



Open Build Service



Open Build Service: Best Practice Guide

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About this Guide

This book is part of the official Open Build Service documentation. These books are considered to contain only reviewed content, establishing the reference documentation of OBS.


These books are not considered to be focused on a special OBS version. They are also not a replacement of the documentation inside of the openSUSE wiki. But content from the wiki may get consolidated and included in these books.

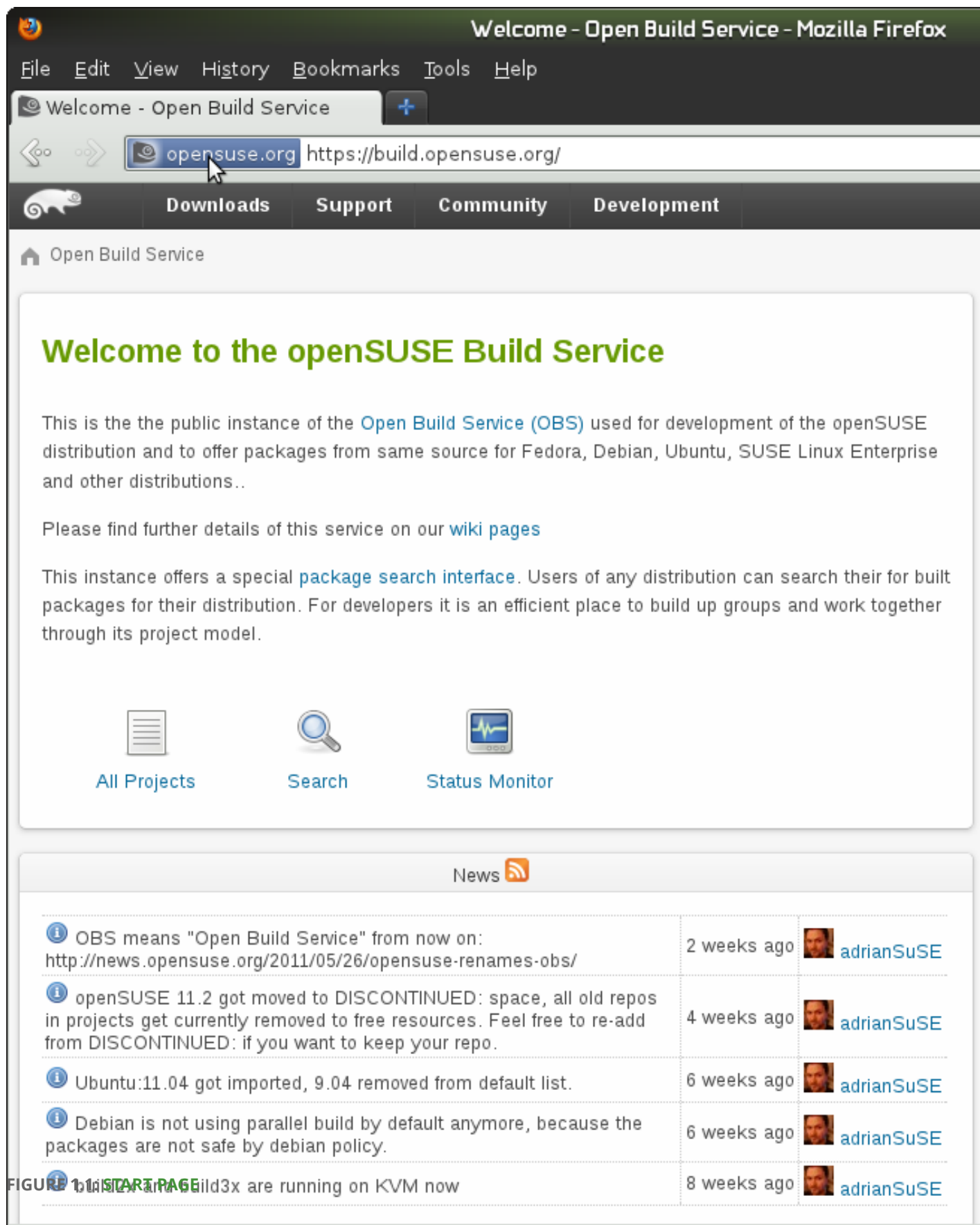
Furthermore these books get written by the OBS community, please check the chapter how to work on these books. We request esp. experienced users and administrators to join and to contribute to these books. It is not required to be a very good or even native English speaker, because we rely on community editors to improve the language.

1 How to use OBS web UI

This chapter explains and shows how you could use OBS web UI. We will show and use OBS web UI based on <http://build.opensuse.org> . You need to make an account first to follow this chapter contents.

1.1 Start page and Login

Open your favorite browser and navigate to <https://build.opensuse.org> 



To proceed, you'll need to log in and authenticate with your username and your password. Click on Login and enter the data in the upper right corner.

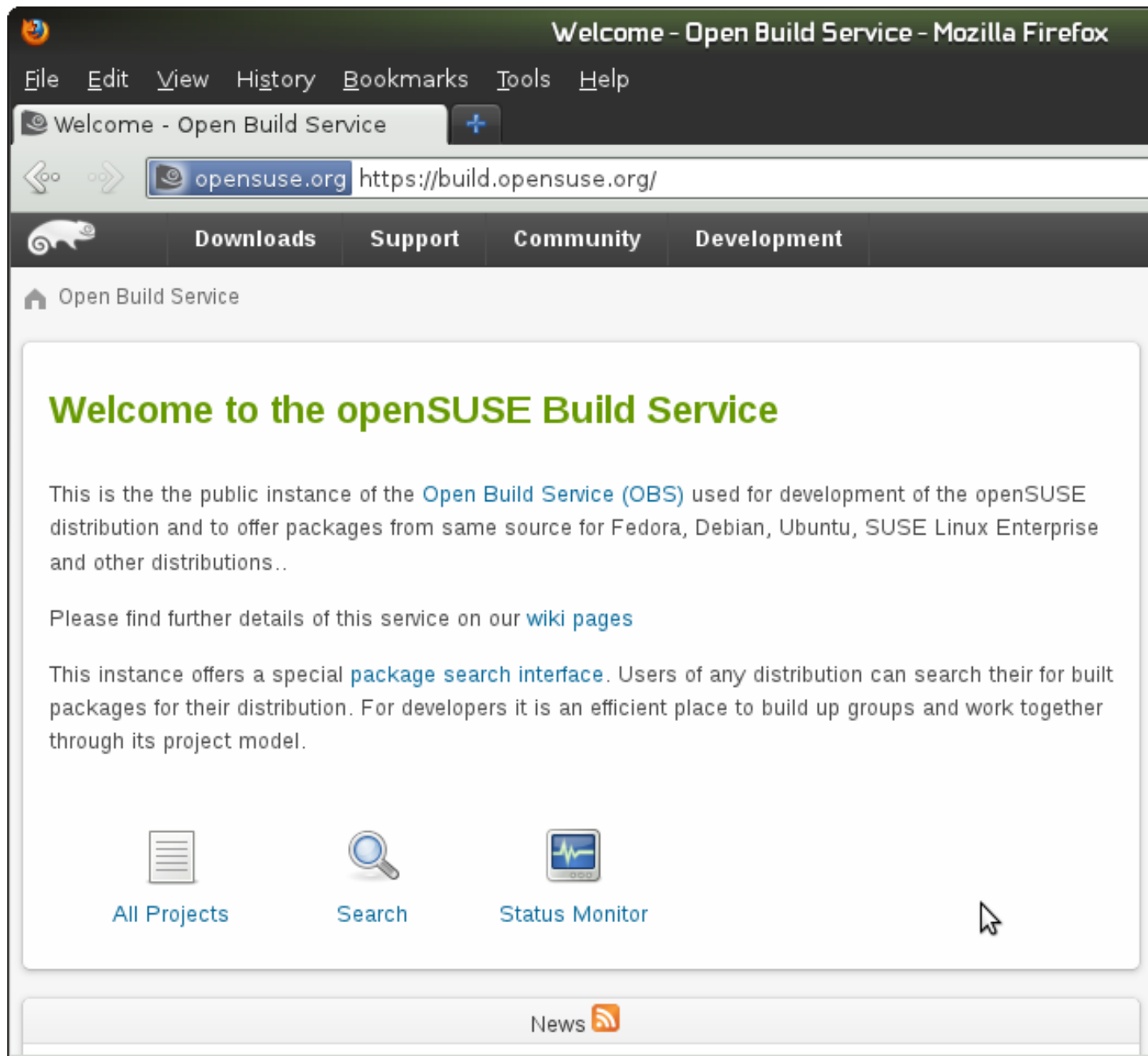


FIGURE 1.2: LOGIN

After successful authentication, you'll end up on the start page again - with new options visible. We'll go through most of them in detail, but first let's create your home: in the next step.

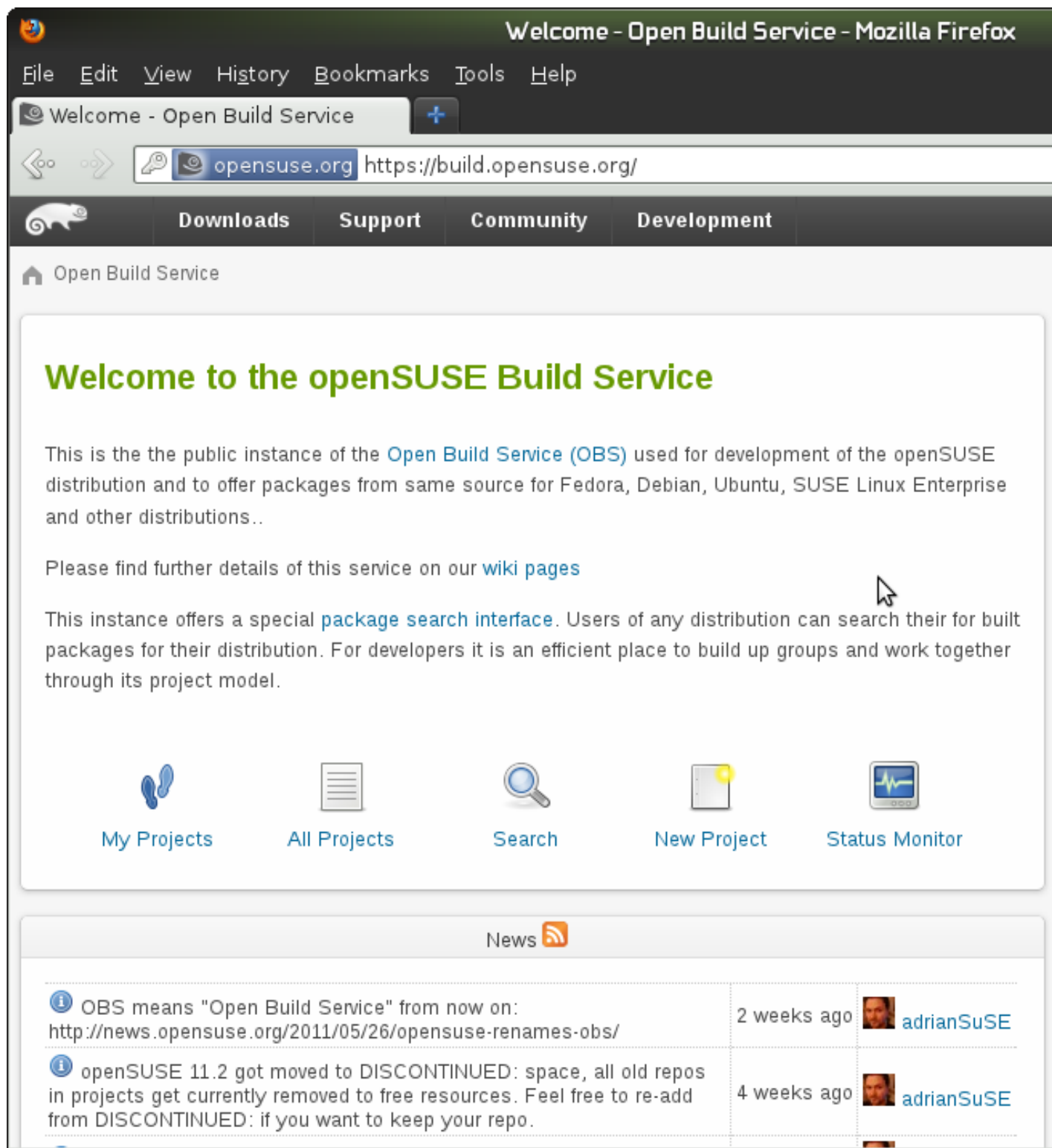


FIGURE 1.3: LOGGED_IN

1.2 Create your home project

Every developer has his/her home:[userid] project where he/she has write access by default. This is like your personal project or dashboard where you can experiment and play. But first you need to enter some lines to describe your home project. Click on the link "Home Project" at the bottom left or upper right and answer the questions.

