

## Table of Contents

Table of Contents	1
Pivotal Cloud Foundry Documentation Table of Contents	6
Installing Pivotal Cloud Foundry	7
Prerequisites to Deploying Operations Manager and Elastic Runtime	8
Preparing Your Firewall for Deploying Pivotal Cloud Foundry	11
Pivotal Cloud Foundry IaaS User Role Guidelines	13
Installing Pivotal Cloud Foundry on AWS	15
Deploying the CloudFormation Template for Pivotal Cloud Foundry on AWS	17
Launching an Ops Manager Director Instance on AWS	23
Configuring Ops Manager Director on AWS	28
Deploying Elastic Runtime on AWS	41
Deleting an AWS Installation from the Console	66
Configuring Amazon EBS Encryption	70
Creating a Proxy ELB for Diego SSH without CloudFormation	73
Installing Pivotal Cloud Foundry on OpenStack	76
Provisioning the OpenStack Infrastructure	78
Configuring Ops Manager Director for OpenStack	86
Installing Elastic Runtime on OpenStack	100
Installing Pivotal Cloud Foundry on vSphere, vCloud, and vCloud Air	122
Deploying Operations Manager to vSphere	124
Configuring Ops Manager Director for VMware vSphere	127
Deploying Operations Manager to vCloud Air and vCloud	139
Configuring Ops Manager Director for vCloud Air and vCloud	149
Configuring Elastic Runtime for vSphere, vCloud, and vCloud Air	159
Provisioning a Virtual Disk in vSphere	183
Using the Cisco Nexus 1000v Switch with Ops Manager	185
Using Ops Manager Resurrector on VMware vSphere	188
Configuring Pivotal Cloud Foundry SSL Termination for vSphere Deployments	190
Understanding Availability Zones in VMware Installations	192
Upgrading Pivotal Cloud Foundry	194
Upgrading Elastic Runtime and Other Pivotal Cloud Foundry Products	199
PCF Dev Overview	202
Using Operations Manager	204
Understanding the Ops Manager Interface	206
Adding and Deleting Products	208
Understanding Floating Stemcells	210
Creating UAA Clients for BOSH Director	211
Understanding Pivotal Cloud Foundry User Types	213
Starting and Stopping Pivotal Cloud Foundry Virtual Machines	216
Creating and Managing Ops Manager User Accounts	220
Logging in to Apps Manager	222
Controlling Apps Manager User Activity with Environment Variables	223
Configuring Your App Autoscaling Instance	225
Managing Scheduled Scaling in the App Autoscaling Service	229
Modifying Your Ops Manager Installation and Product Template Files	233
Backing Up and Restoring Pivotal Cloud Foundry	235
Backing Up Pivotal Cloud Foundry	236
Restoring Pivotal Cloud Foundry from Backup	245

Monitoring Virtual Machines in Pivotal Cloud Foundry	254
Pivotal Cloud Foundry Troubleshooting Guide	256
Troubleshooting Ops Manager for VMware vSphere	264
Recovering MySQL from Elastic Runtime Downtime	266
Advanced Troubleshooting with the BOSH CLI	272
Pivotal Cloud Foundry Security Overview and Policy	279
Cloud Foundry Concepts	281
Cloud Foundry Overview	282
How Applications Are Staged	285
High Availability in Cloud Foundry	287
Orgs, Spaces, Roles, and Permissions	291
Understanding Cloud Foundry Security	293
Using Docker in Cloud Foundry	299
Cloud Foundry Components	301
HTTP Routing	304
Diego Architecture	306
Differences Between DEA and Diego Architectures	311
Understanding Application SSH	314
How the Diego Auction Allocates Jobs	315
Operator's Guide	318
Understanding the Elastic Runtime Network Architecture	319
Load Balancer	319
Router	319
Identifying the API Endpoint for your Elastic Runtime Instance	320
Creating New Elastic Runtime User Accounts	321
Using Your Own Load Balancer	322
Configuring Proxy Settings for All Applications	326
Configuring Application Security Groups for Email Notifications	328
Configuring SSH Access for PCF	330
Identifying Elastic Runtime Jobs Using vCenter	332
Understanding the Effects of Single Components on a Pivotal Cloud Foundry Upgrade	334
Configuring System Logging in Elastic Runtime	336
Configuring UAA Password Policy	339
Configuring Authentication and Enterprise SSO for Elastic Runtime	341
Adding Existing SAML or LDAP Users to a Pivotal Cloud Foundry Deployment	347
Switching Application Domains	349
Scaling Elastic Runtime	352
Scaling Down Your MySQL Cluster	356
Using Docker Trusted Registries	358
Custom Branding Apps Manager	360
Monitoring Instance Usage	362
Deploying Diego for Windows	370
Operating Diego for Windows	375
The Pivotal Cloud Ops Approach to Monitoring a Pivotal Cloud Foundry Deployment	377
Providing a Certificate for your SSL Termination Point	382
Administering and Operating Cloud Foundry	384
Adding Buildpacks to Cloud Foundry	385
Adding a Custom Stack	387
Managing Domains and Routes	389
Creating and Managing Users with the cf CLI	390

Creating and Managing Users with the UAA CLI (UAAC)	392
Creating and Modifying Quota Plans	397
Getting Started with the Notifications Service	401
Application Security Groups	403
Feature Flags	409
Enabling IPv6 for Hosted Applications	410
Securing Traffic into Cloud Foundry	411
Migrating Apps to Diego	414
Configuring Health Monitor Notifications	421
Supporting WebSockets	424
Using Apps Manager	426
Getting Started with Apps Manager	427
Managing Orgs and Spaces Using Apps Manager	428
Managing User Accounts and Permissions Using Apps Manager	431
Managing Apps and Service Instances Using Apps Manager	436
Cloud Foundry Command Line Interface (cf CLI)	440
Installing the cf CLI	441
Getting Started with the cf CLI	443
Using the cf CLI with an HTTP Proxy Server	448
Using the cf CLI with a Self-Signed Certificate	451
Using cf CLI Plugins	452
Developing cf CLI Plugins	454
About Starting Applications	455
Developer Guide	456
Considerations for Designing and Running an Application in the Cloud	457
Understanding Application Deployment	459
Deploy an Application	460
Deploying a Large Application	464
Application Container Lifecycle	466
Routes and Domains	467
Changing Stacks	476
Deploying with Application Manifests	478
Scaling an Application Using cf scale	489
Cloud Foundry Environment Variables	490
Using Blue-Green Deployment to Reduce Downtime and Risk	497
Troubleshooting Application Deployment and Health	500
Application SSH Overview	505
Accessing Apps with SSH	507
Accessing Services with SSH	512
Trusted System Certificates	514
Delivering Service Credentials to an Application	515
Managing Service Instances with the CLI	517
Managing Service Keys	522
User-Provided Service Instances	524
Streaming Application Logs to Log Management Services	526
Service-Specific Instructions for Streaming Application Logs	528
Streaming Application Logs to Splunk	535
Streaming Application Logs with Fluentd	537
Configuring Play Framework Service Connections	538
Migrating a Database in Cloud Foundry	539

Buildpacks	541
Java Buildpack	542
Getting Started Deploying Grails Apps	543
Getting Started Deploying Ratpack Apps	550
Getting Started Deploying Spring Apps	557
Tips for Java Developers	564
Configuring Service Connections for Grails	570
Configuring Service Connections for Play Framework	573
Configuring Service Connections for Spring	574
Cloud Foundry Eclipse Plugin	582
Cloud Foundry Java Client Library	601
Build Tool Integration	604
BOSH Custom Trusted Certificate Support	608
Ruby Buildpack	609
Getting Started Deploying Ruby Apps	612
Getting Started Deploying Ruby on Rails Apps	617
Deploy a Sample Ruby on Rails Application	619
Configure Rake Tasks for Deployed Apps	621
Tips for Ruby Developers	622
Environment Variables Defined by the Ruby Buildpack	628
Configure Service Connections for Ruby	629
Node.js Buildpack	632
Tips for Node.js Applications	634
Environment Variables Defined by the Node Buildpack	637
Configuring Service Connections for Node.js	638
Binary Buildpack	640
Go Buildpack	642
PHP Buildpack	646
Composer	649
Sessions	651
New Relic	652
PHP Buildpack Configuration	653
Deploying and Developing PHP Apps	656
Tips for PHP Developers	659
Python Buildpack	660
Staticfile Buildpack	662
Using Buildpacks	666
Buildpack Detection	667
Proxy Usage	668
Supported Binary Dependencies	669
Configuring a Production Server	670
Developing Buildpacks	672
Custom Buildpacks	673
Packaging Dependencies for Offline Buildpacks	678
Merging from Upstream Buildpacks	681
Upgrading Dependency Versions	682
Services	687
Overview	688
Service Broker API v2.10	689
Managing Service Brokers	707

Access Control	710
Catalog Metadata	716
Dashboard Single Sign-On	720
Example Service Brokers	724
Binding Credentials	725
Application Log Streaming	727
Route Services	728
Manage Application Requests with Route Services	733
Supporting Multiple Cloud Foundry Instances	734
Logging and Metrics	735
Overview of the Loggregator System	736
Using Loggregator	736
Loggregator Components	736
Loggregator Guide for Cloud Foundry Operators	738
Application Logging in Cloud Foundry	739
Security Event Logging for Cloud Controller and UAA	742
Cloud Foundry Component Metrics	746
Deploying a Nozzle to the Loggregator Firehose	761
Cloud Foundry Data Sources	766
Installing the Loggregator Firehose Plugin for cf CLI	767
Pivotal Cloud Foundry Release Notes and Known Issues	768
Pivotal Elastic Runtime v1.7.0.0 Release Notes	769
Version 1.7.0 New Features	772
In memory...	774
Pivotal Cloud Foundry Ops Manager v1.7 Release Notes	776
Pivotal Elastic Runtime v1.7 Known Issues	781
Pivotal Cloud Foundry Ops Manager v1.7.0 Known Issues	783

## Pivotal Cloud Foundry Documentation Table of Contents

### 1. [Installing Pivotal Cloud Foundry](#)

A quick guide to installing and getting started with [Pivotal Cloud Foundry](#) (PCF).

