Robomerge Installation Guide for Third Parties

Intro

Robomerge has a lot of internal hardcoded links to Epic Games services. This document aims to help you navigate these and change the references.

Perforce Location
`//UE4/Main/Engine/Source/Programs/RoboMerge`

Optional features: HTTPS and secure log-in, Slack integration, analytics.

Changes to Source Code

Analytics

```
/robomerge-ts/src/common/analytics.ts
```

Robomerge integrates with an Influx instance. The variable INFLUX_URL controls what URL to target.

If this behavior is desired, modify that URL and uncomment out the body of the **_post(body)** function.

Certificates

```
/robomerge-ts/cert/robomerge.pem
```

Place your TLS pem file named **robomerge.pem** here. Note that if no 'vault' folder is found, RoboMerge will fall back to running on port 8080 over HTTP (see Watchdog.startServer in watchdog.ts) and no log-in will be required.

Log-in page

If using LDAP and log-in, currently the log-in page show the Epic Games logo (epic.png). We recommend swapping this for a logo that represents the LDAP server being used to authorize users.

Docker Build/Deploy Process

The following files have references to a Docker Registry and Perforce server that will need to be replaced before Robomerge can be used:

docker-build.sh

```
/robomerge-ts/docker-build.sh
```

- DOCKER_REGISTRY_DOMAIN
- DOCKER_REGISTRY_NAMESPACE

Dockerfile

```
/robomerge-ts/Dockerfile
```

- P4PORT
- P4USER

local-docker-build.bat

```
/robomerge-ts/local-docker-build.bat
```

- DOCKER_REGISTRY_DOMAIN
- DOCKER_REGISTRY_NAMESPACE
- P4PORT
- P4PASSWD

local-docker-run.bat

```
/robomerge-ts/local-docker-run.bat
```

- DOCKER_REGISTRY_DOMAIN
- DOCKER_REGISTRY_NAMESPACE
- P4PORT
- P4PASSWD

LDAP

```
/robomerge-ts/config/ldap.cfg.json
```

Inside the **ldap.cfg.json** file, you'll find some values for how Robomerge searches LDAP for user information and groups. There are dummy values with "companyname" filled in – replace these values with ones from your company's LDAP server information.

Likewise, there are LDAP groupnames which map to security groups ("tags"). These can be used to control access to specific branchbots.

Mailer

```
/robomerge-ts/src/common/mailer.ts
```

Mailer, like the name suggests, controls the mailing feature. You'll need to modify the following variables:

- FROM
- SMTP_SERVER

P4Swarm

Boilerplate

```
/robomerge-ts/public/js/boilerplate.js
```

renderLastChangeCell(branchData) - When displaying the last CL considered for a RoboMerge bot, we include a link to a Perforce Swarm webpage. If you have a swarm instance running, please put your server. Otherwise, remove.

Notifications.ts

```
/robomerge-ts/src/robo/notifications.ts
```

makeCILink(cl, alias) - Helper function which makes P4 Swarm links. If you have a swarm instance running, please put your server. Otherwise, change code that calls this function.

Session Admin List

```
/robomerge-ts/src/robo/session.ts
```

Near the top of the file is an array called **ADMINS**. This should match usernames of administrative users.

Misc. Slack Channel References

Boilerplate

```
/robomerge-ts/public/js/boilerplate.js
```

generateRobomergeFooter() - The webpage has a "**Need Help?**" button which displays Slack link for users' ease. I left in the example we use but removed the Epic Games specific url. Please adjust the URL or remove it.

Email Template

```
/robomerge-ts/data/email-template.html
```

Our emails have a Slack link for users' ease. I left in the example we use but removed the Epic Games specific url. Please adjust the URL or remove it.