

Eclipse GlassFish Installation Guide, Release 8

Eclipse GlassFish

Installation Guide

Release 8

Contributed 2018 - 2024

This book contains instructions for installing and uninstalling Eclipse GlassFish software.

Eclipse GlassFish Installation Guide, Release 8

Copyright © 2010, 2019 Oracle and/or its affiliates. All rights reserved.

This program and the accompanying materials are made available under the terms of the Eclipse Public License v. 2.0, which is available at <http://www.eclipse.org/legal/epl-2.0>.

SPDX-License-Identifier: EPL-2.0

Oracle and Java are registered trademarks of Oracle and/or its affiliates. Other names may be trademarks of their respective owners.

Intel and Intel Xeon are trademarks or registered trademarks of Intel Corporation. All SPARC trademarks are used under license and are trademarks or registered trademarks of SPARC International, Inc. AMD, Opteron, the AMD logo, and the AMD Opteron logo are trademarks or registered trademarks of Advanced Micro Devices. UNIX is a registered trademark of The Open Group.



Preface

This documentation is part of the Java Enterprise Edition contribution to the Eclipse Foundation and is not intended for use in relation to Java Enterprise Edition or Oracle GlassFish. The documentation is in the process of being revised to reflect the new Jakarta EE branding. Additional changes will be made as requirements and procedures evolve for Jakarta EE. Where applicable, references to Jakarta EE or Java Enterprise Edition should be considered references to Jakarta EE.



Please see the Title page for additional license information.

This document contains instructions for installing and uninstalling Eclipse GlassFish.

This preface contains information about and conventions for the entire Eclipse GlassFish (Eclipse GlassFish) documentation set.

Eclipse GlassFish 8 is developed through the GlassFish project open-source community at <https://github.com/eclipse-ee4j/glassfish>. The GlassFish project provides a structured process for developing the Eclipse GlassFish platform that makes the new features of the Jakarta EE platform available faster, while maintaining the most important feature of Jakarta EE: compatibility. It enables Java developers to access the Eclipse GlassFish source code and to contribute to the development of the Eclipse GlassFish.

The following topics are addressed here:

- [Eclipse GlassFish Documentation Set](#)
- [Related Documentation](#)
- [Typographic Conventions](#)
- [Symbol Conventions](#)
- [Default Paths and File Names](#)

Eclipse GlassFish Documentation Set

The Eclipse GlassFish documentation set describes deployment planning and system installation. For an introduction to Eclipse GlassFish, refer to the books in the order in which they are listed in the following table.

Book Title	Description
Release Notes	Provides late-breaking information about the software and the documentation and includes a comprehensive, table-based summary of the supported hardware, operating system, Java Development Kit (JDK), and database drivers.
Quick Start Guide	Explains how to get started with the Eclipse GlassFish product.
Installation Guide	Explains how to install the software and its components.

Book Title	Description
Upgrade Guide	Explains how to upgrade to the latest version of Eclipse GlassFish. This guide also describes differences between adjacent product releases and configuration options that can result in incompatibility with the product specifications.
Deployment Planning Guide	Explains how to build a production deployment of Eclipse GlassFish that meets the requirements of your system and enterprise.
Administration Guide	Explains how to configure, monitor, and manage Eclipse GlassFish subsystems and components from the command line by using the asadmin(1M) utility. Instructions for performing these tasks from the Administration Console are provided in the Administration Console online help.
Security Guide	Provides instructions for configuring and administering Eclipse GlassFish security.
Application Deployment Guide	Explains how to assemble and deploy applications to the Eclipse GlassFish and provides information about deployment descriptors.
Application Development Guide	Explains how to create and implement Java Platform, Enterprise Edition (Jakarta EE platform) applications that are intended to run on the Eclipse GlassFish. These applications follow the open Java standards model for Jakarta EE components and application programmer interfaces (APIs). This guide provides information about developer tools, security, and debugging.
Add-On Component Development Guide	Explains how to use published interfaces of Eclipse GlassFish to develop add-on components for Eclipse GlassFish. This document explains how to perform only those tasks that ensure that the add-on component is suitable for Eclipse GlassFish.
Embedded Server Guide	Explains how to run applications in embedded Eclipse GlassFish and to develop applications in which Eclipse GlassFish is embedded.
High Availability Administration Guide	Explains how to configure Eclipse GlassFish to provide higher availability and scalability through failover and load balancing.
Performance Tuning Guide	Explains how to optimize the performance of Eclipse GlassFish.
Troubleshooting Guide	Describes common problems that you might encounter when using Eclipse GlassFish and explains how to solve them.
Error Message Reference	Describes error messages that you might encounter when using Eclipse GlassFish.
Reference Manual	Provides reference information in man page format for Eclipse GlassFish administration commands, utility commands, and related concepts.
Message Queue Release Notes	Describes new features, compatibility issues, and existing bugs for Open Message Queue.