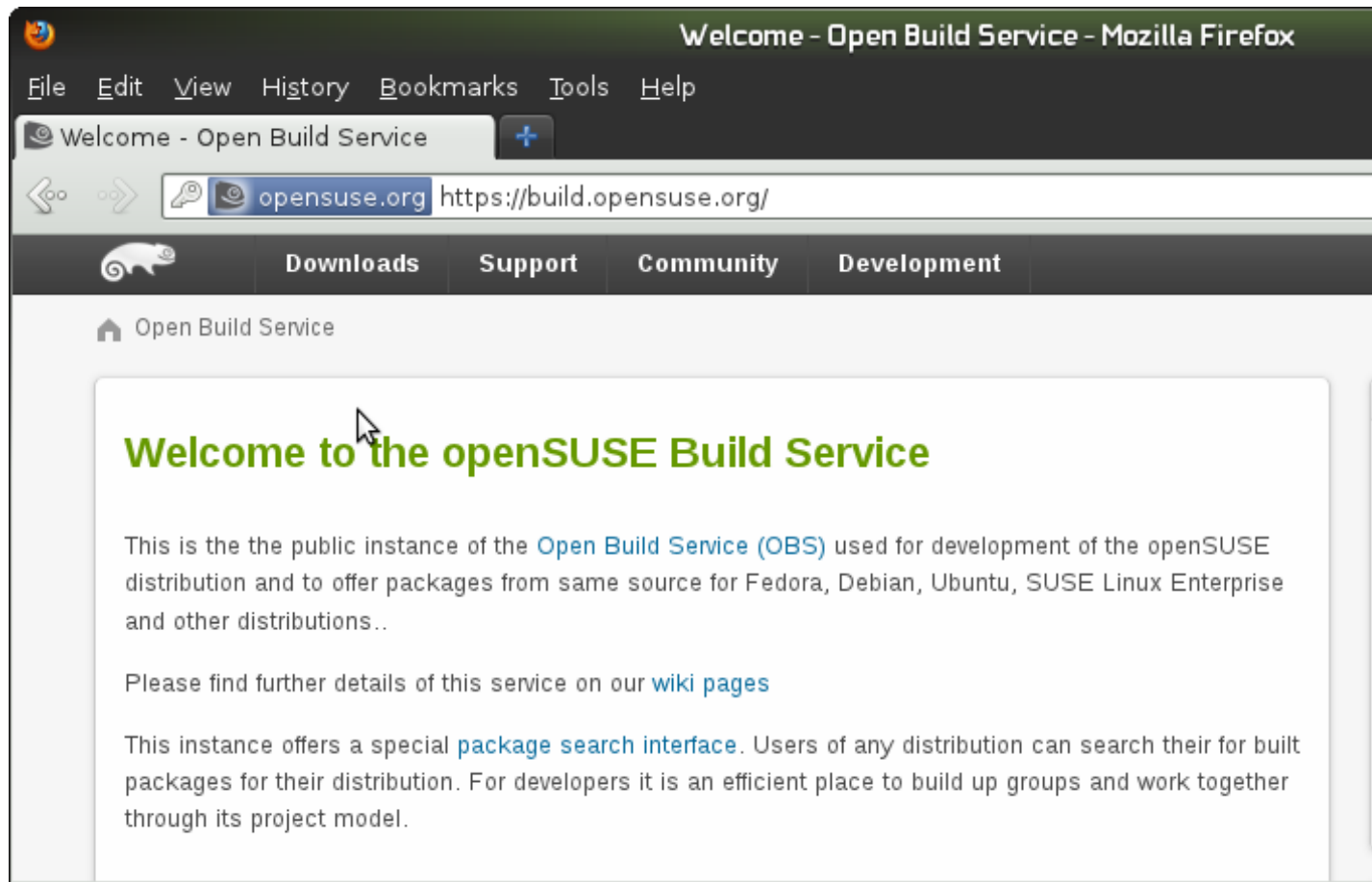


FIGURE 1.4: HOME_PROJECT_UPPER_RIGHT

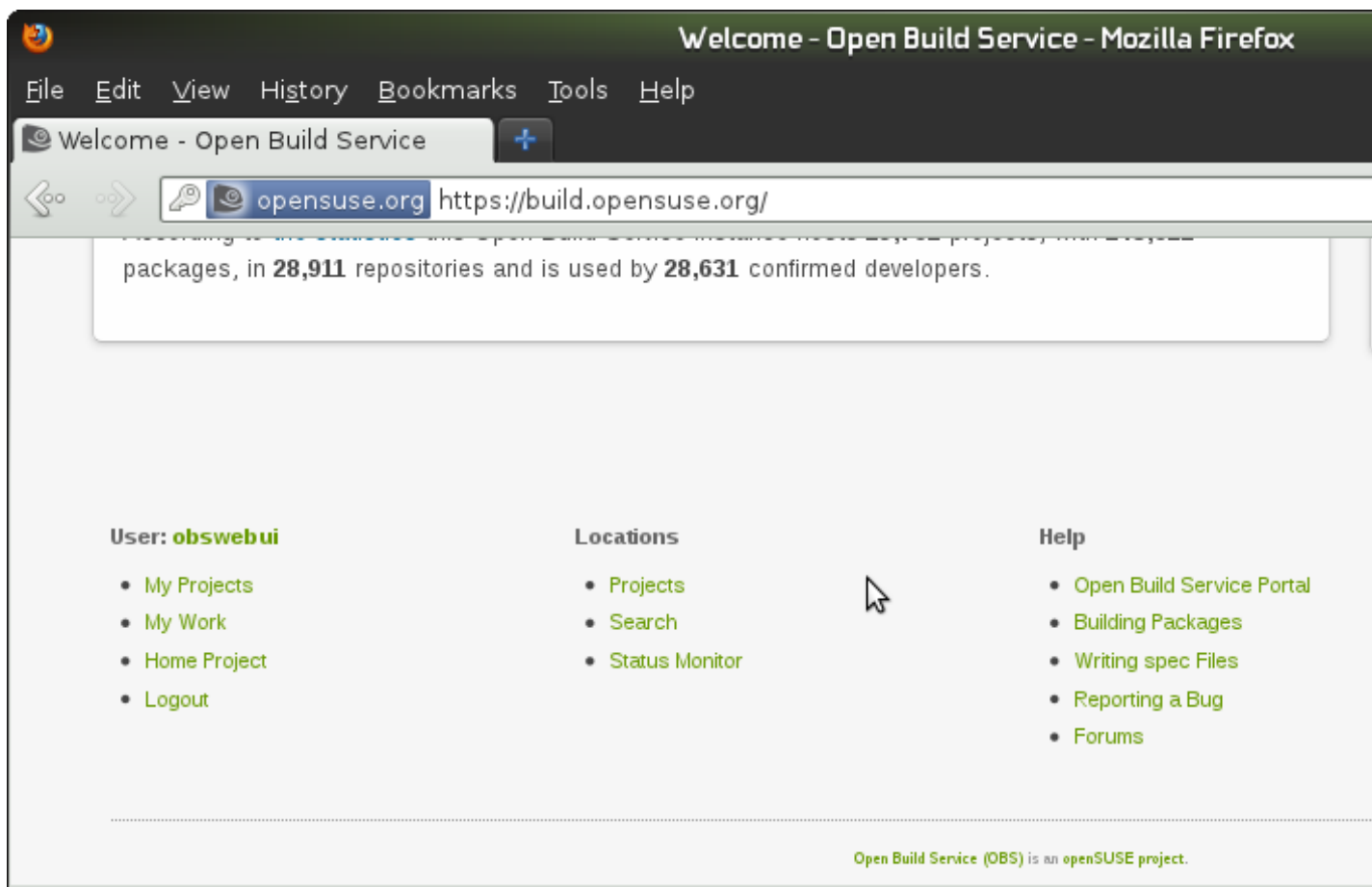


FIGURE 1.5: HOME_PROJECT_BOTTOM_LEFT

Now you are redirected to your home: . It will be empty for now, but as you see in the picture below, you can add packages containing the sources/build recipes and projects which are the containers for the build targets. As you can see, you're the default maintainer which grants you full write access to this project. You're also the bug owner of your project.

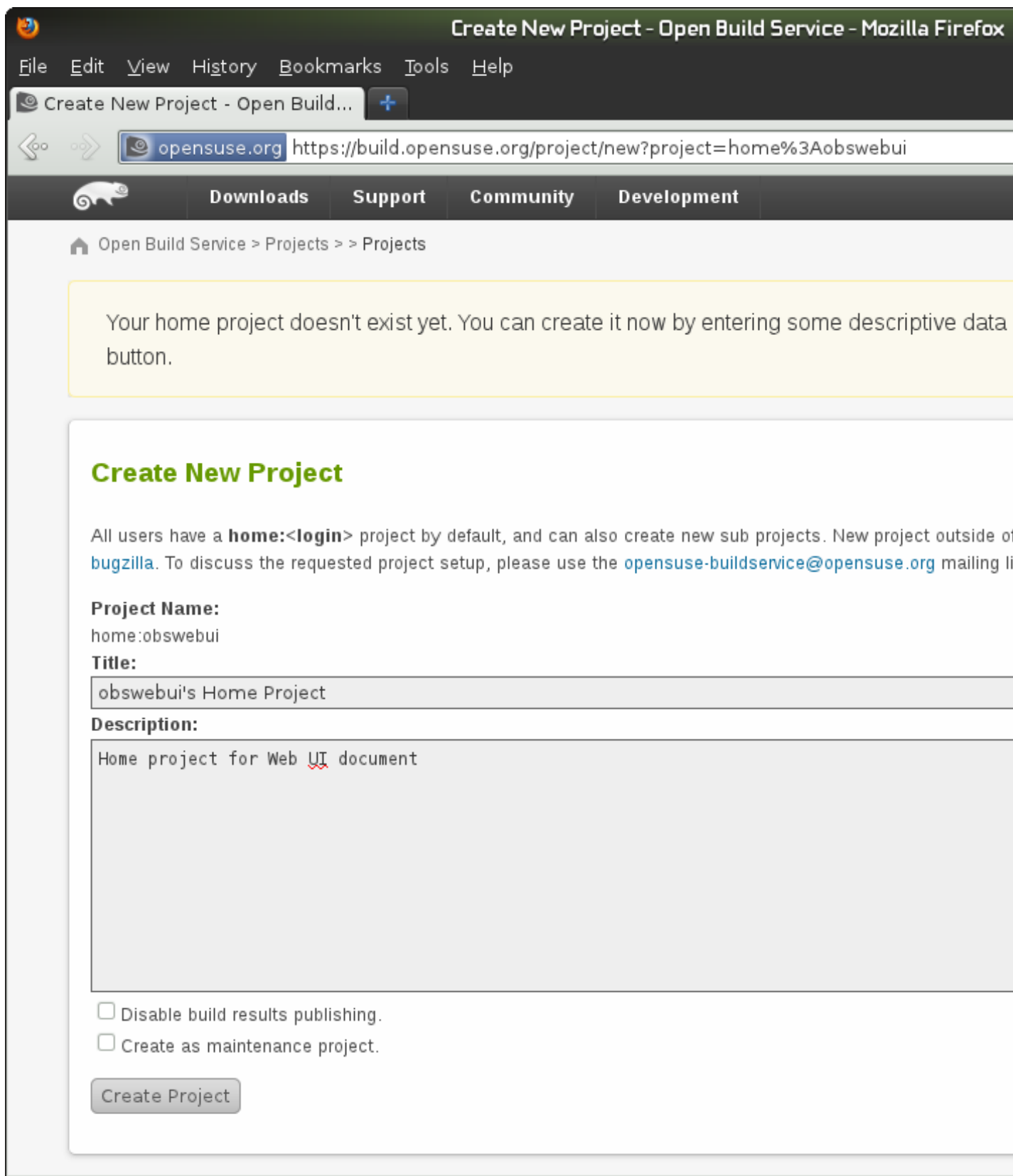


FIGURE 1.6: HOME_PROJECT_WEBUI_DESCRIPTION

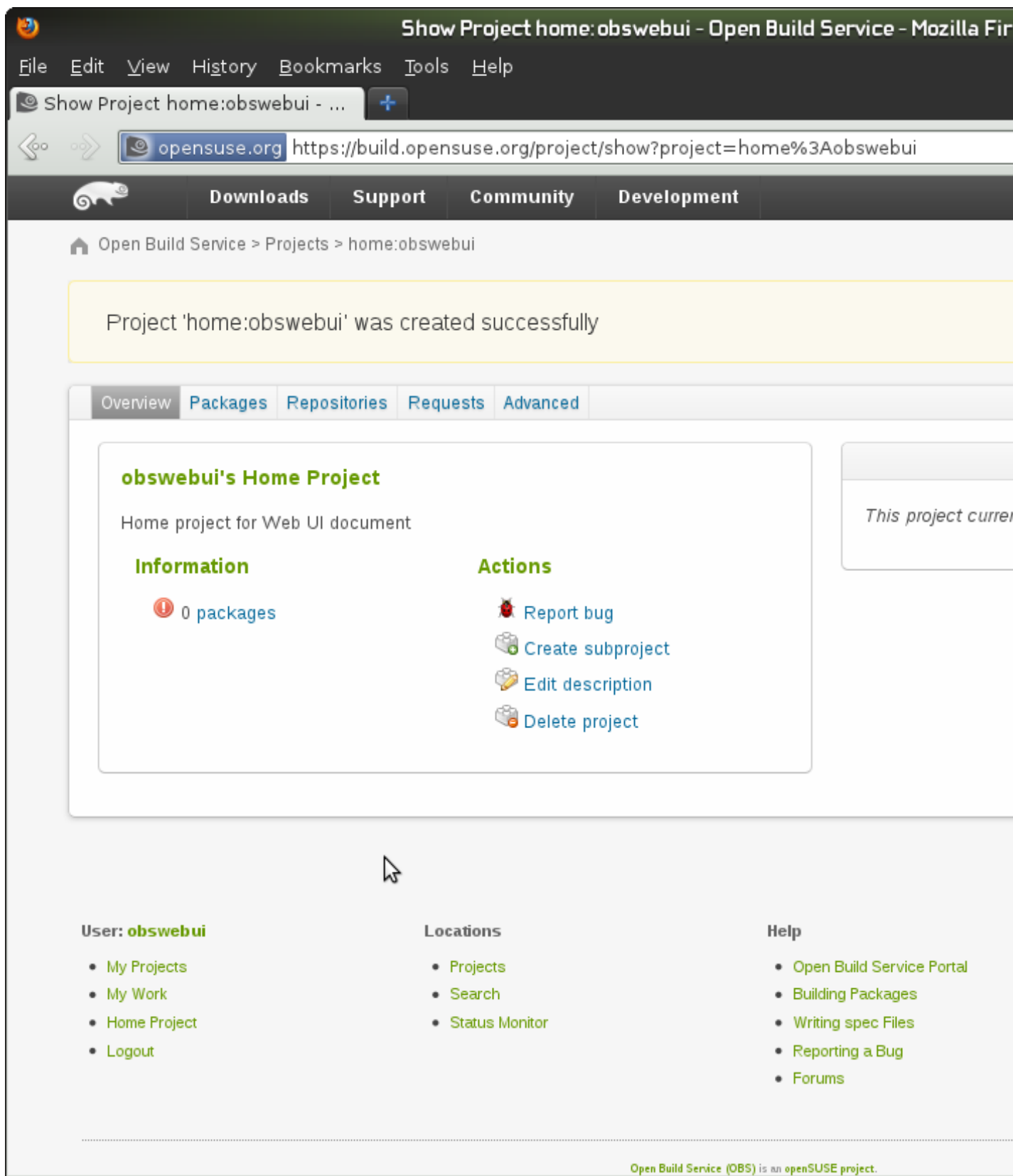


FIGURE 1.7: NEWLY_MADE_HOME_PROJECT

1.3 My Projects, Server Status

Let's leave for now your home: for a bit and explore the build service. Click on "My Projects" on the left at the bottom. This opens a page listing your watched projects and your involvements in projects or packages.

