Docker Image for Grav CMS





Grav CMS

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1.0 Prerequisites

This project is cloned from the official GRAV CMS GitHub repository. If you want work with me, feel free to download it from my docker-grav GitHub repository.

It contains the original packages based on PHP 8.1:

ORIGINAL	PACKAGES	
docker-ce	vim editor	
apache-2.4.38	php8.1	
GD library	php8.1-opcache	
Unzip library	php8.1-acpu	
cron	php8.1-yaml	

In addition other packages are included:

REQUIRED	PACKAGES			
ca-certificates	php8.1_pdo	openssh-client	yq (>= 4.29)	wget (>= 1.20)
ccache	php8.1_pdo_mysql	rsync	uuid (>= -v4)	
iputils-ping	php8.1_pdo_pqsql	sudo	openssl (>= 1.1.1)	
net-tools	php8.1-pgsql	tree (>= 1.8.0)	git (>= 2.17)	
dropbear	php8.1_xdebug	jq (>= 1.5)	getssl (>= 2.32)	

NOTE: Please ensure that the PHP base docker image is an actual version (e.g. php8.1) and not the purpose of th

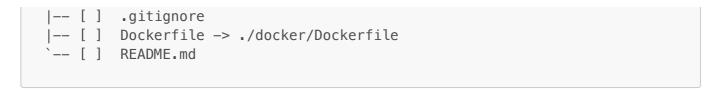
1.1 Packages

This project needs the following prerequisites on the HOST machine:

- Install at least uuid -v4 >= 1.5 (macOS: brew install ossp-uuid) (Ubuntu: sudo apt install uuid) (Alpine: sudo apk add -U ossp-uuid)
- Install at least jq >= 1.5 (macOS: brew install jq) (Ubuntu: sudo apt install jq) (Alpine: sudo apk add -U jq)
- Install at least yq >= 4.29 (macOS: brew install yq) (Ubuntu: sudo apt install yq) (Alpine: sudo apk add
 -U yq)

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README.md



Note: The files in directories marked with [*] are not uploaded to Git. They must be build with the appropriate <PROJECT_ROOT>/bin/grav-mk* script.

To initialize the project, execute <code>./bin/grav-mkinit.sh</code> init first from the \${GRAV_HOME} directory, then activate it with <code>source \${HOME}/.bashrc</code>. From this moment you can also use the short form without appending <code>.sh</code>, e.g. <code>grav-mkinit</code>.

2.1 Project features

This project includes the following features:

- Use docker init as signal forwarder and process reaper
- Use docker runlets for easier dockerfile development
- Use local context key/value files for project configuration settings \${GRAV_HOME}/.context.*
- Use local cache directory for injecting files at buildtime \$\{GRAV_HOME\}/rootfs/*
- Use some sophisticated bash shell scripts for build, runtime and configuration \${GRAV_HOME}/bin/grav-*.sh
- Use the latest docker buildx builder for external docker image storage ——cache—from, ——cache—to in a local directory \${GRAV_HOME}/cache/.ccache
- Use the latest docker buildx builder for specific platform builds, here linux/amd64
- Ability to create a named user grav with SSH keys for vscode development over remote SSH over port 2222
- Ability to create a user password for SSH login securely
- Ability to create and add the SSH keys for automatic logins and cache retrieval from local or remote host securely
- Ability to create SSL certificates from letsencrypt.org with getssl
- Use external certificate volume for certificate persistence
- Use external cache volume for faster C/C++ compilation \${GRAV_HOME}/cache/.ccache
- Use external cache volume for faster PHP compilation \${GRAV_HOME}/cache/phpcache
- Mount a docker named volume grav_data to a specific host directory \${GRAV_HOME}/data
- Create a repository \${GRAV_HOME}/rootfs/tmp/grav/core for caching grav core packages
- Use a bunch of local bash shared library libgrav* for all local bash scripts

2.2 Work in progress

- (WIP) Install PHP xdebug for vscode debugging over remote xdebug port
- (WIP) Support letsencrypt SSL keys with getssl bash script
- (TBD) Create a multistage dockerfile with base, compile and release stage
- (TBD) Implement multiarch images wit QEMU static support
- (TBD) Create an alpine container for smaller footprint
- (TBD) Use NGINX instead of Apache web server
- (TBD) Use buildx with docker composer file
- (TBD) Ability to install grav skeletons and plugins