### 2. [Upgrading Pivotal Cloud Foundry](#)

A guide to upgrading Pivotal Cloud Foundry Operations Manager (Ops Manager), Pivotal Elastic Runtime, and product tiles.

### 3. [PCF Dev](#)

A guide to PCF Dev, a lightweight Pivotal Cloud Foundry (PCF) installation that runs on a single virtual machine (VM) on your workstation. PCF Dev is intended for application developers who want to develop and debug their applications locally on a PCF deployment.

### 4. [Using Ops Manager](#)

A guide to using the Pivotal Cloud Foundry Operations Manager interface to manage your PCF PaaS.

### 5. [Elastic Runtime Concepts](#)

An explanation of the components in Pivotal Cloud Foundry Elastic Runtime and how they work.

### 6. [Operating Elastic Runtime](#)

A guide to running the Elastic Runtime component of PCF.

### 7. [Administering Elastic Runtime](#)

A guide to managing Elastic Runtime at the administrator level.

### 8. [Using Apps Manager](#)

A guide to using the web-based Apps Manager application for managing users, organizations, spaces, and applications.

### 9. [Using the Cloud Foundry Command Line Interface \(cf CLI\)](#)

A guide to the Cloud Foundry Command Line Interface (cf CLI) to deploy and manage your applications.

### 10. [Deploying Applications](#)

A guide for developers on deploying and troubleshooting applications running in Elastic Runtime (Cloud Foundry).

### 11. [Buildpacks](#)

A guide to using system buildpacks and extending your Elastic Runtime with custom buildpacks.

### 12. [Custom Services](#)

A guide to extending your Elastic Runtime with custom services.

### 13. [Logging and Metrics](#)

A guide to using Loggregator, the next generation system for aggregating and streaming logs and metrics from all of the user apps and system components in Elastic Runtime.

### 14. [Release Notes and Known Issues](#)

Release notes and known issues for Pivotal Operations Manager, Pivotal Elastic Runtime, and Pivotal Ops Metrics.

## Installing Pivotal Cloud Foundry

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

Welcome to [Pivotal Cloud Foundry](#)!

The following IaaS-specific guides are intended to walk you through the process of getting your Pivotal Cloud Foundry (PCF) deployment up and running.

 Check out the 15-minute [Getting Started with PCF](#) tutorial for learning Pivotal Cloud Foundry app deployment concepts.

If you experience a problem while following the steps below, check the [Known Issues](#), or refer to the [PCF Troubleshooting Guide](#).

Once you have completed the steps in this guide, explore the documentation on [docs.pivotal.io](#) to learn more about [Pivotal Cloud Foundry](#) and the Pivotal product suite.

### Prepare for Installation:

- [Prerequisites to Deploying Operations Manager and Elastic Runtime](#)
- [Preparing Your Firewall for Deploying Pivotal Cloud Foundry](#)
- [Pivotal Cloud Foundry IaaS User Role Guidelines](#)

### Install Pivotal Cloud Foundry:

- [Installing Pivotal Cloud Foundry on AWS](#)
- [Installing Pivotal Cloud Foundry on OpenStack](#)
- [Installing Pivotal Cloud Foundry on vSphere, vCloud, and vCloud Air](#)

## Prerequisites to Deploying Operations Manager and Elastic Runtime

Page last updated:

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This topic explains system requirements for deploying the Pivotal Operations Manager and Elastic Runtime applications.

### General Requirements

The following are general requirements for deploying and managing the Pivotal Operations Manager and Elastic Runtime applications:

- User privileges that meet the minimum vCenter requirements according to the [BOSH vSphere CPI](#).
- ( **Recommended**) Ability to create a wildcard DNS record to point to your router or load balancer. Alternatively, you can use a service such as xip.io. (Example: 203.0.113.0.xip.io).

Elastic Runtime gives each application its own hostname in your app domain. With a wildcard DNS record, every hostname in your domain resolves to the IP address of your router or load balancer, and you do not need to configure an A record for each app hostname. For example, if you create a DNS record `*.example.com` pointing to your router, every application deployed to the `example.com` domain resolves to the IP address of your router.

- ( **Recommended**) A network without DHCP available for deploying the Elastic Runtime VMs.

 **Note:** If you have DHCP, refer to the Troubleshooting Guide to avoid issues with your installation.

- Sufficient IP Allocation:
  - One IP address for each VM instance.
  - An additional IP address for each instance that requires static IPs.
  - An additional IP address for each errand.
  - An additional IP address for each compilation worker.  $\text{IPs needed} = \text{VM instances} + \text{static IPs} + \text{errands} + \text{compilation workers}$

 **Note:** BOSH requires that you allocate a sufficient number of additional dynamic IP addresses when configuring a reserved IP range during installation. BOSH uses these IPs during installation to compile and deploy VMs, install Elastic Runtime, and connect to services. We recommend that you allocate at least 36 dynamic IP addresses when deploying Ops Manager and Elastic Runtime.

- The most recent version of the [Cloud Foundry Command Line Interface \(cf CLI\)](#).
- One or more NTP servers.

### vSphere/vCenter Requirements

 **Note:** If you are using the Cisco Nexus 1000v Switch, refer to the [Using the Cisco Nexus 1000v Switch with Ops Manager](#) topic for more information.

 **Note:** When installing Ops Manager on a vSphere environment with multiple ESXi hosts, you must use network-attached or shared storage devices. Local storage devices do not support sharing across multiple ESXi hosts.

The following are the minimum resource requirements for maintaining a [Pivotal Cloud Foundry](#) (PCF) deployment with Ops Manager and Elastic Runtime on vSphere:

- vSphere 6.0, 5.5, or 5.1.
- Disk space: 2TB recommended.
- Memory: 120GB
- Two public IP addresses: One for Elastic Runtime and one for Ops Manager
- vCPU cores: 80
- Overall CPU: 28 GHz

- vSphere editions: standard and above.
- Ops Manager Director must have HTTPS access to vCenter and ESX hosts on TCP ports 443, 902, and 903.
- A configured vSphere cluster:
  - If you enable vSphere DRS (Distributed Resource Scheduler) for the cluster, you must set the Automation level to **Partially automated** or **Fully automated**. If you set the Automation level to **Manual**, the BOSH automated installation will fail with a `power_on_vm` error when BOSH attempts to create virtual machines (VMs).
  - Turn hardware virtualization off if your vSphere hosts do not support VT-x/EPT. If you are unsure whether the VM hosts support VT-x/EPT, then you can turn this setting off. If you leave this setting on and the VM hosts do not support VT-x/EPT, then each VM requires manual intervention in vCenter to continue powering on without the Intel virtualized VT-x/EPT. Refer to the vCenter help topic at [Configuring Virtual Machines > Setting Virtual Processors and Memory > Set Advanced Processor Options](#) for more information.
- Ops Manager requires read/write permissions to the datacenter level of the [vSphere Inventory Hierarchy](#) to successfully install. Pivotal recommends using the default [VMware Administrator System Role](#) to achieve the appropriate permission level, or a custom role that has all privileges for all objects in the datacenter, including propagating privileges to children. For a complete list of required vSphere privileges, see the [BOSH documentation](#).

 **Note:** Be advised that Ops Manager might indicate that you do not have the [appropriate rights](#) to create/delete folders when this is untrue. If so, click **Ignore errors and start the install** to continue.

 **Note:** For information on how IaaS user roles are configured, refer to the [Pivotal Cloud Foundry IaaS User Role Guidelines](#) topic.

## vCD/vCloud Air Requirements

The following are the minimum resource requirements for maintaining a [Pivotal Cloud Foundry](#) (PCF) deployment with Ops Manager and Elastic Runtime on vCloud Air:

- vCD 5.1, 5.2, or 5.6 (vCloud Air)
- Disk space: 1TB
- Memory: 120GB
- Two public IP addresses: One for Elastic Runtime and one for Ops Manager
- vCPU cores: 80
- Overall CPU: 28 GHz
- Virtual infrastructure administrator privileges to enable Elastic Runtime to automatically power VMs on and off

 **Note:** For information on how IaaS user roles are configured, refer to the [Pivotal Cloud Foundry IaaS User Role Guidelines](#) topic.

 **Note:** For more information about user privileges, refer to the “User Privileges by Role” section in the [VMware vCloud Air User’s Guide](#).

## Amazon Web Services

The following are the minimum resource requirements for maintaining a [Pivotal Cloud Foundry](#) (PCF) deployment with Ops Manager and Elastic Runtime on Amazon Web Services infrastructure:

- 1 Elastic Load Balancer
- 1 Relational Database Service. We recommend at least a db.m3.xlarge instance with 100 GB of allocated storage.
- 5 S3 Buckets
- EC2 Instances:
  - 13 t2.micro
  - 15 t2.small
  - 2 m3.medium
  - 6 m3.xlarge
  - 3 m3.2xlarge

See [Installing Pivotal Cloud Foundry on AWS using CloudFormation](#) for more detailed installation requirements.

## OpenStack

Pivotal has tested and certified Pivotal Cloud Foundry on Mirantis OpenStack versions 5.1 (IceHouse) and 6.1 (Juno). Other OpenStack releases and distributions based on Havana, Icehouse, and Juno may also function properly.