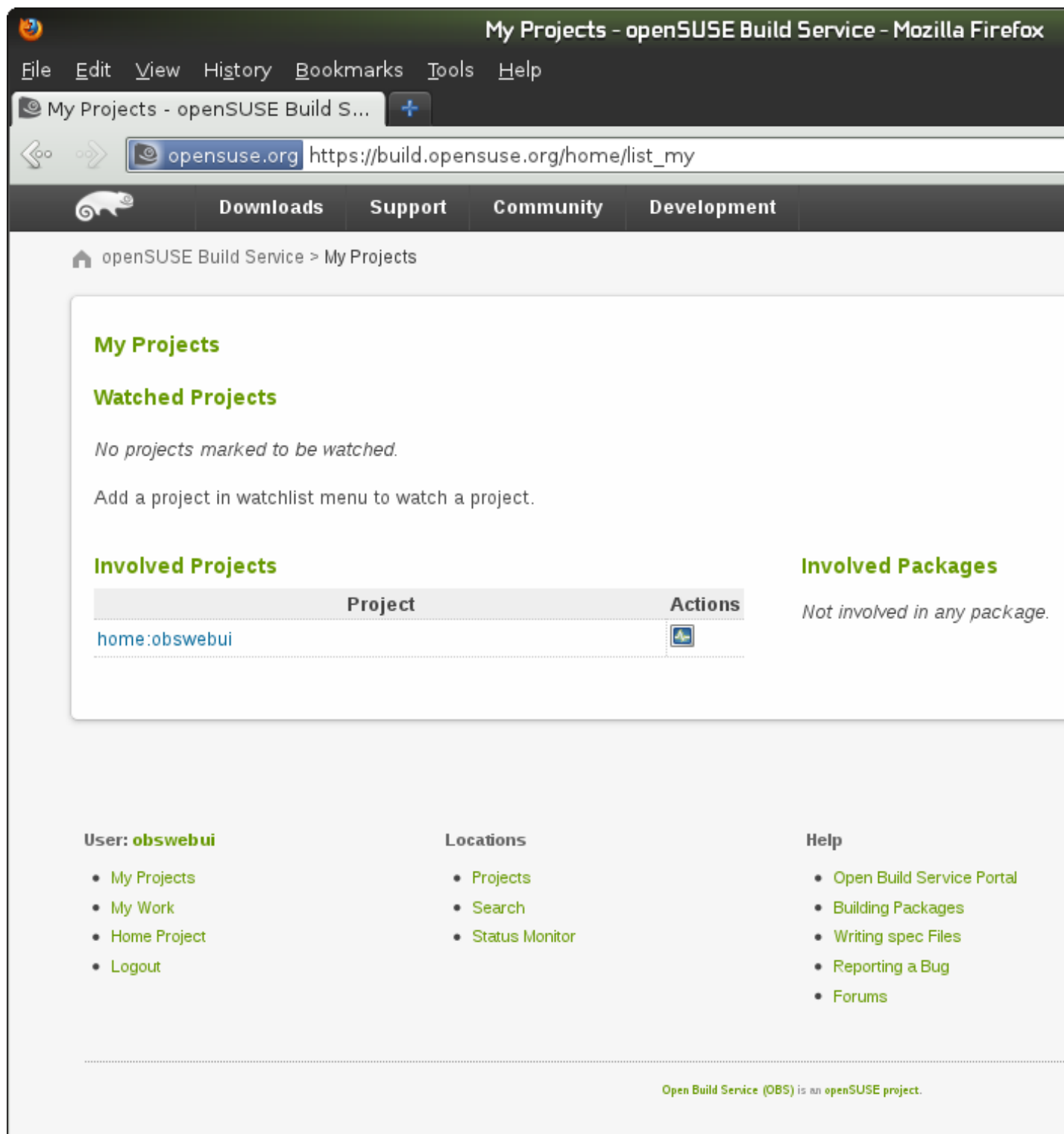


FIGURE 1.8: MY PROJECTS

Now, let's visit the main monitor page by clicking on "Status Monitor". You see here the status of the services, some graphs and graphics are showing the currently running and completed jobs an the overall load.

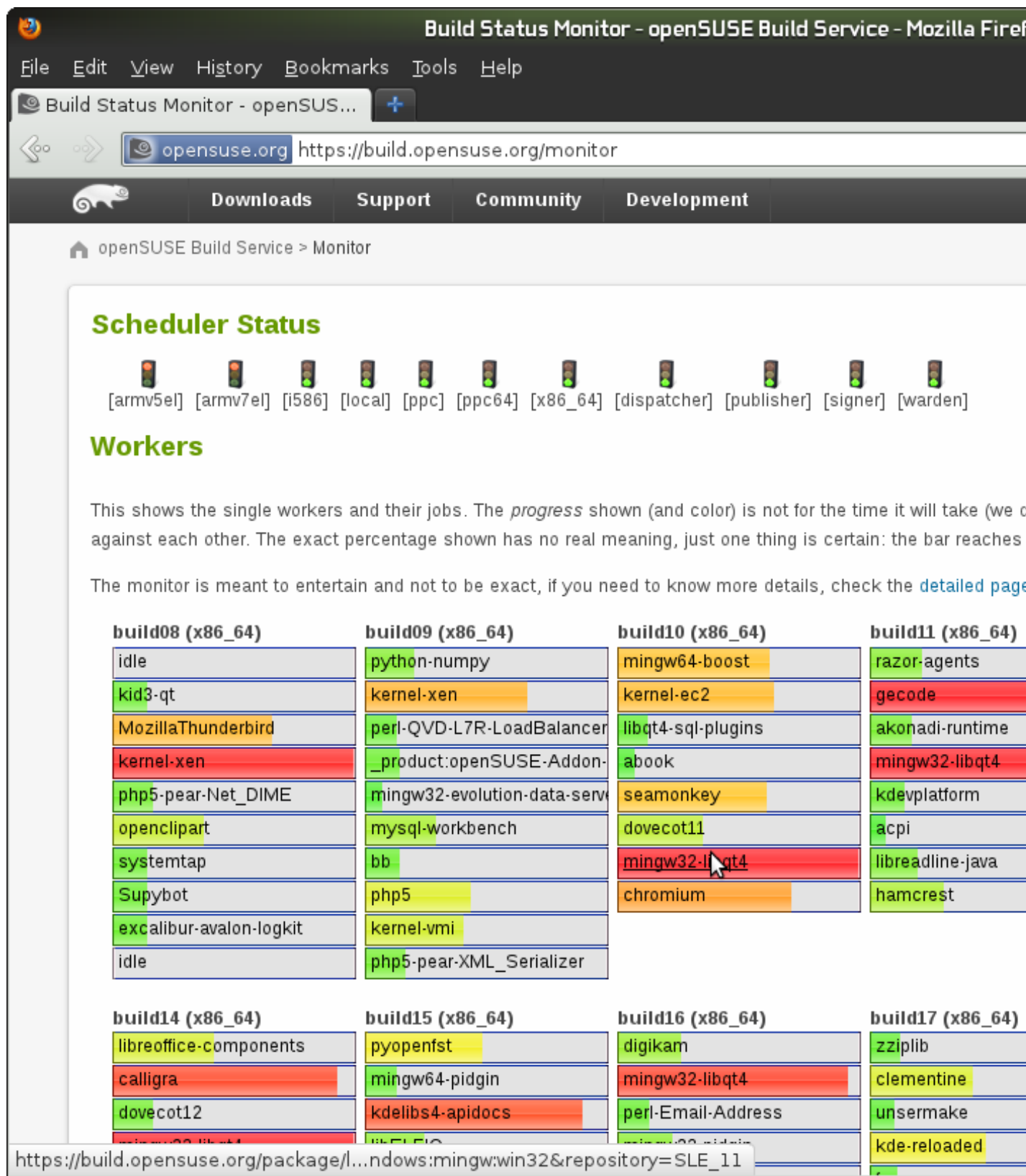


FIGURE 1.9: STATUS MONITOR

1.4 Create a link to a package in your home:

We'll show you how you can log in and use the web interface hosted at build.opensuse.org. This includes login, adding a link to a package in your personal workspace (home:) and how to build that package by adding a repository. First, let's enter "My Projects" by clicking on the link at the bottom left.

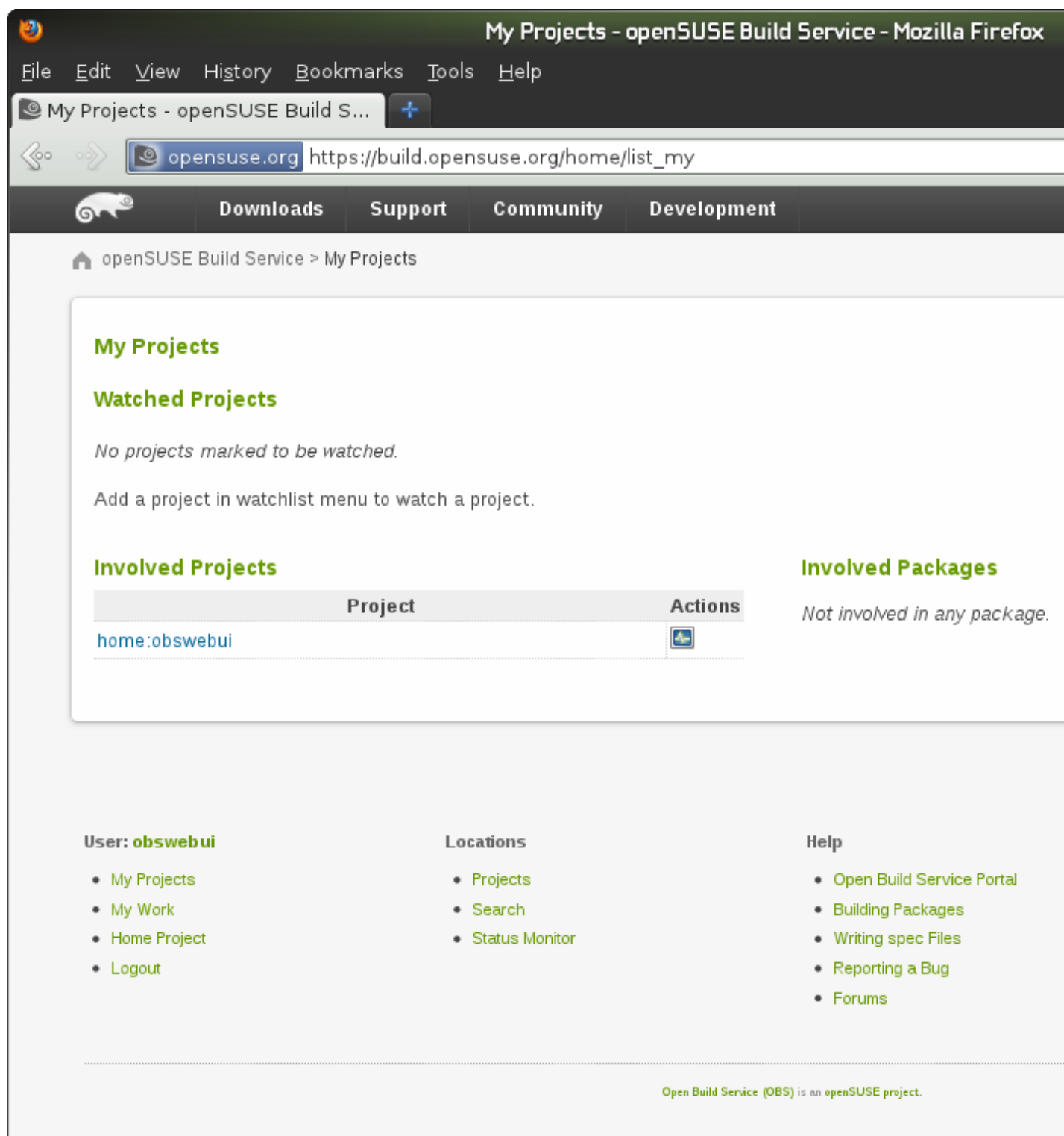


FIGURE 1.10: MY PROJECTS

Now let's create a link to a package and add a repository to build against. A link is basically a pointer to sources of an already existing package in another project. By **repository**, we mean a build target - like Trunk/Fedora_12/openSUSE_11.4. Let's follow these steps: 1. Add link to the existing package. 2. Add repository / build target. 3. Enable the build (optional, if not already enabled). 4. Observe the build on the monitor page 5. Look at package's page

1.4.1 Add link to existing package

Right below packages, there's "Branch Package from other Project" .

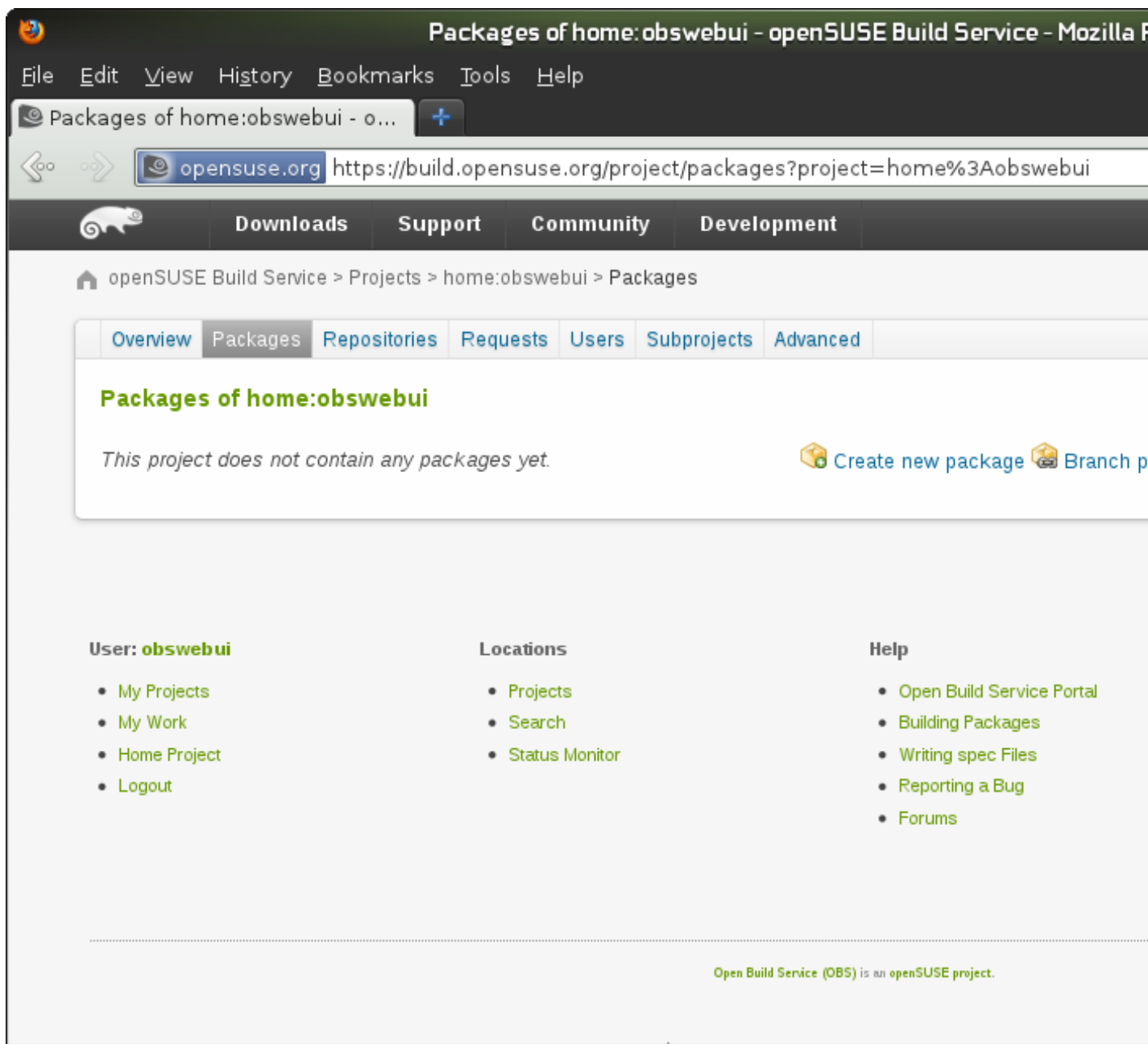


FIGURE 1.11: BRANCH PACKAGE

Open that page and enter for

Name of original project:
Apache

and for

Name of package in original project:
flood

- we'll leave "Name of linked package in target project" empty. This is shown on the next picture:

The screenshot shows a web browser window with the title "Add New Package Branch - openSUSE Build Service - Mozilla Firefox". The address bar shows the URL "https://build.opensuse.org/project/new_package_branch?project=home%3Aobswebui". The page has a navigation bar with links: Downloads, Support, Community, and Development. Below the navigation bar, the breadcrumb trail is "openSUSE Build Service > Projects > home:obswebui > Add New Package Branch". The main content area has tabs: Overview, Packages, Repositories, Requests, Users, Subprojects, and Advanced. The "Overview" tab is selected, showing the title "Add New Package Branch to home:obswebui". The text explains that branching a package adds it to the project in a transparent way and that patches can be added without affecting the original package. The form contains three input fields: "Name of original project:" with the value "Apache", "Name of package in original project:" with the value "flood", and "Name of branched package in target project:" which is empty. A checkbox labeled "Stay on current revision, don't merge future upstream changes automatically" is unchecked. A "Create Branch" button is at the bottom of the form. The footer contains three sections: "User: obswebui" with links to My Projects, My Work, Home Project, and Logout; "Locations" with links to Projects, Search, and Status Monitor; and "Help" with links to Open Build Service Portal, Building Packages, Writing spec Files, and Reporting a Bug.

