



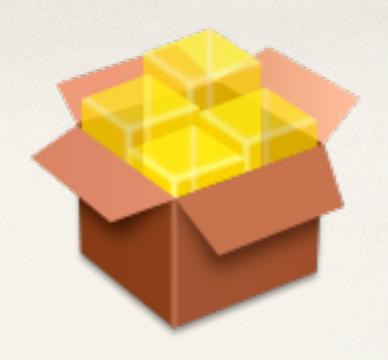
Terminal — bash — 55×17 Last login: Wed Feb 18 15:22:37 on console lab-9:~ tech\$ cd /Users/tech/Desktop/InstaDMG_1.4b4 lab-9:InstaDMG_1.4b4 tech\$ sudo ./instadmg.bash Password: 15:34:04 #####InstaDMG build initiated##### 15:34:04 #####Mounting Mac OS X installer image##### Mounting the shadow file (/tmp/9B574DFD-47C6-48 8D-A0C3-B71FB0481CB2.dmg) onto the image. Mac OS X installer image mounted Running from cached image (./Caches/BaseImageCa che/226663A2.dmg) 15:36:43 #####Beginning Installation from ###### Using Cached image, so skipping OS installation 15:36:43 #####Beginning Update Installs from ./Install erFiles/BaseUpdates###### Installing MacOSXUpdCombo10.5.6.pkg from ./Inst allerFiles/BaseUpdates/10

Building Master Images using Packages and InstaDMG

Anthony Reimer, Integrated Arts Media Labs

The Topics

- Building an image from scratch
- Updating an image
- Packaging tools

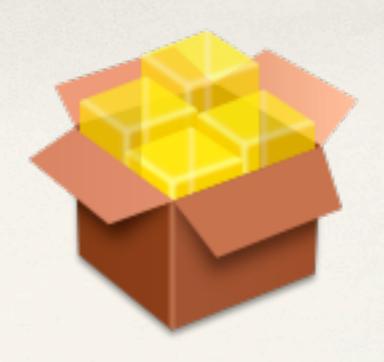




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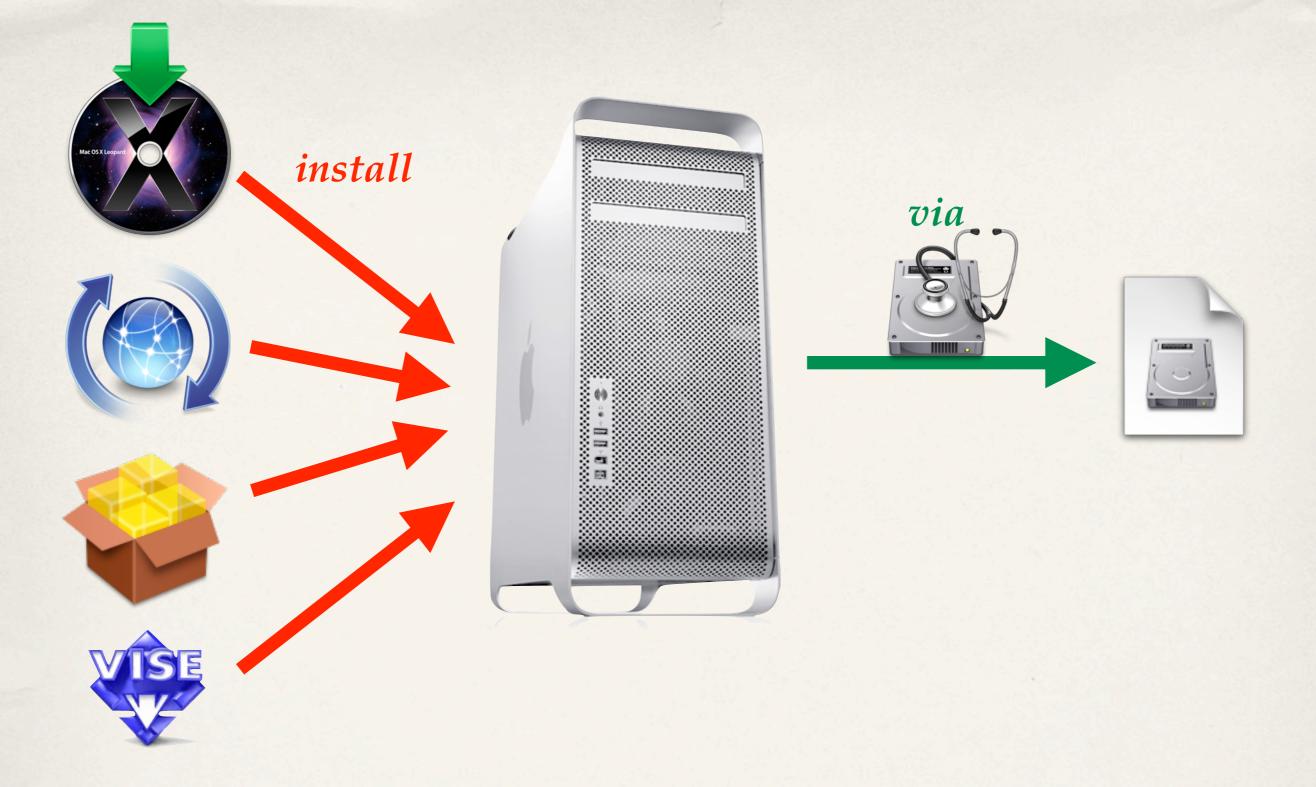
The Questions

