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GPM001

Transporting Configuration Between Servers

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Transporting Configuration Between Servers Online Training

Abstract:

This training will give you a basic understanding of Global Process Manager (GPM). You will learn how to create, load, and deploy packages from one DELMIA Apriso system to another.

Detailed objectives. After the training you will:

- How to install Global Process Manager
- How to create projects and add elements to them
- How to transfer packages between multiple servers

Target audience:

- People who will need to work on DELMIA Apriso solutions on multiple servers

Requirements:

- Working knowledge of Process Builder

Role and level:

- People who will be working configuring DELMIA Apriso

Duration: 60 min

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Chapter 2: Creating and Deploying Packages

Chapter 1: Overview of Global Process Manager

In this chapter you will find out what Global Process Manager (GPM) is, how to install it, and will guide you through the main GPM user interface features.

Here are the chapters to be covered:

1. **Overview of Global Process Manager**
2. Creating and Deploying Packages

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Chapter 2: Creating and Deploying Packages

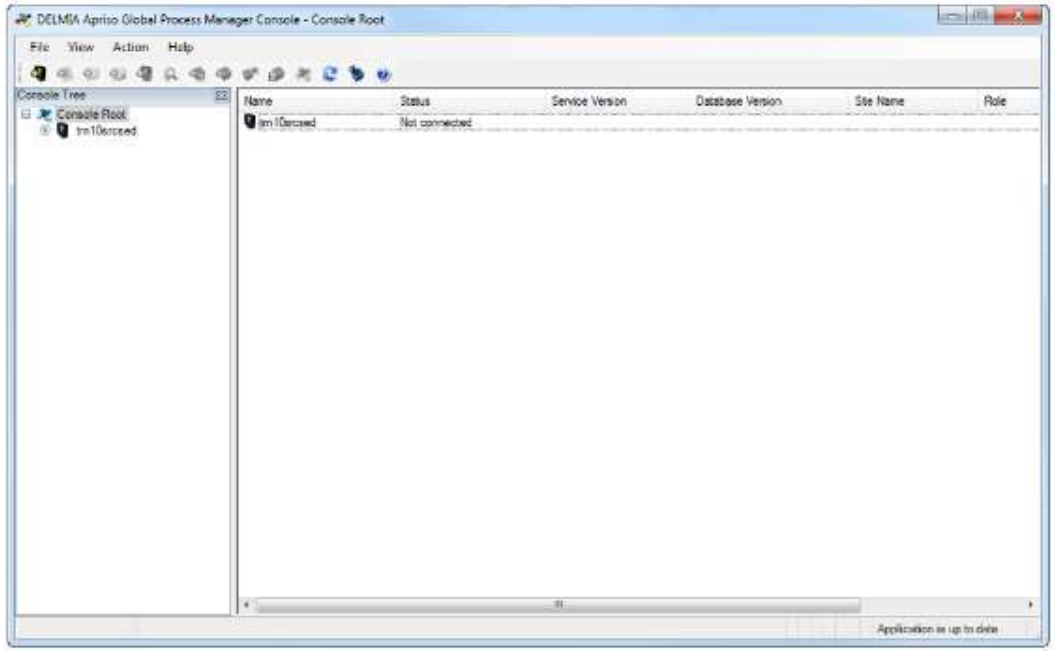
What is Global Process Manager

Global Process Manager (GPM) is a tool developed to deploy DELMIA Apriso solutions, regardless of their customization level or location.

Deployment is now fast, manageable, and reliable, with support for single and multi-server production environments.

This application allows you to create configuration packages, save them locally or in a desired network destination, and load them on different servers.

Only one instance of GPM is needed - but it can service multiple destination servers that can be manually added.



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LAB 1: Install Global Process Manager

Task:

- Download and install Global Process Manager (GPM)

What you will learn:

- Where to find the GPM installation package
- How to install GPM

Requirements:

- In case of any technical problems, please contact DELMIA.Apriso.training@3ds.com

Remember to use the following to login and name Screens thorough this entire training:
- TRN<yourinitials> if your are an external self-paced learner
- TRN<yourtrigram> if you are a 3DS employee self-paced learner

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LAB 1: Install GPM Video File

DELMIA Apriso Global Process Manager is installed by default on all training servers provided by the Training Team.

For learning purposes, here you can watch a short movie that documents the installation process of DELMIA Apriso Global Process Manager.

Path to the installation package

- http://servername/install
- Set up DELMIA Apriso Client
- Click on the DELMIA Apriso Global Process Manager (ClickOnce)

VIDEO FILE (GPM001 – Installing_GPM_Slide_8.mp4)

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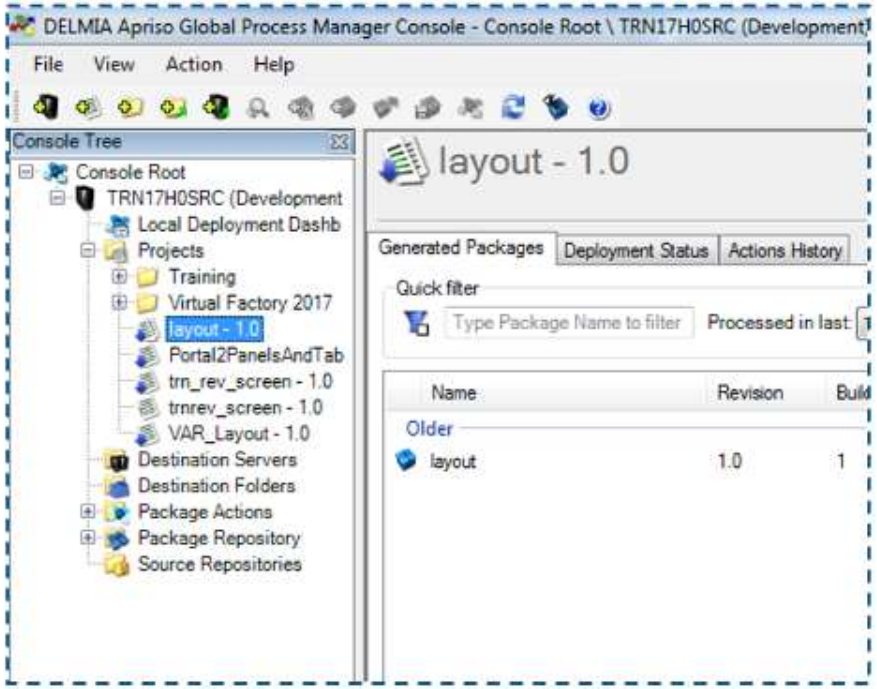
LAB 1: GPM Main Window

After the installation is complete, GPM will open the main application window. It automatically logs into the server using your credentials.

GPM will automatically register the server used for installation.