Book Title	Description
Message Queue Technical Overview	Provides an introduction to the technology, concepts, architecture, capabilities, and features of the Message Queue messaging service.
Message Queue Administration Guide	Explains how to set up and manage a Message Queue messaging system.
Message Queue Developer's Guide for JMX Clients	Describes the application programming interface in Message Queue for programmatically configuring and monitoring Message Queue resources in conformance with the Java Management Extensions (JMX).
Message Queue Developer's Guide for Java Clients	Provides information about concepts and procedures for developing Java messaging applications (Java clients) that work with Eclipse GlassFish.
Message Queue Developer's Guide for C Clients	Provides programming and reference information for developers working with Message Queue who want to use the C language binding to the Message Queue messaging service to send, receive, and process Message Queue messages.

Related Documentation

The following tutorials explain how to develop Jakarta EE applications:

- [Your First Cup: An Introduction to the Jakarta EE Platform](#). For beginning Jakarta EE programmers, this short tutorial explains the entire process for developing a simple enterprise application. The sample application is a web application that consists of a component that is based on the Enterprise JavaBeans specification, a JAX-RS web service, and a JavaServer Faces component for the web front end.
- [The Jakarta EE Tutorial](#). This comprehensive tutorial explains how to use Jakarta EE platform technologies and APIs to develop Jakarta EE applications.

Javadoc tool reference documentation for packages that are provided with Eclipse GlassFish is available as follows.

- The Jakarta EE specifications and API specification is located at <https://jakarta.ee/specifications/>.
- The API specification for Eclipse GlassFish 8, including Jakarta EE platform packages and nonplatform packages that are specific to the Eclipse GlassFish product, is located at <https://glassfish.org/docs/>.

For information about creating enterprise applications in the NetBeans Integrated Development Environment (IDE), see the [NetBeans Documentation, Training & Support page](#).

For information about the Derby database for use with the Eclipse GlassFish, see the [Derby page](#).

The Jakarta EE Samples project is a collection of sample applications that demonstrate a broad range of Jakarta EE technologies. The Jakarta EE Samples are bundled with the Jakarta EE Software Development Kit (SDK) and are also available from the repository (<https://github.com/eclipse-ee4j/glassfish-samples>).

Typographic Conventions

The following table describes the typographic changes that are used in this book.

Typeface	Meaning	Example
AaBbCc123	The names of commands, files, and directories, and onscreen computer output	Edit your <code>.login</code> file. Use <code>ls a</code> to list all files. <code>machine_name% you have mail.</code>
AaBbCc123	What you type, contrasted with onscreen computer output	<code>machine_name% su</code> <code>Password:</code>
AaBbCc123	A placeholder to be replaced with a real name or value	The command to remove a file is <code>rm</code> filename.
AaBbCc123	Book titles, new terms, and terms to be emphasized (note that some emphasized items appear bold online)	Read Chapter 6 in the User’s Guide. A cache is a copy that is stored locally. Do not save the file.

Symbol Conventions

The following table explains symbols that might be used in this book.