See [Installing Pivotal Cloud Foundry on OpenStack](#) for detailed requirements.

## Preparing Your Firewall for Deploying Pivotal Cloud Foundry

Page last updated:

This topic describes how to configure your firewall for [Pivotal Cloud Foundry](#) (PCF) and how to verify that PCF resolves DNS entries behind your firewall.

### Configure Your Firewall for PCF

Ops Manager and Elastic Runtime require the following open TCP ports:

- **25555**: Routes to the Ops Manager VM
- **443**: Routes to HAProxy or, if configured, your own load balancer
- **80**: Routes to HAProxy or, if configured, your own load balancer
- **22 (Optional)**: Only necessary if you want to connect using SSH

For more information about required ports for additional installed products, refer to the product documentation.

The following example procedure uses the Linux command `iptables` to configure a firewall.

 **Note:** `GATEWAY_EXTERNAL_IP` is a placeholder. Replace this value with your `PUBLIC_IP`.

1. Open `/etc/sysctl.conf`, a file that contains configurations for Linux kernel settings, with the command below:

```
$ sudo vi /etc/sysctl.conf
```

2. Add the line `net.ipv4.ip_forward=1` to `/etc/sysctl.conf` and save the file.

3. If you are using Linux machines for your firewall and want to remove all existing filtering or Network Address Translation (NAT) rules, run the following commands:

 **Note:** This command destroys all `iptables` rules. You must back up or record your rules if you want to preserve them.

```
$ iptables --flush  
$ iptables --flush -t nat
```

4. Add environment variables to use when creating the IP rules:

```
$ export INTERNAL_NETWORK_RANGE=10.0.0.0/8  
$ export GATEWAY_INTERNAL_IP=10.0.0.1  
$ export GATEWAY_EXTERNAL_IP=203.0.113.242  
$ export PIVOTALCF_IP=10.0.0.2  
$ export HA_PROXY_IP=10.0.0.254
```

5. Run the following commands to configure IP rules for the specified chains:

- **FORWARD:**

```
$ iptables -A FORWARD -i eth1 -j ACCEPT  
$ iptables -A FORWARD -o eth1 -j ACCEPT
```

- **POSTROUTING:**

```
$ iptables -t nat -A POSTROUTING -o eth0 -j MASQUERADE  
$ iptables -t nat -A POSTROUTING -d SHA_PROXY_IP -s $INTERNAL_NETWORK_RANGE \  
-p tcp --dport 80 -j SNAT --to $GATEWAY_INTERNAL_IP  
$ iptables -t nat -A POSTROUTING -d SHA_PROXY_IP -s $INTERNAL_NETWORK_RANGE \  
-p tcp --dport 443 -j SNAT --to $GATEWAY_INTERNAL_IP
```

- **PREROUTING:**

```
$ iptables -t nat -A PREROUTING -d $GATEWAY_EXTERNAL_IP -p tcp --dport \  
    25555 -j DNAT --to $PIVOTALCF_IP  
$ iptables -t nat -A PREROUTING -d $GATEWAY_EXTERNAL_IP -p tcp --dport \  
    443 -j DNAT --to $HA_PROXY_IP  
$ iptables -t nat -A PREROUTING -d $GATEWAY_EXTERNAL_IP -p tcp --dport \  
    80 -j DNAT --to $HA_PROXY_IP  
$ iptables -t nat -A PREROUTING -i eth0 -p tcp --dport 8443 -j DNAT \  
    --to $PIVOTALCF_IP:443  
$ iptables -t nat -A PREROUTING -i eth0 -p tcp --dport 80 -j DNAT \  
    --to $HA_PROXY_IP:80  
$ iptables -t nat -A PREROUTING -i eth0 -p tcp --dport 8022 -j DNAT \  
    --to $PIVOTALCF_IP:22  
$ iptables -t nat -A PREROUTING -i eth0 -p tcp --dport 8080 -j DNAT \  
    --to $PIVOTALCF_IP:80
```

- Run the following command to save the iptables:

```
$ service iptables save
```

For more information about administering IP tables with `iptables`, refer to the [iptables documentation](#).

## Verify PCF Resolves DNS Entries Behind a Firewall

When you install PCF in an environment that uses a strong firewall, the firewall might block DNS resolution. For example, if you use [xip.io](#) to test your DNS configuration, the tests will fail without warning if the firewall prevents Elastic Runtime from accessing `*.xip.io`.

To verify that Elastic Runtime can correctly resolve DNS entries:

- SSH into the Pivotal Ops Manager VM.  
For more information, refer to the [SSH into Ops Manager](#) section of the Advanced Troubleshooting with the BOSH CLI topic.
- Run any of the following network administration commands with the IP address of the VM:
  - `nslookup`
  - `dig`
  - `host`
  - The appropriate `traceroute` command for your OS
- Review the output of the command and fix any blocked routes.  
If the output displays an error message, review the firewall logs to determine which blocked route or routes you need to clear.
- Repeat steps 1-3 with the Ops Manager Director VM and the HAProxy VM.

## Pivotal Cloud Foundry IaaS User Role Guidelines

This topic describes practices recommended by Pivotal for creating secure IaaS user roles.

Pivotal Cloud Foundry (PCF) is an automated platform that connects to IaaS providers such as AWS and OpenStack. This connectivity typically requires accounts with appropriate permissions to act on behalf of the operator to access IaaS functionality such as creating virtual machines (VMs), managing networks and storage, and other related services.

Ops Manager and Elastic Runtime can be configured with IaaS users in different ways depending on your IaaS. Other product tiles and services might also use their own IaaS credentials. Refer to the documentation for those product tiles or services to configure them securely.

### Least Privileged Users (LPUs)

Pivotal recommends following the principle of least privilege by scoping privileges to the most restrictive permissions possible for a given role. In the event that someone gets access to credentials by mistake or through malicious intent, LPUs limit the scope of the breach. Pivotal recommends following best practices for the particular IaaS you are deploying.

### Configuring IaaS User Roles on AWS

Pivotal recommends using the [CloudFormation templates for Pivotal Cloud Foundry](#) to configure AWS deployments to create users with least privilege. Pivotal also recommends minimizing the use of master account credentials by creating an IAM role and instance profile with the minimum required EC2, VPC, and EBS credentials.

 **Note:** If you choose not to use the CloudFormation templates, Pivotal encourages you to use the permissions determined by [PcfiamPolicy](#) section of the Ops Manager CloudFormation template to create users with appropriate permissions. Additionally, follow AWS account security best practices such as disabling root keys, multi-factor authentication on the root account, and CloudTrail for auditing API actions.

See the table below for more information on the two CloudFormation templates.

Template Source	Location	User(s) Created	User Purpose	Uses IAM Role	Additional Documentation
Elastic Runtime	Pivotal Network Elastic Runtime <a href="#">Download</a>	ERT S3 user	Blob storage	No	<a href="#">Deploying Elastic Runtime on AWS</a>
Ops Manager	Referenced in the ERT template	Ops Manager VM and Ops Manager Director	EC2, VPC, EBS, S3, ELB	Yes	<a href="#">Director User Config</a>

For more Amazon-specific best practices, refer to the following Amazon documentation:

- [IAM Roles Best Practices](#)
- [AWS Security Best Practices Whitepaper](#)
- [AWS Well-Architected Framework](#)

### Configuring IaaS User Roles on vSphere

See the vCenter permissions recommendations in [vSphere/vCenter Requirements](#).

### Configuring IaaS User Roles on vCloud

See the [installation instructions](#) and follow the least privilege user configuration for accounts.

### Configuring IaaS User Roles on OpenStack

See the [installation instructions](#) and follow the least privilege user configuration for tenants and identity.

## Installing Pivotal Cloud Foundry on AWS

Page last updated:

This guide describes how to install [Pivotal Cloud Foundry](#) (PCF) on Amazon Web Services (AWS) using the PCF CloudFormation template.

The CloudFormation template for Pivotal Cloud Foundry describes the set of necessary AWS resources and properties. When you create an AWS stack using the PCF template, CloudFormation provisions all the infrastructure that you need to deploy PCF on AWS.

Pivotal strongly recommends using CloudFormation to install PCF on AWS. Contact [Pivotal Support](#) if you cannot use CloudFormation for your installation.

 **Note:** The CloudFormation template for Elastic Runtime includes a reference to another CloudFormation template for Ops Manager. For more information on how IaaS user roles are configured for each template, refer to the [Pivotal Cloud Foundry IaaS User Role Guidelines](#) topic.

 **Note:** If you are performing an upgrade to PCF 1.7, please review [Upgrading Pivotal Cloud Foundry](#) for critical upgrade information.

## Prerequisites

You must have the following in order to follow the procedure described here:

- An AWS account that can accommodate the [minimum resource requirements](#) for a PCF installation.
- The appropriate region selected within your AWS account. See the [Amazon documentation on regions and availability zones](#) for help selecting the correct region for your deployment.
- The [AWS CLI](#) installed on your machine, and configured with user credentials that have admin access to your AWS account.
- Sufficiently high instance limits (or no instance limits) on your AWS account. Installing Pivotal Cloud Foundry requires more than the default 20 concurrent instances.
- A key pair to use with your Pivotal Cloud Foundry deployment. [Create a key pair in AWS](#).
- A registered wildcard domain for your PCF installation. You will need this registered domain when configuring your SSL certificate and Cloud Controller. See the [AWS docs on Creating a Server Certificate](#) for more information.
- An SSL certificate for your PCF domain. This can be a self-signed certificate, but Pivotal only recommends using a self-signed certificate for testing and development. You should obtain a certificate from your Certificate Authority for use in production. See the [AWS docs on SSL certificates](#) for more information.

