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# Eudora Web Setup Requirements

Before you begin to make changes to the Eudora Website, there are some basic permissions you will need to be granted, and some software you will need to have installed.

- Eudora DMZ AFS permissions
- Membership to eweb-req mailing list
- Membership to the eudoraweb mailing list
- Perforce account on gecko
- Perforce Windows client
- Perforce Unix client

## Eudora DMZ AFS permissions

**DMZ** - *The term comes from military use, meaning a buffer area between two enemies. Short for **demilitarized zone**, a computer or small subnetwork that sits between a trusted internal network, such as a corporate private LAN, and an untrusted external network, such as the public Internet. Typically, the DMZ contains devices accessible to Internet traffic, such as Web (HTTP ) servers, FTP servers, SMTP (e-mail) servers and DNS servers.*

**AFS** - *The Andrew File System (AFS) is a distributed file system that allows multiple machines to share access to a set of files in a uniform way. Files are stored on disk volumes of AFS server machines and accessed through the cache manager on AFS client machines. That means that files are stored on various machines connected to the network and sent to client machines, such as yours, when you want to access them. When a file is requested, AFS calls on the cache manager, your agent in accessing files stored in the AFS file space, to copy the portion of the file on which you are working to your workstation's local disk. You don't need to know on which server machine disk or volume the file you want is physically stored because AFS automatically finds it.*

In order to edit the pages in the Eudora web environments, you will need to have access to the Eudora DMZ AFS. Send an email to **afs.help@qualcomm.com** to request access.

## Mailing lists

**eweb-req** - this mailing list is used for Internal Eudora folks to submit requests for web page changes. Its members are a cross section of all the different groups, so if any discussion or approval of a change needs to happen, there is appropriate representation on this list.

**eudora-web** - this is the mailing list where mail sent to webmaster@eudora.com is delivered after Qualcomm separates it from mail destined for webmaster@qualcomm.com.

Use the Mailing List Administrator form

<http://qccgi.qualcomm.com/Departments/CS/mla/mla.html> to request that you be added to these lists

## Perforce

*Perforce is a software configuration management tool used by Eudora and many other development groups with Qualcomm. Using a client/server architecture it provides version tracking, revision history, file locking, and many other features. Eudora web pages checked out of Perforce on your local Windows Perforce Client, submitted to the Perforce Server, and then synchronized to the DMZ AFS with your unix Perforce Client.*

**Gecko** is the name of the Eudora Perforce Server.

## Perforce Account

Before you can do anything with Perforce, you will need an account. Gecko is administered by Dennis Poe <dpoe@qualcomm.com>. Contact Dennis to explain that you will be working on Eudora Web pages and ask him to set up a Perforce account for you on gecko.

## Windows GUI Perforce set-up

There is some configuration that must be done to get you ready to start using Perforce to work on Eudora web pages.

- An administrator must create an account for you
- Download and install the software
- Edit your Perforce User Specification
- Create your Perforce ClientSpec

**Download the Perforce client and documentation from**  
**<<http://www.perforce.com>> and install it on your windows machine**

During install, it will prompt you for your user name, client workspace, and server.

The **user** is the username given to you when requested from the Perforce administrator in the account setup process.

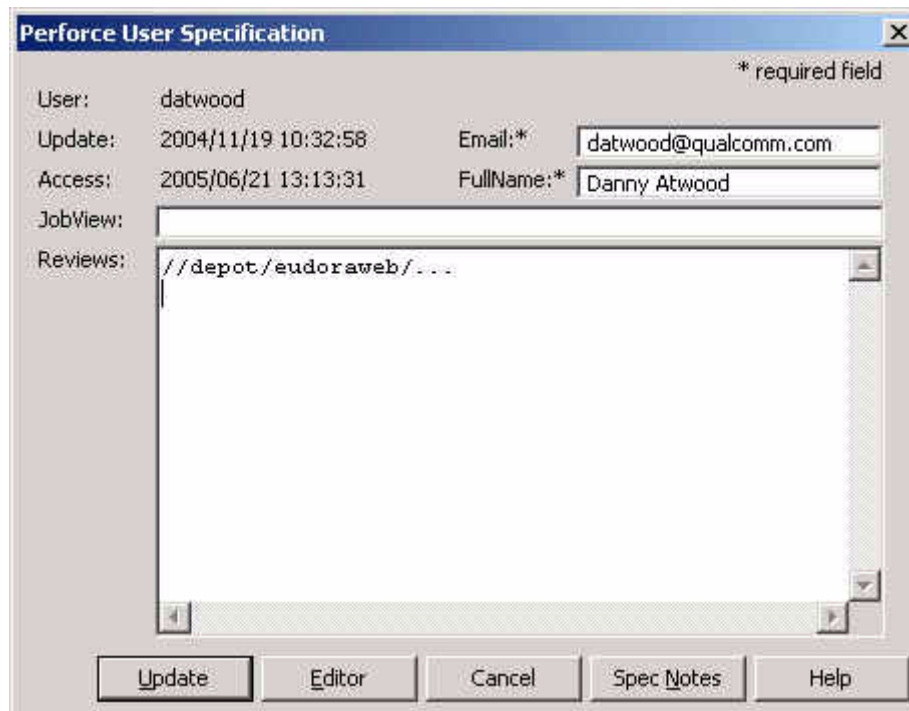
The **client workspace** is the directory on your hard drive where you will store your local copies of files that will be synchronized with the Perforce server.