- * What was I doing last year?
- What am I doing now?
- What lessons have I learned?

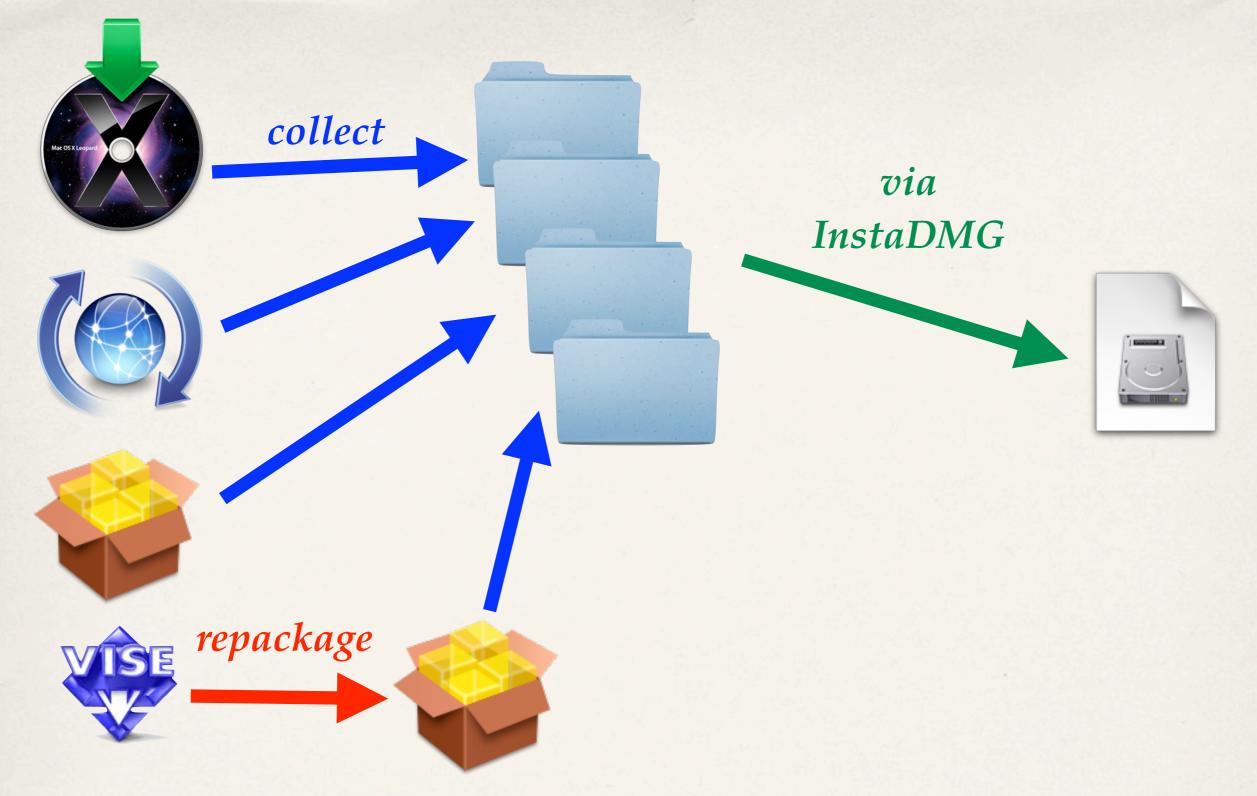