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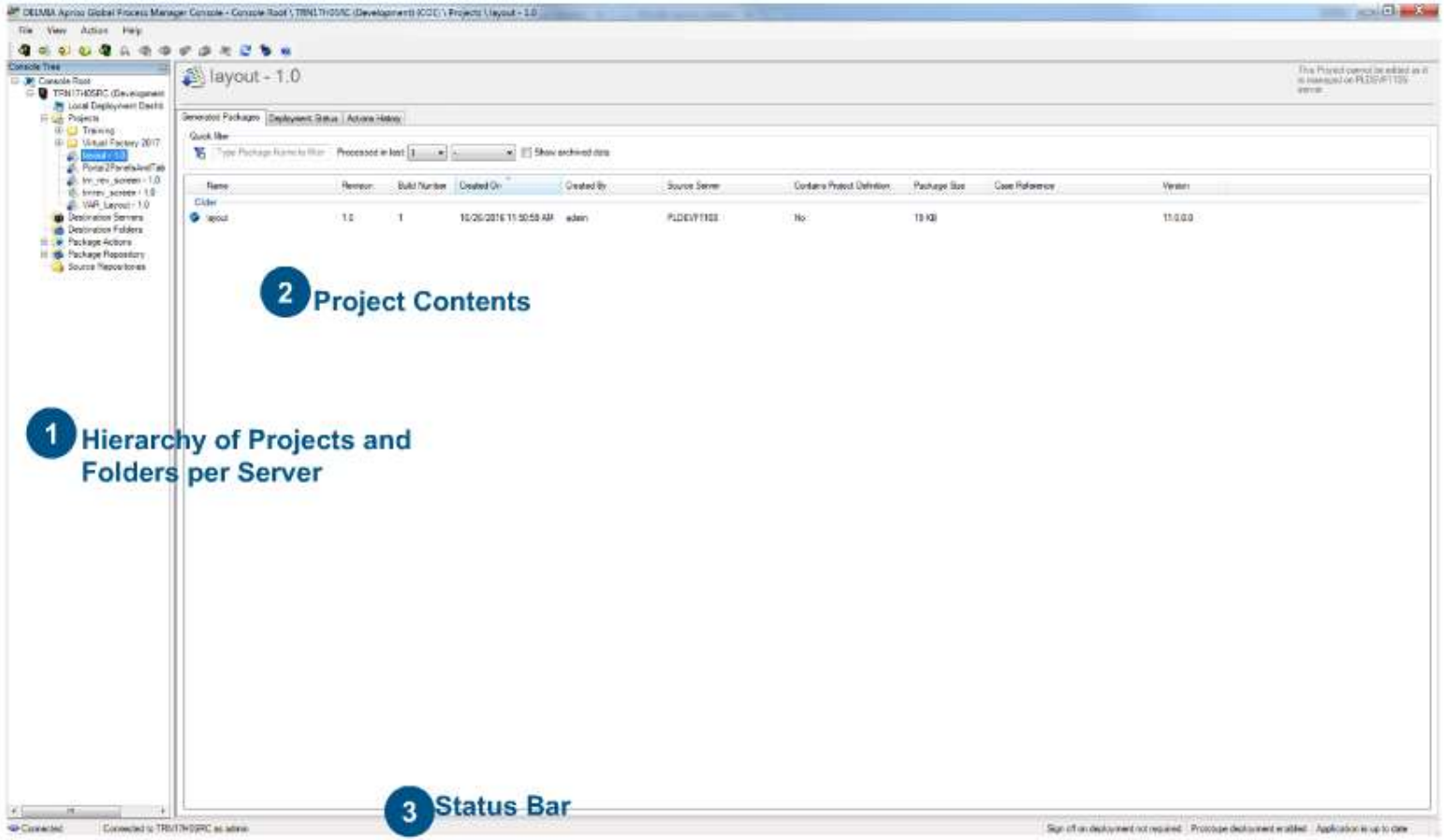

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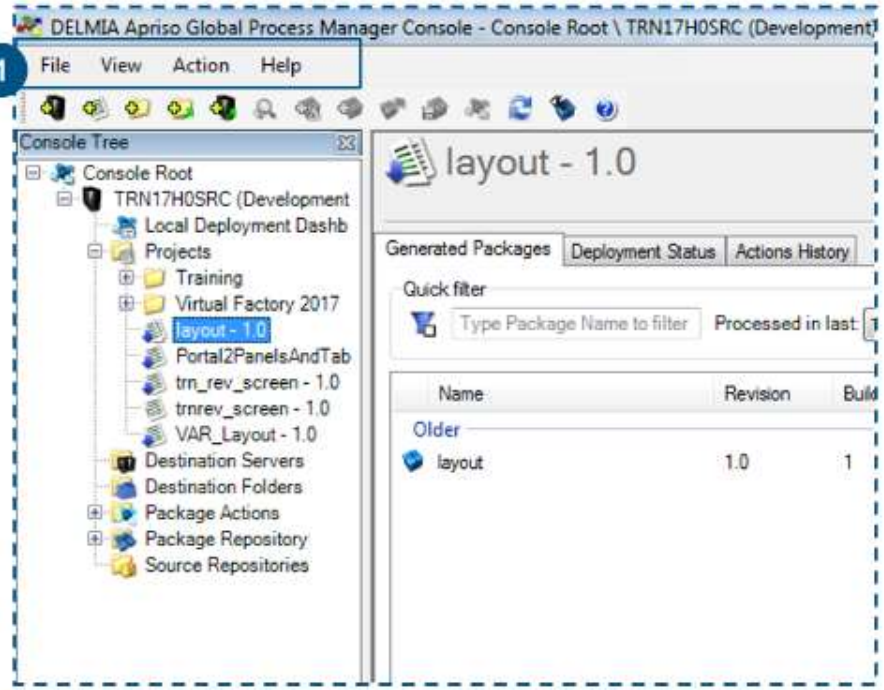
Menu Bar

1 The **Menu Bar** consists of four menus: File, View, Action, and Help

- **File** - contains the Options and Exit command
- **View** - lets you set the view options for the current View Pane. The view settings are remembered for each View Pane. This menu also allows the user to toggle the visibility of the In-Project Folders and to group by export status
- **Action** - commands differ for each View Pane currently active. This gathers all of the commands from the right-click menus. Note that some commands can only be executed under certain conditions (e.g., an item must be selected). This menu may also include additional actions not available in the right-click menu
- **Help** - provides access to this Help, allows the display of the Welcome Screen (useful for users who want to learn about changes in the newest version) as well as important console information (About)



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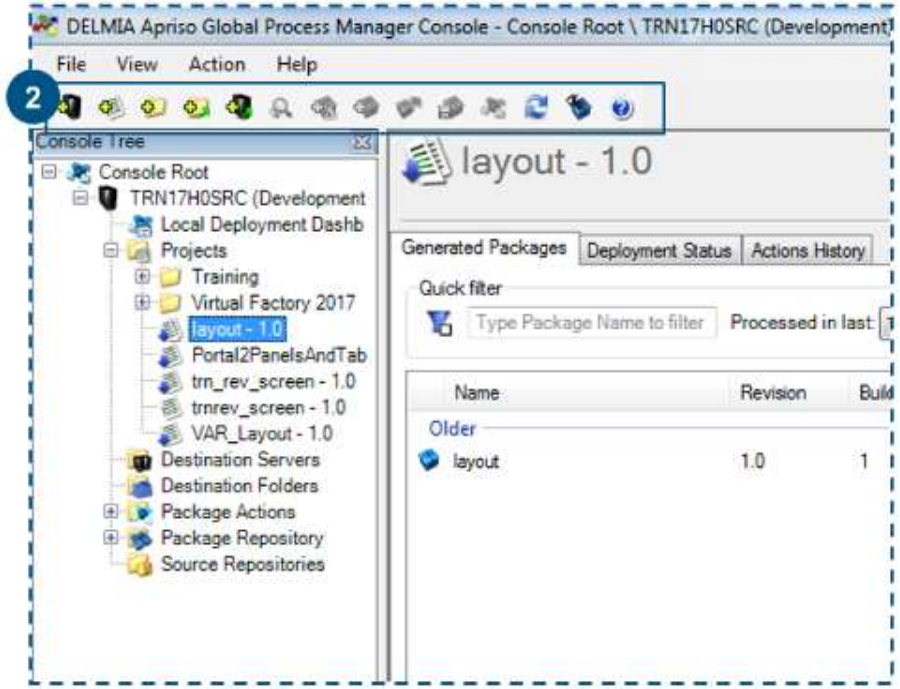
Commands Toolbar

2 The **Commands Toolbar** contains most of the commonly used icons for faster access. The toolbar can be dragged to a suitable position or left floating



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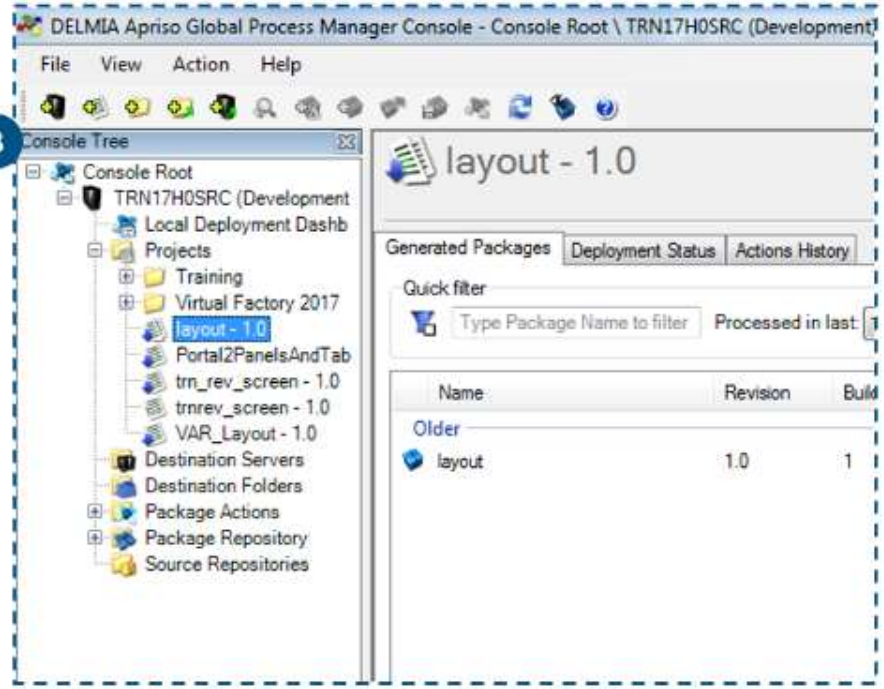
Console Tree

3 The Console Tree lists all of the Registered Servers and provides access to all of the entities stored on them (as Registered Server sub-nodes)

The Console Tree view cannot be changed, but the entire Console Tree pane can be re-docked or made floating, or an **Auto Hide** option can be set on it. Right-clicking the Console Tree title bar provides access to these options.



