterprise/> for instructions.

WebObjects works in concert with your HTTP server software. If you haven't installed an HTTP server already, Apple recommends that you do so before installing WebObjects Deployment.

During installation you will be prompted to enter the path to your HTTP server's CGI Bin (or Scripts) and Documentation Root directories. While you can browse to these directories at the time, or specify a temporary directory for the installed files, you may want to note the paths now.

## Installing WebObjects Deployment on Windows NT

1. Start up your computer in Microsoft Windows NT.
2. Log in to an account that has Administrator privileges. Installation doesn't work from accounts with lesser privileges.

The software you install will be available to all users.

3. Insert the WebObjects 4 Deployment CD into your computer's CD-ROM drive. You may need to double-click the CD's icon to open its main window.
4. Locate the Setup.exe icon on the CD, in the Windows folder. (Depending on your system settings, the icon may appear instead as Setup.) Double-click the icon. The installer for WebObjects Deployment starts.

5. In the User Information dialog box, enter your name and company name, and the product serial number. You can find the serial number on the CD envelope, in the format “A-999-AAA-999-AAA-999-AAA-999-AAA-999”.

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**Warning:** Installation of WebObjects Deployment for Windows NT requires a valid serial number.

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After you fill in all the fields, click Next. Examine the information in the Registration Confirmation dialog box. If it is correct, click Yes to continue. Otherwise, click No to make changes.

6. Read the software license agreement. If you agree to its terms, click Yes to continue with the installation.

(If you disagree with the license terms, click No to exit the installer, and click Exit Setup to confirm. The installer quits.)

7. In the Choose Destination Location dialog box, review the default path for WebObjects Deployment. If you accept this path, click Next.

Otherwise, click Browse and enter or navigate to a new path; click OK and then click Next. If the folder that you specify doesn't exist, you are asked if you would like to create the folder. Click Yes.

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**Warning:** Do not install WebObjects Deployment into a system-related folder such as WinNT, directly to the root of a disk, or to any path or folder whose name contains spaces. If you do, the software may not work.

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8. In the Setup Type dialog box, click Next to install everything you need for WebObjects Deployment.

Alternatively, click the Custom radio button if you need to omit any of the packages installed by the Typical installation option.

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**Warning:** Apple recommends that you do not uncheck any of the default packages during a Custom installation.

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The installer will prevent you from violating package dependencies.

9. In the HTTP Server CGI Bin Directory dialog box, enter the path to your CGI Bin or Scripts directory (or click Browse to navigate to it, then click OK), and then click Next.

If your computer does not yet have an HTTP server, specify a temporary location for the installed files. Once you've specified the location, click Next to proceed.

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**Warning:** WebObjects works in concert with, and requires, HTTP server software.

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10. In the HTTP Server Document Root Directory dialog box, enter the path to your HTTP server's document root directory (or click Browse to navigate to it, then click OK), and then click Next.

If your computer does not have an HTTP server, specify a temporary location for the installed files. Once you've specified the location, click Next to proceed.

11. In the Select Program Group dialog box, you may rename the program group for the WebObjects software by replacing the text in the Program Folders box, or just click Next to proceed.

The installation application installs the WebObjects Deployment components. Installation takes several minutes.

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**Warning:** Do not click Cancel during installation. A partial installation may interfere with subsequent attempts to install the product.

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12. Once the software is installed, the new WebObjects program group opens. In the Setup Complete dialog box, click Finish to restart your computer.

Alternatively, click the "No, I will restart my computer later" radio button before you click Finish. Be sure to restart your computer before using WebObjects.

## After Installation

The installer puts WebObjects CGI adaptors into the CGI Bin directory you specified during installation and configures WebObjects to use them. WebObjects also includes a number of other HTTP server adaptors; to use one of these, see the online adaptor installation instructions in

**Library\WebObjects\Adaptors\InstallationInstructions.html** (relative to the root directory specified in step 7). These adaptors are provided in source form and can be customized; for instructions on rebuilding one of these WebObjects HTTP server adaptors, see **Developer\Examples\WebObjects\Source\Adaptors\BuildingInstructions.html** (also relative to the root directory specified in step 7).