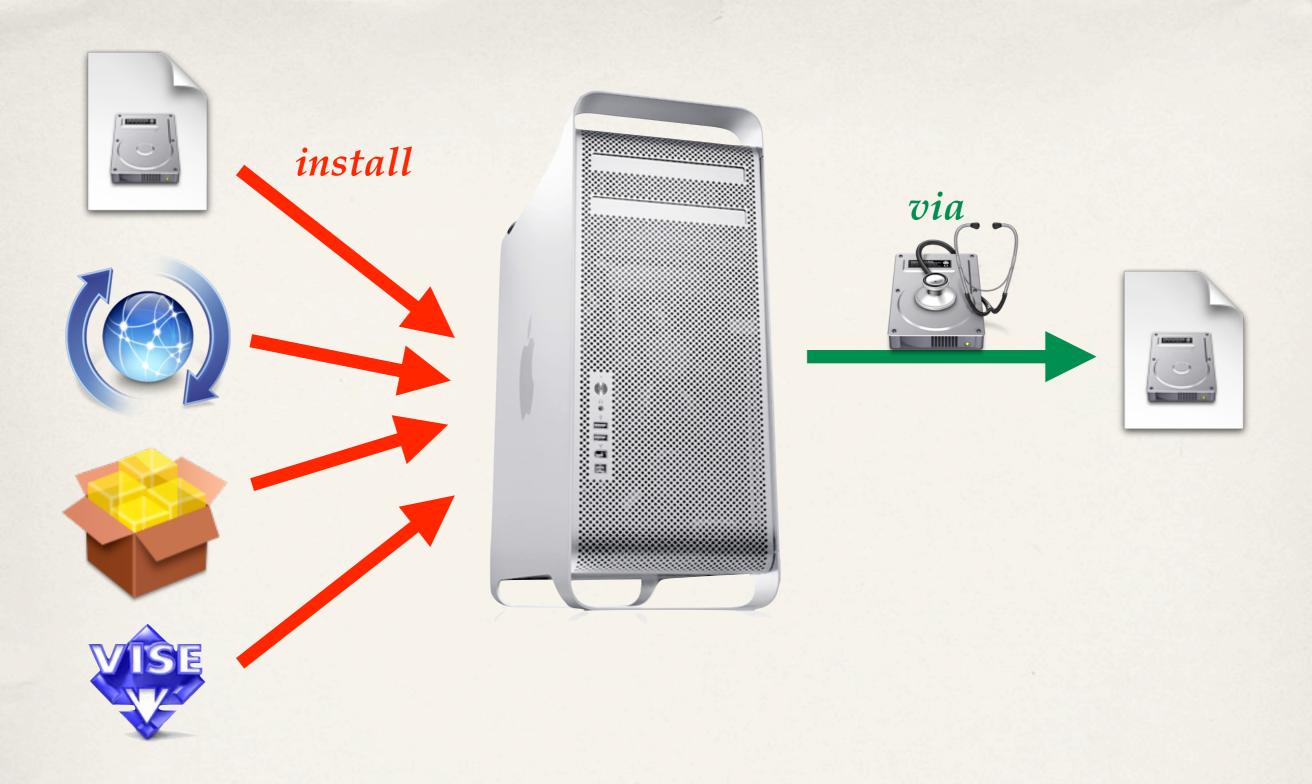
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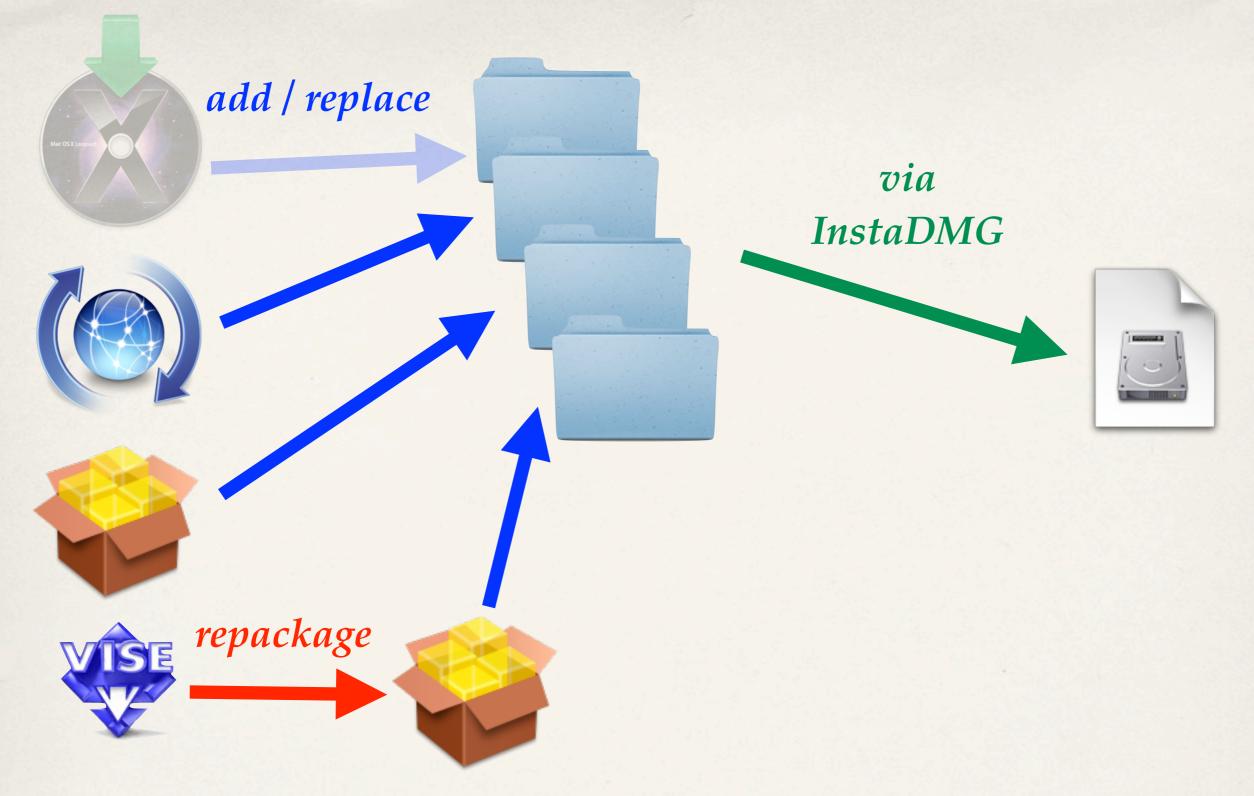
From Scratch — Last Year