The **server** is "*gecko.qualcomm.com:1666*".

## Edit your Perforce User Specification

- Launch Perforce,
- Select the **User** menu
- Select **Edit**. It will open a window titled.

The "Perforce User Specification" dialog appears.

The image shows a Windows-style dialog box titled "Perforce User Specification". It contains several fields: "User:" with the value "datwood", "Update:" with a timestamp "2004/11/19 10:32:58", "Access:" with a timestamp "2005/06/21 13:13:31", "JobView:" which is empty, "Email:\*" with the value "datwood@qualcomm.com", and "FullName:\*" with the value "Danny Atwood". There is a large text area for "Reviews:" containing the text "//depot/eudoraweb/...". At the bottom are five buttons: "Update", "Editor", "Cancel", "Spec Notes", and "Help". A small asterisk icon with the text "\* required field" is in the top right corner of the dialog.

- Enter *your email address* is in the "Email" field
- Enter *your full name* is in the "FullName" field.
- Enter "**//depot/eudoraweb/...**" (no quotes).
- Click **Update**.

The information you enter under "Reviews" will determine what changes are sent to you via email notification. By entering "**//depot/eudoraweb/...**" you will see every change to all areas of the Eudora web site. If you were to enter "**//depot/eudoraweb/dev/...**" you would only see the changes in the dev directory and all its subdirectories; you would not see changes in the stage or test directories.

## Create your Perforce ClientSpec

- Launch Perforce
- Select the **ClientSpec** menu
- Select **New**

*The Perforce Client Specification dialog appears.*

The screenshot shows the 'Perforce Client Specification' dialog box. It contains the following fields and options:

- Client:** DATWOOD
- Update:** 2004/12/03 11:17:36
- Access:** 2005/06/14 13:01:30
- Owner:** datwood
- Host:** DATWOOD
- Description:** Created by datwood.
- Root:\*** C:\eudoraweb (with a 'Browse...' button)
- AltRoots:** (empty text box)
- Options:**
  - ☐ allwrite
  - ☐ clobber
  - ☐ compress
  - ☐ locked
  - ☐ modtime
  - ☐ rmdir
- LineEnd:** local (dropdown menu)
- View:**

```
//depot/eudoraweb/dev/... //DATWOOD/eudoraweb/dev/...  
//depot/eudoraweb/stage/... //DATWOOD/eudoraweb/stage/...  
//depot/main/... //DATWOOD/main/...  
//depot/projects/eudora/... //DATWOOD/projects/eudora/...
```

At the bottom are buttons for 'Update', 'Editor', 'Cancel', 'Spec Notes', and 'Help'. A '\* required field' note is in the top right corner.

- Enter *your username* in the "Owner:" field
- Enter *your PC name* in the "Host:" field.

The "Root:" is the directory on your local hard drive where files are stored - so in our example, let's call it "C:\my-depot" (no quotes). (Shows as "C:\eudoraweb" in the screenshot)

The "View:" determines which areas of the depot to display. To see both Dev and Stage, you would need to add two lines to this area:

```
//depot/eudoraweb/dev/... //<HOST>/eudoraweb/dev/...  
//depot/eudoraweb/stage/... //<HOST>/eudoraweb/stage/...
```

replacing <HOST> with your computer's hostname. This will synchronize the Perforce server's depot eudoraweb/dev and eudoraweb/stage directories and all their sub directories to the eudoraweb/dev and eudoraweb/stage directories under the directory you specified as your root.