Symbol	Description	Example	Meaning
[]	Contains optional arguments and command options.	<code>ls [-l]</code>	The <code>-l</code> option is not required.
{ }	Contains a set of choices for a required command option.	<code>-d {y n}</code>	The <code>-d</code> option requires that you use either the <code>y</code> argument or the <code>n</code> argument.
<code> \${ } </code>	Indicates a variable reference.	<code> \${com.sun.javaRoot} </code>	References the value of the <code>com.sun.javaRoot</code> variable.
-	Joins simultaneous multiple keystrokes.	Control-A	Press the Control key while you press the A key.
+	Joins consecutive multiple keystrokes.	Ctrl+A+N	Press the Control key, release it, and then press the subsequent keys.
>	Indicates menu item selection in a graphical user interface.	File > New > Templates	From the File menu, choose New. From the New submenu, choose Templates.

Default Paths and File Names

The following table describes the default paths and file names that are used in this book.

Placeholder	Description	Default Value
as-install	Represents the base installation directory for Eclipse GlassFish. In configuration files, as-install is represented as follows: <code> \${com.sun.aas.installRoot}</code>	<ul style="list-style-type: none">Installations on the Oracle Solaris operating system, Linux operating system, and Mac OS operating system: user's-home-directory/<code>glassfish8/glassfish</code>Installations on the Windows operating system: SystemDrive:<code>\glassfish8\glassfish</code>
as-install-parent	Represents the parent of the base installation directory for Eclipse GlassFish.	<ul style="list-style-type: none">Installations on the Oracle Solaris operating system, Linux operating system, and Mac operating system: user's-home-directory/<code>glassfish8</code>Installations on the Windows operating system: SystemDrive:<code>\glassfish8</code>
domain-root-dir	Represents the directory in which a domain is created by default.	as-install/ <code>domains/</code>
domain-dir	Represents the directory in which a domain's configuration is stored. In configuration files, domain-dir is represented as follows: <code> \${com.sun.aas.instanceRoot}</code>	domain-root-dir/domain-name
instance-dir	Represents the directory for a server instance.	domain-dir/instance-name

1 Installing Eclipse GlassFish 8

This chapter provides instructions for installing Eclipse GlassFish 8 software on Linux, Mac OS X, and Windows systems.

The following topics are addressed here:

- [Installation Requirements](#)
- [Installation Files for Eclipse GlassFish 8](#)
- [Installing Eclipse GlassFish From a ZIP File](#)

Installation Requirements

Before installing Eclipse GlassFish 8, ensure that your system meets the requirements listed in "[Hardware and Software Requirements](#)" in Eclipse GlassFish Release Notes. If necessary, download and install the required JDK software. Problems are likely to arise if you attempt to install on a platform that is not supported or on a system that in some other way does not meet release requirements. Also see "[Known Issues](#)" in Eclipse GlassFish Release Notes for known issues related to installation.

- On Linux, macOS and Windows systems, JDK software is available from the [Eclipse Temurin JDK downloads page](#).

Javassist Library License Notice

You are receiving a copy of the Javassist (Java Programming Assistant) Library in source form at <https://github.com/jboss-javassist/javassist/raw/refs/heads/master/javassist.jar> and in object code form in the jar file [glassfish/modules/javassist.jar](#) included with the distribution. The terms of the Eclipse Foundation license do NOT apply to the Javassist (Java Programming Assistant) program; it is licensed under the following license, separately from the Eclipse Foundation programs you receive. If you do not wish to install this program, you may choose to not proceed with the installation of Eclipse GlassFish.

"The contents of this file are subject to the Mozilla Public License Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at <http://www.mozilla.org/MPL/>

Software distributed under the License is distributed on an "AS IS" basis, WITHOUT WARRANTY OF ANY KIND, either express or implied. See the License for the specific language governing rights and limitations under the License. The Original Code is Javassist 3.14.0.GA. The Initial Developer of the Original Code is Shigeru Chiba. Portions created by Shigeru Chiba are Copyright © 1999-2010. All Rights Reserved.

Alternatively, the contents of this file may be used under the terms of GNU Lesser General Public License Version 2.1 or later (the "LGPL"), in which case the provisions of the LGPL License are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the LGPL License and not to allow others to use your version of this file under the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other

provisions required by the LGPL License. If you do not delete the provisions above, a recipient may use your version of this file under either the MPL or the LGPL License."