## Install PCF on AWS

Complete the following procedures to install PCF using CloudFormation:

1. [Deploying the CloudFormation Template for PCF on AWS](#)
2. [Launching an Ops Manager Director Instance on AWS](#)
3. [Configuring Ops Manager Director on AWS](#)
4. [\(Optional\) Installing the PCF IPsec Add-On](#)
5. [Deploying Elastic Runtime on AWS](#)

## Delete PCF on AWS

You can use the AWS console to remove an installation of all components, but retain the objects in your bucket for a future deployment:

- [Deleting an AWS Installation from the Console](#)

## Additional AWS Configuration

See the following topics for additional AWS configuration information:

- [Configuring Amazon EBS Encryption](#)
- [Creating a Proxy ELB for Diego SSH without CloudFormation](#)

## Deploying the CloudFormation Template for Pivotal Cloud Foundry on AWS

Page last updated:

This topic describes how to deploy the CloudFormation template for [Pivotal Cloud Foundry](#) (PCF) on Amazon Web Services (AWS).

An AWS CloudFormation template describes a set of AWS resources and properties. Follow the instructions below to use a CloudFormation template to create the infrastructure that you need to deploy PCF to AWS.

The template is designed to output the resources necessary for two availability zones (AZ), with a private and public subnet designated for each AZ. The Elastic Load Balancer will be attached to the public subnet of both AZs to balance traffic across both environments. Three AZs is actually recommended as the desired number of AZs for a highly available deployment of PCF, however many AWS regions only have two AZs available.

 **Note:** The CloudFormation template for Elastic Runtime includes a reference to another CloudFormation template for Ops Manager. For more information on how IaaS user roles are configured for each template, refer to the [Pivotal Cloud Foundry IaaS User Role Guidelines](#) topic.

 **Note:** Before following the procedure below, confirm that you have selected the correct region within your AWS account. All of the AWS resources for your deployment must exist within a single region. See the [Amazon documentation on regions and availability zones](#) for help selecting the correct region for your deployment.

### Step 1: Download the PCF CloudFormation Template

1. Sign in to [Pivotal Network](#).
2. Select **Elastic Runtime**. From the **Releases** drop-down menu, select the release that you wish to install.
3. Download the **PCF 1.7 Cloudformation script for AWS**.
4. Save the file as `pcf.json`.

### Step 2: Upload an SSL Certificate to AWS

You can add an SSL Certificate using two methods:

- The [AWS CLI](#)
- The [AWS Certificate Manager](#)

#### (Option) Create SSL Certificate using the AWS CLI

The [AWS CLI](#) must be installed on your machine and configured to a user account with admin access privileges on your AWS account.

1. Obtain or create an SSL server certificate. See the [AWS docs on SSL certificates](#). When you create a certificate signing request (CSR) in the “Create a Server Certificate” instructions, you must use your system wildcard domain (example: \*.my-pcf-apps-domain.com) as the Common Name input.
2. Add the following additional domains and wildcards using OpenSSL’s SAN (subjectAltName) extension: \*.system.yourdomain.com, \*.login.system.yourdomain.com, \*.uaa.system.yourdomain.com, and \*.apps.yourdomain.com.

 **Note:** If you are using a self-signed cert or selected the “Generate Self-Signed RSA Certificate” option during the [Deploying Elastic Runtime on AWS](#) installation process, you can ignore the step above. However, make sure you upload the self-signed cert to AWS and attach the cert to the listeners on the AWS Elastic Load Balancer. Pivotal recommends only using a self-signed cert for testing and development.

3. Upload your SSL certificate to AWS. For more information, see the [AWS docs on uploading SSL certificate using the CLI](#).

```
$ aws iam upload-server-certificate \
--server-certificate-name YOUR-CERTIFICATE \
--certificate-body file://YOUR-PUBLIC-KEY-CERT-FILE.pem \
--private-key file://YOUR-PRIVATE-KEY-FILE.pem \
```

For example:

```
$ aws iam upload-server-certificate \
--server-certificate-name myServerCertificate \
--certificate-body file://my-certificate.pem \
--private-key file://my-private-key.pem
```

 **Note:** If you receive an upload error (MalformedCertificate), run the following command to convert your server certificate to the PEM format as required by the AWS Identity and Management (IAM) service: `$ openssl x509 -inform PEM -in my-certificate.pem` Then try your upload again.

- After successfully uploading the certificate to your AWS account, you will see output metadata for your certificate. For example:

```
{
  "ServerCertificateMetadata": {
    "ServerCertificateId": "ASCAI3HRFYUTD55KNAF64",
    "ServerCertificateName": "myServerCertificate",
    "Expiration": "2016-10-18T18:41:59Z",
    "Path": "/",
    "Arn": "arn:aws:iam::9240874958318:server-certificate/myServerCertificate",
    "UploadDate": "2015-10-19T19:10:57.404Z"
  }
}
```

- Record the value of the `Arn` key to use when configuring your AWS resource stack. Alternatively, if you know the name of the certificate, you can run the following command to retrieve certificate metadata at a later point:

```
$ aws iam get-server-certificate --server-certificate-name YOUR-CERT-NAME
```

For example:

```
$ aws iam get-server-certificate --server-certificate-name myServerCertificate
```

## (Option) Create SSL Certificate using the AWS Certificate Manager

Refer to the [Amazon Certificate Manager](#) documentation to use the AWS Certificate Manager to manage your SSL certificates and generate a certificate ARN. You will need the ARN in the next step.

## Step 3: Create a Resource Stack Using the CloudFormation Template

- Log in to the [AWS Console](#).
- In the second column, under **Management Tools**, click **CloudFormation**.

The screenshot shows the AWS Services menu with various categories like Compute, Storage & Content Delivery, Database, and Developer Tools. The CloudFormation icon under the Management Tools section is circled in red.

- Compute**
  - EC2** Virtual Servers in the Cloud
  - EC2 Container Service** Run and Manage Docker Containers
  - Elastic Beanstalk** Run and Manage Web Apps
  - Lambda** Run Code in Response to Events
- Storage & Content Delivery**
  - S3** Scalable Storage in the Cloud
  - CloudFront** Global Content Delivery Network
  - Elastic File System** PREVIEW Fully Managed File System for EC2
  - Glacier** Archive Storage in the Cloud
  - Import/Export Snowball** Large Scale Data Transport
  - Storage Gateway** Integrates On-Premises IT Environments with Cloud Storage
- Database**
  - RDS** Managed Relational Database Service
- Developer Tools**
  - CodeCommit** Store Code in Private Git Repositories
  - CodeDeploy** Automate Code Deployments
  - CodePipeline** Release Software using Continuous Delivery
- Management Tools**
  - CloudWatch** monitor Resources and Applications
  - CloudFormation** Create and Manage Resources with Templates (circled in red)
  - CloudTrail** Track User Activity and API Usage
  - Config** Track Resource Inventory and Changes
  - OpsWorks** Automate Operations with Chef
  - Service Catalog** Create and Use Standardized Products
  - Trusted Advisor** Optimize Performance and Security
- Security & Identity**
  - Identity & Access Management** Manage User Access and Encryption Keys

- Click **Create New Stack**.

This is a modal window titled "Create a Stack". It contains descriptive text about AWS CloudFormation and a "Create New Stack" button.

AWS Cloudformation allows you to quickly and easily deploy your infrastructure resources and applications on AWS. You can use one of the templates we provide to get started quickly with applications like WordPress or Drupal, one of the many sample templates or create your own template.

You do not currently have any stacks. Click the "Create New Stack" button below to create a new AWS Cloudformation Stack.

**Create New Stack**

- Select **Upload a template to Amazon S3**.

This is a step in the CloudFormation wizard where users choose how to provide their template. The "Upload a template to Amazon S3" option is selected and has a file chosen ("pcf.json").

**Choose a template** A template is a JSON-formatted text file that describes your stack's resources and their properties. [Learn more.](#)

Select a sample template

Upload a template to Amazon S3  
Choose File pcf.json

Specify an Amazon S3 template URL

- Click **Browse**. Browse to and select the `pcf.json`, the **Pivotal Cloud Foundry Cloudformation script for AWS** file that you downloaded. Click **Next**.

- On the next screen, name the stack `pcf-stack`.

- In the **Specify Parameters** page, complete the following fields:

## Parameters

<b>01NATKeyPair</b>	<input type="button" value="Search"/>	Select the SSH keypair to use for the NAT vm
<b>02NATInstanceType</b>	<input type="button" value="t2.medium"/>	Select the Instance Type to use for the NAT vm
<b>03OpsManagerIngress</b>	<input type="text" value="0.0.0.0/0"/>	CIDR range allowed to connect to Ops Manager instance
<b>04RdsDBName</b>	<input type="text" value="bosh"/>	BOSH database name
<b>05RdsUsername</b>	<input type="text"/>	BOSH database username
<b>06RdsPassword</b>	<input type="text"/>	BOSH database password
<b>07SSLCertificateARN</b>	<input type="text"/>	ARN for pre-uploaded SSL certificate
<b>08OpsManagerTemplate</b>	<input type="text" value="https://s3.amazonaws.com/ops-man-reference"/>	S3 Location for OpsManager CloudFormation Template
<b>09ElbPrefix</b>	<input type="text"/>	Prefix for the name of the ELBs generated. NOTE: Leave empty to use default prefix of AWS::StackName
<b>10AllowHttpOnElb</b>	<input type="button" value="true"/>	Allow HTTP traffic on PCF-ELB port 80. Default: true.