3.0 Installation pro edure

- Install the prerequisite software (See 1.0 Prerequisites)
- Download the project with git git clone https://github.com/giminni/docker-grav
- Change into the current project directory with cd docker-grav
- docker-grav is now your <PROJECT_HOME> directory
- Initialize the project with <PROJECT_HOME>/bin/grav-mkinit.sh init
- Set the current grav core production and development package version with grav-core.sh set all, older grav core packages version can be set manually, for example with grav-core.sh set 1.6.0 for production package version or grav-core.sh set 1.7.0-rc.19 for development package version.
- Download the grav core production packages with grav-core.sh get all grav or the core development packages with grav-core.sh get all grav-admin, older grav core packages can be set manually, for example with grav-core.sh get 1.6.0 grav for production package version or grav-core.sh get 1.7.0-rc.19 grav-admin for development package version.
- Create the encrypted password for user grav with grav-mkpass.sh <user-password> grav,
 the password must contain at least 11 characters
- Create new or use your own SSH private and public key with grav-mkssh.sh <email-address>
 by answering with 1 for create new SSH key or 2 for use own SSH key. The latter case will copy the
 key from your \${HOME}/.ssh directory.
- Create the cache directory with grav-mkcache.sh cache
- Build the docker image with grav-build.sh grav grav-admin testing for the development version or grav-build.sh grav for the production version.
- Create the data directory with grav-mkdata.sh data
- Create the certificate directory with grav-mkcert.sh cert
- Run the docker image with grav-run.sh grav grav-admin testing for the development version or grav_run.sh grav for the production version.
- Enter the command line of the running grav image, with grav-shell.sh grav-admin for the development version or grav-shell.sh grav for the production version.

3.1 Installation checklist

- Check if scripts are available by entering grav— and pressing the TAB-key.
- Check aliases from the command line with alias.
- Check libraries from the command line with func.
- Check if the context file is created in the project directory with cat \${GRAV_HOME}/.context.
- Check if the configuration directory cfg is populated with .config.* files with ls -las \${GRAV_HOME}/cfg.
- Check grav_pass.key file under the key directory key with cat \${GRAV_HOME}/key/grav_pass.key.
- Check if the SSH keys exists with ls —las \${GRAV_HOME}/key/grav_rsa* if you are using the rsa algorithm. Other algorithm that can be used are dsa and ecdsa.
- Check if the grav core file was downloaded correctly into the rootfs directory, with ls -las \${GRAV_HOME}/rootfs/tmp/grav/core.
- Check if the cache directories exists with ls -las \${GRAV_HOME}/cache. A subdirectory
 ccache and phpcache must exists, otherwise the grav-build sh script does not start.

- Chek if the certificate directory exists, with ls -las \${GRAV HOME}/cert.
- Check if the docker grav image exists, with sudo docker images.
- Check if the docker grav image is running, with sudo docker ps -a.

3.2 Using local key/value files for configuration

To persist some project configuration data a couple of key/value files are created in the \${GRAV_HOME}/cfg directory. A \${GRAV_HOME}/.context file will be generated with <PROJECT_HOME/bin/grav-mkinit.sh init at init time holding the configuration directory where all configuration files are stored.

E.g. context file in \${GRAV_HOME}/ directory:

```
GRAV_CTX="${GRAV_HOME}/cfg"
```

E.g. config bin file in \${GRAV_HOME}/cfg directory:

```
GRAV_BIN="${GRAV_HOME}/bin"
```

Note: Every configuration files can be changed manually by expert user or use the handy local bash scripts that starts with \${GRAV_HOME}/bin/grav-mk*.sh for novice user.

3.3 Using docker multiarch environment

Using the extended docker build features of buildx this project is prepared for multiarch images. That means it uses one name for different target architectures linux/amd64, linux/arm64, linux/armv7, Currently only the linux/amd64 architecture is supported.

3.4 Using local docker cache repository

In addition to the build and compile cache environment, there is another local directory

./\${GRAV_HOME}/rootfs/* that holds cached artefacts. This directory can be used to store for example the grav core zip files to reduce bandwith and avoid a lengthy download time from the internet.