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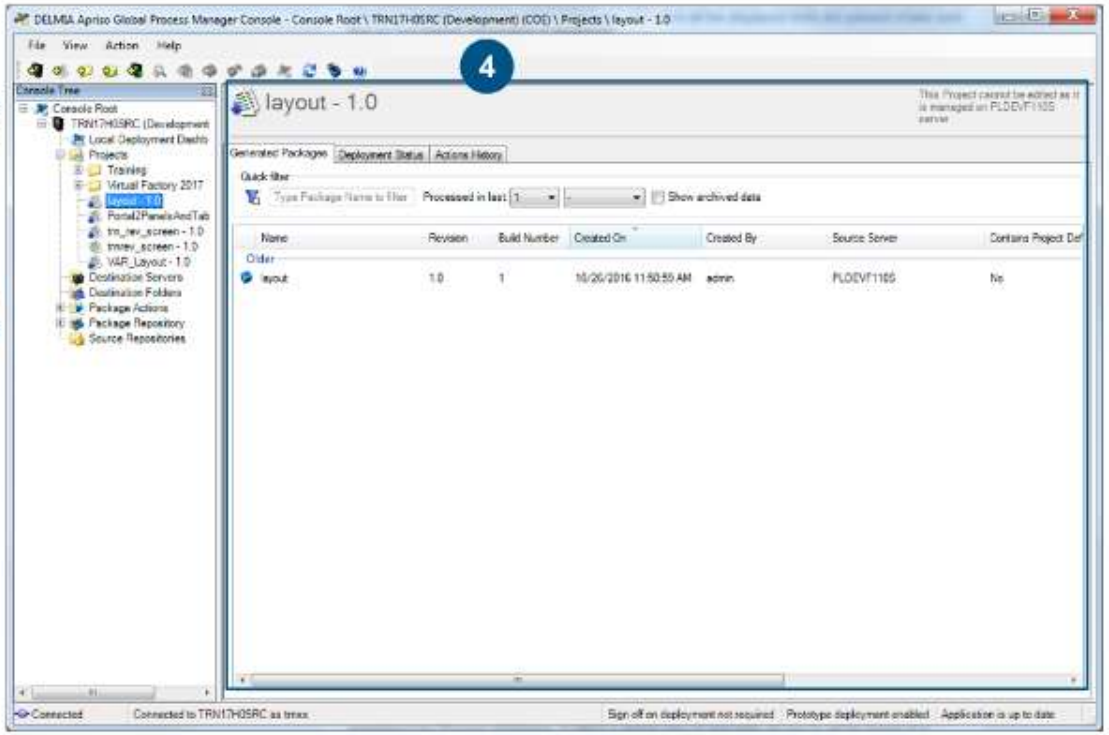
Content View Pane

4 The Content View Pane is a working desktop for entities selected on the Navigation Tree. These entities (e.g., Projects, Items, Packages, Package Actions, Cluster Nodes) are displayed here in the form of your choice (see the View menu in Menu Bar)

The contents can be sorted and filtered depending on the types of items you are currently viewing. When the filter is active, the filter icon will change to indicate its availability.

When a Project is selected, additional tabs appear in the Content View pane such as Contents, Generated Packages, Deployment Status, Actions History, and Dependencies Tree. These contain detailed information about the selected Project.



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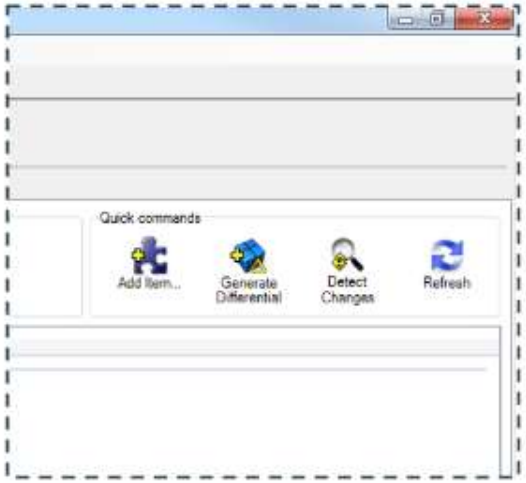
Quick Commands

When you open a project you will see new buttons:

- **Add Items** - add items to the project
- **Generate Differential** - generate a differential package with contents from the project
- **Detect Changes** - check what items have changed in the project
- **Refresh** - refresh the list of contents from the database



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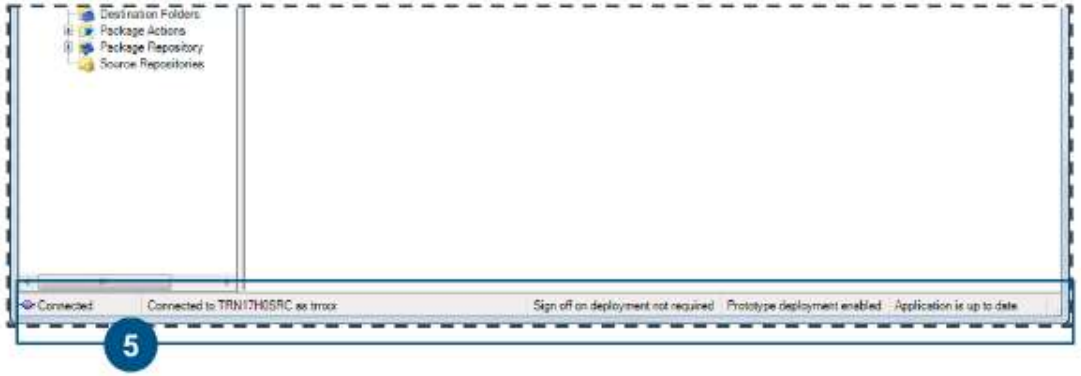
Status Bar

5 The **Status** bar contains information about the GPM status and keeps you informed of the current Registered Server connection status. If connected to the Server, it displays the server name and the user you are logged in as

The Status bar also contains the status of the Sign off on deployment and the Prototype deployment.



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Chapter 2: Creating and Deploying Packages

In this chapter you will learn what packages are, and how you can transport DELMIA Apriso configuration between servers using packages. You will also have a chance to create your own package, and to load and deploy another package on the training server.

Here are the chapters to be covered:

1. *Overview of Global Process Manager*
2. **Creating and Deploying Packages**

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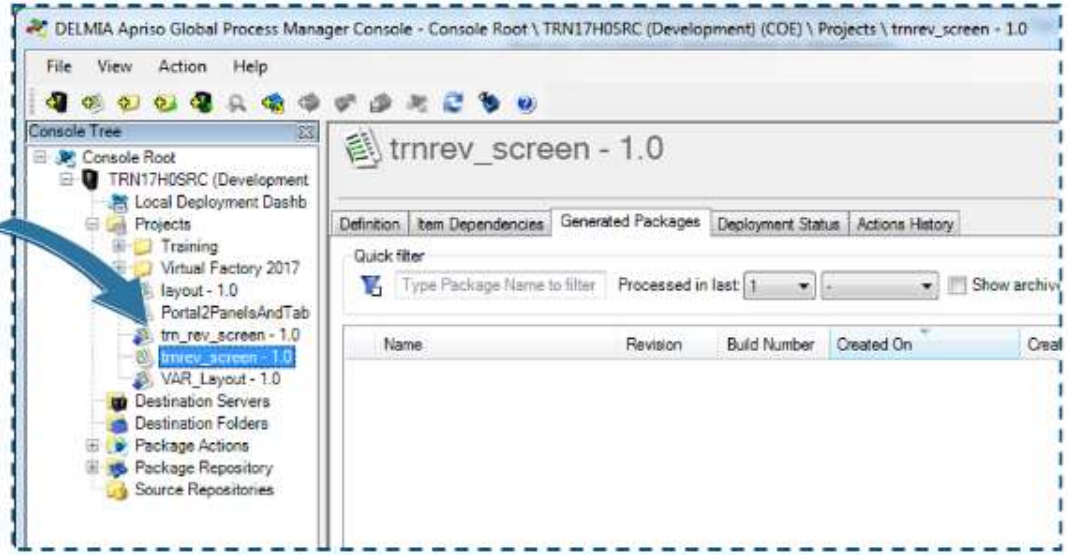
GPM Projects

A **GPM Project** is used to group entities in GPM, including operations, users, database tables, etc. which are related to one piece of a functionality.