[Cancel](#) [Previous](#) [Next](#)

- **01NATKeyPair:** Use the drop-down menu to select the name of your pre-existing AWS key pair. If you do not have a pre-existing key pair, create one in [AWS](#) and return to this step.
- **02NATInstanceType:** Do not change this value.
- **03OpsManagerIngress:** Do not change this value.

 **Note:** The first parameter name begins with `03`.

- **04RdsDBName:** Do not change this value.
- **05RdsUserName:** Enter a username for the RDS database.

 **Note:** Do not enter the username `rdsadmin`. AWS reserves the `rdsadmin` user account for internal database instance management.

 **Note:** Your username must include only numbers, letters or the `_` character or your deployment will fail without a useful error.

- **06RdsPassword:** Enter a password for the RDS database.
- **07SSLCertificateARN:** Enter your SSL Certificate ARN.
- **08OpsManagerTemplate:** The default template link provided here works. Otherwise you can enter your own S3 bucket location of the Ops Manager CloudFormation script.
- **09ElbPrefix:** Prefix for the generated names of the ELBs. Any string you specify in this field will be prefixed to `-pcf-elb` to form the name of your ELBs. Leave empty to use the default prefix of `AWS::StackName`.
- **10AllowHttpOnElb:** Set this to `true` to listen for HTTP traffic on port 80. This is the default. Set it to `false` to only listen for traffic on ports 443 and 4443.

8. Click **Next**.

9. On the **Options** page, leave the fields blank and click **Next**.

**Options**

**Tags**

You can specify tags (key-value pairs) for resources in your stack.  
You can add up to 10 unique key-value pairs for each stack.

	Key (127 characters maximum)	Value (255 characters maximum)	
1	<input type="text"/>	<input type="text"/>	<a href="#">+</a>

**Advanced**

You can set additional options for your stack, like notification options and a stack policy.

[Cancel](#) [Previous](#) [Next](#)

- On the **Review** page, select the **I acknowledge that this template might cause AWS CloudFormation to create IAM resources** checkbox and click **Create**.

**i** The following resource(s) require capabilities: [AWS::IAM::User, AWS::IAM::Policy, AWS::IAM::AccessKey]

This template might include Identity and Access Management (IAM) resources, which can include groups, IAM users, and IAM roles with certain permissions. Ensure that the template you are using is from a trusted source. [Learn more](#).

I acknowledge that this template might cause AWS CloudFormation to create IAM resources.

[Cancel](#) [Previous](#) [Create](#)

AWS runs the CloudFormation script and creates the infrastructure that you need to deploy PCF to AWS. This may take a few moments. You can click on the **Events** tab to view the progress of the setup.

When the installation process successfully completes, AWS displays **CREATE\_COMPLETE** as the status of the stack.

**Create Stack** Actions ▾ Design template C ⚙

Filter: Active ▾ By Name: Showing 2 stacks

Stack Name	Created Time	Status	Description
<input type="checkbox"/> pcf-stack-OpsManStack-1FUM	2016-07-12 12:09:45 UTC-0700	CREATE_COMPLETE	Cloudformation template for configuring Pivotal Cloud Foundry on AWS
<input checked="" type="checkbox"/> pcf-stack	2016-07-12 12:09:40 UTC-0700	CREATE_COMPLETE	Cloudformation template for configuring Pivotal Cloud Foundry on AWS

Overview Outputs Resources Events Template Parameters Tags Stack Policy Change Sets

Key	Value	Description
PcfPublicSubnetAvailabilityZone	us-west-1b	
PcfPrivateSubnetAvailabilityZone	us-west-1b	
PcfPrivateSubnet2AvailabilityZone	us-west-1c	
PcfElasticRuntimeS3DropletsBucket	pcf-stack-felasticruntimes3dropletsbucket-1b9ij48t4v29	
PcfElbSshDnsName	pcf-stack-f-ssh-elb-1859745201.us-west-1.elb.amazonaws.com	
PcfVmsSecurityGroupId	sg-043a5c60	
PcfElasticRuntimeS3BuildpacksBucket	pcf-stack-felasticruntimes3buildpacksbucket-kbx64zosvzs	
PcfVpc	vpc-36715a53	
PcfPublicSubnetId	subnet-100e3e49	
PcfRdsPassword	bosh1234	
PcfIamUserName	pcf-stack-psManStack-1AGSRAPW2HVO5-PcfiamUser-IC0JC0UZOW00	
PcfPrivateSubnet2Id	subnet-a79e74c3	
PcfRdsDBName	bosh	
PcfOpsManagerS3Bucket	pcf-stack-osmanstack-1agsrap-pcfopsmanagers3bucket-ky	
PcfPublicSubnetId2	subnet-a09e74c4	
PcfElasticRuntimeS3PackagesBucket	pcf-stack-felasticruntime3packagess3bucket-ucosfthbun	

After completing this procedure, complete all of the steps in the following topics:

- [Launching an Ops Manager Director Instance on AWS](#)
- [Configuring Ops Manager Director for AWS](#)
- [Deploying Elastic Runtime on AWS](#)

Return to [Installing Pivotal Cloud Foundry Using AWS CloudFormation](#).

## Launching an Ops Manager Director Instance on AWS

Page last updated:

This topic describes how to deploy Ops Manager Director after deploying the CloudFormation template for [Pivotal Cloud Foundry](#) (PCF) on Amazon Web Services (AWS).

Before beginning this procedure, ensure that you have successfully completed all of the steps in the [Deploying the CloudFormation Template for PCF on AWS](#) topic. After you complete this procedure, follow the instructions in the [Configuring Ops Manager Director on AWS CloudFormation](#) and [Configuring Elastic Runtime on AWS CloudFormation](#) topics.

### Step 1: Open the Outputs Tab in AWS Stacks

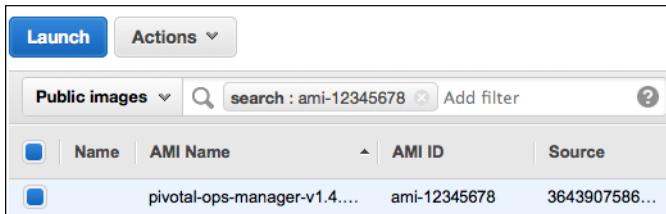
1. In the dashboard of your [AWS Console](#), click **CloudFormation**. The Stacks Dashboard displays.
2. Select the **pcf-stack** checkbox, then select the **Outputs** tab.

Key	Value	Description
PcfPublicSubnetAvailabilityZone	us-west-1b	
PcfPrivateSubnetAvailabilityZone	us-west-1b	
PcfPrivateSubnet2AvailabilityZone	us-west-1c	
PcfElasticRuntimeS3DropletsBucket	pcf-stack-felasticruntimes3dropletsbucket-1lb9ij48t4v29	
PcfElbSshDnsName	pcf-stack-f-ssh-elb-1859745201.us-west-1.elb.amazonaws.com	
PcfVmsSecurityGroupId	sg-043a5c60	
PcfElasticRuntimeS3BuildpacksBucket	pcf-stack-felasticruntimes3buildpacksbucket-kbx64zosvzs	
PcfVpc	vpc-36715a53	
PcfPublicSubnetId	subnet-100e3e49	
PcfRdsPassword	bosh1234	
PcfIamUserName	pcf-stack-psManStack-1AGSRAPW2HVO5-PcfIamUser-IC0JCQUZOW00	
PcfPrivateSubnet2Id	subnet-a79e74c3	
PcfRdsDBName	bosh	
PcfOpsManagerS3Bucket	pcf-stack-osmanstack-1agsrap-pcfopsmanagers3bucket-kypy81lfqlas	
PcfPublicSubnetId2	subnet-a09e74c4	
PcfElasticRuntimeS3BuildpacksBucket2	pcf-stack-felasticruntimes3buildpacksbucket-1nccfthiue	

In the steps described below, use the information from the **Value** column of the **Outputs** tab to configure your PCF installation.

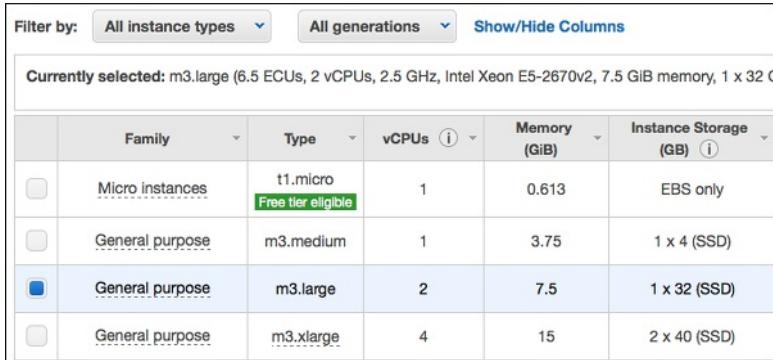
### Step 2: Select a Pivotal Ops Manager AMI Instance

1. Log into the [Pivotal Network](#) and click on **Ops Manager**.
2. From the **Releases** dropdown, select the release you wish to install.
3. Select **Pivotal Cloud Foundry Ops Manager for AWS** to download the [OpsManagerx.x.xonAWSFulfillmentInstructions.pdf](#) file. This document lists AMI IDs for Pivotal Ops Manager for specific regions.
4. Log in to the [AWS Console](#). Navigate to the EC2 Dashboard.
5. In the left navigation panel, click **AMIs**.
6. Using the [OpsManagerx.x.xonAWSFulfillmentInstructions.pdf](#) document, enter the AMI ID for your AWS region in the Public images search field. This search locates the appropriate Pivotal Ops Manager AMI for your region within public images.