Add New Package Branch - openSUSE Build Service - Mozilla Firefox

File Edit View History Bookmarks Tools Help

Add New Package Branch - ope... +

opensuse.org https://build.opensuse.org/project/new_package_branch?project=home%3Aobswebui

Downloads Support Community Development

openSUSE Build Service > Projects > home:obswebui > Add New Package Branch

Overview Packages Repositories Requests Users Subprojects Advanced

Add New Package Branch to home:obswebui

By branching a package from another project you add the package and its files to your project in a transparent way. This will also change the files in the branched package in your project.

You can add patches to the branched package without affecting the original package.

Name of original project:
Apache

Name of package in original project:
flood

Name of branched package in target project: (Leave blank to use the same name as in the original project)

☐ Stay on current revision, don't merge future upstream changes automatically

Create Branch

User: obswebui

- My Projects
- My Work
- Home Project
- Logout

Locations

- Projects
- Search
- Status Monitor

Help

- Open Build Service Portal
- Building Packages
- Writing spec Files
- Reporting a Bug

FIGURE 1.12: APACHE FLOOD BRANCH

Proceed with "Create Branch" and you'll be redirected to your home again. You'll see a new package "flood" and a notice about the branch being added.

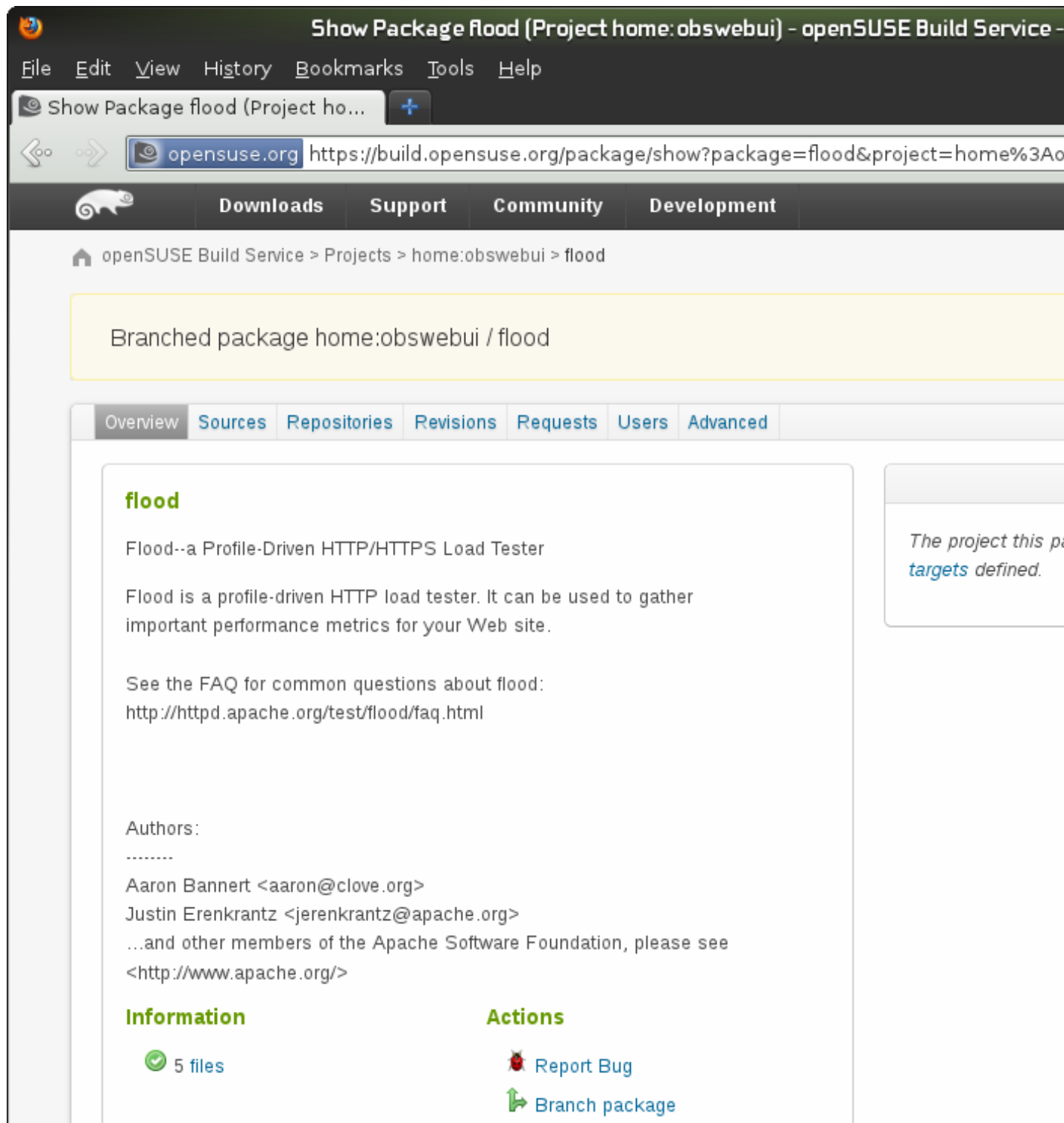


FIGURE 1.13: BRANCHED PACKAGE

Wonderful, we've added a pointer to the sources - now we need a build repository added, so the builder knows the target-distribution.

1.4.2 Add repository / build target

To do this, click on "Add Repository" by clicking "no repositories" in above screen. This will look like:

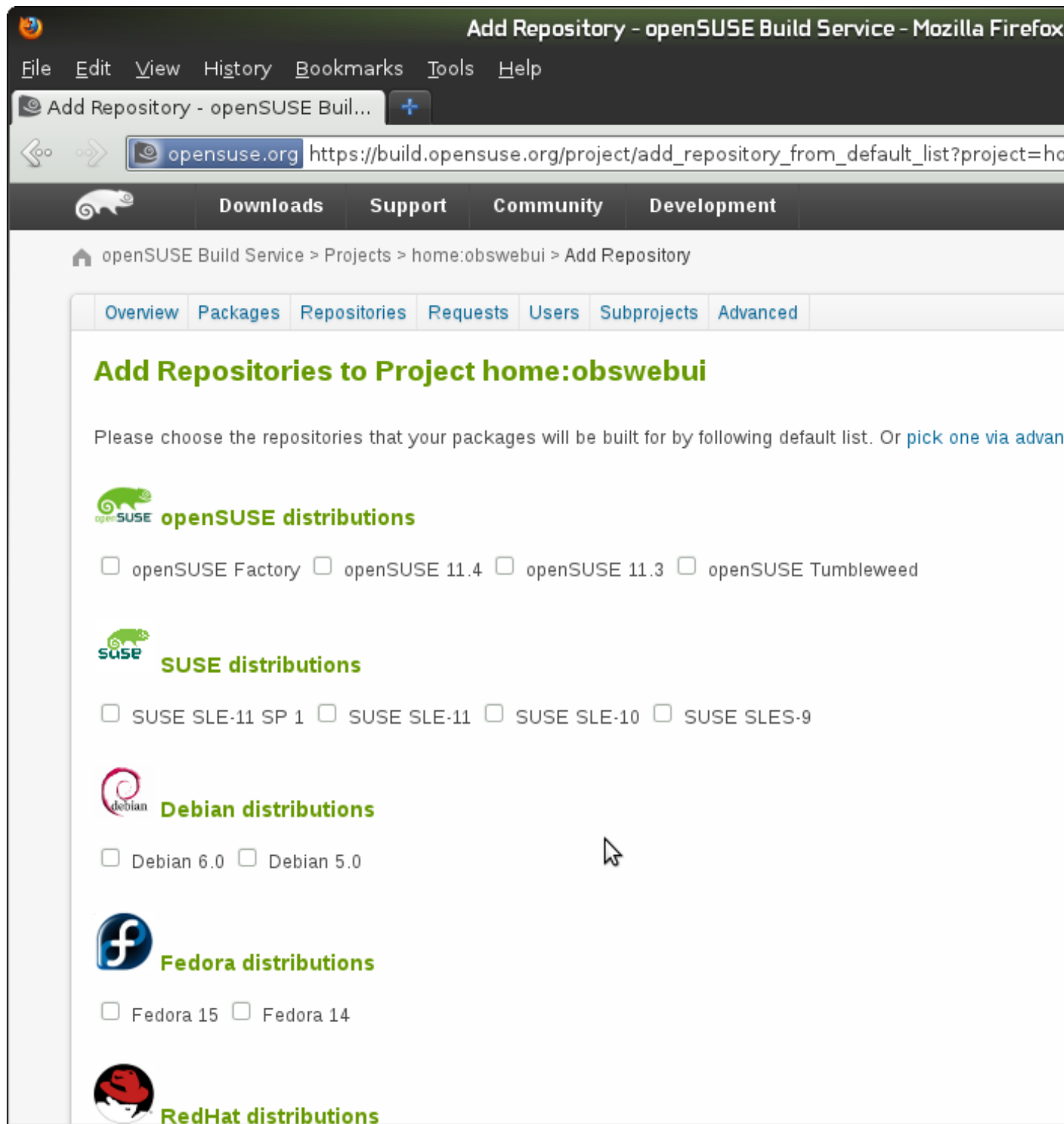


FIGURE 1.14: ADD REPOSITORY SCREEN

Now select "openSUSE Factory" as target repository and press Add selected repositories button which is located at bottom side of screen:

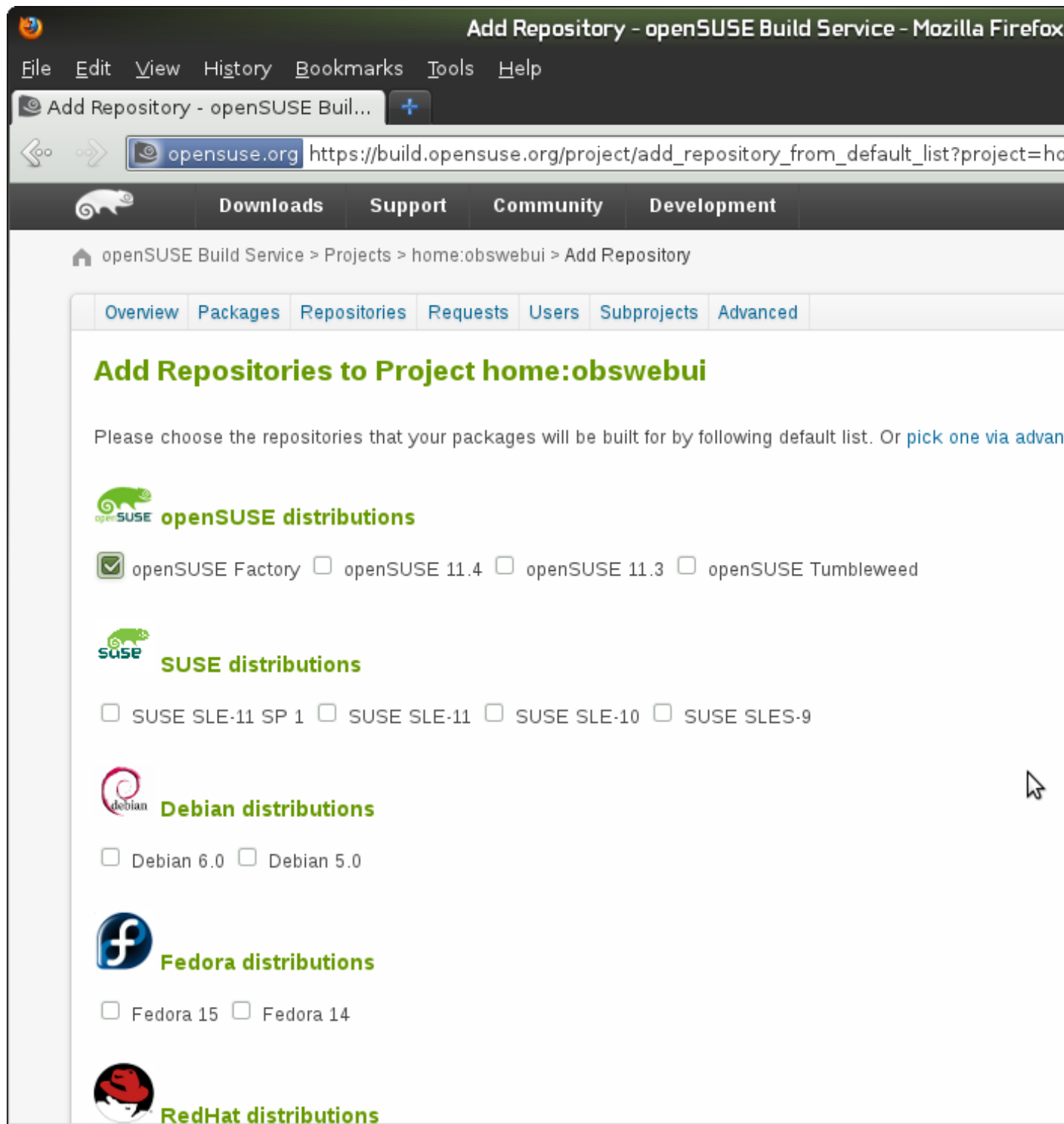


FIGURE 1.15: ADD OPENSUSE FACTORY

(If it is not in the initial list, see if there is an Advanced link to a more comprehensive list). This will take you back to your home: project. The build repository might be disabled: if so, click on the cogwheel to enable it. Congratulations, it is configured. On a heavily loaded server, it can sometimes take a few minutes for your changes to become effective, but your linked package will automatically begin building.