- All needed objects are linked to a GPM Project
- Then, a package can be generated from the GPM Project. It contains a snapshot of data based on the content list of this project
  - Packages are used to transfer data
- When new package is generated - it gets new build number. This way you can easily manage your deployment by looking at the latest deployed package build number



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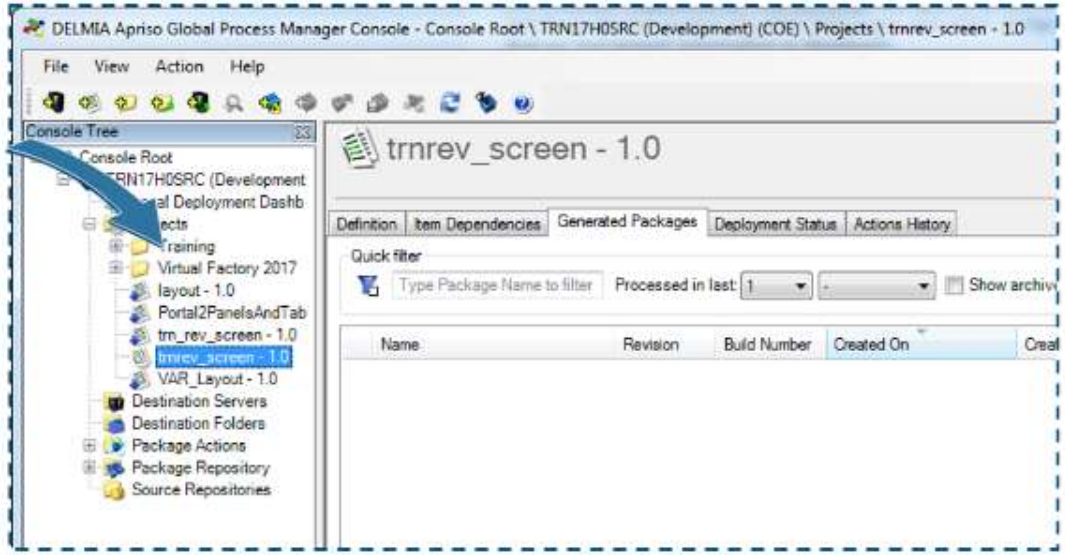
GPM Folders

- GPM Projects can be grouped by **folders**
- In DELMIA Apriso projects, a lot of configuration is transported first from development server to test server, and then to the production server. Also, when deploying the DELMIA Apriso solution to further plants, GPM is used, too
- This is why it is extremely important that the GPM folders are used to create a folder structure which clearly and completely describes all elements which need to be transported to other servers for the solution to work on destination servers



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LAB 2: Add Item Command, part 2

LAB 2: Generate a Cumulative Package

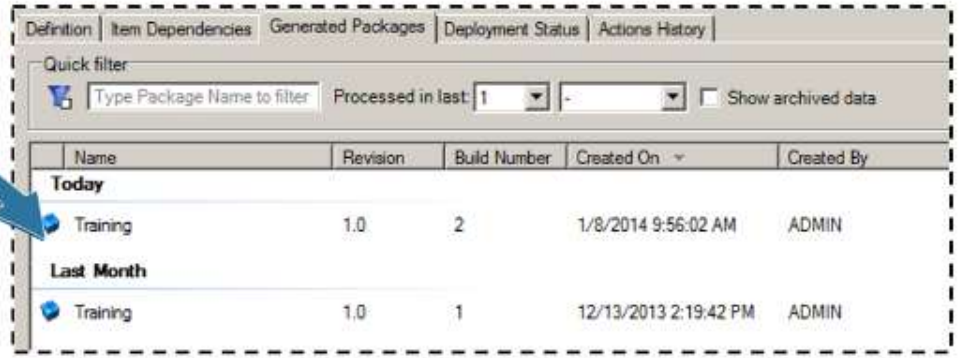
LAB 2: Check the Package Status

LAB 2: Save the Package to a Folder, part 1

GPM Packages

A **package** is a file with a snapshot of objects listed in the GPM Project

- Generated based on all or subset of elements in the Project
- Every package gets a new build number
- Build number are used by the system to make sure the packages are deployed on destination server in the right sequence
- Usually, the very first package from a project will include all configuration, and the subsequent packages will have only the changes to any objects which were done on the server since the time the previous package was generated



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Modes of Package Generation

There are three different ways to create a package. Read the below to find out more about each way:

- **Cumulative** - all items in the project are added to the generated package. It is not possible to generate a cumulative package if any of the items in the project has an invalid status (Missing, In Design, Cancelled)
- **Differential** - only items modified/added since the last generation of the package are added to the generated package (the system automatically detects changes before generating). Dependency is automatically added to the package previously generated from this Project
- **From Selection** - only the selected items are added to the generated package. A dependency is automatically added to the package previously generated from this project. If there are items in statuses Missing, Cancelled, In Design, Ignored then the package cannot be generated and an error message will appear

Objects in Design in Progess status will never be packaged by GPM. They need to be in Prototype or Active status

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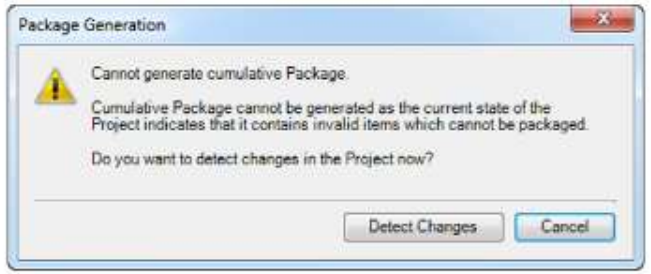
Packaging Entities

When adding Entities to the package, remember that only Entities in Active or Prototype status can be packages.

If any of the added Entities is in another status, an error message will appear and inform you about it.

You can easily go back to Process Builder, change the statuses of all the Entities that are not in Active or Prototype, and add those files to packages again.



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LAB 2: Save the Package to a Folder, part 1

GPM Folders vs. Projects vs. Packages

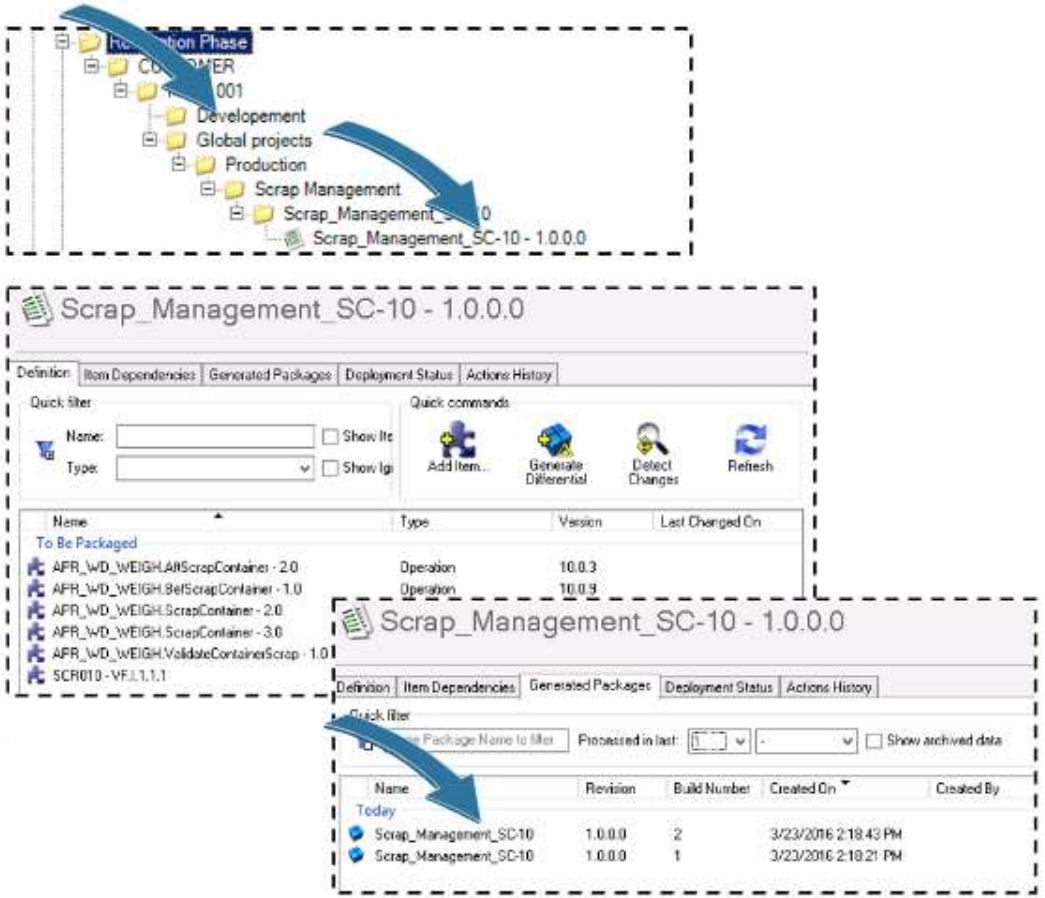
In the example here, the top node in the **folder** structure is Realization Phase (which is derived from DELMIA Apriso project methodology), then you have a folder with customer name, and then with project phase (MES.I.001).