Mozilla Public License Version 2.0

1. Definitions

1.1. "Contributor"

means each individual or legal entity that creates, contributes to the creation of, or owns Covered Software.

1.2. "Contributor Version"

means the combination of the Contributions of others (if any) used by a Contributor and that particular Contributor's Contribution.

1.3. "Contribution"

means Covered Software of a particular Contributor.

1.4. "Covered Software"

means Source Code Form to which the initial Contributor has attached the notice in Exhibit A, the Executable Form of such Source Code Form, and Modifications of such Source Code Form, in each case including portions thereof.

1.5. "Incompatible With Secondary Licenses"

means

(a) that the initial Contributor has attached the notice described in Exhibit B to the Covered Software; or

(b) that the Covered Software was made available under the terms of version 1.1 or earlier of the License, but not also under the terms of a Secondary License.

1.6. "Executable Form"

means any form of the work other than Source Code Form.

1.7. "Larger Work"

means a work that combines Covered Software with other material, in a separate file or files, that is not Covered Software.

1.8. "License"

means this document.

1.9. "Licensable"

means having the right to grant, to the maximum extent possible, whether at the time of the initial grant or subsequently, any and all of the rights conveyed by this License.

1.10. "Modifications"

means any of the following:

- (a) any file in Source Code Form that results from an addition to, deletion from, or modification of the contents of Covered Software; or
- (b) any new file in Source Code Form that contains any Covered Software.

1.11. "Patent Claims" of a Contributor

means any patent claim(s), including without limitation, method, process, and apparatus claims, in any patent Licensable by such Contributor that would be infringed, but for the grant of the License, by the making, using, selling, offering for sale, having made, import, or transfer of either its Contributions or its Contributor Version.

1.12. "Secondary License"

means either the GNU General Public License, Version 2.0, the GNU Lesser General Public License, Version 2.1, the GNU Affero General Public License, Version 3.0, or any later versions of those licenses.

1.13. "Source Code Form"

means the form of the work preferred for making modifications.

1.14. "You" (or "Your")

means an individual or a legal entity exercising rights under this License. For legal entities, "You" includes any entity that controls, is controlled by, or is under common control with You. For purposes of this definition, "control" means (a) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (b) ownership of more than fifty percent (50%) of the outstanding shares or beneficial ownership of such entity.

2. License Grants and Conditions

2.1. Grants

Each Contributor hereby grants You a world-wide, royalty-free, non-exclusive license:

- (a) under intellectual property rights (other than patent or trademark) Licensable by such Contributor to use, reproduce, make available, modify, display, perform, distribute, and otherwise exploit its Contributions, either on an unmodified basis, with Modifications, or as part of a Larger Work; and

- (b) under Patent Claims of such Contributor to make, use, sell, offer for sale, have made, import, and otherwise transfer either its Contributions or its Contributor Version.

2.2. Effective Date

The licenses granted in Section 2.1 with respect to any Contribution become effective for each Contribution on the date the Contributor first distributes such Contribution.

2.3. Limitations on Grant Scope

The licenses granted in this Section 2 are the only rights granted under this License. No additional rights or licenses will be implied from the distribution or licensing of Covered Software under this License.

Notwithstanding Section 2.1(b) above, no patent license is granted by a Contributor:

- (a) for any code that a Contributor has removed from Covered Software; or
- (b) for infringements caused by: (i) Your and any other third party's modifications of Covered Software, or (ii) the combination of its Contributions with other software (except as part of its Contributor Version); or
- (c) under Patent Claims infringed by Covered Software in the absence of its Contributions.

This License does not grant any rights in the trademarks, service marks, or logos of any Contributor (except as may be necessary to comply with the notice requirements in Section 3.4).

2.4. Subsequent Licenses

No Contributor makes additional grants as a result of Your choice to distribute the Covered Software under a subsequent version of this License (see Section 10.2) or under the terms of a Secondary License (if permitted under the terms of Section 3.3).

