



# Releases: Part 3

The Environment



# Next:

1. The Basics

2. The Application

3. The Environment [ you are here ]

- A. Learn about the `sys.config` / `vm.args` files

- B. Investigate how environment variables interact with our app

- C. Enable use of environment variables in the API

4. Distillery



## sys.config

/releases/0.3.0/sys.config

- Comes from the `config/config.exs` file
- Is used with the `-config PATH` option to `erl`
- Docs here: <http://erlang.org/doc/man/config.html>
- Looks like:

```
[{sas1, [{errlog_type, error}]}, {simple_api, [{port, 4000}]}].
```



## sys.config

/releases/0.3.0/sys.config

- You can “chain” config files:

```
[{sas1, [{errlog_type, error}]},  
 {simple_api, [{port, 4000}]},  
 "some/path/to/file.config"].
```

- It is also possible to pass config flags on the command line:

```
$ erl -simple_api port 4000
```



# sys.config - Distributed Applications

/releases/0.3.0/sys.config

```
[{kernel,  
  [  
    {sync_nodes_optional,  
      ['a1@127.0.0.1', 'a2@127.0.0.1']},  
    {sync_nodes_timeout, 5000}  
  ]  
},  
].
```



## vm.args

/releases/0.3.0/vm.args

- Uses the ``-args_file`` argument to ``erl``
- Can contain any VM arg from:  
<http://erlang.org/doc/man/erl.html>
- ``-name`` sets the fully qualified node name, eg:  
``my_app@127.0.0.1``
- ``-cookie`` sets the magic erlang communication cookie
- All of these can be passed as command line arguments
- Eg ``+Bi``



# Application.get\_env vs System.get\_env

- ``Application.get_env`` reads from the application config / `sys.config` file
- ``System.get_env`` reads from the runtime environment
- ``System.get_env`` within a mix config file is evaluated at compile time



## Let's talk about runtime configuration:

- `Sys.config`
- Application init callback
- An external library





## Objectives:

- Support the ``magic_env_var`` in ``./lib/simple_api/endpoint.ex`` using the config file
- Start the app using the packaged config file, but referencing an environment variable instead of the hardcoded ``4000``
- Run two instances of the app with different ``name`s`, and cluster them