The Global projects folder will contain folders with complete definitions of respective functionalities, e.g. Production will contain all Scrap Management configuration, and Scrap_Management_SC-10 will contain all configuration for the SC-10 functionality as defined in the design documents.

GPM Projects are created at the lowest level of Folders. A **project** needs to include all configuration elements related to the given functionality.

When **packages** are generated, you can see their lists in the Generated Packages tab under projects.

These packages are available on the server, and they can be saved as files (with .gpm extension), or deployed to other servers directly.



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LAB 2: Save the Package to a Folder, part 1

LAB 2: Create Package

Task:

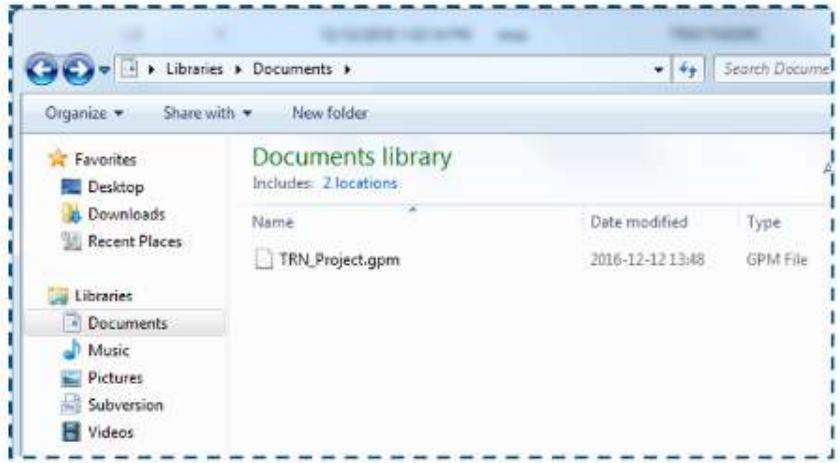
- Create project and package
- Save package locally

What you will learn:

- How to create projects
- How to create packages

Requirements:

- In case of any technical problems, please contact DELMIA.Apriso.training@3ds.com



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LAB 2: Create New Folder

- Open GPM by double-click on the desktop icon
- If not yet connected, right-click on the server name, choose Connect and provide your account details to connect

- Click on your training server node (the level under Console Root)
- Right-click on Projects
- Choose New Folder
- Name the folder **TRNXX**

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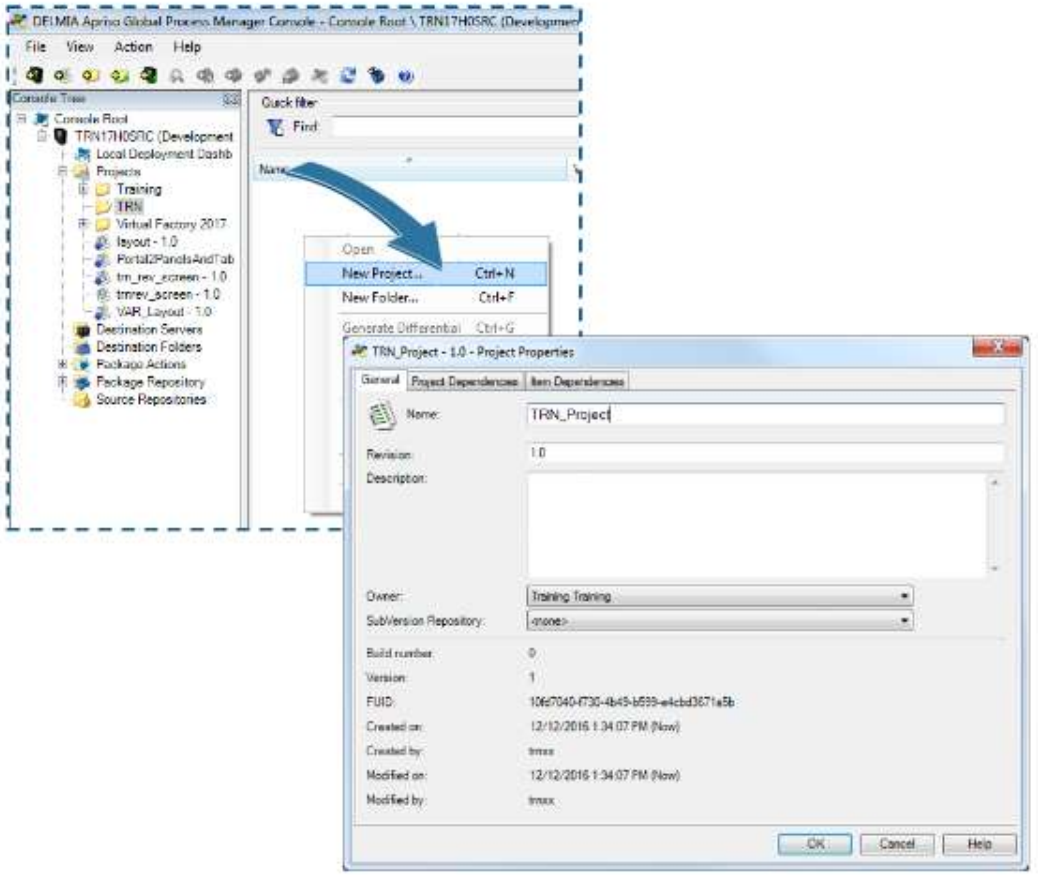
LAB 2: Check the Package Status

LAB 2: Save the Package to a Folder, part 1

LAB 2: Create a Project

- The system will automatically open the new folder
- In the folder, right-click to create a new project
- Name the project **TRNXX_Project**