1.4.3 Add Download on Demand feature to a repository

Only if you have administrator rights you can do this. If so, just click on the link "Add" after the text "No download on demand repositories", in the below screen for instance we can see the link for the "standard" repository:

obs

Open Build Service > Projects > home:king > Repositories

Overview Repositories Monitor Requests Users Subprojects Advanced

Repositories of home:king

You can configure individual flags for this project here.

standard (x86_64, i586)

Edit repository Delete repository Go to download repository

No download on demand repositories Add

Add repositories

Build Flag

Repository	All	x86_64	i586
All			
standard			

Debuginfo Flag

Repository	All	x86_64	i586
All			
standard			

Publish Flag

Repository	
All	
standard	

Use for Build Flag

Repository	
All	
standard	

FIGURE 1.16: ADD DOWNLOAD ON DEMAND LINK ON REPOSITORIES SCREEN

Now you will see the Download on Demand form (in this case for the "standard" repository), just fill it with the data needed (see more info about it [here \(http://openbuildservice.org/help/manuals/obs-reference-guide/cha.obs.concepts.html#concept_dod\)](http://openbuildservice.org/help/manuals/obs-reference-guide/cha.obs.concepts.html#concept_dod)) and press the "Add Download on Demand" button which is located at bottom side of the form:

The screenshot shows the Open Build Service (obs) web interface. The breadcrumb navigation is "Open Build Service > Projects > home:king > Repositories". The "Repositories" tab is selected in the top navigation bar. The page title is "Repositories of home:king". Below the title, it says "You can configure individual flags for this project here." and lists the repository "standard (x86_64, i586)". There are three links: "Edit repository", "Delete repository", and "Go to download repository". Below these links, it says "No download on demand repositories". The main form is titled "Add Download on Demand for standard". It contains several input fields: "Architecture" (dropdown menu with "i586" selected), "Type" (dropdown menu with "rpmmd" selected), "Url" (text input field with "http://mirror.example.org/fedo"), "Arch. Filter" (text input field), "Master Url" (text input field with "https://master.example.org/w"), "SSL Fingerprint" (text input field with "sha256:0a64..0303"), and "Public Key" (text input field). At the bottom of the form is a button labeled "Add Download on Demand". Below the form, there is a link "Add repositories".

FIGURE 1.17: ADD DOWNLOAD ON DEMAND FOR THE "STANDARD" REPOSITORY

After adding a Download on Demand feature to a repository you are able to edit or delete it by clicking the proper link.

obs

Open Build Service > Projects > home:king > Repositories

Successfully created Download on Demand

Overview Repositories Monitor Requests Users Subprojects Advanced

Repositories of home:king

You can configure individual flags for this project here.

standard (x86_64, i586)

Edit repository Delete repository Go to download repository

Download on demand repositories Add

i586: <http://mirror.example.org/fedora/rawhide/i386/os> (rpmmd) Edit Delete

Add repositories

Build Flag

Repository	All	x86_64	i586
All			

Publish Flag

Repository
All

FIGURE 1.18: ADDED DOWNLOAD ON DEMAND

If you clicked on the "Edit" link you will see a form to modify the values of the Download on Demand:

The screenshot shows the OBS web interface. At the top is the 'obs' logo. Below it is a breadcrumb trail: 'Open Build Service > Projects > home:king > Repositories'. A navigation bar contains tabs: 'Overview', 'Repositories' (selected), 'Monitor', 'Requests', 'Users', 'Subprojects', and 'Advanced'. The main heading is 'Repositories of home:king'. Below this is a text block: 'You can configure individual flags for this project here.' A repository named 'standard' is listed with architecture flags '(x86_64, i586)'. Action links for 'standard' are: 'Edit repository' (pencil icon), 'Delete repository' (trash icon), and 'Go to download repository' (globe icon). Below these is a section for 'Download on demand repositories' with an 'Add' button (plus icon). A specific repository entry for 'i586' is shown with the URL 'http://mirror.example.org/fedora/rawhide/i386/os' and type '(rpmmd)'. A modal form titled 'Edit Download on Demand for standard / i586' is open. It contains the following fields: 'Architecture' (dropdown menu showing 'i586'), 'Type' (dropdown menu showing 'rpmmd'), 'Url' (text input showing 'http://mirror.example.org/fedo'), 'Arch. Filter' (empty text input), 'Master Url' (text input showing 'https://master.example.org/w'), 'SSL Fingerprint' (text input showing 'sha256:0a64..0303'), and 'Public Key' (empty text area). At the bottom of the form is an 'Update Download on Demand' button.

FIGURE 1.19: EDIT FORM FOR THE DOWNLOAD ON DEMAND OF THE "STANDARD" REPOSITORY

And if you clicked the "Delete" link you will be asked for confirmation.

1.4.4 Package page, build log and project monitor page

Next, it is time to explore the Monitor page, the package detail page and the build log. Just click on the links and explore the web interface. I recommend starting with your home project's top level 'overview' page – click on the Overview tab and you may see something like this:

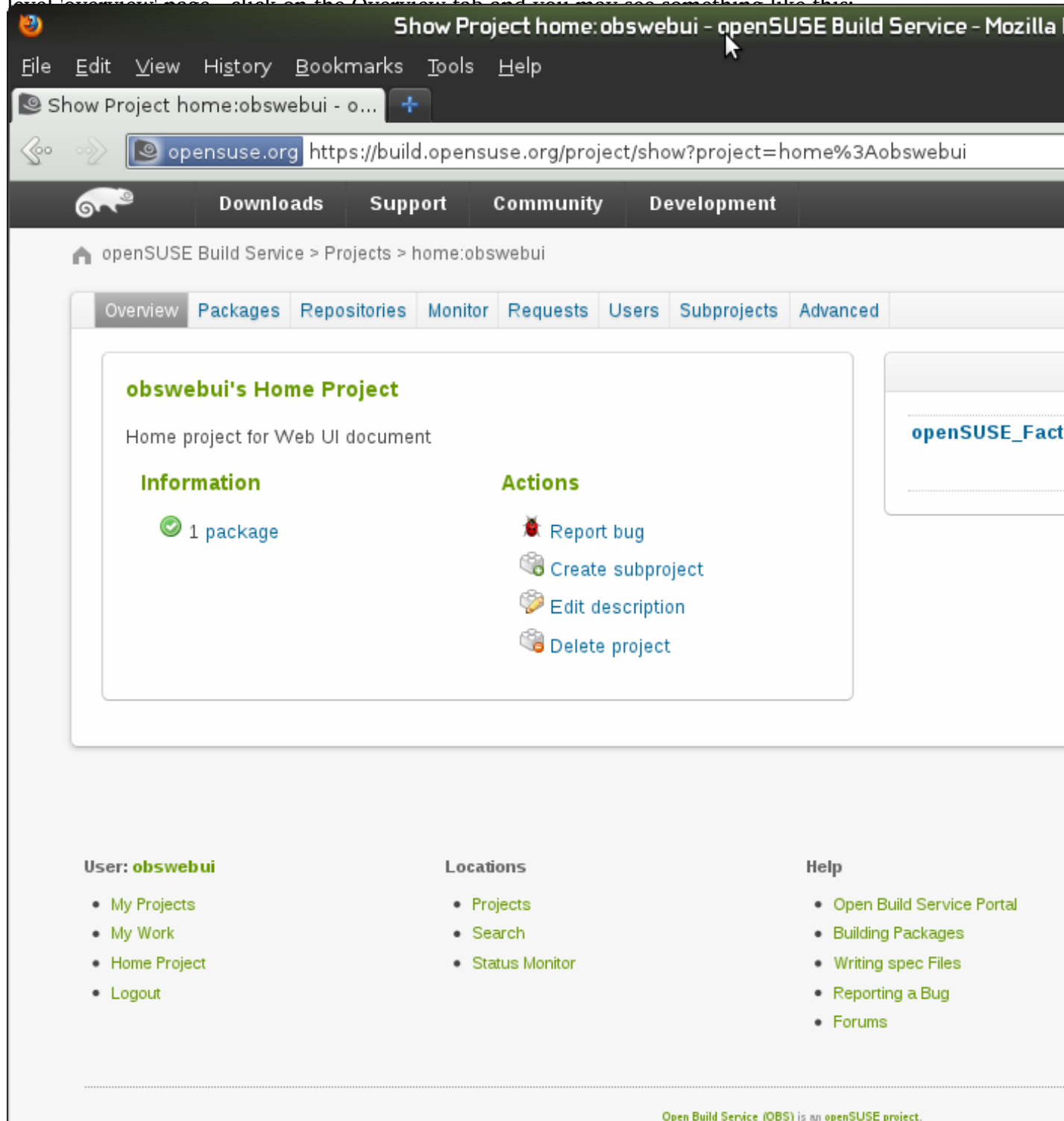


FIGURE 1.20: FLOOD_SUCCEEDED_FINISHED

If you wait a bit, you would see the below building success screen

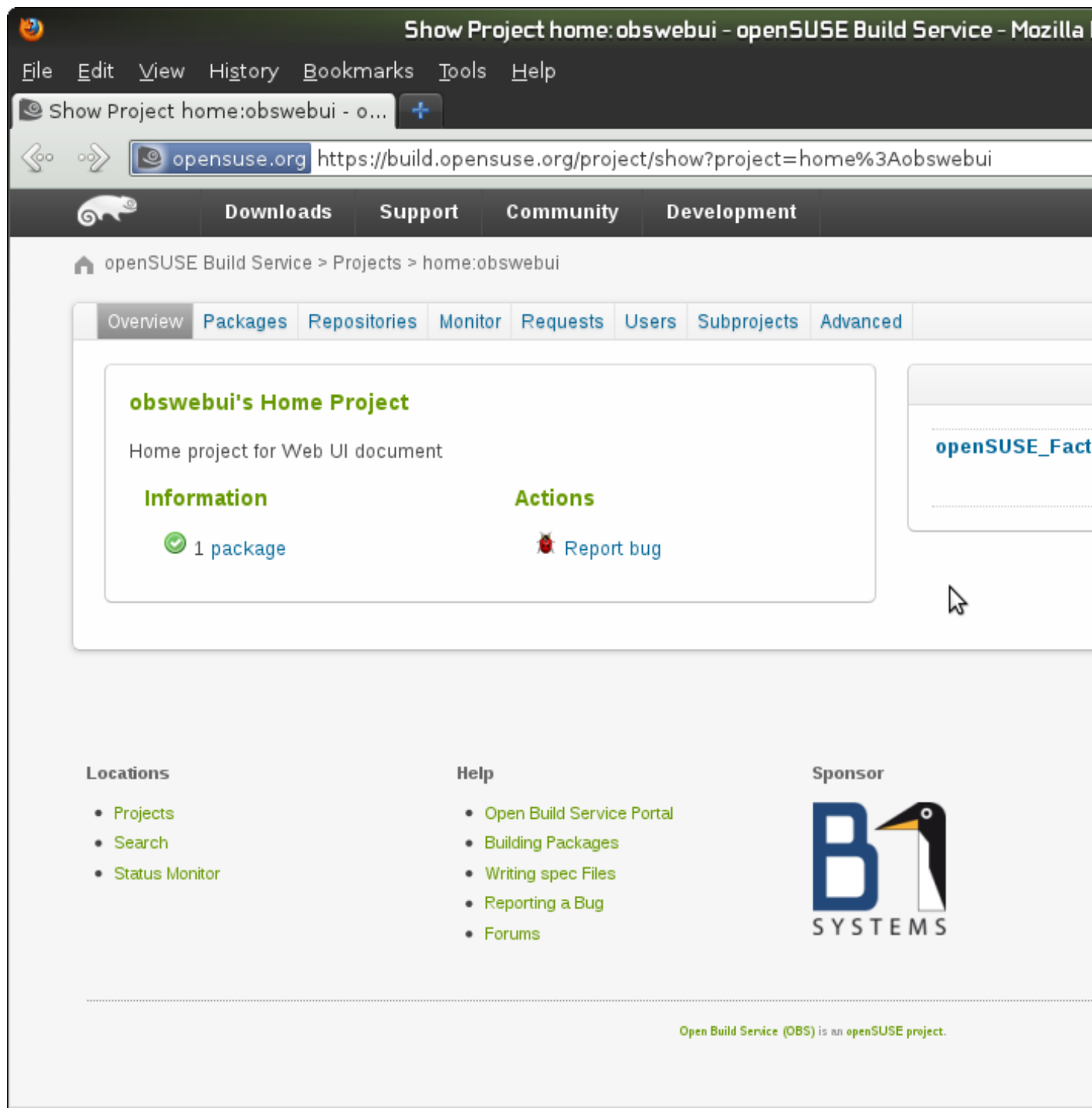


FIGURE 1.21: FLOOD_BUILD_SUCCESS

please try to click blue "succeeded" message, then you could see the build log as below.

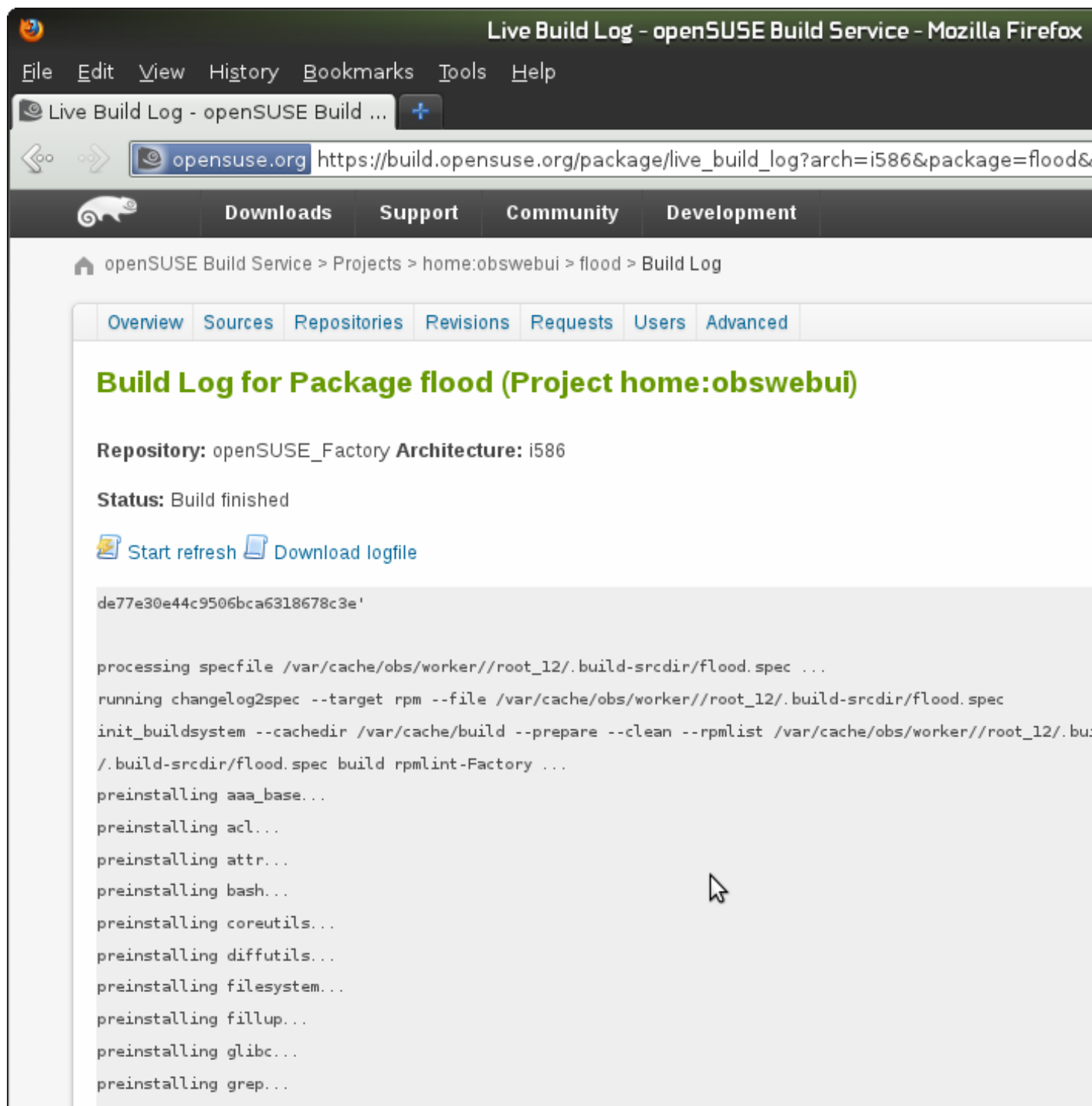


FIGURE 1.22: FLOOD_BUILD_LOG

1.5 Repository Output: Built Packages

To find the RPMs you built, go to your home project page and click Repositories. From there click on the blue repository name. For example, openSUSE_Factory:

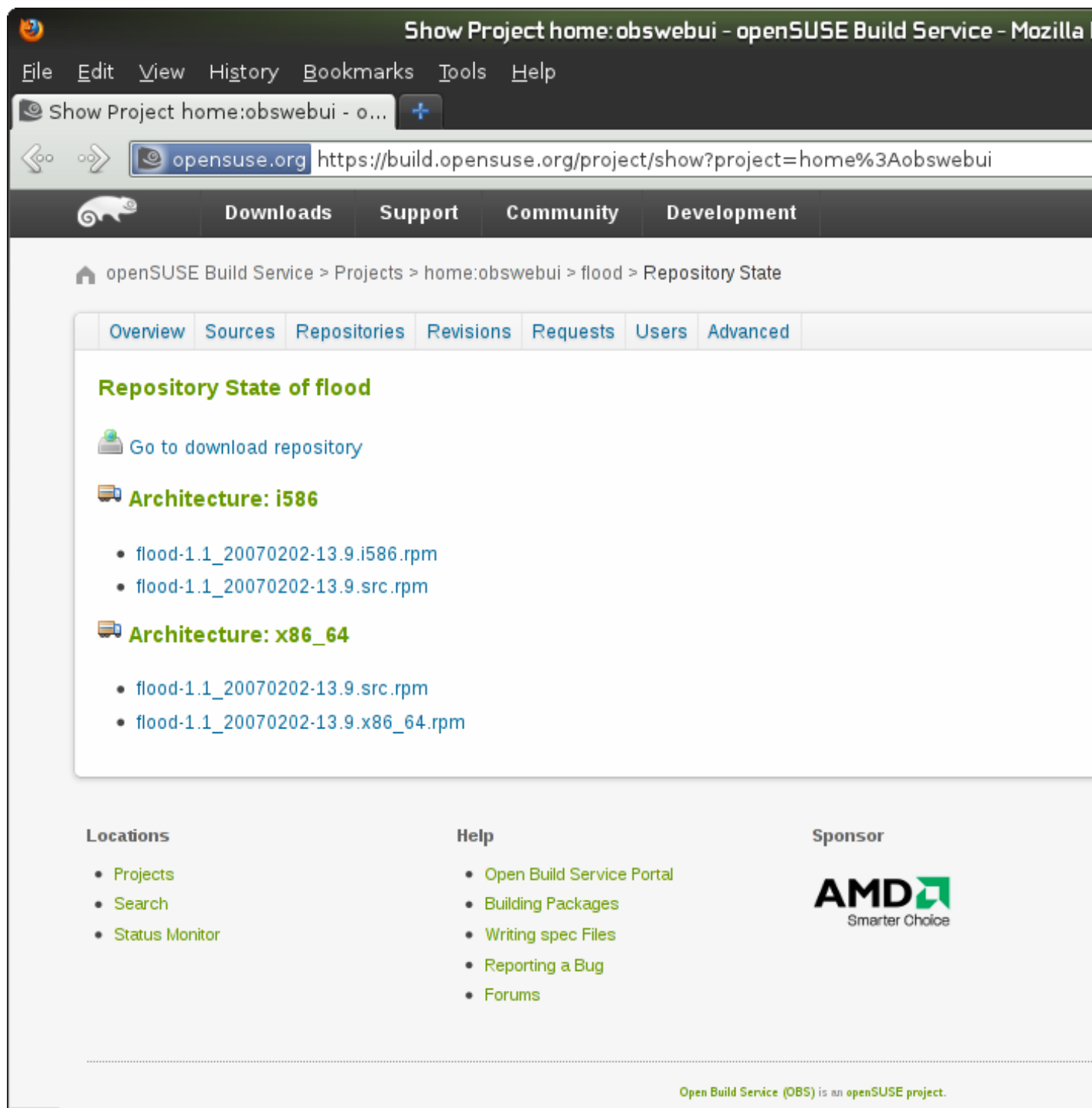


FIGURE 1.23: MY_REPOSITORY

And from there, click on Go to download repository. You'll see something like this:

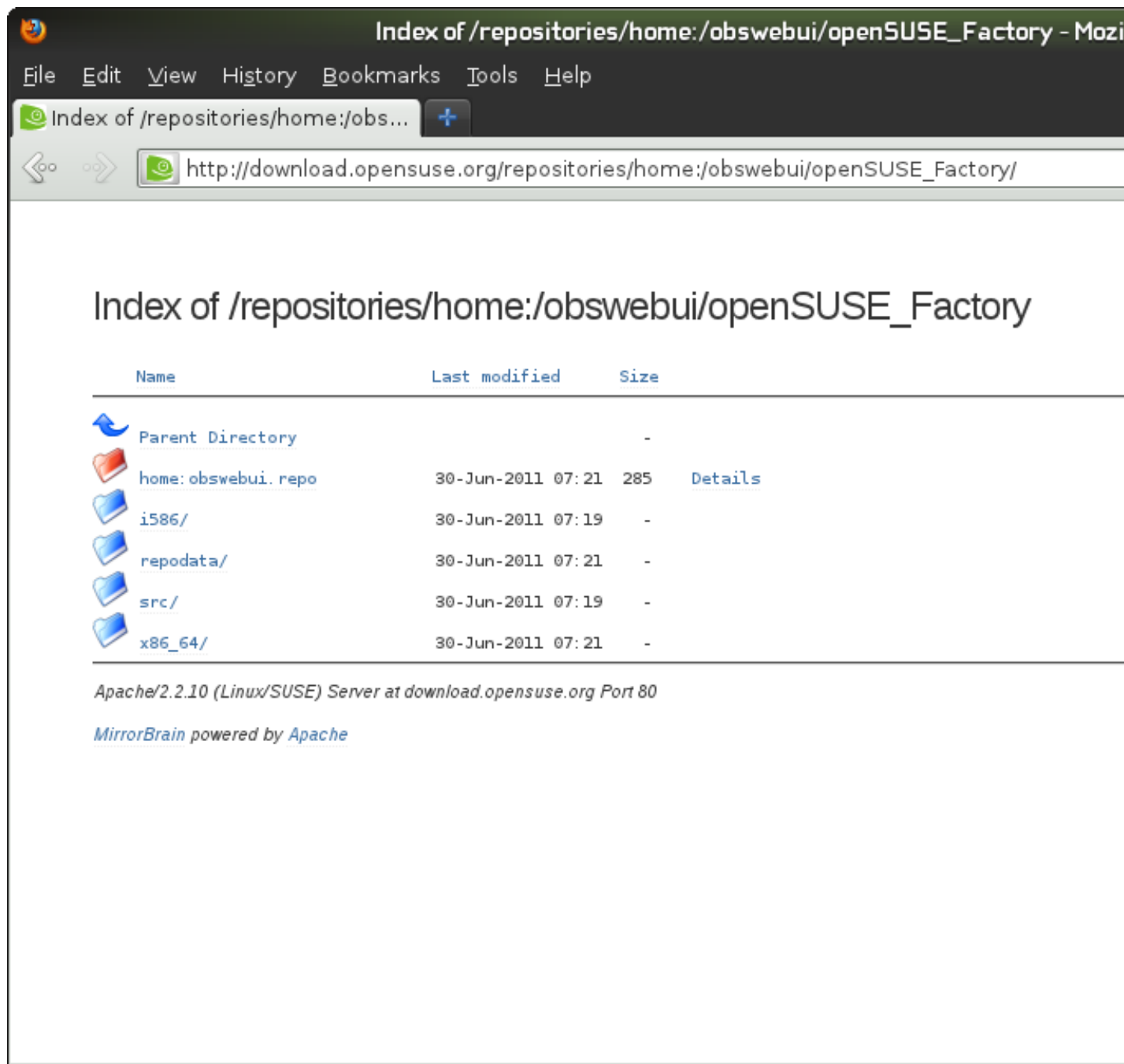


FIGURE 1.24: **REPOSITORY_STRUCTURE**

Your rpms can be found in the subdirectories, and the .repo file is suitable for use with zypper, yum or other repository-friendly package management tools.

2 Basic Concepts and Work Styles

These best practices should be known by every OBS user. They describe how to setup projects, working with own or foreign sources.

2.1 Setup a project re-using other projects binaries

Binaries are the

2.2 Setup a project reusing other projects sources

You can also setup your own project using the sources, spec files and patches from another project and develop within this project.

```
#osc copypac SOURCEPRJ SOURCEPAC DESTPRJ
```

By default, Open Build Service will strip the maintainer info and now make it part of your own project. To clarify, when we speak of a project, it can mean just one package or a complete set of packages with their own build dependencies.

2.3 Contribute Directly to External Projects

In case a user does not have commit permissions to a project, he can request maintainership permissions for this project. This makes sense if the user is already known to the project owners and they trust him as a maintainer. There is a way to do this via the request system of OBS, but only via osc so far:

```
# osc createrequest -a add_me maintainer PROJECT
```


2.4 Contribute Indirectly to Foreign Projects

Users who are new to a given project, either because they are new users with Open Build Service or packaging or don't have any deeper knowledge about a certain project won't have direct commit permissions. However, they can still create a copy of any package source and ask back to merge their changes. Open Build Service has support to make this easy.

Wiki reference: User comment page (http://en.opensuse.org/openSUSE:Build_Service_Collaboration) ↗

3 Publishing upstream binaries

This chapter covers main step of using OBS to publish binaries of your project for multiple distributions.


3.1 Which instance to use?

3.1.1 Private OBS instance


OBS is open source project and therefore you can setup your own instance and run it by your own. The main advantage of this approach is that you can keep all your sources and recepies unpublished if you need to (for example because of NDA). Obvious downside of this approach is that you need to maintain your own server/servers for running builds, publishing and mirroring. Also making your project public may attract some potential contributors.

More information about setting up your own private OBS instance can be found in *Chapter 4, OBS Local Setup* .

3.1.2 openSUSE Build Service

Other option is to use some publically available instance of OBS. One good example is openSUSE Build Service - <http://build.opensuse.org>  . This OBS instance can be used by anybody to freely create binaries for any of the supported distributions. Big advanatage is that somebody is already taking care of all the infrastructure. You can store your sources there, build your packages and got them mirrored around the world. You don't need to get your own server a configure it, you can start using it right a way.

3.2 Where to place your project?

This part helps you to decide on how to name and where to place your project and what project structure to create. This is more important if you are sharing your OBS instance with other people like in *openSUSE Build Service* (<http://build.opensuse.org>) .

3.2.1 Base project

If there are more packages in OBS, like for example in [openSUSE Build Service \(http://build.opensuse.org\)](http://build.opensuse.org), these packages need to be somehow divided into projects so it is easier to find what people are looking for and it isn't all just one big mess.

In openSUSE Build Service, packages are divided into categories regarding their function. MySQL is in *server:database* repository, lighttpd in *server:http* and for example KMyMoney has its own subproject in *KDE:Apps*. So it is a good idea to think about in what category available on the OBS your application will fit the best.

If you need whole project for yourself - for example some of your dependencies is being built in the same project, you need to request creating subproject. In openSUSE Build Service, this is done through asking OBS admins for it on [opensuse-buildservice mailing list \(mailto:opensuse-buildservice+subscribe@opensuse.org\)](mailto:opensuse-buildservice+subscribe@opensuse.org). Its archive and link for subscribing can be found at <http://lists.opensuse.org/opensuse-buildservice/>.

If you need to just put your package somewhere, you can create it in your home project and then send submitrequest to the project you want your package to get included in.

3.2.2 More supported versions?

If you want to support more than just one version of your program, you will need to use several projects for that. There can't be same packages with.


3.2.2.1 Stable and development version

Let's assume that you have found project suitable for your program. Some projects already have something like *STABLE* and *UNSTABLE* subprojects. So you can use these, if you discuss it with maintainers of these project. Other way is to ask somebody from the maintainers of the project to create either these subprojects (if they don't exist) or something similar. Always try to discuss it with the maintainers of the project. They might have good ideas, suggestions and may help you in various ways.

3.2.2.2 Multiple stable versions

If you want to support multiple version, you would need more projects then just two as suggested in previous section. These special project should contain version they are supposed to support in their name. If you are creating them under some project you are sharing with other packages, having you package name in the name of projects is a good idea as well. Good example can be Gnome. It has *GNOME* project and many subprojects projects. Among them are for example *GNOME:STABLE:2.30*, *GNOME:STABLE:2.32* and *GNOME:STABLE:3.0*. These projects holds different stable versions of Gnome with latest fixes.

3.3 Creating a package


Packaging is quite a complex topic. Instead of trying to cover it in this book, it is a good idea to start with available internet documentation. One of the recommended online resource is Portal:Packaging on openSUSE wiki. You can find it at <http://en.opensuse.org/Portal:Packaging> . It contains links to several packaging tutorials and other packaging related documentation.

3.4 Getting binaries?



Note

This sections discuss feature available only in openSUSE Build Service - one of the freely available instances of OBS.

If you want a nice download page for your software published on openSUSE Build Service, you can use openSUSE download page. You can include it for example using either [iframe](#) or [object](#) on newer webs . Example of download page can be following one <http://software.opensuse.org/download.html?project=openSUSE:Tools&package=osc> . You can see how it looks like in *Figure 3.1, "openSUSE download page for package from OBS"*. It contains links to the packages and instructions how to install them.

Select Your Operating System



CentOS



Debian



Fedora



Mandriva



openSUSE



RHEL



SL



SLE

Install using One Click Install

openSUSE Factory

openSUSE Factory PPC

openSUSE 11.4

open

openSUSE 11.1 Evergreen

Add repository and install manually

Grab binary packages directly

Packages for **openSUSE Factory**:

- [osc-0.132.5-56.2.noarch.rpm](#)
- [osc-0.132.5-56.2.src.rpm](#)

Packages for **openSUSE Factory PPC**:

- [osc-0.132.5-56.2.noarch.rpm](#)
- [osc-0.132.5-56.2.src.rpm](#)

Packages for **openSUSE 11.4**:

- [osc-0.132.5-56.1.noarch.rpm](#)
- [osc-0.132.5-56.1.src.rpm](#)

Packages for **openSUSE 11.3**:

- [osc-0.132.5-56.1.noarch.rpm](#)
- [osc-0.132.5-56.1.src.rpm](#)

FIGURE 3.1: OPENSUSE DOWNLOAD PAGE FOR PACKAGE FROM OBS

Url always has to start with <http://software.opensuse.org/download.html?>. You can attach any number of '&'-separated parameters. But at least two of them - *project* and *package* - are required. All parameters with descriptions can be found in *Table 3.1, "Possible parameters for download page"*.