2.5. Representation

Each Contributor represents that the Contributor believes its Contributions are its original creation(s) or it has sufficient rights to grant the rights to its Contributions conveyed by this License.

2.6. Fair Use

This License is not intended to limit any rights You have under applicable copyright doctrines of fair use, fair dealing, or other

equivalents.

2.7. Conditions

Sections 3.1, 3.2, 3.3, and 3.4 are conditions of the licenses granted in Section 2.1.

3. Responsibilities

3.1. Distribution of Source Form

All distribution of Covered Software in Source Code Form, including any Modifications that You create or to which You contribute, must be under the terms of this License. You must inform recipients that the Source Code Form of the Covered Software is governed by the terms of this License, and how they can obtain a copy of this License. You may not attempt to alter or restrict the recipients' rights in the Source Code Form.

3.2. Distribution of Executable Form

If You distribute Covered Software in Executable Form then:

- (a) such Covered Software must also be made available in Source Code Form, as described in Section 3.1, and You must inform recipients of the Executable Form how they can obtain a copy of such Source Code Form by reasonable means in a timely manner, at a charge no more than the cost of distribution to the recipient; and
- (b) You may distribute such Executable Form under the terms of this License, or sublicense it under different terms, provided that the license for the Executable Form does not attempt to limit or alter the recipients' rights in the Source Code Form under this License.

3.3. Distribution of a Larger Work

You may create and distribute a Larger Work under terms of Your choice, provided that You also comply with the requirements of this License for the Covered Software. If the Larger Work is a combination of Covered Software with a work governed by one or more Secondary Licenses, and the Covered Software is not Incompatible With Secondary Licenses, this License permits You to additionally distribute such Covered Software under the terms of such Secondary License(s), so that the recipient of the Larger Work may, at their option, further distribute the Covered Software under the terms of either this License or such Secondary License(s).

3.4. Notices

You may not remove or alter the substance of any license notices

(including copyright notices, patent notices, disclaimers of warranty, or limitations of liability) contained within the Source Code Form of the Covered Software, except that You may alter any license notices to the extent required to remedy known factual inaccuracies.

3.5. Application of Additional Terms

You may choose to offer, and to charge a fee for, warranty, support, indemnity or liability obligations to one or more recipients of Covered Software. However, You may do so only on Your own behalf, and not on behalf of any Contributor. You must make it absolutely clear that any such warranty, support, indemnity, or liability obligation is offered by You alone, and You hereby agree to indemnify every Contributor for any liability incurred by such Contributor as a result of warranty, support, indemnity or liability terms You offer. You may include additional disclaimers of warranty and limitations of liability specific to any jurisdiction.

4. Inability to Comply Due to Statute or Regulation

If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Covered Software due to statute, judicial order, or regulation then You must: (a) comply with the terms of this License to the maximum extent possible; and (b) describe the limitations and the code they affect. Such description must be placed in a text file included with all distributions of the Covered Software under this License. Except to the extent prohibited by statute or regulation, such description must be sufficiently detailed for a recipient of ordinary skill to be able to understand it.

5. Termination

5.1. The rights granted under this License will terminate automatically if You fail to comply with any of its terms. However, if You become compliant, then the rights granted under this License from a particular Contributor are reinstated (a) provisionally, unless and until such Contributor explicitly and finally terminates Your grants, and (b) on an ongoing basis, if such Contributor fails to notify You of the non-compliance by some reasonable means prior to 60 days after You have come back into compliance. Moreover, Your grants from a particular Contributor are reinstated on an ongoing basis if such Contributor notifies You of the non-compliance by some reasonable means, this is the first time You have received notice of non-compliance with this License from such Contributor, and You become compliant prior to 30 days after Your receipt of the notice.

5.2. If You initiate litigation against any entity by asserting a patent infringement claim (excluding declaratory judgment actions, counter-claims, and cross-claims) alleging that a Contributor Version

directly or indirectly infringes any patent, then the rights granted to You by any and all Contributors for the Covered Software under Section 2.1 of this License shall terminate.