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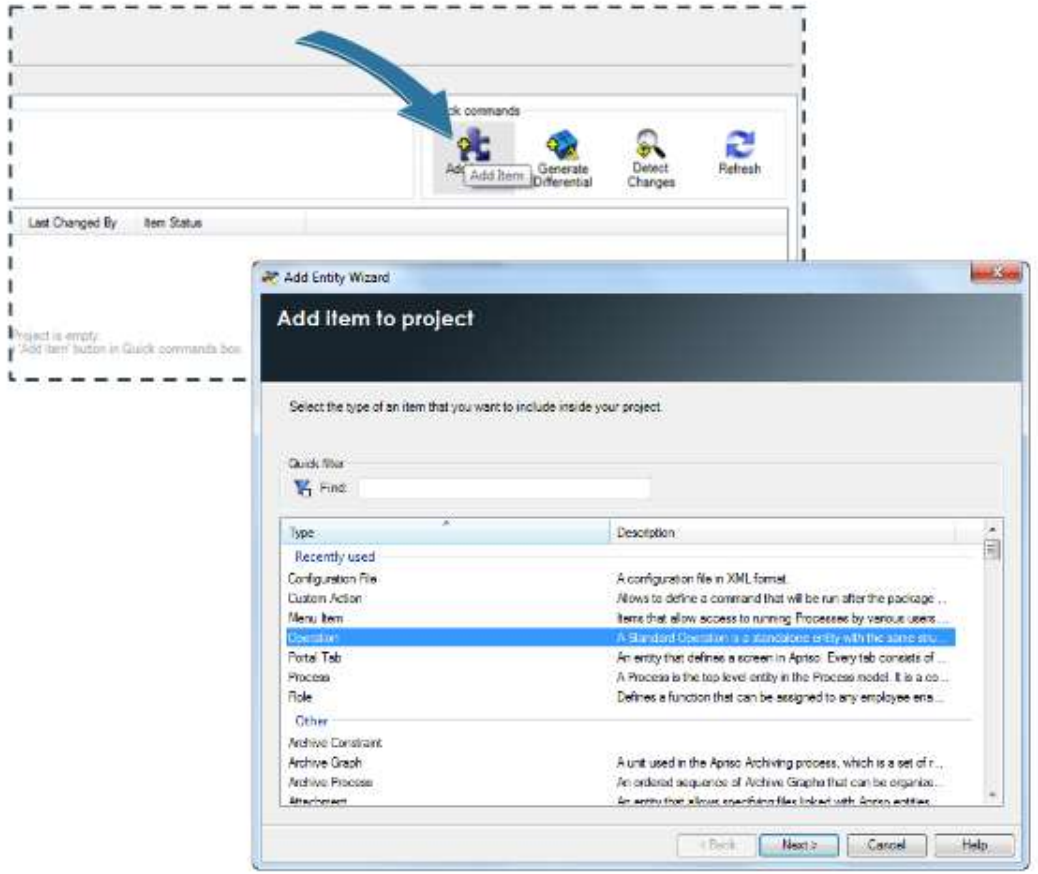
LAB 2: Save the Package to a Folder, part 1

LAB 2: Add Item Command, part 1

- Add project files to the project using Add Item button
- When you click on the button, the Add Entity Wizard will open
- Choose **Operation** from the list of available entities



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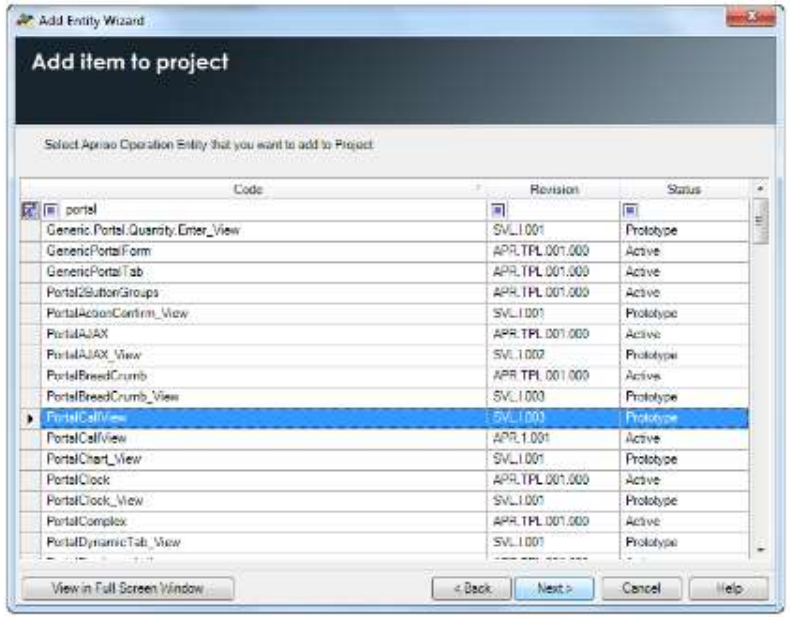
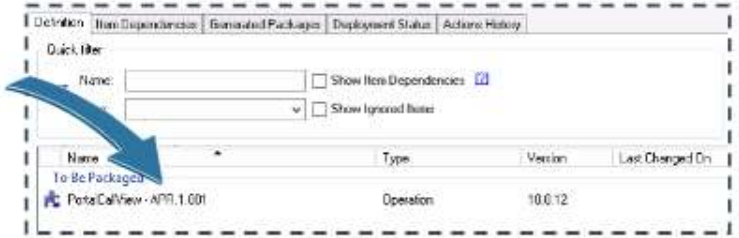
LAB 2: Save the Package to a Folder, part 1

LAB 2: Add Item Command, part 2

- In the list of Operation, type portal to narrow the search for any portal-related Operations
- Choose the **PortalCallView** Operation, Revision **APR.1.001**, and click Next
- On the comment screen, click Finish



- When the processing is finished, you should see the PortalCallView Operation in your project.



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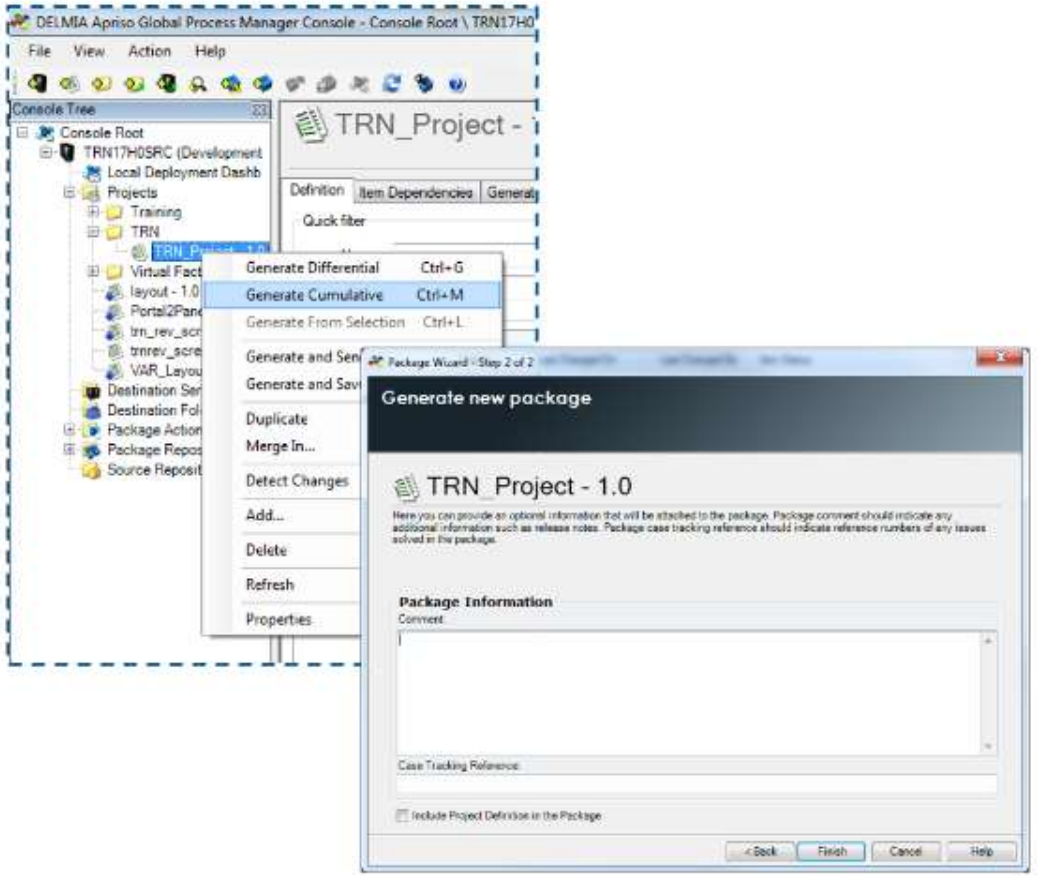
LAB 2: Save the Package to a Folder, part 1

LAB 2: Generate a Cumulative Package

- Generate a cumulative package, by choosing the appropriate option from the right-click menu in the Console Tree where yur project should be selected
- Click Next on the first screen of Package Wizard
- Click Finish on the second screen of Package Wizard