TABLE 3.1: POSSIBLE PARAMETERS FOR DOWNLOAD PAGE

parameter	description
<u>project</u>	Project in which your package is located
<u>package</u>	Name of your package as it is specified in OBS
<u>bcolor</u>	Background color in hexa (for example <u>bcolor=004</u>) to make the download page better match your project page
<u>fcolor</u>	Text color in hexa (for example <u>fcolor=fff</u>) to make the download page better match your project page
<u>acolor</u>	Link color in hexa (for example <u>acolor=ff0</u>) to make the download page better match your project page
<u>hcolor</u>	Highlight color in hexa (for example <u>hcolor=0ff</u>) to make the download page better match your project page

3.4.1 Examples

Now we will take a look at how to include the download page into your project pages. As example we will use *osc* client from *openSUSE:Tools* project. To demonstrate the colors change, we will use theme that would match Midnight Commander.

First we will start with recent web page supporting new standarts. On such a website, we would use object to include download code:

```
<object type="text/html"
  data="http://software.opensuse.org/download.html?
project=openSUSE:Tools&package=osc&bcolor=004&acolor=ff0&fcolor=fff&hcolor=0f
width="100%" height="100%">
  <param name="src"
```

```

        value="http://software.opensuse.org/download.html?
project=openSUSE:Tools&package=osc&bcolor=004&acolor=ff0&fcolor=fff&hcolor=0f
>
        Your browser doesn't support objects, please continue to the
        <a href="http://software.opensuse.org/download.html?
project=openSUSE:Tools&package=osc&bcolor=004&acolor=ff0&fcolor=fff&hcolor=0f
        download page</a>
</object>

```

If you are using php on your server, you can make it easier by using following code:

```

<?php
    $url = "http://software.opensuse.org/download.html?
project=openSUSE:Tools&package=osc&bcolor=004&acolor=ff0&fcolor=fff&hcolor=0f
    echo '
<object type="text/html"
    data="" . $url . "'
    width="100%" height="100%">
    <param name="src"
        value="" . $url . "' />
    Your browser doesn't support objects, please continue to the
    <a href="" . $url . "'>download page</a>
</object>
';
?>

```

If you are running some legacy website, you might have to use iframe :

```

<iframe src="http://software.opensuse.org/download.html?
project=openSUSE:Tools&package=osc&bcolor=004&acolor=ff0&fcolor=fff&hcolor=0f
>

```

4 OBS Local Setup

This chapter explains how you could setup/Install/test OBS in your system. This chapter is written for those who are not so familiar with Linux and OBS. So in case you are confident to setup OBS, please skip this chapter. Following would be explained in this chapter.

- OBS 1 click install, then manual setup in openSUSE 13.1;
- OBS 1 click install, then manual setup in SLES11;
- OBS test run on Microsoft Windows using VMware player;
- OBS appliance installed manually in a VirtualBox.

Unfortunately, didn't have a chance to install OBS in other Linux distribution yet. The last section will explain your first steps with the new OBS server.

How you could install and purchase openSUSE 13.1 and SLES12 will not be explained in this chapter. VMware player install and purchase also won't be explained. For these topics, you could visit for help:

- <http://software.opensuse.org/131/en> ↗
- <http://www.suse.com/products/server/> ↗
- http://my.vmware.com/web/vmware/free#desktop_end_user_computing/vmware_player/6_0 ↗

4.1 OBS test run on Microsoft Windows using VMware player

Those who are not familiar with Linux can run and test OBS. To run and test OBS in Windows, you could use a virtual machine program such as VMware or VirtualBox, etc. This chapter explains, how you can run OBS using VMware player. To check and test with VirtualBox or another virtual machine, please check in below.

After you are done installing VMware player on Windows, you need to download the OBS appliance program. You could get OBS appliance file by visiting <http://openbuildservice.org/download/other/> ↗ and clicking on *Virtualbox/VMWare Image*. After downloading, uncompress with some Windows archiving program that understands the .tar.bz2 file format.

Now, open VMware Player application and select *File* > Open a Virtual Machine, or you could press **Ctrl+O** directly. Open the decompressed virtual machine in *Open Virtual Machine* dialog box. Click on *Play virtual machine* icon or hyper link in VMware player.

At the Linux prompt, you can login using "root" as a login name and "opensuse" as a password. Now, OBS local instance should be already loaded and running in your system. To make sure OBS webui is successfully up and running, you probably want to see OBS web ui.

To access OBS web user interface, open your web browser and try the address <http://vm.ip.address> You can check the virtual machine's IP address by using **ifconfig** Linux command. Now, you probably could see a screen like the one below in your Windows:

To login your local OBS instance, you could use default login name as "Admin" and password as "opensuse". Check if you could login properly by clicking *Login* on your local OBS instance web UI. Welcome to the Open Build Service ;-)

4.2 OBS 1 click install on openSUSE 13.1

This section explains, how you can install OBS on top of openSUSE 13.1. Open your web browser and go to that URL http://download.opensuse.org/repositories/openSUSE:/Tools/openSUSE_13.1/OBS_Server.ymp ↗

This YaST Meta Package file lets you install OBS by 1 click. In case you are using openSUSE 11.2 or below version, please check if you could find 1 click install file in this URL http://en.opensuse.org/openSUSE:Build_Service_Installation_SUSE ↗

After you click on the above URL, you would see *Opening OBS_Server.ymp* window, Select default selection which is *Open with YaST Meta Package Handler* and press *OK* button. Then *OBS_Server Installation - YaST* window will appear. Select *Next* button after that till you get successful OBS setup message.

TIPS : In case you didn't install libMagickCore.so.2 in openSUSE, you might face dependency warning. In that case, stop the OBS install by pressing *Abort* button in *OBS_Server Installation - YaST* window. Then search and install libMagickCore using a search engine like Google or others and repeat above processes. Then you will get an OBS setup message.

Now, OBS Server is installed in your openSUSE. To run OBS server, you need to work on several further steps. Open `/usr/share/doc/packages/obs-api/README.SETUP` file. To run OBS server, you need to follow each step of `README.SETUP` carefully based on your system situation. You could also find this [README . SETUP](http://gitorious.org/opensuse/build-service/blobs/raw/master/dist/README.SETUP) file online using this URL <http://gitorious.org/opensuse/build-service/blobs/raw/master/dist/README.SETUP> ↗.

If you follow instructions from README.SETUP file, you should be able to run OBS server in your system. There are several tips that I would like to comment regarding README.SETUP file.

TIP #1 : Check *3.1 Initialize fresh Database*. It might be described as

```
# cd /srv/www/obs/api/  
# sudo RAILS_ENV="production" rake db:setup  
# sudo chown lighttpd.lighttpd log/*  
  
# cd /srv/www/obs/webui/  
# sudo RAILS_ENV="production" rake db:setup  
# sudo chown lighttpd.lighttpd log/*
```

but it should be

```
# cd /srv/www/obs/api/  
# sudo RAILS_ENV="production" rake db:migrate  
# sudo chown lighttpd.lighttpd log/*  
  
# cd /srv/www/obs/webui/  
# sudo RAILS_ENV="production" rake db:migrate  
# sudo chown lighttpd.lighttpd log/*
```

You could check this Tip in below URL also.

http://en.opensuse.org/openSUSE:Build_Service_Installation_SUSE

You would find same description in above URL for this TIP #1.

TIP #2 : If you get fail message because of "apisrv" in "6. Using osc with your local build service:", please try apiurl instead.

You might face some issues during process to follow README.SETUP file. If you read and follow instructions carefully, you could run OBS local instance on your system successfully.

4.3 OBS 1 click install on SLES (SUSE Linux Enterprise Server) 12

1 click install for OBS in SLES12. This section explains how you install OBS in SLES12. Installation of OBS in SLES12 is quite similar to OBS install method on openSUSE. I would skip some contents so you might need to have a look for prior section "OBS 1 click install on openSUSE 13.1".

Before you install OBS on SLES12, you need to download and install SLES12 SDK first. you could download SLES12 SDK in here <http://download.novell.com>.

After you download and install SLES12 SDK, We could use YMP file for OBS 1 click install like openSUSE 13.1. Open your web browser and go to this URL http://download.opensuse.org/repositories/openSUSE:/Tools/SLE_11/OBS_Server.ymf.

Like for openSUSE 11.3, I have referenced the previous from http://en.opensuse.org/openSUSE:Build_Service_Installation_SUSE.

After you clicked on that URL, you would see *Opening OBS_Server.ymf* window as described in the previous openSUSE 13.1 section. Press *OK* button and *Next* button after YaST2 window pops up. If YaST lets you know successful install of OBS server, then you are ready to activate and run OBS on SLES12.

To run OBS server on SLES12, you need to follow instructions based on `/usr/share/doc/packages/obs-api/README.SETUP` file as described in prior section. From here, you could refer to prior section for successful OBS run on your SLES12.

4.4 Installing a readymade OBS appliance in a VirtualBox

This method is slightly less easy than the method using the readymade vmdk VMWare disk, but it enables you to determine the size of your virtual disks to your convenience. It could also work with a real computer with two disks. It requires some knowledge of command line and partitioning.

1. Download the OBS appliance installer. Visit: <http://www.openbuildservice.org/download> and press the *Download the OBS Appliance Installer* button. It will start downloading an ISO image.
2. In VirtualBox, create a virtual machine with:
 - 4 GB memory
 - 1 virtual hard disk of 20 G for `/` and `/var/cache/obs`
 - 1 virtual hard disk of 50 G for `/srv/obs`
 - a virtual CD-ROM driver pointing to the downloaded ISO image
 - network bridging with real Ethernet card
3. Boot the virtual machine and choose to install the OBS server on the smaller virtual hard disk.
4. Log into the virtual machine with Login: root and Password: opensuse. If needed, switch to German/French/whatever keyboard: `# loadkeys de`. Inspect partitioning: `# df -h`. It shows you that the root partition is small and already almost full (1.6 GB used out of 1.8). Let's prepare the other partitions to get a bit more working space. First, `# fdisk /dev/sda` and prepare `/dev/sda2` to use the remaining space. Second, `# fdisk /dev/sdb` and prepare `/dev/sdb1` to use all the space, with type 8e (Linux LVM):

```
# pvcreate /dev/sdb1
# vgcreate OBS /dev/sdb1
# lvcreate -n server -L 48G OBS
# mkfs.ext4 /dev/OBS/server
```

5. Reboot, this time onto the hard disk. The CD-ROM might be disconnected, we won't need it anymore. Log in as root user, change keyboard if needed, and format `/dev/sda2`: `# mkfs.ext4 /dev/sda2`. Add following entry to `/etc/fstab`:

```
/dev/sda2 /var/cache/obs ext4 defaults 2 1
```

Mount the new partition: `# mount /dev/sda2`. Get your IP address: `# ifconfig`.

4.5 First steps with your new OBS server

At this point, one of the methods above should have provided you with a running OBS instance. Let's get our first package building.

1. From a web browser, access the web interface: `https://vm.ip.address/`. Accept the self-signed certificate.
2. In the top right corner of the web interface, there is a *Log In* option. Use it to log in as: Admin opensuse.
3. Click on the *Configuration* button to give your server a name and a description. Click on the *Interconnect* option. Choose *openSUSE* as the remote repository where we will pick up the packages of the build environment. Log out of the web interface.
4. Use *Sign Up* option to create a regular user account (for example: hmustermann).
5. As this normal user, click on the *Home Project* option and create your home project (that would be: "home:hmustermann").
6. Go to this home project, and click on *Create package* to create your first package (let's say: "mypackage").
7. Go back to your home project, and click the *Repositories* button. Choose to add a new repository and pick *openSUSE 13.1* (for example).
8. Reboot the virtual machine to ensure all projects are rescanned.
9. From outside the virtual machine and as a normal user, declare in `~/.osrc` your new OBS user:

```
[https://vm.ip.address]
user=hmustermann
pass=bond007
```

then checkout your new package: `$ osc -A https://vm.ip.address co`
`home:hmustermann`. go to your first package: `$ cd home:hmustermann/mypackage`. and
add some sources there (tarball, spec file, changelog, patches). Check them in, then trigger
a remote build:

```
$ osc add *  
$ osc commit  
$ osc rebuild
```

10. The built packages can be seen at: <http://vm.ip.address:82/>

5 Boot Strapping

This chapter explains Boot strapping. In this chapter, You would learn how you could have other OBS projects and packages to your local OBS instance after your OBS install. There are some useful OSC commands examples and OBS working mechanism explanation in this chapter also. Basically this chapter is a copy from Build Service portal. please check below for OBS bootstrap from Build Service portal.

http://en.opensuse.org/openSUSE:Build_Service_private_instance_boot_strapping

5.1 The issue

If you create a private instance of an OBS it is likely to be be fully independent. This means that your OBS needs to build its full reference tools chain. This process - called Bootstrap - presents the same problem as the Chicken and the Egg, which one came first ! In other words, you need to create a tool chain with the tool chain that you want to create.

5.2 A cheat sheet

5.2.1 Create your first project

Log on to the Web API. The default user Admin, with the password opensuse is available. Create your own login and password and set yourself as Admin. Log on to the Web UI as Admin and click on the Icon "Configuration" and add the openSUSE Build Service as remote instance. Select from under 'Locations' -> 'Projects'. At the end of the list click on 'Add_Project'. Give it a name (e.g. Meego-test) Select your new project and create a sub-project 0.1. You have now a project Meego-test:1.0 Sub projects are handy to propagate Access Control Lists (acl) and for creating the version as a sub project simplifies the user and project administration.

5.2.2 Import your base Linux project

We are now going to import the base project. I will describe two methods, one where you have a login on a remote OBS instance, one where you have only access to the rpm repository. In both cases you will need access to binary and source rpm.

5.2.2.1 With a login on a remote OBS

The osc copypac (I assume that you have installed the osc package on your workstation) has an option -t which enables copying towards a remote target OBS instance. osc help and osc help command will advise on how to use these. First you need to import the project configuration.

```
$ export PROJECT=MeeGo-test:0.1
$ osc -A http://api-url-source-obs meta prjconf $PROJECT >
my_project.conf
$ osc -A http://api-url-target-obs meta prjconf -F my_project.conf
$PROJECT
```

Then import the project. As you might have some Links in the project that you import, it is a good idea to keep the source and target project names identical.

```
$ PRJ=ProjectToCopy; for i in `osc -A http://api.source.obs.domain ls $PRJ`;
do \
osc -A http://api.source.obs.domain \
copypac -t http://api.target.obs.domain $PRJ $i $PRJ ;done
```

5.2.2.2 Without a Login on a remote OBS

If you have access only to the repositories of your source reference target, then your life will be a bit more difficult. My advice would be to recheck if you find you cannot get a login on a public OBS service - such as provided by openSUSE or MeeGo - before proceeding this way.