A screenshot of the AWS EC2 AMI search interface. At the top, there are two buttons: "Launch" and "Actions". Below that is a search bar with the placeholder "search : ami-12345678" and a "Add filter" button. The main area shows a table with columns: "Name", "AMI Name", "AMI ID", and "Source". There is one row visible with the following data:

Name	AMI Name	AMI ID	Source
<input checked="" type="checkbox"/>	pivotal-ops-manager-v1.4....	ami-12345678	3643907586...

7. Select this AMI and click **Launch**.
  8. Choose **m3.large** for your instance type.
- 
- A screenshot of the AWS EC2 instance type selection interface. At the top, there are filters: "Filter by: All instance types" and "All generations". Below that is a table header with columns: "Family", "Type", "vCPUs", "Memory (GiB)", and "Instance Storage (GB)". The table data is as follows:
- | Family  | Type  | vCPUs | Memory (GiB) | Instance Storage (GB) |
|---|---|-------|--------------|-----------------------|
| Micro instances                                     | t1.micro<br><small>Free tier eligible</small> | 1     | 0.613        | EBS only              |
| General purpose                                     | m3.medium                                     | 1     | 3.75         | 1 x 4 (SSD)           |
| <input checked="" type="checkbox"/> General purpose | <b>m3.large</b>                               | 2     | 7.5          | 1 x 32 (SSD)          |
| General purpose                                     | m3.xlarge                                     | 4     | 15           | 2 x 40 (SSD)          |

9. Click **Next: Configure Instance Details**.

## Step 3: Configure Instance Details

1. Complete the **Config Instance Details** page with information from the [Outputs tab](#) in the AWS Stacks Dashboard:

Number of instances (1)

Purchasing option (Request Spot Instances)

Network (vpc- [10.0.0.0/16] | pcf-vpc) Create new VPC

Subnet (subnet- [10.0.0.0/24] | us-east-1a) Create new subnet  
249 IP Addresses available

Auto-assign Public IP (Enable)

IAM role (None) Create new IAM role

Shutdown behavior (Stop)

Enable termination protection (Protect against accidental termination)

Monitoring (Enable CloudWatch detailed monitoring  
Additional charges apply.)

EBS-optimized instance (Launch as EBS-optimized instance  
Additional charges apply.)

Tenancy (Shared tenancy (multi-tenant hardware))  
Additional charges will apply for dedicated tenancy.

**Network interfaces**

Device	Network Interface	Subnet	Primary IP	Secondary IP addresses
eth0	New network interf	subnet- [10.0.0.0/24]   us-east-1a	Auto-assign	Add IP

Add Device

Advanced Details

Cancel Previous Review and Launch Next: Add Storage

- Select the **Network** that matches the value of **PcfVpc**.
  - Select the **Subnet** that matches the value of **PcfPublicSubnetId**.
2. Set **Auto-assign Public IP** to **Enable**.
3. Click **Next: Add Storage**.
4. On the **Add Storage** page, adjust the **Size (GiB)** value. Pivotal recommends increasing this value to a minimum of 100 GB.
5. Click **Next: Tag Instance**.

Type (i)	Device (i)	Snapshot (i)	Size (GiB) (i)	Volume Type (i)	IOPS (i)
Root	/dev/sda1	snap-[REDACTED]	100	General Purpose (SSD)	300 / 3000
Instance Store 0 :	/dev/sdb	N/A	N/A	N/A	N/A

Add New Volume

Cancel Previous Review and Launch Next: Tag Instance

6. On the **Tag Instance** page, add a **Key** **Name** with **Value** **Ops Manager**.
7. Click **Next: Configure Security Group**.

Key (127 characters maximum)	Value (255 characters maximum)
Name	Ops Manager

Create Tag (Up to 10 tags maximum)

Cancel Previous Review and Launch Next: Configure Security Group

## Step 4: Configure Security Group

- Select the **Select an existing security group** option.
- Select the **Security Group ID** that matches the value of **PcfOpsManagerSecurityGroupId** located in the **Outputs** tab of the Stacks

Assign a security group:  Create a new security group  Select an existing security group

Security Group ID	Name	Description	Actions
sg-26716d42	default	default VPC security group	<a href="#">Copy to new</a>
sg-3a716d5e	pcf-stack-PcfMysqlSecurityGroup-1K7ZNDGY2FU0H	PCF MySQL Security Group	<a href="#">Copy to new</a>
sg-39716d5d	pcf-stack-PcfNatSecurityGroup-10T80HF3NLTD0	NAT Security Group	<a href="#">Copy to new</a>
<b>sg-04716d60</b>	pcf-stack-PcfOpsManagerSecurityGroup-OEGO	Ops Manager Security Group	<a href="#">Copy to new</a>
sg-06716d62	pcf-stack-PcfVmsSecurityGroup-GYPF6VACFYMD	PCF VMs Security Group	<a href="#">Copy to new</a>

Inbound rules for sg-04716d60 (Selected security groups: sg-04716d60)

Type	Protocol	Port Range	Source
SSH	TCP	22	0.0.0.0/0
SSH	TCP	22	10.0.0.0/16
HTTP	TCP	80	0.0.0.0/0
Custom TCP Rule	TCP	6868	10.0.0.0/16
Custom TCP Rule	TCP	25555	10.0.0.0/16
HTTPS	TCP	443	0.0.0.0/0

[Cancel](#) [Previous](#) **Review and Launch**

dashboard.

- Click **Review and Launch**.

## Step 5: Deploy Ops Manager

- Review the instance launch details. Click **Launch**.

**Step 7: Review Instance Launch**  
Please review your instance launch details. You can go back to edit changes for each section. Click **Launch** to assign a key pair to your instance and complete the launch process.

**AMI Details** [Edit AMI](#)

pivotal-ops-manager-v1.4.2.0-RC1 - ami-a03126c8  
PCF Ops Manager for AWS - 1.4.2.0  
Root Device Type: ebs Virtualization type: paravirtual

**Instance Type** [Edit instance type](#)

Instance Type	ECUs	vCPUs	Memory (GiB)	Instance Storage (GB)	EBS-Optimized Available	Network Performance
m3.large	6.5	2	7.5	1 x 32	-	Moderate

**Security Groups** [Edit security groups](#)

Security Group ID	Name	Description
sg-04716d60	pcf-stack-PcfOpsManagerSecurityGroup-OEGO	Ops Manager Security Group

All selected security groups inbound rules

Security Group ID	Type	Protocol	Port Range	Source
sg-04716d60	SSH	TCP	22	0.0.0.0/0
sg-04716d60	SSH	TCP	22	10.0.0.0/16
sg-04716d60	HTTP	TCP	80	0.0.0.0/0
sg-04716d60	Custom TCP Rule	TCP	6868	10.0.0.0/16
sg-04716d60	Custom TCP Rule	TCP	25555	10.0.0.0/16
sg-04716d60	HTTPS	TCP	443	0.0.0.0/0

**Instance Details** [Edit instance details](#)

**Storage** [Edit storage](#)

**Tags** [Edit tags](#)

[Cancel](#) [Previous](#) **Launch**

- Use the first drop-down menu to select **Choose an existing key pair**. Use the second drop-down menu to select the name of your pre-existing AWS key pair.
- Select the acknowledgement checkbox.
- Click **Launch Instances**. If successful, you will see the **Launch Status Page**.

Select an existing key pair or create a new key pair X

A key pair consists of a **public key** that AWS stores, and a **private key file** that you store. Together, they allow you to connect to your instance securely. For Windows AMIs, the private key file is required to obtain the password used to log into your instance. For Linux AMIs, the private key file allows you to securely SSH into your instance.

Note: The selected key pair will be added to the set of keys authorized for this instance. Learn more about [removing existing key pairs from a public AMI](#).

pcf

I acknowledge that I have access to the selected private key file (pcf.pem), and that without this file, I won't be able to log into my instance.

5. Click **View Instances**. Or alternately, navigate to **Instances** from the left navigation panel of the EC2 Dashboard.
6. AWS deploys Ops Manager. This may take a few minutes. When complete, AWS displays an **Instance State** of **running** and a **Status Check** of **passed** when the Ops Manager deployment successfully completes.

Instance ID	Instance Type	Instance State	Status Checks	Public DNS	Public IP	Key Name
i-0003b6f	m3.xlarge	<span style="color: green;">running</span>	<span style="color: green;">2/2 checks passed</span>	ec2-62-173-3-213.amazonaws.com	52.173.3.213	pcf
ip-172-31-1-10	m3.xlarge	<span style="color: green;">running</span>	<span style="color: green;">2/2 checks passed</span>	ip-172-31-1-10.ec2.internal	172.31.1.10	pcf

## Step 6: Create a DNS Entry

**Note:** Ops Manager 1.7 security features require you to create a fully qualified domain name in order to access Ops Manager during the [initial configuration](#).

Create a DNS entry for the IP address that you used for Ops Manager. You must use this fully qualified domain name when you log into Ops Manager in the Configure Ops Manager Director for AWS step below.

## Step 7: Configure Ops Manager Director for AWS

After you complete this procedure, follow the instructions in the [Configuring Ops Manager Director on AWS CloudFormation](#) and [Configuring Elastic Runtime on AWS CloudFormation](#) topics.

Return to [Installing Pivotal Cloud Foundry Using AWS CloudFormation](#).

## Configuring Ops Manager Director on AWS

Page last updated:

This topic describes how to configure the Ops Manager Director after deploying the CloudFormation template for [Pivotal Cloud Foundry](#) (PCF) on Amazon Web Services (AWS). Use this topic when [Installing Pivotal Cloud Foundry Using AWS CloudFormation](#).

Before beginning this procedure, ensure that you have successfully completed all steps in the [Deploying the CloudFormation Template for PCF on AWS](#) and the [Launching an Ops Manager Director Instance on AWS CloudFormation](#) topics. After you complete this procedure, follow the instructions in the [Deploying Elastic Runtime on AWS CloudFormation](#) topic.