In this case store the <code>grav-admin.zip</code> file under \${GRAV_HOME}/rootfs/tmp. If the name is correct the file will be inserted into the docker buildtime context and used instead of downloading the file from the internet.

3.5 Handling user password and SSH secrets

The extended docker build features of buildx allows injecting sensitive data without leaving any history trace. The user password is generated externally with openssI SHA512 encryption by a provided bash script \$\{GRAV_HOME\}/bin/mkssh.sh.\ The encrypted password is then stored under \$\{GRAV_HOME\}/key/grav_pass.key\ and injected into the container at buildtime.

The same thing occures for the SSH private and public key. The key are stored under \${GRAV_HOME}/key/grav_rsa and \${GRAV_HOME}/key/grav_rsa pub respectively.

Note: Ensure that the SSH keys and user match the SSH keys of an external user on the local or remote host. Otherwise the user autologin over SSH and cache synchronization over github, rsync does not work.

3.6 Caching docker buildtime

The extended docker build features of buildx allows to store the docker buildtime cache into a local project directory \${GRAV_HOME}/cache/.dcache. This can be of course changed to push/pull from a pubic/private registry if needed.

3.7 Running services as non-root user

To increase the overall security the privilege for required services (SSH, Cron and Apache) are deescalated to a non root user (grav). This is realized with su-exec dropbear and go-cron.

3.8 Persisting build cache using ccache and rsync

CCache and rsync are used to speedup the building of PHP extensions. At buildtime and before the PHP compilation is started, the external cache directory \${GRAV_HOME}/cache/.ccache is read with rsync into the docker container <CONTAINER_ROOT>/tmp/.ccache. CCache will reroute the compiler call to this specific directory for faster compilation. Before all build artefacts are removed the cache directory <CONTAINER_ROOT>/tmp/.ccache is exported with rsync using incremental backup to preserve the compiled data for a next build \${GRAV_HOME}/cache/.ccache.

Note: Ensure that the SSH keys and user match the SSH keys of an external user on the local or remote host.

3.9 Working with vscode locally or remotely

To avoid direct access to the docker container a SSH user is fully provided and configured. The SSH server is listening on port 2222 to avoid collision with other primary SSH server. Point your vscode remote SSH plugin to the localhost host or to the designated IP address and port 2222 to access the docker image for development.

3.10 Managing a container from the command line

There are a couple of local bash scripts to create, run and delete a container:

- grav-build.sh is used for building a container
- grav-core.sh is used to set and get the grav core packages locally
- grav-run.sh is used for running a container
- grav-shell.sh is used for accessing the command line inside a container
- grav-purge.sh is used for deleting all docker cached data, container and image artefacts.

4.0 Configuring a ontainer from the ommand line

The following data is needed to be able to build or run a container:

- Grav binary directory path .config.bin, e.g. GRAV_BIN=\${GRAV_HOME}/bin"
- Grav cache directory path .config.cache, e.g. GRAV_CACHE="\${GRAV_HOME}/cache"

- Grav certificate directory path .config.cert, e.g. GRAV CERT="\${GRAV HOME}/cert"
- Grav config directory path config cfg, e.g. GRAV_CFG=\${GRAV_HOME}/cfg"
- Grav data volume directory path .config.data, e.g. GRAV DATA="\${GRAV HOME}/data"
- Grav development core version .config.dev, e.g. GRAV_DEV=1.7.0-rc.20
- Grav docker directory path .config.docker, e.g. GRAV_DOCK=\${GRAV_HOME}/docker"
- Grav home directory path config home, e.g. GRAV_HOME=\${GRAV_HOME}"
- Grav key directory path .config.key, e.g. GRAV_KEY="\${GRAV_HOME}/key"
- Grav library directory path .config.lib, e.g. GRAV_LIB="\${GRAV_HOME}/lib"
- Grav password file config pass, e.g. GRAV_PASS="\${GRAV_HOME}/key/grav_pass key"
- Grav production core version .config.prod, e.g. GRAV_PROD=1.6.1
- Grav rootfs directory path .config.root, e.g. GRAV_ROOT="\${GRAV_HOME}/rootfs"
- Grav SSH key directory path .config.ssh, e.g. GRAV_SSH=\${GRAV_HOME}/key/grav_rsa"
- Grav username configuser, e.g. GRAV_USER=grav

This information is stored into local project connfig files that begins with \${GRAV_HOME}/cfg/.*. To insert this data locally some local bash scripts are used grav-mk*. Every file is filled with a default value, however feel free to change it to suite your needs.