For our example, the Main Eudora web page, "index.html" would be edited by editing the local file:

```
C:\my-depot\eudoraweb\dev\index.html
```

Looking at the setup in the screenshot, datwood must go to

```
C:\eudoraweb\eudoraweb\dev\index.html
```

because his root directory is "C:\eudoraweb" and the Dev environment is "\eudoraweb\dev\"

- There's a lot of documentation for Perforce, available from <http://www.perforce.com>.

## UNIX Command Line Perforce Set-up

1. Log into any Unix server, like webdev1.qualcomm.com.
2. In your directory, create a file called "p4config" (no quotes). It should have these lines-

```
P4CLIENT=tamvo-unix  
P4USER=<your username>  
P4PORT=gecko:1666
```

Save the file.

3. In your directory in your ".cshrc.local", add these lines-

```
alias p4 ~/p4  
alias P4 ~/p4  
setenv P4CLIENT tamvo-unix  
setenv P4USER <your username>  
setenv P4PORT gecko:1666
```

Save the file.

Some additional alias lines to add to your “.login.local” file that may be useful:

```
alias releasestage /prj/afs/bin/adm_release -cell dmz eudora.stage
alias releasedownload /prj/afs/bin/adm_release -cell dmz eudora.stg.download
alias kellog klog <your username> -cell dmz
alias stage cd /afs/.dmz/prj/eudora/stage
alias dev cd /afs/.dmz/prj/eudora/dev
alias resolve p4 resolve -at
alias submit p4 submit
alias devtotest echo p4 integ -b eudoraweb-dev-to-test -ds
//depot/eudoraweb/dev...@
alias testtostage echo p4 integ -b eudoraweb-test-to-stage -ds
//depot/eudoraweb/test...@
alias devtostage echo p4 integ -b eudoraweb-dev-to-stage -ds
//depot/eudoraweb/dev...@
```



# Making a Change

## Steps to making changes to the Eudora Web site:

- [Request submitted to eudora-web-request](#)
  - Feedback on eweb-req list as appropriate
- [Sync to head revision](#) in Perforce
- [Open the file for Edit in Perforce](#)
  - Make and save changes to HTML
  - [Editing an existing file](#)
  - [Adding a new file](#)
- [Submit changes in Perforce](#)
- [Sync changes on Webdev](#)
  - Review changes in [webdev.eudora.com](http://webdev.eudora.com)
- [Integrate changes to Stage](#)
- [Resolve Files](#)
- [Submit changes to Stage](#)
- [Sync changes to Stage](#)
- [Stage Review and Approval of changes](#)
- [Releasing the AFS volume](#)