5.3. In the event of termination under Sections 5.1 or 5.2 above, all end user license agreements (excluding distributors and resellers) which have been validly granted by You or Your distributors under this License prior to termination shall survive termination.

*

* 6. Disclaimer of Warranty *

* ----- *

*

* Covered Software is provided under this License on an "as is" *
* basis, without warranty of any kind, either expressed, implied, or *
* statutory, including, without limitation, warranties that the *
* Covered Software is free of defects, merchantable, fit for a *
* particular purpose or non-infringing. The entire risk as to the *
* quality and performance of the Covered Software is with You. *
* Should any Covered Software prove defective in any respect, You *
* (not any Contributor) assume the cost of any necessary servicing, *
* repair, or correction. This disclaimer of warranty constitutes an *
* essential part of this License. No use of any Covered Software is *
* authorized under this License except under this disclaimer. *

*

*

* 7. Limitation of Liability *

* ----- *

*

* Under no circumstances and under no legal theory, whether tort *
* (including negligence), contract, or otherwise, shall any *
* Contributor, or anyone who distributes Covered Software as *
* permitted above, be liable to You for any direct, indirect, *
* special, incidental, or consequential damages of any character *
* including, without limitation, damages for lost profits, loss of *
* goodwill, work stoppage, computer failure or malfunction, or any *
* and all other commercial damages or losses, even if such party *
* shall have been informed of the possibility of such damages. This *
* limitation of liability shall not apply to liability for death or *
* personal injury resulting from such party's negligence to the *
* extent applicable law prohibits such limitation. Some *
* jurisdictions do not allow the exclusion or limitation of *
* incidental or consequential damages, so this exclusion and *
* limitation may not apply to You. *

*

8. Litigation

Any litigation relating to this License may be brought only in the courts of a jurisdiction where the defendant maintains its principal place of business and such litigation shall be governed by laws of that jurisdiction, without reference to its conflict-of-law provisions. Nothing in this Section shall prevent a party's ability to bring cross-claims or counter-claims.

9. Miscellaneous

This License represents the complete agreement concerning the subject matter hereof. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. Any law or regulation which provides that the language of a contract shall be construed against the drafter shall not be used to construe this License against a Contributor.

10. Versions of the License

10.1. New Versions

Mozilla Foundation is the license steward. Except as provided in Section 10.3, no one other than the license steward has the right to modify or publish new versions of this License. Each version will be given a distinguishing version number.

10.2. Effect of New Versions

You may distribute the Covered Software under the terms of the version of the License under which You originally received the Covered Software, or under the terms of any subsequent version published by the license steward.

10.3. Modified Versions

If you create software not governed by this License, and you want to create a new license for such software, you may create and use a modified version of this License if you rename the license and remove any references to the name of the license steward (except to note that such modified license differs from this License).

10.4. Distributing Source Code Form that is Incompatible With Secondary Licenses

If You choose to distribute Source Code Form that is Incompatible With Secondary Licenses under the terms of this version of the License, the notice described in Exhibit B of this License must be attached.

Exhibit A - Source Code Form License Notice

This Source Code Form is subject to the terms of the Mozilla Public License, v. 2.0. If a copy of the MPL was not distributed with this file, You can obtain one at <https://mozilla.org/MPL/2.0/>.

If it is not possible or desirable to put the notice in a particular file, then You may include the notice in a location (such as a LICENSE file in a relevant directory) where a recipient would be likely to look for such a notice.

You may add additional accurate notices of copyright ownership.

Exhibit B - "Incompatible With Secondary Licenses" Notice

This Source Code Form is "Incompatible With Secondary Licenses", as defined by the Mozilla Public License, v. 2.0.

Alternatively, the contents of this file may be used under the terms of the GNU Lesser General Public License Version 2.1 or later (the "LGPL"), in which case the provisions of the LGPL are applicable instead of those above. If you wish to allow use of your version of this file only under the terms of the LGPL, and not to allow others to use your version of this file under the terms of the MPL, indicate your decision by deleting the provisions above and replace them with the notice and other provisions required by the LGPL. If you do not delete the provisions above, a recipient may use your version of this file under the terms of either the MPL or the LGPL.