- \${GRAV_HOME}/bin/grav-build.sh = Build the grav docker image from the specified values
- \${GRAV_HOME}/bin/grav-core.sh get= Download the corresponding production/development core file into \${GRAV_HOME}/rootfs directory
- \${GRAV_HOME}/bin/grav-mkcache.sh = Configures the local cache volume path \${GRAV_HOME}/cache/*
- \${GRAV_HOME}/bin/grav-mkcert.sh = Configures the local certificate volume path
 \${GRAV_HOME}/cert
- \${GRAV_HOME}/bin/grav-mkdata.sh = Configures the local data volume path \${GRAV_HOME}/data
- \${GRAV_HOME}/bin/grav-mkinit.sh = Initialize project, must run first. (See Installation procedure)
- \${GRAV_HOME}/bin/grav-mkpass.sh = Configures the named container user and password
- \${GRAV_HOME}/bin/grav-mkssh.sh = Configures the SSH private and public files for rsync, git,
 ...
- \${GRAV_HOME}/bin/grav-purge.sh = Remove all grav artefacts, build cache, container and images
- \${GRAV_HOME}/bin/grav-run.sh = Run the grav docker container from the specified values
- \${GRAV_HOME}/bin/grav-core.sh set = Configures the grav production/development core version string
- \$\{GRAV_HOME\}/bin/grav-shell.sh = Access the container locally by opening a shell

Note: Please consult the usage information of each local bash script by executing the command without arguments.

4.1 Downloading files to be cached into the rootfs directory

To be able to create the project in offline situation or minimize the download time from the internet, two tasks must be executed:

• Define wich grav version is needed to be installed from the grav download site using a local script \$\{GRAV_HOME\}/bin/grav-core.sh set. Insert as first argument prod or dev. To download a specific version use <PROJECT_HOME/bin/grav-core.sh get. Use the same arguments like \$\{GRAV_HOME\}/bin/grav-core.sh set

E.g. to download a specific version of grav-admin core 1.6.0 enter:

```
${GRAV_HOME}/bin/grav-core.sh get 1.6.0 grav-admin
```

Note: The files are stored into the \${GRAV_HOME}/rootfs/tmp. To reduce the container size, remove all superfluous artefacts before starting the build.

4.2 Persisting data into an external storage

To save the Grav site data to the host file system (so that it persists even after the container has been removed), simply map the container's /var/www/html directory to a named Docker volume data. This named docker volume data is mapped into the project directory on the host \${GRAV_HOME}/data.

Note: If the mapped directory or named volume is empty, it will be automatically populated with a fresh install of Grav the first time that the container starts. However, once the directory/volume has been populated, the data will persist and will not be overwritten the next time the container starts.

4.3 Building the image from Dockerfile

To build the image from the command line a local bash script \${GRAV_HOME}/bin/grav-build.sh is used.

This script as a lot of presetted arguments. The first argument is mandatory if not set, the script emits a usage string.

Here an example, how to create a user grav and build the latest grav+admin development package.

```
${GRAV_HOME}/bin/grav-build.sh grav grav-admin testing
```

Here an example how to create a user grav and build the latest grav+admin production package. Observe that the last two arguments are omitted while presetted.

```
${GRAV_HOME}/bin/grav-build.sh grav
```