### Step 1: Open the Outputs Tab in AWS Stacks

1. In the dashboard of your [AWS Console](#), click **CloudFormation**. The Stacks Dashboard displays.
2. Select the **pcf-stack** checkbox, then select the **Outputs** tab.

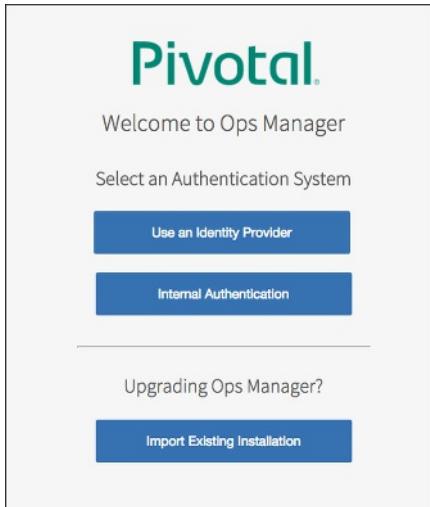
Key	Value	Description
PcfPublicSubnetAvailabilityZone	us-west-1b	
PcfPrivateSubnetAvailabilityZone	us-west-1b	
PcfPrivateSubnet2AvailabilityZone	us-west-1c	
PcfElasticRuntimeS3DropletsBucket	pcf-stack-felasticruntimes3dropletsbucket-1lb9ij48t4v29	
PcfElbSshDnsName	pcf-stack-f-ssh-elb-1859745201.us-west-1.elb.amazonaws.com	
PcfVmsSecurityGroupId	sg-043a5c60	
PcfElasticRuntimeS3BuildpacksBucket	pcf-stack-felasticruntimes3buildpacksbucket-kbx64zosvzs	
PcfVpc	vpc-36715a53	
PcfPublicSubnetId	subnet-100e3e49	
PcfRdsPassword	bosh1234	
PcfIamUserName	pcf-stack-psManStack-1AGSRAPW2HVO5-PcfIamUser-IC0JCQUZOW00	
PcfPrivateSubnet2Id	subnet-a79e74c3	
PcfRdsDBName	bosh	
PcfOpsManagerS3Bucket	pcf-stack-osmanstack-1agsrap-pcfopsmanagers3bucket-kyp81lfqlas	
PcfPublicSubnetId2	subnet-a09e74c4	
PcfElasticRuntimeS3BuildpacksBucket2	pcf-stack-felasticruntimes3buildpacksbucket-1nccfthiuu	

In the steps described below, use the information from the **Value** column of the **Outputs** tab to configure your PCF installation.

### Step 2: Access Ops Manager

 **Note:** Ops Manager 1.7 security features require that you log in using a fully qualified domain name to access Ops Manager.

1. In a web browser, navigate to the fully qualified domain you created in the [Create a DNS Entry](#) step of [Launching an Ops Manager Director Instance on AWS](#).
2. When Ops Manager starts for the first time, you must choose one of the following:
  - [Use an Identity Provider](#): If you use an Identity Provider, an external identity server maintains your user database.
  - [Internal Authentication](#): If you use Internal Authentication, PCF maintains your user database.



## Use an Identity Provider (IdP)

1. Log in to your IdP console and download the IdP metadata XML. Optionally, if your IdP supports metadata URL, you can copy the metadata URL instead of the XML.
2. Copy the IdP metadata XML or URL to the Ops Manager [Use an Identity Provider](#) log in page.



 **Note:** The same IdP metadata URL or XML is applied for the BOSH Director. If you are using a separate IdP for BOSH, copy the metadata XML or URL from that IdP and enter it into the BOSH IdP Metadata text box in the Ops Manager log in page.

3. Enter your **Decryption passphrase**. Read the **End User License Agreement**, and select the checkbox to accept the terms.
4. Your Ops Manager log in page appears. Enter your username and password. Click **Login**.
5. Download your SAML Service Provider metadata (SAML Relying Party metadata) by navigating to the following urls:
  - **5a.** Ops Manager SAML service provider metadata: <https://OPS-MAN-FQDN:443/uaa/saml/metadata>

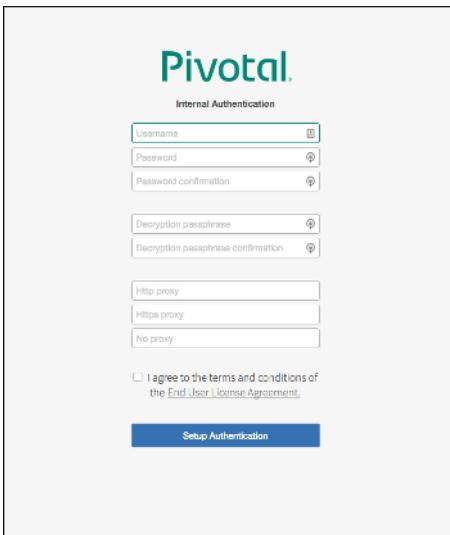
- 5b. BOSH Director SAML service provider metadata: <https://BOSH-IP-ADDRESS:8443/saml/metadata>.

 **Note:** To retrieve your `BOSH-IP-ADDRESS`, navigate to the **Ops Manager Director** tile > **Status** tab. Record the **Ops Manager Director** IP address.

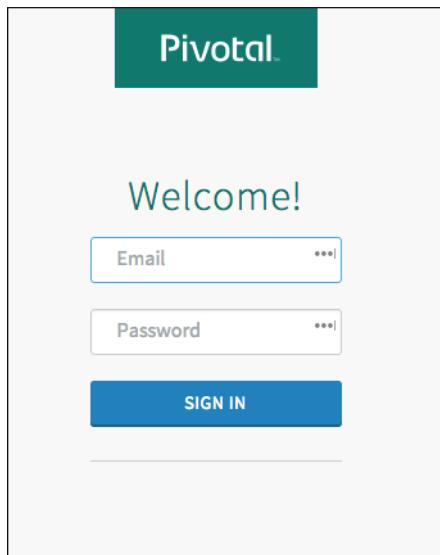
- Configure your IdP with your SAML Service Provider metadata. Import the Ops Manager SAML provider metadata from Step 5a above to your IdP. If your IdP does not support importing, provide the values below:
  - **Single sign on URL:** <https://OPS-MAN-FQDN:443/uaa/saml/SSO/alias/OPS-MAN-FQDN>
  - **Audience URI (SP Entity ID):** <https://OP-MAN-FQDN:443/uaa>
  - **Name ID** is Email Address
  - SAML authentication requests are always signed
- Import the BOSH Director SAML provider metadata from Step 5b to your IdP. If the IdP does not support an import, provide the values below.
  - **Single sign on URL:** <https://BOSH-IP:8443/saml/SSO/alias/BOSH-IP>
  - **Audience URI (SP Entity ID):** <https://BOSH-IP:8443>
  - **Name ID** is Email Address
  - SAML authentication requests are always signed
- Return to the **Ops Manager Director** tile, and continue with the configuration steps below.

## Internal Authentication

- When redirected to the **Internal Authentication** page, you must complete the following steps:
  - Enter a **Username**, **Password**, and **Password confirmation** to create an Admin user.
  - Enter a **Decryption passphrase** and the **Decryption passphrase confirmation**. This passphrase encrypts the Ops Manager datastore, and is not recoverable if lost.
  - If you are using an **Http proxy** or **Https proxy**, follow the these [instructions](#).
  - Read the **End User License Agreement**, and select the checkbox to accept the terms.
  - Click **Setup Authentication**.

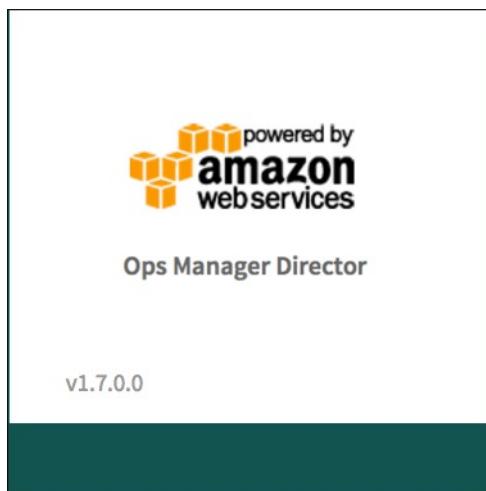


- Log in to Ops Manager with the Admin username and password that you created in the previous step.



## Step 3: AWS Config Page

1. Click the **Ops Manager Director** tile.



2. Select **AWS Config** to open the **AWS Management Console Config** page.

[Installation Dashboard](#)

## Ops Manager Director

Settings Status Credentials

AWS Config       Use AWS Keys

Director Config

Create Availability Zones

Create Networks

Assign AZs and Networks

Security

Resource Config

### AWS Management Console Config

Access Key ID\*

AWS Secret Key\*

Use AWS Instance Profile

AWS IAM Instance Profile\*

pcf-user

VPC ID\*

vpc-e6991682

Security Group ID\*

sg-bbe1add

The ID of the security group that will be assigned to your Ops Manager deploy

Key Pair Name\*

[REDACTED]

SSH Private Key\*

-----BEGIN RSA PRIVATE KEY-----  
MIIEpAIBAAK...  
yQsOq...  
cR54ObH0...  
pglmmkmC3  
-----END RSA PRIVATE KEY-----

Region\*

us-east-1

Encrypt EBS Volumes

**Save**

3. Select **Use AWS Keys** or **Use AWS Instance Profile**.

- If you choose to use AWS keys, complete the fields with information from the [Outputs](#) tab for your stack in the AWS Console:

- Access Key ID:** Use the value of **PcfUserAccessKey**.
- AWS Secret Key:** Use the value of **PcfUserSecretAccessKey**.

