
OpenSDS NGC Plug-In

V1.0.0 Compile Guide

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OpenSDS NGC Plugin V1.0.0 Compile Guide

Keywords: NGC

Abstract: This article gives a detailed description of the storage NGC plugin compilation

Remarks:

word	description
NGC	Next generation client

1 Introduction

This document mainly describes the compilation of the OpenSDS NGC Plugin V1.0.0 version.

1.1 Purpose

Through the description of the compilation method, it is convenient for future development and test personnel to perform corresponding compilation operations, and it is also convenient for later maintenance and correction.

2 Compile environment

2.1 hardware

- 4G memory
- CPU 2.3GHz
- 10G available disk space

2.2 software

- Windows 7 Professional, 64-bit operating system
- JDK 1.8.0_212
- ANT 1.9.10
- Maven 3.5.4
- Flash Builder 4.7

3 Compilation dependencies

3.1 Configuring the JAVA Environment

Install JDK by following instructions provided on the Oracle official website.

3.2 Configuring the Ant Environment

Install ANT by following instructions provided on the Apache official website

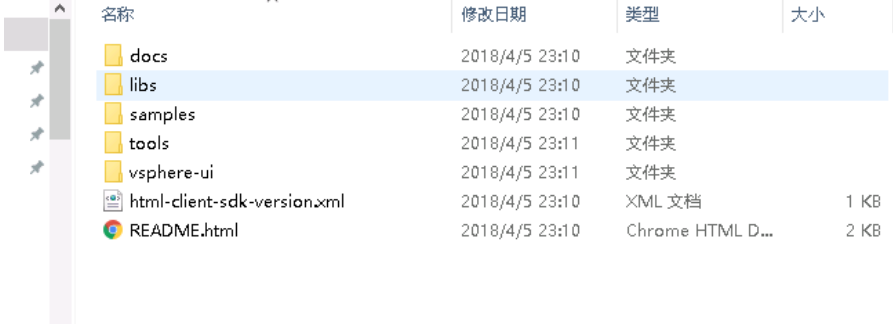
3.3 Configuring the Maven Environment

Install Maven by following instructions provided on the Apache official website.

3.4 Configuring the vSphere Client SDK Environment

Step 1 Download the vSphere Client SDK Development Kit (<https://code.vmware.com/web/sdk/6.7/client>) from the vMware website.

Step 2 Extract the downloaded vSphere Client SDK to a local directory.

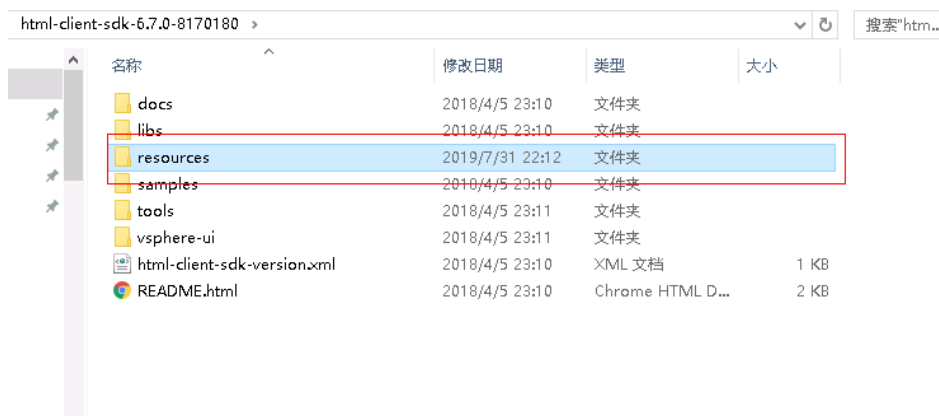


名称	修改日期	类型	大小
docs	2018/4/5 23:10	文件夹	
libs	2018/4/5 23:10	文件夹	
samples	2018/4/5 23:10	文件夹	
tools	2018/4/5 23:11	文件夹	
vsphere-ui	2018/4/5 23:11	文件夹	
html-client-sdk-version.xml	2018/4/5 23:10	XML 文档	1 KB
README.html	2018/4/5 23:10	Chrome HTML D...	2 KB

Step 3 Set the system environment variable VSPHERE_SDK_HOME. The variable value is the directory of the decompressed SDK package.

Step 4 In order to support vSphere Web Client Client (Flex), please also download the vSphere Clint SDK Development Kit (<https://code.vmware.com/web/sdk/6.7/web-client>) from the vMware website.

Step 5 Extract the downloaded vSphere web Client SDK and copy the resources floder to VSPHERE_SDK_HOME directory.



3.5 Configuring Flash Builder Environment

- Step 1** From the Adobe Web site at <http://www.adobe.com/devnet/flex/flex-sdk-download.html>, download the Adobe Flex 4.6 SDK.
- Step 2** Extract the contents of the SDK distribution file on your development machine.
- Step 3** Set up the FLEX_HOME environment variable to point to the location of the Adobe Flex SDK on your machine.
- Step 4** Go to the your_Flex_sdk/frameworks/libs/player directory and verify that you have a 11.5 folder that contains the playerglobal.swc file.
- a) If the folder is not present in your Adobe Flex SDK, download the missing file from the following location http://fpdownload.macromedia.com/get/flashplayer/installers/archive/playerglobal/playerglobal11_5.swc
 - b) Rename the downloaded file to playerglobal.swc.
 - c) Create a 11.5 folder under the your_Flex_sdk/frameworks/libs/player directory and place the renamed file there.

4 Source code compilation

4.1 OpenSDS Common

- Step 1** Download the OpenSDS Northboud Plugin Project project code to a local directory.
- Step 2** Enter the vmware/opensds-common directory and run common_build.bat in the Windows environment (common_build.sh in the Linux environment).
- Step 3** Generate the opensds_common.jar package in the target/ directory.

4.2 NGC Plugin

- Step 1** Copy the opensds_common.jar to the ngc/ngc_plugin directory.
- Step 2** Open the vmware/ngc directory and run ngc_pak.bat in the Windows environment (run ngc_pak.sh in Linux).
- Step 3** After the compilation is completed, the ZIP package of the NGC Plug-in plugin will be generated in the release directory.

5 FAQ