You will not be able to import the project config and you will have to create it by hand. This is too long to be covered in this HowTo. For more explanation about Build Service project config, please visit below.

```
http://en.opensuse.org/openSUSE:Build\_Service\_prjconf
```

Then you need to download all your rpm source on to a local machine and import it into your project with the command.

```
$ osc importsrcpkg
```

5.2.2.3 Bootstrapping

To initiate the build process, we will copy the rpm binary from the source OBS of the source project. These binary rpms, from which we will remove any reference to release and version, will be used to trigger the first build. The OBS appliance will recompile all the rpms until all rpms in the project have been compiled only with packages compiled from their source code. Some base packages (e.g. tool chains) will be compiled several times during that process. Alternative You can build a first time against a target which is similar to the base that you need to boot strap in lieu of building against your own base and change the build reference to your bootstrap base once that the first build has been successful. Remember that you can also build against remote baseline. Double check that the preliminary step have been executed correctly. You must have already : copied a Linux base distribution in an OBS project defined a build target for that base project. Note : If you have not defined a build target the need directory structure will not exist. It's a preliminary mandatory step. stop the scheduler as it will create a mess if the system is not stable

```
# rcobsscheduler stop
```

* Add binaries to the :full directory of the Project ssh onto the OBS server. Now go to the project's build directory, and create a directory called “:full”. Note : standard is the default name of your Build repository as defined in your project. It might change depending of who created the initial build repo.

```
# cd /obs/build/$PROJECT/standard/i586
```

This directory structure should already exist. If not, there is a problem (note that /obs is link and the target may vary with your implementation). Now create the “:full” directory.
\$ mkdir :full Copy over all the binary rpms of the project you are trying to build from scratch. These rpms should have the release and version numbers stripped from them. e.g. alsa-utils-1.0.22-2.7.i586.rpm -- should be – alsa-utils.rpm Note : If the original project has a :full directory you can copy from there to avoid the issue of stripping version and release numbers.
* Add binaries to the :full directory of the Project. Change all user/group privileges under /srv/obs/build/ to “obsrun”

```
# chown -R obsrun:obsrun /srv/obs/build
```

If you leave root as owner of :full, it will still build but the scheduler will fail (almost silently) to upgrade :full with the latest built packages. Except in very special cases, it is very unlikely that you want to do so. * Start the OBS scheduler

```
# rcobsscheduler start
```

* Force the obs to reindex your new :full directory. It will send an event to the scheduler which will create a file named :full.solv

```
# obs_admin --rescan-repository $OBS-PROJECT $REPO $ARCH
```

5.2.2.3.1 Troubleshooting

At that time you should see your project restarting to build. If that would not be the case. * check that your files in your target :full directory are all own by the user obsrun. The following command should not return any file name.

```
#find /obs/build ! -user obsrun  
#chown -R obsrun:obsrun /obs/build (will correct ownership issue)
```

* Force the obs to reindex your new :full directory. It will create a file named :full.solv

```
$obs_admin --rescan-repository $OBS-PROJECT $REPO $ARCH
```

* Check that your rpm are valid (e.g. not damaged during transfer)

```
#cd /obs/build/$PROJECT/standard/i586:full
#for I in `ls *.rpm` ; do rpm -qlp $I >/dev/null; if [ $? -ne
0 ] ;then echo $I >>../error.lst ; fi ; done
#cat ../error.lst (must be empty, all rpm in error needs re-
installation)
```

* Still not working, get a look in the log files in the directory /obs/log. You can start by having a look at /obs/log/scheduler_TARGET_ARCH.log and search from the end for the string "expanding dependencies". You will find from there why the scheduler fails.

```
#tail -f /obs/log/scheduler_i586.log
```

5.3 Creating my first project

After creating a dedicated user via the web API, relog onto the web UI with your new login. Open your home project and create a sub project called "MyTest". To add a package in your new Home project, simply create a link [link Package from other Project] with one of the packages recently copied in your new OBS instance (see previous chapter Import your base project). Pick up a small one to speed compilation time. Click on the "+" near Build Repositories to add a repository. Move to the end of the page where all the standard Linux distributions are listed and click on [Advance]. Give a name to your repo, e.g. my-test and pick from the list the project/repo that you have just imported and rebuilt. This will request the OBS to build your new Home project against that repository. You can now check out your Home project with the ocs command, modify a file or two and at your next check-in, the OBS will rebuild your Home project. If your reference project changes, the OBS will also rebuild your Home project.

6 OSC commands examples

This chapter explains and shows OSC commands examples. You could use OBS much more efficiently with OSC commands. `$man OSC` will show you [GLOBALOPTS], SUBCOMMAND, [OPTS][ARGS....]. You also could find some OSC commands examples from OBS Build Service portal. This chapter will take every OSC command examples from OBS Build Service portal and describes it in here. You could visit Build Service portal OSC command explanation via below described URL.

```
http://en.opensuse.org/Build\_Service/CLI
```

6.1 osc, the Python command line client

osc is written in Python, and in addition to the commandline interface it also provides a Python module, for use by other Python programs. Packages can be found at <http://download.opensuse.org/repositories/openSUSE:/Tools/> for various distributions (openSUSE, SLES, Fedora, Mandriva, Debian, etc.). If you want to check out the latest source code, you can do so with Git:

```
git clone git://gitorious.org/opensuse/osc.git
```

osc is a subversion-like client. It serves as client for the source code repository part of the build service, and it is used to edit metadata or query about build results. Introductory usage examples are shown below. Note the Build Service Tutorial, which gives a more systematic introduction. osc is extensible. You can modify the behavior or write your own commands. osc will ask you for your credentials when you use it for the first time, and store them in `~/.osrc`. The password is stored in plain text. Protect your `~/.osrc` file and your filesystem appropriately.

Show usage info on a command

```
osc help
osc help [cmd]
```

List existing content on the server

```
osc ls                #list projects
osc ls Apache         #list packages in a project
osc ls Apache flood   #list files of package of a project
```

"osc ls" shows you a list of projects on OBS. But which OBS it would show? it depends on your .osrc setting. please have a look on your .osrc file. If it is set as "apiurl = https://api.opensuse.org". osc ls would show build.opensuse.org OBS projects list to you. So what if you would like to list projects of another OBS?

```
osc -A http://localhost:81 ls      #list your local OBS instance
projects
osc -A https://api.opensuse.org ls  #list build.opensuse.org
projects
```

Check out content

```
osc co Apache          #entire project
osc co Apache flood    #a package
osc co Apache flood flood.spec # single file
```

Update a working directory

```
osc up
osc up [directory]
osc up *              # from within a project dir, update all packages
osc up                # from within a project dir, update all packages
AND check out all newly added packages
```

Upload changed content

Upload changed content

```
osc ci                # current dir
osc ci [file1] [file2] # only specific files
osc ci [dir1] [dir2] ... # multiple packages
osc ci -m "updated foobar" # specify a commit message
```

See the commit log

```
osc log
```

Show the status (which files have been changed locally)

```
osc st
osc st [directory]
```

If an update cannot be merged automatically, a file is in 'C' (conflict) state, and conflicts are marked with special lines. After manually resolving the problem, use

```
osc resolved [file]
```

Mark files to be added or removed on the next 'checkin'

```
osc add foo
osc rm foo
```

Add all new files in local copy and removes all disappeared files.

```
osc addremove
```

Let OBS create a tar ball out of an SCM repository. This just creates or extend a `_service` file with some rules how to download and package sources. The actual work happens on a local build or on a service side build. Please note that you need at least the following packages installed for local runs: `obs-service-tar_scm`, `obs-service-set_version`, `obs-service-recompress`.

```
osc add git://....
```

Generate a diff to view the changes

```
osc diff [file]
```

Show the build results of the package

```
osc results  
osc results [platform]
```

Show the log file of a package (you need to be inside a package directory)

```
osc buildlog [platform] [arch]
```

Show the URLs of `.repo` files which are packages sources for Yum/YaST/smart

```
osc repourls [dir]
```

Trigger a package rebuild for all repositories/architectures of a package

```
osc rebuildpac [dir]
```

Build a package on your local platform

```
osc build [platform] [arch] [specfile] [--clean|--noinit|...]
```

Show the configured platforms/build targets.

```
osc platforms [project]
```

Show the possible build targets for your project.

```
osc repos
```

Show meta information

```
osc meta prj [project]  
osc meta pkg [project] [package]  
osc meta user [username]  
osc meta prjconf [project]
```

Edit meta information. Creates new package/project if it doesn't exist. It will open an Editor with the raw XML metadata. If unsure about XML, you can use the web client instead.

```
osc meta prj -e [project]  
osc meta pkg -e [project] [package]  
osc meta prjconf -e [project]
```


(The project configuration (prjconf) may well be empty. It is needed in special cases only.)
Update package meta data with metadata taken from spec file

```
osc updatepacmetafromspec [dir]
```

6.2 Package tracking

With osc it is also possible to manage packages in a svn like way. This feature is called package tracking and has to be enabled in ~/.osrc's [general] section

```
# manage your packages in a svn like way  
do_package_tracking = 1
```

Add a new package to a project

```
osc mkpac [package]
```

Add an already existing directory and its files to a project

```
osc add [directory]
```

Remove a package and its files from a project

```
osc deletepac [package]
```

All the commands above only change your local working copy. To submit your changes to the buildservice you have to commit them (osc ci -m [message]). The status command also displays the state of the packages

```
osc st
```

6.3 .osrc cheatsheet

The [general] section Storage:

```
# Downloaded packages are cached here. Must be writable by you.  
# default:  
packagecachedir = /var/tmp/osbuild-packagecache
```

```
# rootdir to setup the chroot environment  
# can contain %(repo)s and/or %(arch)s for replacement  
# /[path]/%(repo)s-%(arch)s-%(project)s-%(package)s  
# default:  
build-root = /var/tmp/build-root/
```

API communication:

```
# use this API server (hostname[:port])  
# (it needs a section [api.opensuse.org] with the credentials)  
# default:  
apiurl = api.opensuse.org
```

```
# use this protocol to access the API server (http or https)  
# default:  
scheme = https
```

API host:

```
# API hosts can be referenced by aliases, e.g. 'osc -A alias ...'
```

```
# List aliases for API hosts under the API host section.  
# https://api.opensuse.org  
# user=jdoe  
# aliases=
```

Local build:

```
# Wrapper to call build as root (sudo, su -, ...)  
# default:  
su-wrapper = su -c  
# no password required with:  
#su-wrapper = sudo  
#with entry in sudoers file:  
# [username] ALL = NOPASSWD: /usr/bin/build
```

```
# For convenience/debugging, osc adds internally vim gdb strace to  
# the packages installed in the build chroot if extra-pkgs is not set  
to:  
#extra-pkgs=
```

```
# build type - possible values:  
# * empty -> chroot  
# * xen -> xen VM  
# * kvm -> kvm VM (testing needed)  
# default: not set/chroot  
#build-type=xen
```

```
# build-device - root filesystem to use for VM
```

```
# default: not set  
#build-device=/tmp/FILE.root
```

```
# build-swap - swap filesystem to use for VM  
# default: not set  
#build-swap=/tmp/FILE.swap
```

```
# build-memory - amount of memory for VM  
# default: not set  
#build-memory=512
```

7 Advanced Project Setups

These best practices describe more complex setups, for example how to rebuild an entire stack with minimal effort.

7.1 Rebuild an entire project with changes

To be written...

7.2 Integrate Source Handling

To be written...

7.3 Use OBS for automated QA

To be written...

8 Kernel Module Building

Ann Davis wants to write this ...

9 HOW TO -- a list of common questions and solutions

This currently an unsorted list of asked questions.

9.1 How to work best with limited bandwidth

Packages can contain large files, esp. some tar balls can become quite large, in some real life examples several hundred mega bytes. This can be a problem when you need to work on the package via a slow connection.

9.1.1 Use the web interface

The web interface is the easiest way to edit simple things without the need of the checkout.

Disadvantages are

- Not the preferred solution for power packagers
- No local build possible
- Still a significant bandwidth is needed compared to the size of the edited file.

9.1.2 Use `osc` with size limit

`osc` offers to skip files with a certain size (specified with `-l` switch) on checkout. The limit is stored locally and you can also run an update later without downloading any large files. All other files can be edited, diffed and committed as usual.

Disadvantages are

- The checkout is incomplete
- No local build possible

9.1.3 Use `download_url`

Manage your large files via source services. The easiest way is to use

```
osc add $URL
```

which just stores a small `_service` file. The check will not contain the large files by default, but they get downloaded when needed via the service. However, they will never get committed, so this is the best approach when you have a fast downstream, but slow upstream like with standard DSL connections. Also other users can trust your tar ball, esp. important when you do version upgrades on foreign packages.

Disadvantages are

- The generated files have the `_service:` prefix in check out (but not during build).

9.1.4 Use source service in trylocal mode

Manage your large files via source services in try local mode for example with `download_url` or `download_files` service. This means you can be flexible depending on your current connection without changing the setup. The service is generating the file on the server side when you decide not to commit it, but you can also decide to commit it and avoid the `_service:` prefix on the files. Also other users can trust your tar ball, esp. important when you do version upgrades on foreign packages.

Disadvantages are

- A checkout may still need the size limit switch when last commit contained the large files.

Glossary

Open Build Service

The Open Build Service and its acronym OBS is used to speak about the server part of the build service. When speaking about OBS all possible instances are affected.

openSUSE Build Service

The openSUSE Build Service is the concrete instance of *Open Build Service* from the openSUSE project at <http://build.opensuse.org>.

Appliance

A software appliance is a preconfigured combination of an application (for example, a Web server) and its configuration, and includes an operating system (for example, SUSE Linux Enterprise Server). All these parts are integrated into a single image and can be deployed on industry hardware or on a virtual environment.

EULA

End User License Agreement. For software that needs a special license (usually non-open source) which the user has to agree to before installing.

KIWI

KIWI provides a complete operating system image solution. It can create images for Linux supported hardware platforms or for virtualization systems.

Overlay Files

Files which are created, removed, or modified in your testdrive are considered as *overlay files*. These files can be added later as a supplement to your appliance.

Binaries

Binaries are considered as build results of OBS Projects. Binaries can be reused in an environment to build further binaries. Currently OBS is supporting rpm, deb and all formats generated by *KIWI*.

GA Project

The GA project builds an initial release of a product. It gets frozen after releasing the product. All further updates get released via the *Update Project* of this project.

Update Project

The update project is a *Release Project* which provides official updates for the products generated in the *GA Project*. The Update project is usually linking (sources and repositories) against the *GA Project*.

Maintenance Project

The maintenance project is a project without sources and binaries, defined by the maintenance team. *Incidents* are created as sub projects of this project.

Incident

The maintenance incident describes a concrete problem and the required updates. If the problem exists for multiple code streams, one incident covers all of them. An incident is started by creating a maintenance incident project and the update get built here.

Release Project

A release project is hosting a release repository which is not building any packages ever. It is just used to copy sources and binaries to this project on a release event.

A How to work on this Book

These books are written with docbook and can be converted to html or pdf documentation. Please use the following command to checkout the official source of this book:

```
git clone https://github.com/openSUSE/open-build-service-documentation.git
```

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