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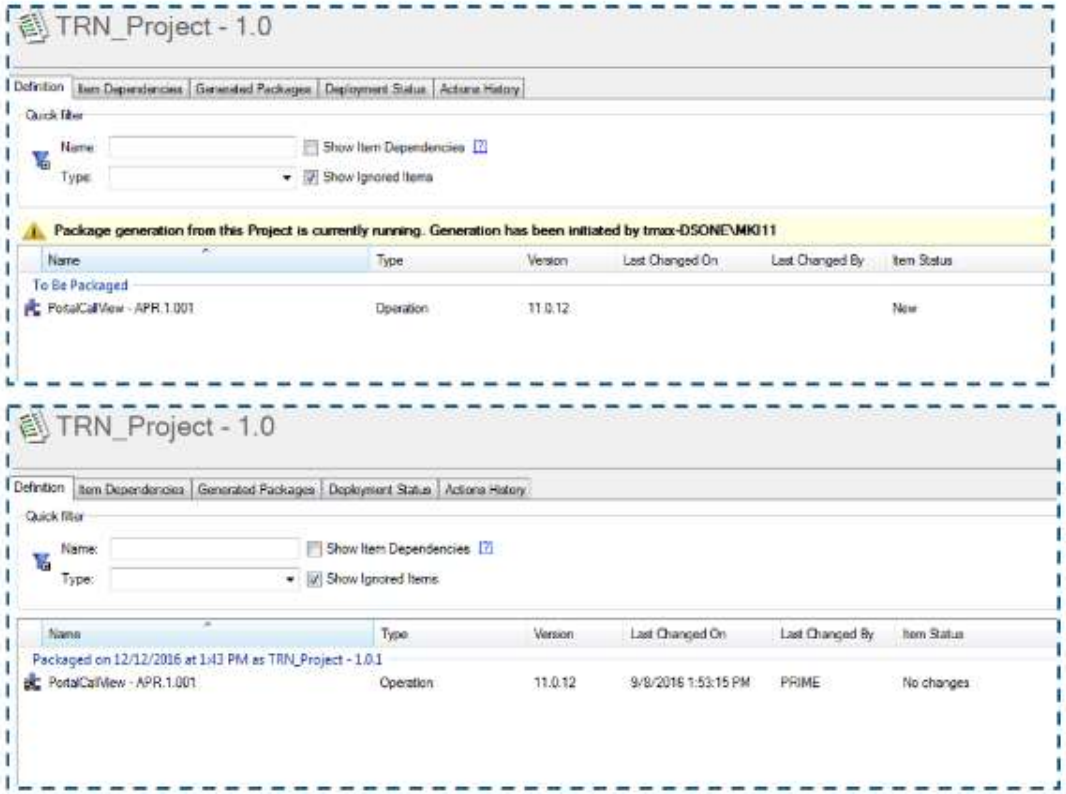
LAB 2: Check the Package Status

- You will see the package is being generated - it also says who initiated the package
- When the operation is finished, the package is marked as Packaged
  - Right-click on Refresh (or use F5) after few seconds to make sure the screen displays the lates stage of the package

You are now ready to save the package so it can later be sent to another server.



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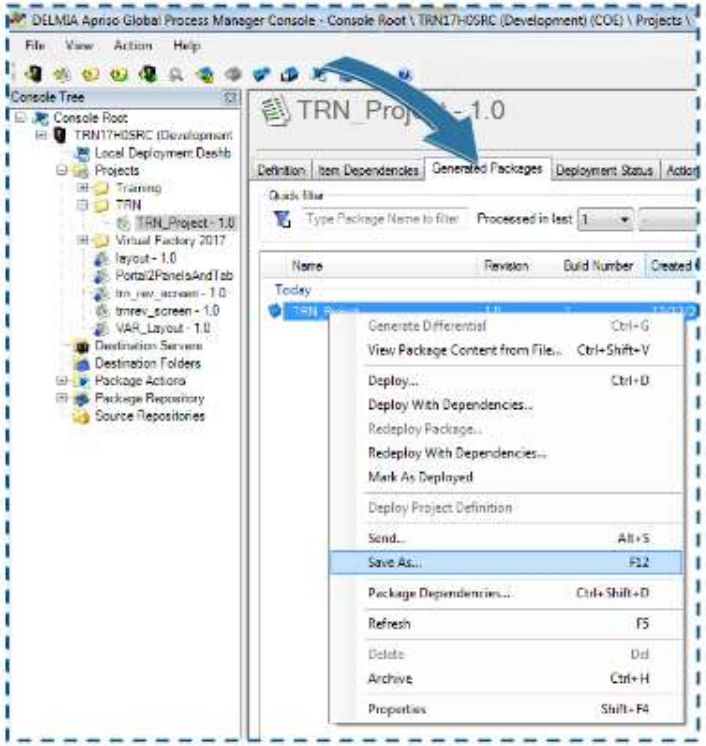
LAB 2: Save the Package to a Folder, part 1

- Click on the **Generated Packages** tab in your project
- Right-click on the package and choose **Save As** from the context menu



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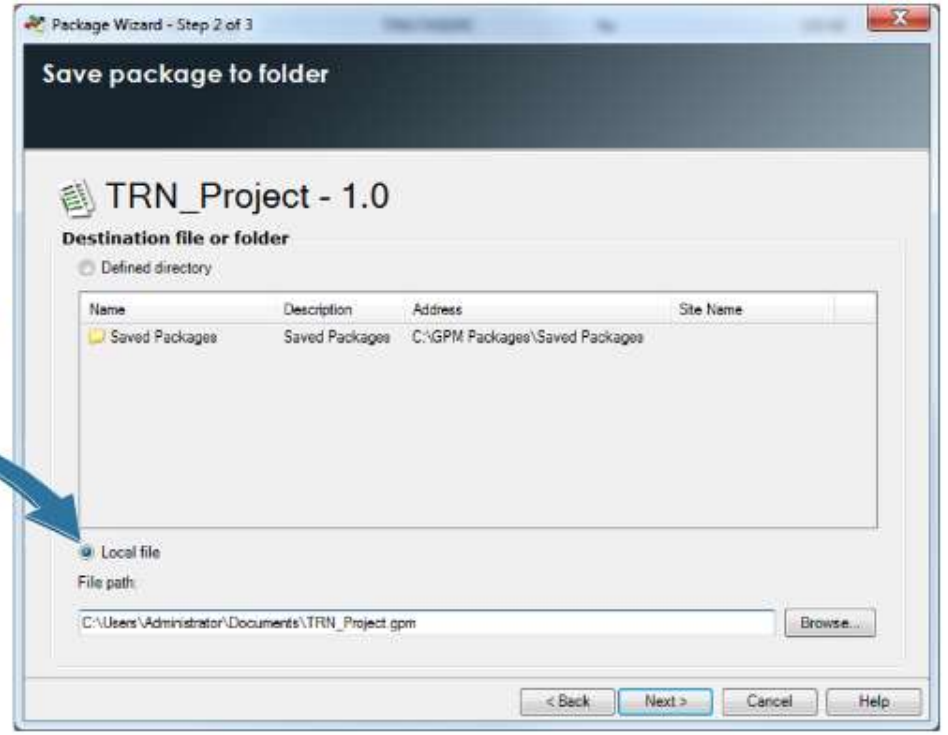
LAB 2: Save the Package to a Folder, part 2

- Follow the wizard to save the project in your desired location
- In Step 2, select **Local file** option, and choose your desired location, and set the file name.
  - Remember the location, because once the package is saved, you will want to check it is there
- Click through the remaining screens without changing any options, and on the last screen click Finish



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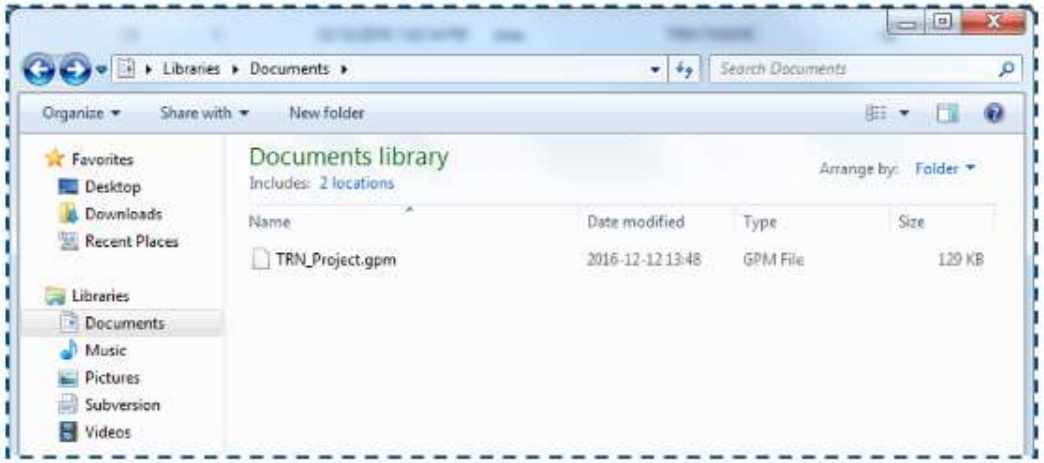
LAB 2: GPM File