Installation Files for Eclipse GlassFish 8

The following topics are addressed here:

- [Eclipse GlassFish Download Locations](#)
- [Eclipse GlassFish Installation Methods](#)
- [Choosing an Installation Method](#)
- [Eclipse GlassFish ZIP Files](#)

Eclipse GlassFish Download Locations

Installation files for Eclipse GlassFish 8 are available by download from the [Eclipse GlassFish Downloads](#) page.

The Jakarta EE specifications are available from [Jakarta EE specifications page](#) and are not described in this document.

Eclipse GlassFish Installation Methods

[Table 1-1](#) lists the various Eclipse GlassFish installation methods. The table also provides links to installation instructions for each method.



Before performing any Eclipse GlassFish installation, ensure that your environment adheres to the JDK guidelines in "[Paths and Environment Settings for the JDK Software](#)" in Eclipse GlassFish Release Notes.

Table 1-1 Eclipse GlassFish 8 Installation Methods

Installation Method	Installation Instructions
Multi-platform ZIP file	Installing Eclipse GlassFish From a ZIP File.

Each of the installation methods listed in [Table 1-1](#) also let you choose between installing the Full Platform or the Web Profile. These two distributions are explained in the next section.

Choosing an Installation Method

There are two general sets of questions you should consider when deciding which Eclipse GlassFish 8 installation method to use.

- [ZIP Package](#)
- [Full Platform or Web Profile Distribution](#)

ZIP Package

The relative features and strengths of the Eclipse GlassFish ZIP packages are listed below.

- ZIP Package
 - Is simpler to install, but provides no configuration options during the installation
 - Any additional configurations must be performed manually, after installation
 - If uninstallation is desired, product must be uninstalled manually

Full Platform or Web Profile Distribution

Each of the installation methods listed in [Table 1-1](#) also let you choose to install either the Eclipse GlassFish Full Platform or Web Profile distribution. [Table 1-2](#) lists the features available in each of these two distributions. Note that some of these features are value-adds, and are not required by the Jakarta EE specification.

Table 1-2 Eclipse GlassFish Full Profile and Web Profile Features

Feature	Full Platform	Web Profile
Jakarta EE 11 Platform	X	X
Jakarta Security 4.0.0 supporting OpenID Connect	X	X

Feature	Full Platform	Web Profile
Jakarta JSON Processing 2.1.3	X	X
Jakarta JSON Binding (JSON-B) 3.0.1	X	X
Jakarta Enterprise Beans (EJB) 4.0.1 Lite (Support for Local Container only)	X	X
Transactions (JTA) 2.0.1	X	X
OSGi-based microkernel	X	X
Java Web Technologies (Servlet 6.1.0, JSP 4.0.0, JSF 4.1.2, JSTL 3.0.2, EL 6.0.1)	X	X
Grizzly 4.1.0-M1	X	X
Persistence {jakarta.persistence-api.version}, (EclipseLink 5.0.0-B11), JDBC Connection Pooling	X	X
JDBC 4.0	X	X
Apache Derby 10.17.1.0	X	X
Web Administration Console and CLI	X	X
Rapid Redeployment (Maintain session state on application redeploy)	X	X
OMG CORBA APIs	X	X
Debugging Support for Other Languages 2.0	X	X
Jakarta Annotations 3.0.0	X	X
Jakarta Dependency Injection 2.0.1.MR	X	X
Managed Beans 2.1	X	X
Interceptors 2.2.0	X	X
Jakarta Contexts and Dependency Injection (CDI) 4.1.0	X	X
Jakarta Validation 3.1.1	X	X
Jakarta RESTful Web Services 4.0.0 (Jersey)	X	X
Jakarta Enterprise Beans (EJB) 4.0.1 Full API (Support for Remote Container)	X	-
Jakarta Connectors {jakarta.resource-api.version}	X	-
Jakarta XML Web Services (JAX-WS) {jakarta.xml.ws-api.version}	X	-
Jakarta XML Binding (JAXB) 4.0.6	X	-
Jakarta Enterprise Web Services 2.0	X	-
Jakarta Web Services Metadata 3.0	X	-
Jakarta Messaging (JMS) 3.1.0	X	-
Jakarta Mail 2.1.5	X	-
JACC 3.0.0	X	-