From Scratch — This Year



Update Image — Last Year



Update Image — This Year

Last Year's Method

This Year's Method

- No learning curve
- Can use installers as-is

- * Updating an image is a timeconsuming, manual process that is only done periodically
- Cruft creeps into the image over time

- Initial learning curve
- * Non-Apple Package Format installers need to be repackaged
- Updating an image is a simple process that can be done on demand
- * The image built has never been booted
- Easy to make a variation

```
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```

Demo

Reality Check

- It's not pretty
- * You will probably need to dedicate significant time up-front
- * Some apps don't like to be packaged (e.g., Creative Suite)
- * Shell scripting is an extremely useful skill to have/develop
- * You'll need help at some point (frequent the InstaDMG forum at afp548.com)
- * A hybrid approach may be necessary (for now): build your core with InstaDMG, then install your problem apps/customizations

Other Things I Have Learned About the InstaDMG Workflow

- * Having a dedicated testing machine (esp. one with two internal drives) is an immense help
- * Office 2008 packages require a slight massage to work with InstaDMG (patcher available on afp548.com); other apps may also have this issue
- * Some things can't be packaged, but they can be scripted
- * You can use Workgroup Manager to create the security you require (i.e. MCX settings), even on a local account (see Greg Neagle's work)
- * Apple-specific command line commands are handy (dscl, defaults)

Packaging and Re-packaging

- * Beneficial, even if you are not using InstaDMG workflow
 - * Packages can be pushed out using ARD
- Basic premise: run the installer on a test machine and capture the changes to the file system
 - * Snapshot before and after (most common)
 - * Capture changes using fsevents (File System Events)



PackageMaker (Apple.com) — Free

- •included in Developer Tools on OS X Install Disc (or download)
- Great for packaging drag-and-drop apps
- Uses fsevents method of differential packaging



LANrev InstallEase (LANrev.com) — Free

- Uses snapshot method
- Can snapshot a volume other than the booted volume
- Also offers full management solution



Composer (JAMFSoftware.com) — US\$99

- Uses snapshot method and/or fsevents (new in v.7)
- Also offers full management solution (Casper)

Packaging Tools

www.afp548.com (InstaDMG downloads, forums)
www.apple.com/remotedesktop
www.apple.com/downloads, search for Server Admin Tools
developer.apple.com/mac (Developer Tools)
manuals.info.apple.com/en_US/System_Imaging_and_SW_Update_Admin_v10.5.pdf
www.macenterprise.org
www.ucalgary.ca/iaml (these slides)
Deploy Studio

Resources