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TEAM Engine Build and Deployment

The following steps describe how to build and deploy the TEAM Engine with a set of test suites. If you already have the TEAM Engine WAR file (with embedded test scripts) and the UserFilesRealm.jar file, skip to step 2.

Prerequisites
- Apache Ant (for building the engine)   - Apache Tomcat   - Sun Java JDK

1. **Build the Engine**
   a. Check out the TEAM Engine source from the SVN trunk:
      https://teamengine.svn.sourceforge.net/svnroot/teamengine/trunk
   b. Place the test suite(s) to deploy in the TEAM Engine /scripts directory (see the OGC repository for some test suites: https://svn.opengeospatial.org:8443/ogc-projects/cite/trunk - registration required)
   c. Run the default ant task to build the engine with the given scripts (will create a /webapps directory in the TEAM Engine root directory containing the TEAM Engine build, also see /setup/UserFilesRealm/ for the UserFilesRealm.jar file)
   d. Place the /webapps/teamengine directory (or WAR file) in the Tomcat base /webapps directory
2. **Setup the "users" directory**
   a. Place the /setup/UserFilesRealm/UserFilesRealm.jar file in Tomcat home /server/lib directory
   b. Modify the META_INF/context.xml file to have the <Realm> root attribute "${catalina.base}/users"
   c. Create a /users directory in the Tomcat base root directory
3. **Setup the local endpoint and test scripts**
   a. Modify the webapps/teamengine/WEB-INF/classes/config.xml file so that the <sources> point to each test suite that is to be included in the deployment. Also correct the <home> value to point to the TEAM Engine endpoint (i.e. http://localhost/teamengine)
4. **Access the service**
   a. Start Tomcat and access the service via http://localhost/teamengine (hostname and port may differ)
   b. Register a user (used for storing session results), login, and begin testing (see Usage)