## Request submitted to eudora-web-request

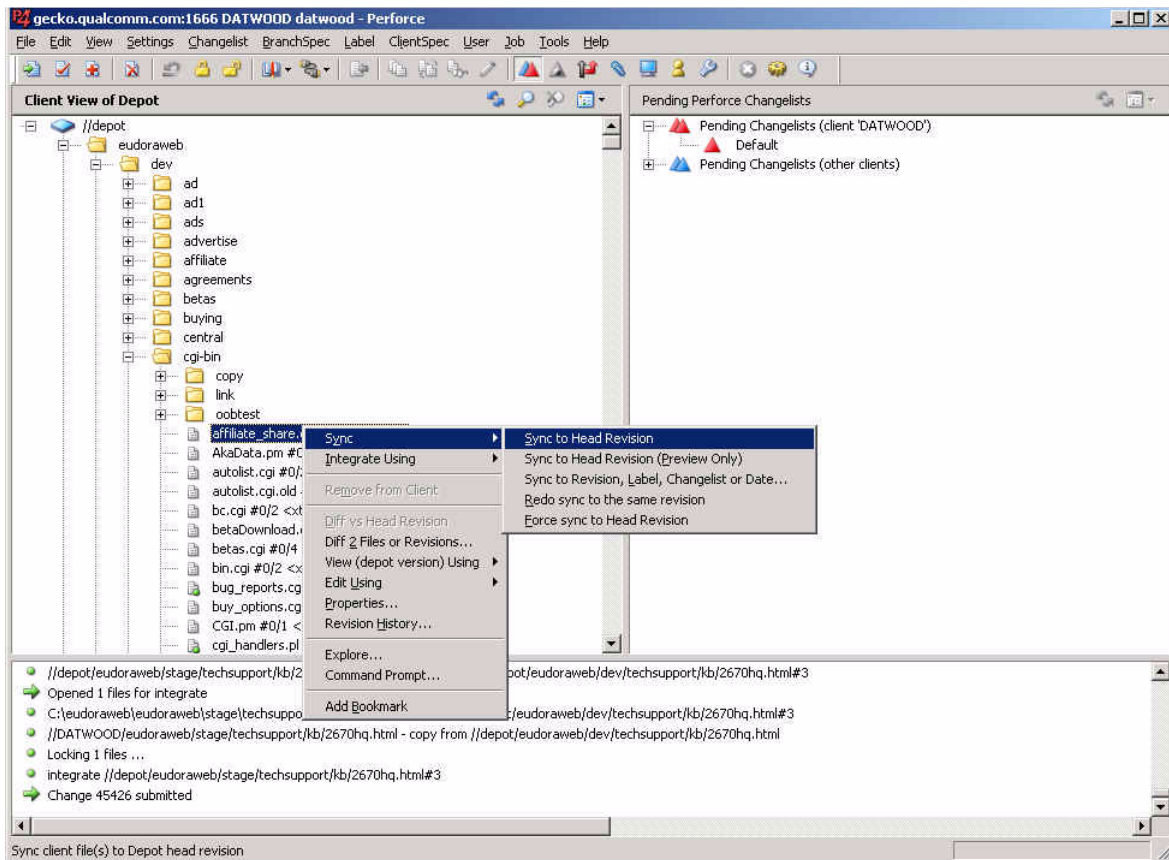
All change requests should be submitted to **[eudora-web-request@qualcomm.com](mailto:eudora-web-request@qualcomm.com)** (or **eweb-req** for short). This mailing list provides visibility to representatives from all groups within Eudora, giving each group the opportunity to discuss how the changes will impact them, or provide any other feedback.

Do not assume that all requests sent to the list are approved by everyone - ask for confirmation from the group (give a reasonable deadline by which to reply with feedback and explain that no reply by that time will be taken as approval).

### Sync to head revision

Before you can make changes to a file, you must sync your Perforce client to the head revision (most up-to-date version) from the depot.

- Right click on the file you wish to synchronize
- Select **Sync**
- Select **Sync to Head Revision**





A green dot indicates that your client workspace contains the head revision of the file.

It is important to sync to the head revision to avoid editing an earlier version of the file and updating with changes that remove recent version revisions' changes.

## Open the file for Edit in Perforce

### Editing an existing file

Once you have the head revision, you need to open the file for edit. This tells the Perforce server that you are working on this file, enabling multiple users to work on files without stepping on one another's changes.

- Right click on the file you wish to edit
- Select **Edit Using**
- Select your favorite HTML editor (if you have nothing else, you can use notepad, but using an actual HTML editor is recommended for managing more complicated HTML files.)



*The filename appears under Pending Changelists in the "View Pending Changelists" view with a red checkmark to indicate that it is checked out by you on this client.*

- Make your changes to the HTML and save the file.

*Note: If you forgot to open the file for Edit within Perforce before opening it in an HTML editor, you will receive errors when trying to save a Read-Only file.*

### Adding a new file

If you are adding a new HTML or graphic file to perforce, it does not exist in the depot to open for edit and must be added to the source control.

- Save your file to the area of your local dev files where you want it to appear in the depot
- Click on the **File** menu in Perforce

- Select **Add to Source Control**
- Browse to select the file or files you wish to add
- Click **Open**

Perforce checks the files you have selected, removes any that are already in the depot, and brings up a confirmation dialog.

- Compare the files listed to confirm that you are adding the correct files
- Click **Add files**