Feature	Full Platform	Web Profile
Java Authentication Service Provider Interface for Containers 3.1.0	X	-
Jakarta EE Application Deployment 1.2	X	-
CORBA 5.0.0	X	*
Metro	X	-

- The Full Jakarta EE Platform contains the complete CORBA package. The OMG CORBA v3.0 APIs are available in the Jakarta EE Web Profile.
 - Transaction propagation not supported.

Eclipse GlassFish ZIP Files

The Eclipse GlassFish 8 multi-platform ZIP files are compatible with Linux, Mac OS, UNIX, and Windows operating

systems. See [Eclipse GlassFish Download Locations](#) for a list of download locations.

[Table 1-3](#) lists the available ZIP file downloads.

Table 1-3 Eclipse GlassFish Downloadable ZIP Files

ZIP File	Description
glassfish-7.0.0.zip	Full Platform distribution of Eclipse GlassFish
glassfish-7.0.0-web.zip	Web Profile distribution Eclipse GlassFish

Installing Eclipse GlassFish From a ZIP File

This section describes how to install Eclipse GlassFish 8 using the multi-platform ZIP file. Eclipse GlassFish is installed by unzipping the file in the installation directory of your choice.



It is not possible to specify any Eclipse GlassFish configuration options during a ZIP file installation. Any configuration changes, such as creating domains, clusters, and server instances, must be made manually after installation.

To Install Eclipse GlassFish Using the ZIP File

Before You Begin

Ensure that your system meets the requirements listed in "[Hardware and Software Requirements](#)" in Eclipse GlassFish Release Notes.

Also see "[Known Issues](#)" in Eclipse GlassFish Release Notes for known issues related to installation.

1. Download the desired Eclipse GlassFish 8 ZIP file.

See [Eclipse GlassFish Download Locations](#) for a list of download locations. See [Table 1-3](#) for a list of available ZIP files.

2. Change to the directory where you downloaded the ZIP file.
3. Unzip the file.

- Linux, and Mac OS X systems:

```
unzip zip-file-name
```

zip-file-name is the name of the file that you downloaded.

For example:

```
glassfish-7.0.0.zip
```

- Windows systems:

Unzip using your favorite file compression utility.

Eclipse GlassFish 8 is extracted into a new `glassfish8` directory under your current directory. This `glassfish8` directory is referred to throughout the Eclipse GlassFish documentation set as as-install-parent.

4. Start Eclipse GlassFish using the instructions in the [Eclipse GlassFish Quick Start Guide](#).

The guide explains how to perform basic tasks such as starting the server, accessing the Administration Console, and deploying a sample application.

2 Uninstalling GlassFish

This chapter describes how to uninstall Eclipse GlassFish.

Removing a Eclipse GlassFish Installation

This procedure describes how to uninstall Eclipse GlassFish software that was installed using a ZIP file, as described in [Installing Eclipse GlassFish From a ZIP File](#).

Before You Begin

Stop all domains and other related processes, including command prompts using the installation directory or its subdirectories and any applications using Java SE files.

To stop domains, use the `asadmin stop-domain` command. For more information about stopping a domain, see "[To Stop a Domain](#)" in Eclipse GlassFish Administration Guide.

If orphaned processes remain, identify and terminate the processes as follows:

- Solaris, Linux, and Mac OS X systems:

 Use the `ps -ef` command and terminate the processes using the `kill` command.

- Windows systems:

 Use the Task Manager and terminate the processes.

Also see "[Known Issues](#)" in Eclipse GlassFish Release Notes for known issues related to uninstallation.

1. Save any files in the installation directory that you may want to keep.
2. Manually delete installation directory and all its contents.