Here the complete usage string of \${GRAV_HOME}/bin/grav-build.sh script:

```
${GRAV_HOME} $ ./bin/grav-build.sh
grav-build: Error: Arguments are not provided!
grav-build: Args: grav-build.sh grav_user [grav_imgname] [grav_tagname]
```

```
[grav_passfile] [grav_privfile] [grav_pubfile]
grav-build: Note: (*) are default values, (#) are recommended values
grav-build: Arg1: user-name: any|(#)
                                              - (#=grav)"
grav-build: Arg2: [img-name]: grav|grav-admin - (*=grav)"
grav-build: Arg3: [tag-name]: latest|testing - (*=latest)"
grav-build: Arg4: [pass-file]: any|(*)
                                              - (*=
<PROJECT HOME>/key/grav pass.key)"
grav-build: Arg5: [priv-file]: any|(*)
<PROJECT_HOME>/key/grav_rsa)"
grav-build: Arg6: [pub-file]: any|(*)
                                              - (*=
<PROJECT HOME>/key/grav rsa.pub)"
grav-build: Info: grav-build.sh grav grav-admin latest
/home/rpiadmin/Workspace/docker-grav/key/grav pass.key
/home/rpiadmin/Workspace/docker-grav/key/grav_rsa
/home/rpiadmin/Workspace/docker-grav/key/grav_rsa.pub
grav-build: Help: grav-build.sh: Builds the docker file from some entered
arguments. (See Note, Info and Args)
```

5.0 Running the image from Do kerfile

To run the image from the command line a local bash script \${GRAV_HOME}/bin/grav-run.sh is needed. This script as a lot of presetted arguments. The first argument is mandatory if not set the script emits a usage string. The default run mode is normal if there is a need to start only a bash command line and test something inside, run with the debug flag set.

Here an example how to run as user grav and use the latest grav-admin development package in debug mode.

```
${GRAV_HOME}/bin/grav-run.sh grav grav-admin testing d
```

Here an example how to run as user grav and use the **latest** grav—admin production package. Observe that the last two arguments are omitted while presetted with normal and data.

```
${GRAV_HOME}/bin/grav-run.sh grav grav-admin latest
```

Here the complete usage string of \${GRAV_HOME}/bin/grav-run.sh script:

```
${GRAV_HOME} $ ./bin/grav-run.sh
grav-run: Error: Arguments are not provided!

grav-run: Args: grav-run.sh grav_user [grav_imgname=grav]
[grav_imgtag=latest] [grav_voldata=data]
grav-run: Note: (*) are default values, (#) are recommended values
```

```
grav-run: Arg1: user-name: any|(#) - (#=grav)
grav-run: Arg2: [img-name]: any|(*) - (*=grav-admin)
grav-run: Arg3: [tag-name]: any|(*) - (*=latest)
grav-run: Arg4: [run-mode]: n|d|(*) - (*=(n)ormal|(d)ebug)
grav-run: Arg5: [vol-data]: any|(*) - (*=data)

grav-run: Info: grav-run.sh grav grav-admin latest n data
grav-run: Help: grav-run.sh: Instantiate a docker container depending
from some entered arguments. (See Note, Info and Args)
```

IF you installed the grav—admin package then point the browser to http://localhost:9080/admin and create a user account, otherwise point the browser to http://localhost:9080/ directly.

Note: The following external <-> internal docker ports are exposed:

- 2222 <-> 22: for SSH external host access using the named user
- 9080 <-> 80: for HTTP external host access
- 9443 <-> 443: for HTTPS external host access (WIP)

The docker image has the following scheme:

grav-user=grav>//grav | grav-admin>:cgrav-tag=latest|testing>

E.g. grav/grav: latest for production images or grav/grav-admin: testing for development images.

6.0 Li ense agreement

docker-grav was released under Apache License Version 2.0 by Giovanni Minniti.

7.0 Abbreviation referen e list

- **CSS** Cascading Style Sheets
- End of Life
- PHP PHP: Hypertext Preprocessor
- Secure Shell
- Scalable Vector Graphics

8.0 Image referen e list

1 Gray CMS

9.0 Link referen e list

- Grav v1.7 Documentation
- Docker multiple architectures
- Working with buildx
- Visual Studio Code Tips & Trics
- ⁵ Visual Studio Code macOS Shortcuts

- ⁶ Visual Studio Code Linux Shortcuts
- Visual Studio Code Windows Shortcuts
- 8 Embed SVG images in dark mode
- Colorize SVG background color with CSS filters
- 10 GitHub badges examples with Shields.io
- Shields.io website

10.0 Notes

- For further information or view, every badge or icon redirects to the proper reference list above.
- To dynamically invert svg image colors depending on actual theme with inline ssg, see and section.
- To use generic badges in markdown files, see 10 and 11.