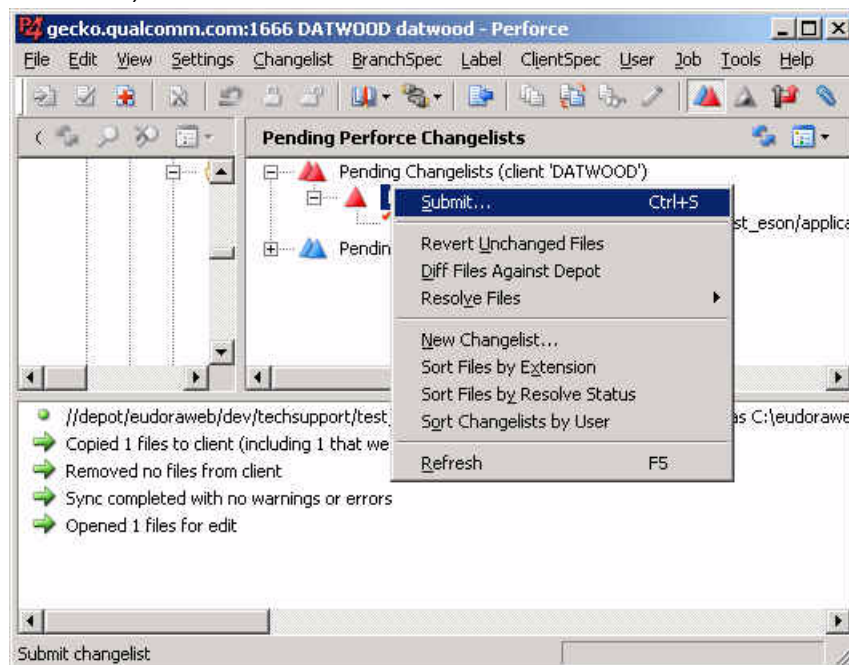


The files will appear under Pending Changelists in the “View Pending Changelists” view with a red plus sign to indicate that they are being added.

## Submit changes in Perforce

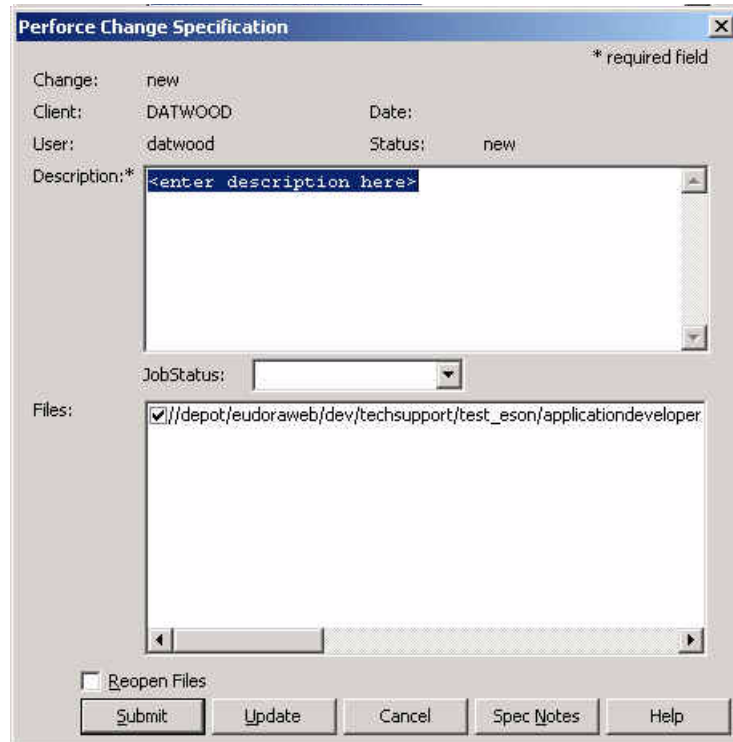
When you are ready to send all your edits and changes up to the Perforce server, use the Submit command.

- Click on the blue and red triangle icon to bring up the “View Pending Changelist” view
- Right click on the word Default under Pending Changelists {client ‘Your HOSTNAME’}



- Select **Submit**

*The Performe Change Specification Dialog box comes up.*

The image shows a Windows-style dialog box titled "Performe Change Specification". It has a close button (X) in the top right corner. The dialog contains several fields: "Change:" with the value "new", "Client:" with "DATWOOD", "Date:" (empty), "User:" with "datwood", and "Status:" with "new". There is a note "\* required field" in the top right. The "Description: \*" field is a large text area with the placeholder text "<enter description here>". Below this is a "JobStatus:" dropdown menu. The "Files:" section has a list box containing a single entry: "✓//depot/eudoraweb/dev/techsupport/test\_eson/applicationdeveloper". At the bottom, there is a checkbox labeled "Reopen Files" which is unchecked, and five buttons: "Submit", "Update", "Cancel", "Spec Notes", and "Help".

- Type a description of the changes in the "Description" field using the format:  
`eudoraweb - description of changes`
- Click **Submit**
- Watch the lower window of Performe to confirm that the files are uploaded without errors or warnings, and to get the change number for this change request

## Sync changes on Webdev

Now that the changes are submitted to the Performe depot, we need to synchronize the files on the AFS performe client to be able to view them in the webdev environment.