## Upgrading Your License

To apply a newly-purchased deployment license to an existing development or deployment installation, you need only change the installed serial number using the WebObjects License Upgrader application

(**Demos\WebObjectsLicenseUpgrader.app**, relative to the root directory specified in step 7). Log in to an account that has Administrator privileges, start the license upgrader, and enter the new serial number (found on the CD envelope or obtained from Apple).

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# Installing WebObjects Deployment on Solaris or HP-UX

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## Before You Install

WebObjects works in concert with your HTTP server software. If you haven't installed an HTTP server already, Apple recommends that you do so before installing WebObjects Deployment.

**Note:** If you plan to use the Apache web server, you can obtain it from [www.apache.org](http://www.apache.org).

During installation you will be prompted to enter the path to your HTTP server's CGI Bin (or Scripts) and Documentation Root directories. While you can browse to these directories at the time, or specify a temporary directory for the installed files, you may want to note the paths now.

## Installing WebObjects Deployment on Solaris or HP-UX

1. **su** to **root**.
2. If necessary, mount the CD-ROM.
3. On Solaris, **cd** to **Solaris/WebObjects** in the mount directory for the CD-ROM. On HP-UX, **cd** to **HP-UX/WebObjects** in the mount directory for the CD-ROM.

4. Start the install script with this command:

```
./install.sh
```

**Note:** If your system displays file names from the CD-ROM in upper case, you need to start the install script using upper case shell commands.

5. When prompted, enter your serial number. You can find the serial number on the CD envelope, in the format "A-999-AAA-999-AAA-999-AAA-999-AAA-999".

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**Warning:** Installation of WebObjects Deployment for Solaris or HP-UX requires a valid serial number.

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6. When the script asks you to confirm that you want to install WebObjects, type “y” to proceed or “q” to cancel the installation.
7. At the prompt, enter the name of a directory in which to install WebObjects, or just press Enter to use the default location displayed on your screen. Note that you cannot install to the root directory (“/”).  
  
**Note:** If you specify a directory that already exists, the script displays a warning and asks if it’s OK to delete the existing directory. Type “y” to delete the existing directory, or “q” to cancel the installation.
8. If PDO services from a previous installation are currently running, the script asks if you want to terminate them now. You should choose to terminate them.
9. The script then asks you which character encoding you’d like to use for C strings, and presents you with a list. Select the appropriate encoding for your installation. For instance, if you plan to develop applications that access Japanese language data, select Japanese EUC encoding.
10. After you’ve specified a character encoding, the installation script verifies the presence of a time zone file. If the time zone file doesn’t exist, you’ll be prompted to specify the name of the time zone to use.

At this point in the installation process, all of the necessary files are copied to the target computer.

11. After all files have been copied, the script asks you to specify your HTTP server’s CGI Bin (script) directory. Specify your CGI Bin directory, or simply press Enter either if your server is on another machine or if you wish to specify this directory later.
12. You are now prompted for your HTTP server’s *document root* directory. Specify your HTTP document root directory, or simply press Enter either if your server is on another machine or if you wish to specify this directory later.

This completes the installation of WebObjects.

## After Installation

If you specify a CGI Bin directory during installation, the installer puts WebObjects CGI adaptors into this directory and configures WebObjects to use them. WebObjects also includes a number of other HTTP server adaptors; to use one of these, see the online adaptor installation instructions in **Library/WebObjects/Adaptors/InstallationInstructions.html** (relative to the root directory specified in step 7). These adaptors are provided in source form and can be customized; for instructions on rebuilding one of these WebObjects HTTP server adaptors, see **Developer/Examples/WebObjects/Source/Adaptors/BuildingInstructions.html** (also relative to the root directory specified in step 7).

## Upgrading Your License

To apply a newly-purchased deployment license to an existing deployment installation, you need only change the installed serial number. Using a text editor, edit **Library/Frameworks/WebObjects.framework/Resources/License.key** (relative to the root directory specified in step 7) and replace the serial number found there with the new serial number (found on the CD envelope or obtained from Apple).

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