- Open the location where you saved the package, and verify it is there. The package has the file extension **.gpm**
- Once saved, the package is ready to be send to another server. You can send it as an e-mail attachment, or use a file transfer tool
- GPM provides ways to send packaged directly to destination servers. This is an advanced functionality, and is not covered in this training module



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LAB 3: Load and Deploying Package

Task:

- Load a package to GPM
- Deploy package to server

What you will learn:

- How to load packages into GPM
- How to deploy packages to server

Requirements:

- An already prepared package GPM001_LAB3_TrainingPackage.gpm (part of training material)
- In case of any technical problems, please contact DELMIA.Apriso.training@3ds.com

10 min

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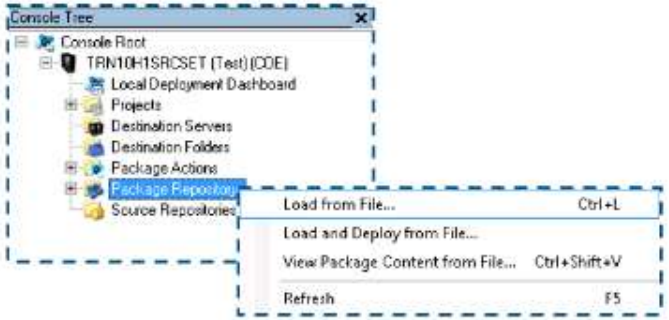
LAB 3: Load a Package from a File

- In GPM's Console Tree, go to **Package Repository**
- Right-click anywhere and choose **Load from File** from the context menu
- Navigate to the saved packaged
  - In this lab the package is in the C:\TrainingMaterials
  - Name of the package is: **GPM001_LAB3_TrainingPackage.gpm**
- When loading is completed successfully, the package is ready to be deployed on the training server



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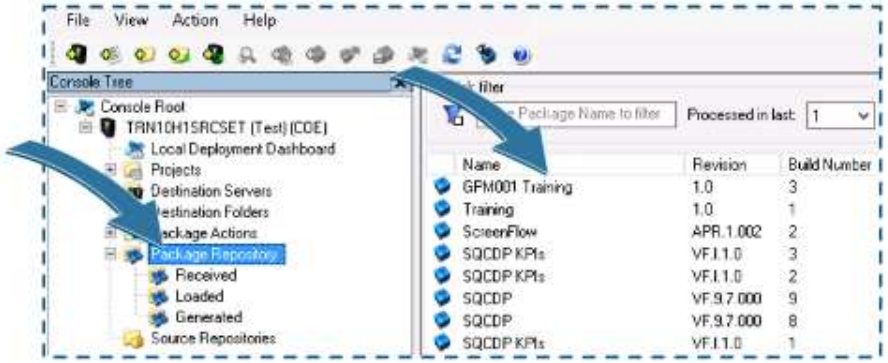
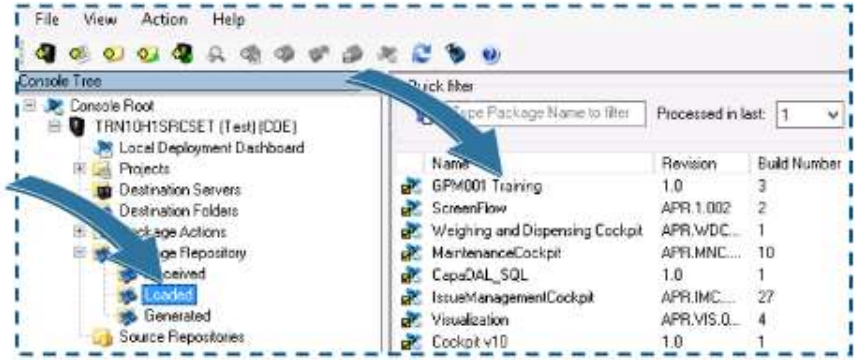
LAB 3: Package Repository

- The package will appear on the list in Package Repository



- The Package Repository will usually have very many packages received, loaded, or generated on the server
- You may want to look for your package in the Loaded folder, to browse through a smaller number of packages



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LAB 3: Deploy the Package

- While still in the Package Repository, right-click on the package and choose Deploy…
- Don't change any deployment options, and click OK

- When the deployment is finished, you will see a popup at the bottom of the screen. You can click on the icon to see more information

- After the deployment, go to Projects and see if you can find the project named GPM001 Training.
- It will contain the information about generated and deployed packages

When a deployment is successful, it means that the objects from the package were placed in appropriate locations on the server.

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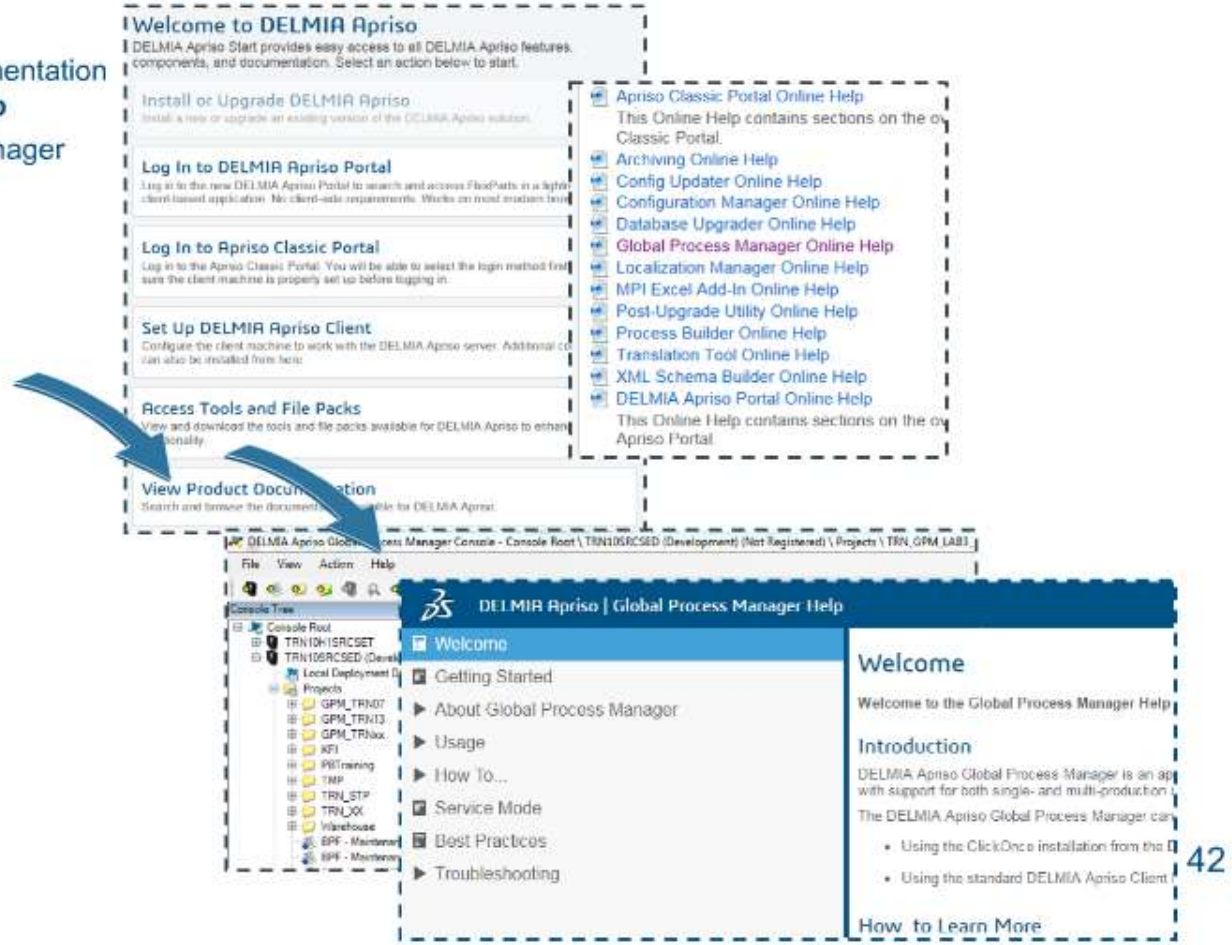
More Information on GPM

You can find more about how to use GPM:

- On the Portal, under View Product Documentation **-> Global Process Manager Online Help**
- In the Help section of Global Process Manager