- Log in to a unix machine such as webdev1.qualcomm.com
- Log in to the DMZ with the klog command

```
klog <your username> -cell dmz
```

- Enter your DMZ password
- Use the p4 sync command to synchronize your changes. Examples:

```
p4 sync ...
```

*Synchronizes all the files in the current directory and all subdirectories. This is useful if you have already changed directories to the specific directory where a tiny change was made.*

```
p4 sync @54124,54124
```

*Synchronizes all changes in change request number 54124.*

```
p4 sync @67123,67139
```

*Synchronizes all changes in change request numbers 67123 through 67139.*

```
p4 sync ...@67141,67143
```

*Synchronizes all changes in change request numbers 67141 through 67143 in the current directory and all subdirectories. Any changes in those change requests outside of the current directory will not be synchronized.*

```
p4 sync url.dat
```

*Synchronizes only the file url.dat located in the current working directory.*

- Point your web browser to <http://webdev.eudora.com/> to view your changes and confirm that your web pages look as you expected them to.

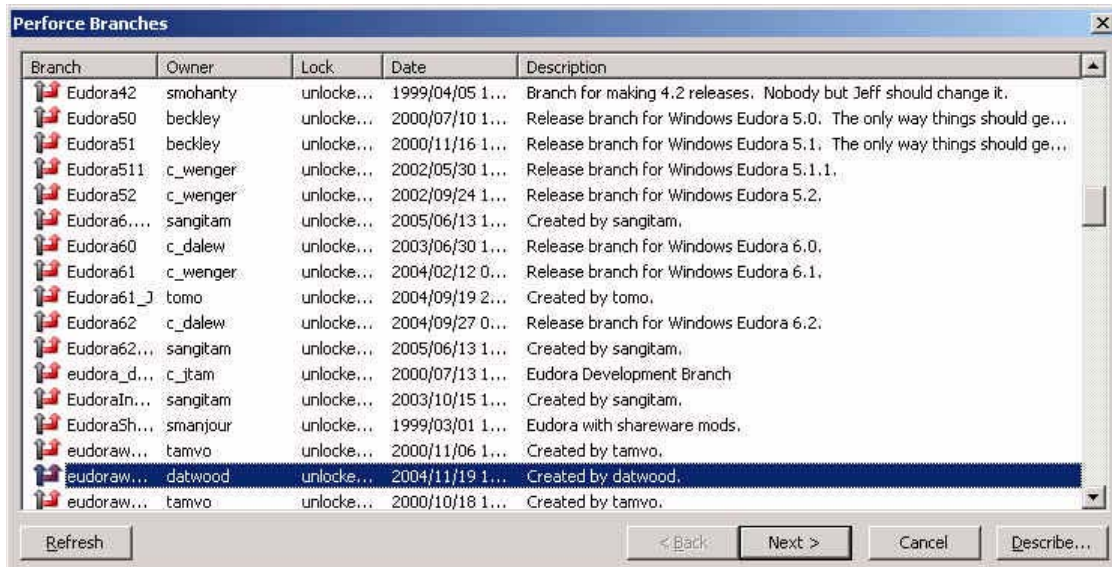
## Integrate changes to Stage

Once you are happy with the changes in the Dev environment, they should be integrated to the Stage environment for everyone to review before releasing them to Production. As the release to production process takes everything in Stage and pushes it to Production simultaneously, do not move files to Stage until they are ready to be released, or if there are other files under review waiting to be released.

- Click on the gray triangle icon in Perforce to “View Submitted Changelists”
- Right click on the changelist you wish to integrate to stage

