

Universal Linux Environment Installer

Description

This is a environment installer for Linux that will setup a clean installation of Linux ready to use. It consists of a series of smaller install scripts and GUI to give an overview over the different components to install and enable the user to choose the components to install.

As of now it is not completely automated and actions may still be required from the user under the various installations. Please finish up all external installation procedures before closing the installer as it will cleanup all downloaded installation files when it quits.

Supported Distro

- Ubuntu
- Open SUSE (work in progress)

How To Use

Copy/clone the install_script folder to your home folder.

Open a terminal and navigate to the install script folder and run the script.

```
cd install_script  
./run
```

First the script will update your system and install Java8 to run the installer GUI.

Follow the instructions by the installer

When Java is installed you will be greeted by the welcome screen



Rovsing

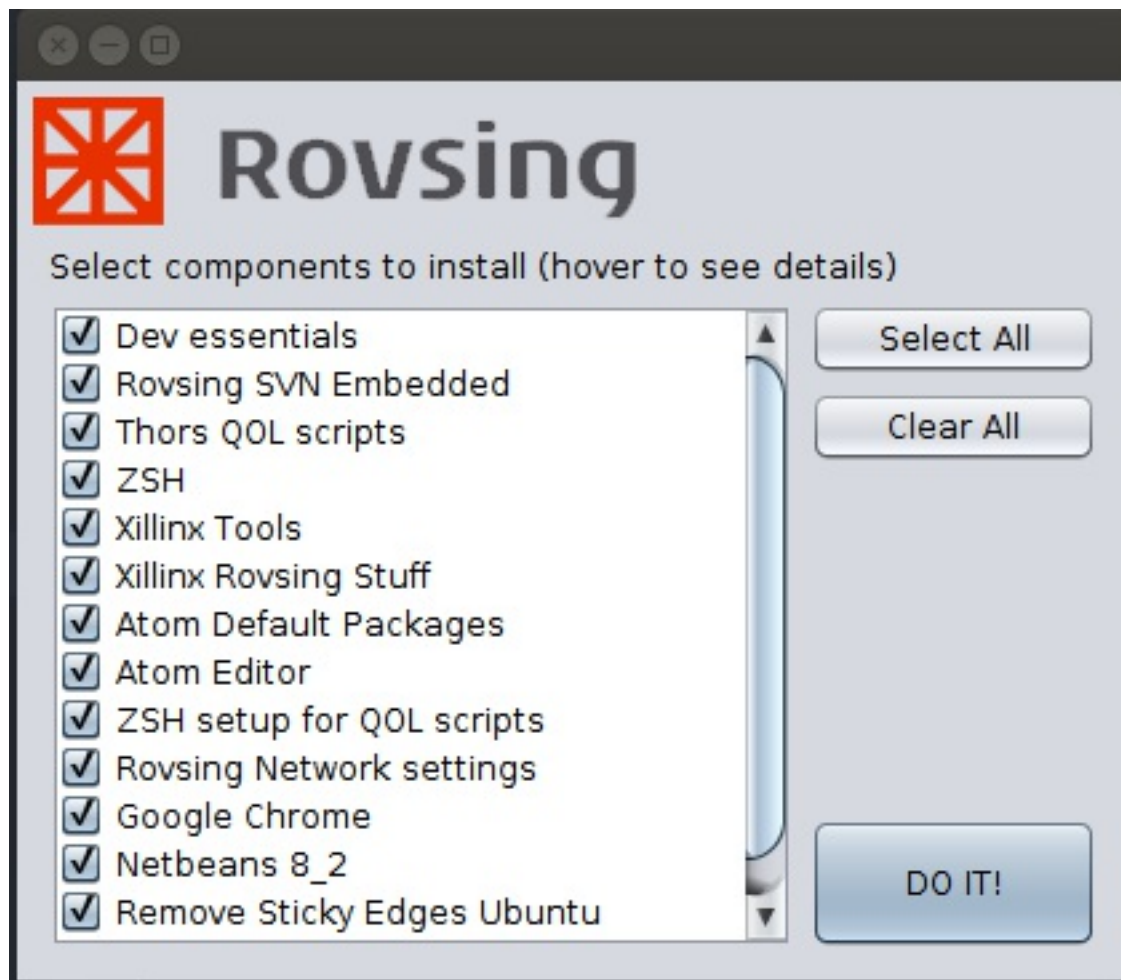
Welcome to the Rovsing GTG Linux installer

This installer will install any
required programs and configure your
environment so it's ready to use. Enjoy 😊

Linux username

Linux password

Make sure the username is correct and type your sudo password in the password field.
The installer will input the password to the scripts that needs it.



Each recipe (install script) is represented as a component in the selection screen.

Select the components that you want to install.

If the recipe has a description it will be shown as a tooltip that will be shown when you hover your mouse over it.

