

TEAM Engine Build and Deployment

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

Prerequisites

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

1. Build the Engine (with test suites)

- a. Check out the TEAM Engine source from the SVN trunk:
<https://teamengine.svn.sourceforge.net/svnroot/teamengine/trunk>
- b. Place the test suite(s) to deploy in the TEAM Engine /scripts directory (see the OGC repository for some test suites: <https://svn.opengeospatial.org:8443/ogc-projects/cite/trunk> - registration required)
- c. Using the build.properties.example file as a template, create a build.properties file with the correct values for the given parameters
 - i. The home property should be set to the TEAM Engine URL for where it will be deployed (i.e. "http://localhost/teamengine")
 - ii. The usersdir property must be set to either "\${catalina.base}/users" or "\${catalina.home}/users" if the users directory is to be persisted (suggested), otherwise "webapps/teamengine/WEB-INF/users" if the users directory is to be removed upon redeployment
 - iii. The tomcat.dir property must point to the location of the Tomcat home directory
- d. Run the default ant task to build the engine with the given scripts (will create a /webapps directory in the TEAM Engine root directory containing the TEAM Engine build, also see /setup/UserFilesRealm/ for the UserFilesRealm.jar file)
- e. Place the /webapps/teamengine directory (or WAR file) in the Tomcat base or home /webapps directory

2. Setup the "users" directory

- a. Place the /setup/UserFilesRealm/UserFilesRealm.jar file in the Tomcat home /server/lib directory
- b. IF persisting the users directory, create a /users directory in the Tomcat base or home root directory

3. Access the service

- a. Start Tomcat and access the service via <http://localhost/teamengine> (hostname and port may differ)
- b. Register a user (used for storing session results), login, and begin testing (see [Usage](#) instructions)