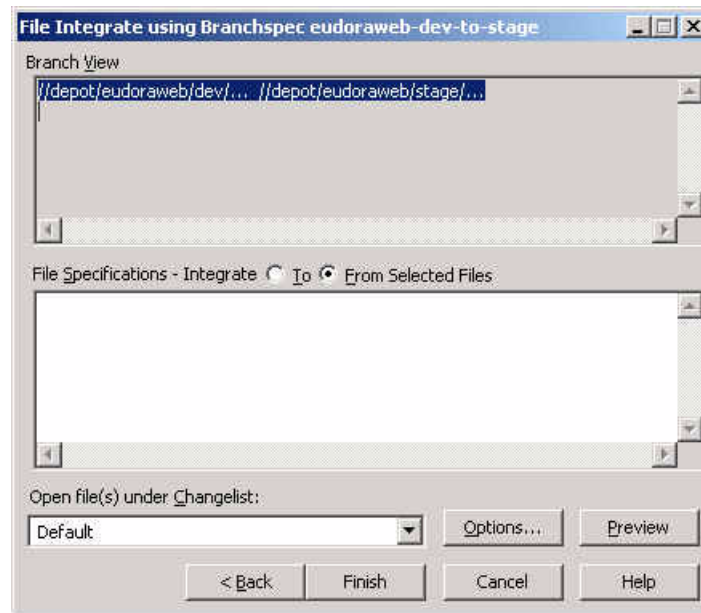
- Select **Integrate Using**
- Select **Branchspec**

*The Performe Branches dialog appears.*



- Select **eudoraweb-dev-to-stage** branchspec
- Click **Next**

*The File Integrate using Branchspec eudoraweb-dev-to-stage dialog appears.*



- Click **Finish**



*Files integrated will appear under the “View Pending Changelists” view with a yellow dot icon if there are multiple versions of the file which must now be resolved.*

## Resolve Files

When files are edited and integrated, the depot is updated with the newer version submitted from Dev to Stage, but your client workspace still will have the earlier version of the file from before the changes were integrated from Dev. This creates a conflict that requires you to use the Resolve command to help Perforce understand how to handle the files.

- Right click on the file you wish to resolve
- Select **Resolve**
- Select **Interactively**

*The Resolve dialog appears offering choices of which file to accept: yours, theirs, or a merge of the two. “Yours” means the copy in your local stage files, which is not the head revision. “Theirs” means the copy in the Perforce depot, there because it was just integrated from Dev. “Merge” will try to incorporate the differences into a new merged copy (this would be useful if multiple people were editing different parts of the same code file simultaneously, but is not typically what we want for editing web pages.)*



- Select **theirs**

*The yellow exclamation point is removed from the resolved file. All files must be resolved before they can be submitted.*

## Submit changes to Stage

Submitting changes to Stage is no different from submitting to Dev. The only difference you will notice is that the path of the file says .../stage/... instead of .../dev/... See [Submit changes in Perforce](#) for details.

## Sync changes to Stage

Synchronizing the AFS to bring changes from Perforce to Stage is no different than syncing changes to dev. See [Sync changes on Webdev](#) for details.

Note: Once things are synchronized to Stage, they are ready to be released with a single command. If there is the possibility of other changes coming through with Urgency before your changes will be approved, hold off synchronizing to stage or you will have to revert your changes to release the urgent change.

## Stage Review and Approval of changes

Point your web browser to <http://stage.eudora.com> to review your changes before release.

The level of review that is required depends on the area of the site the change affects.

Most areas of the Eudora web site require a review by all groups. You can reach all groups with the eweb-req mailing list. When in doubt, send to eweb-req.

Tip: To avoid perpetual waiting for approval, you might send a request for approval in the format "Changes to stage will be released at 11:00 AM if there are no objections." Give the URLs to any specific pages that have been updated to focus people's attention on the changes.

## Releasing the AFS volume

Once you have approval from the required groups to release your changes, you push them from stage to production by releasing the AFS.

- Log in to a unix machine such as webdev1.qualcomm.com
- Log in to the DMZ with the klog command

```
klog <your username> -cell dmz
```

- Enter your DMZ password
- Enter the command to release the appropriate volume

**STAGE:** (anything in /depot/eudoraweb/stage/... excluding download/...)

```
/prj/afs/bin/adm_release -cell dmz eudora.stage
```

**DOWNLOAD:** (anything in /depot/eudoraweb/stage/download/...)

```
/prj/afs/bin/adm_release -cell dmz eudora.stg.download
```

*A message will follow the command to let you know whether the release was successful or failed due to errors.*

- Check the Eudora web site - <http://www.eudora.com> - to verify that changes are appearing in production
- Email the same group as for approval to announce that Stage has been released to Production

Tip: You can edit your .login.local file on webdev1 to add aliases for releasing volumes. For example, your .login.local file could contain the following:

```
alias releasestage /prj/afs/bin/adm_release -cell dmz eudora.stage
alias releasedownload /prj/afs/bin/adm_release -cell dmz eudora.stg.download
```

With those aliases, you could type “releasestage” or “releasedownload” to release the specific volume.