Some components may depend on each other (it should be clear by the naming) but for now it is not possible to see dependencies (future improvements).

When you have selected the components to install click the "DO IT" button and the installer will run through the selected scripts and install/setup the components.



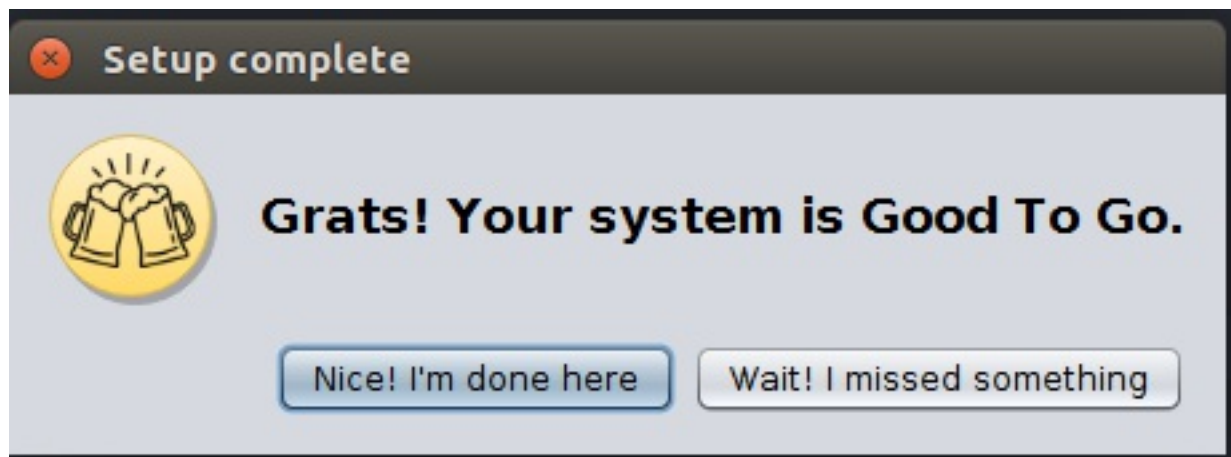
The progress window will show the overall progress of the installations and print the output from the called scripts.

It may seem nothing is happening but have patience. The installer is not multithreaded at the moment (because of dependencies) and some scripts may do downloads in the background.

Some scripts may be calling external installers that will open windows and require user interactions.

*** Please finish all external installations before closing the GTG installer ***

Be aware that the scripts assume everything is installed at default locations.



When all the scripts have been run and the installer is finished, you have the option to go back if you missed something or finish the installer. Be aware that when the installer finishes, it will cleanup the download folder.

If you don't want to run the GUI, you can call each install script individually, but they assume to be run from the `install_script` root folder and that arguments 2 and 3 are the username and password respectively.

Customization

How It Works

The GUI will scan all files in the script folder. The file name (file extensions are ignored) will be shown as an install item in the list. I.e. "File Name.sh" will be shown as "File Name". No special characters are allowed (" / ,). Dots are considered as file extensions delimiters and everything after the dot is not considered part of the item name.

The GUI will scan each file for a description. A description is defined as:

```
if [ "$1" == "-h" ]; then
    echo "This is a description"
    exit 0
fi
```

The description must be the first thing in the script after the shebang (`#!/bin/bash`) else it will be ignored.

At the moment it is not possible to define dependencies but it may be included at a later point.

All scripts is called through the `entry_point_script` locatet

Things To Consider (quirks and novelties)

When a description is found the GUI will call the script with the `-h` argument as the first parameter. Please consider what you put in the descritpin and remember to exit else the script will be run before the user has a chance to choose it.

Adding New Scripts

Each script should be a selfcounting recepi to install one item.

To add a new script just make a new file in the script folder and give it a meaningfull name. (File extentions are ignored by the GUI). Add the shebang on the first line:

```
#!/bin/bash
```

(As of the time of writing to get the most reliable scripts use bash)

**** The script will be called with the following parameters ****

- `$1` **** ~> Aboslute path to the script ****
- `$2` **** ~> User name ****
- `$3` **** ~> User password ****

Add a discription that will be shown as a tooltip in the GUI or be printed when the script is called from the command line with the `-h` parameter.

```
if [ "$1" == "-h" ]; then
    echo "This is a description"
    exit 0
fi
```

A number of helper functions are available in the `resources/worker_scripts/helpers` script. To use them add this to your script:

```
. resources/worker_scripts/helpers
```

It is recommended to use the helper functions as they have been tested to work with the GUI and will call the functions with the required arguments and place files at the correct locations.

If you need to download or make temporary files place them in the `resources/downloads/` folder as it will be cleaned every time the GUI quits. The path to the folder is defined in the helpers script as

```
$DOWNLOAD_PATH
```

But remember files here will be deleted :-)

For `sudo` commands use the following to pass password to sudo

```
echo $3 | sudo -S <command here>
```