- If you choose to use an AWS instance profile, enter the name of your AWS Identity and Access Management (IAM) profile.

4. Complete the remainder of the **AWS Management Console Config** page with the following information.

- VPC ID:** Use the value of **PcfVpc** from your [Outputs](#) tab.
- Security Group ID:** Open the AWS EC2 Dashboard and click **Security Groups**. Select the security group with the **Description PCF VMS Security Group**. Copy the **Group ID** of this group into the Ops Manager **Security Group ID** field.
- Key Pair Name:** Use the name of your pre-existing AWS key pair. You selected this key pair name when you first [deployed Ops Manager Director](#).
- SSH Private Key:** Open your AWS key pair **.pem** file in a text editor. Copy the contents of the **.pem** file and paste it into the **SSH Private Key** field.
- Region:** Select the region where you deployed Ops Manager.
- Encrypt EBS Volumes:** Select this checkbox to enable full encryption on persistent disks of all BOSH-deployed virtual machines (VMs), except for the Ops Manager VM and Director VM. See the [Configuring Amazon EBS Encryption for PCF on AWS](#) topic for details on using EBS encryption.

5. Click **Save**.

## Step 4: Director Config Page

1. Select **Director Config** to open the **Director Config** page.

[Installation Dashboard](#)

### Ops Manager Director

- [Settings](#)
- [Status](#)
- [Credentials](#)

**Director Config**

NTP Servers (comma delimited)\*

Metrics IP Address

Enable VM Resurrector Plugin

Recreate all VMs

This will force BOSH to recreate all VMs on the next deploy. Persistent disk will be preserved.

HM Pager Duty Plugin

Service Key\*

HTTP Proxy

HM Email Plugin

Host\*

Port\*

Domain\*

From\*

Recipients\*

Username

Password

Enable TLS

Blobstore Location  
 Internal  
 S3 Compatible Blobstore

S3 Endpoint\*

Bucket Name\*

Access Key\*

Secret Key\*

V2 Signature  
 V4 Signature

Region\*

Database Location  
 Internal  
 External MySQL Database

Host\*

Port\*

Username\*

Password\*

Database\*

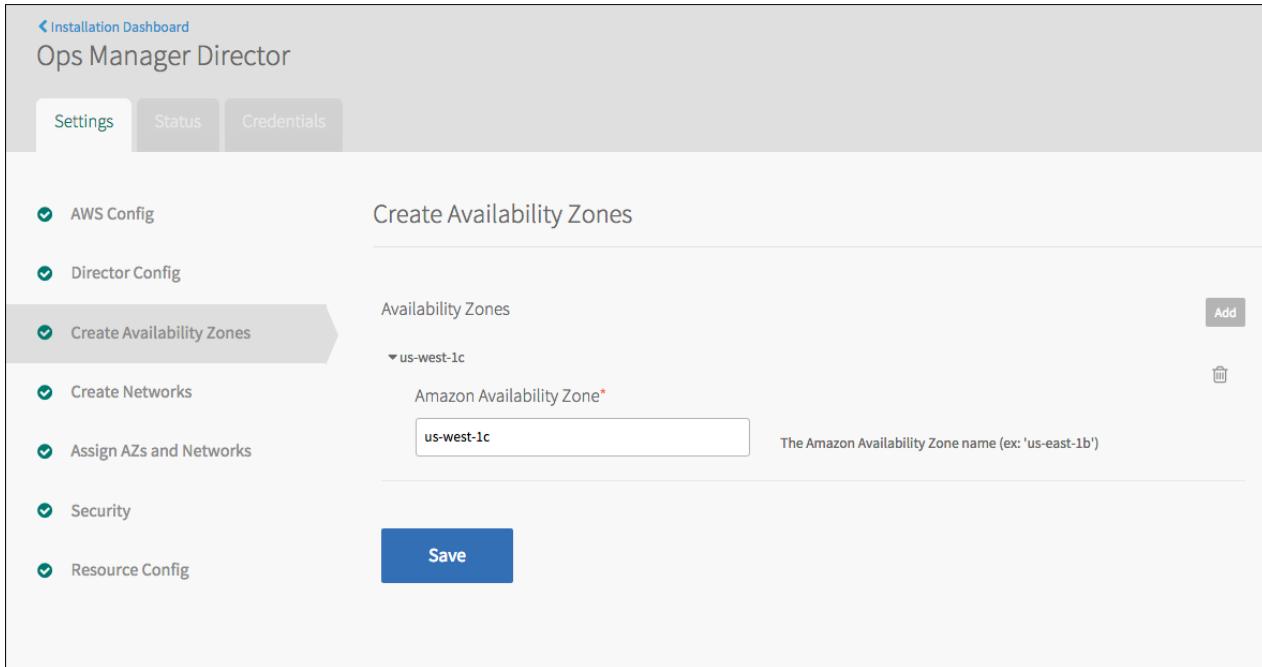
The screenshot shows a user interface element for configuration. It features a text input field labeled "Max Threads" with a placeholder value of "1000". Below the input field is a blue "Save" button.

2. In the **NTP Servers (comma delimited)** field, enter at least two of the following NTP servers, separated by a comma:
  - 
  - 
  - 
  -
3. (Optional) Enter your **Metrics IP Address** if you are [Using JMX Bridge](#).
4. Select the **Enable VM Resurrector Plugin** checkbox to enable the Ops Manager Resurrector functionality and increase Elastic Runtime availability.
5. Select **Recreate all VMs** to force BOSH to recreate all VMs on the next deploy. This process does not destroy any persistent disk data.
6. Select **HM Pager Duty Plugin** to enable Health Monitor integration with PagerDuty.
  - **Service Key:** Enter your API service key from PagerDuty.
  - **HTTP Proxy:** Enter an HTTP proxy for use with PagerDuty.
7. Select **HM Email Plugin** to enable Health Monitor integration with email.
  - **Host:** Enter your email hostname.
  - **Port:** Enter your email port number.
  - **Domain:** Enter your domain.
  - **From:** Enter the address for the sender.
  - **Recipients:** Enter comma-separated addresses of intended recipients.
  - **Username:** Enter the username for your email server.
  - **Password:** Enter the password password for your email server.
  - **Enable TLS:** Select this checkbox to enable Transport Layer Security.
8. For **Blobstore Location**, select **S3 Compatible Blobstore** and complete the following steps:
  - In a browser, reference the [Amazon Simple Storage Service \(Amazon S3\) table](#), and find the region for your AWS account.
  - Prepend  to the **Endpoint** for your region, and copy it into the Ops Manager **S3 Endpoint** field. For example, in the **us-west-2** region, enter  into the field.
  - Complete the following fields with information from the **Outputs** tab in the AWS Console:
    - **Bucket Name:** Use the value of **PcfOpsManagerS3Bucket**.
    - **Access Key ID:** Use the value of **PcfIamUserAccessKey**.
    - **AWS Secret Key:** Use the value of **PcfIamUserSecretAccessKey**.
  - Select **V2 Signature** or **V4 Signature**. If you select **V4 Signature**, enter your **Region**.
9. For **Database Location**, select **External MySQL Database** and complete the following fields with information from the **Outputs** tab in the AWS Console:
  - **Host:** Use the value of **PcfRdsAddress**.
  - **Port:** Use the value of **PcfRdsPort**.
  - **Username:** Use the value of **PcfRdsUsername**.
  - **Password:** Use the value of **PcfRdsPassword**.
  - **Database:** Use the value of **PcfRdsDBName**.
10. **Max Threads** sets the maximum number of threads that the Ops Manager Director can run simultaneously. Pivotal recommends that you leave the field blank to use the default value, unless doing so results in rate limiting or errors on your IaaS.
11. Click **Save**.

## Step 5: Create Availability Zones Page

 **Note:** Pivotal recommends at least three Availability Zones for a highly available installation of Elastic Runtime.

1. Select **Create Availability Zones**.



The screenshot shows the 'Ops Manager Director' interface. On the left, a sidebar lists several configuration steps: AWS Config, Director Config, Create Availability Zones (which is selected and highlighted in grey), Create Networks, Assign AZs and Networks, Security, and Resource Config. The main content area is titled 'Create Availability Zones'. It shows a list of 'Availability Zones' under 'us-west-1c'. An input field labeled 'Amazon Availability Zone\*' contains the value 'us-west-1c'. Below the input field is a placeholder text: 'The Amazon Availability Zone name (ex: 'us-east-1b')'. At the bottom right of the main area is a blue 'Save' button.

2. Use the following steps to create one or more Availability Zones for your applications to use:

- Click **Add**.
- For **Amazon Availability Zone**, enter the value of **PcfPrivateSubnetAvailabilityZone** from the **Outputs** tab in the AWS Console.
- **(Optional)** If you are using a second **Amazon Availability Zone**, click **Add**. Enter the value of **PcfPrivateSubnet2AvailabilityZone** from the **Outputs** tab in the AWS Console.
- Click **Save**.

## Step 6: Create Networks Page

1. Select **Create Networks**.

**Create Networks**

Warning: Pivotal recommends keeping the IP settings throughout the life of your installation. Ops Manager may prevent you from changing them in the future. Contact Pivotal support for help completing such a change.

**Verification Settings**

Enable ICMP checks

**Networks**

One or many IP ranges upon which your products will be deployed

**Add Network**

**Subnets**

**Add Subnet**

Name\*  
net1

A unique name for this network

VPC Subnet ID\*  
subnet-id

CIDR\*  
10.0.16.0/20

Reserved IP Ranges  
10.0.16.1-10.0.16.9

DNS\*  
10.0.0.2

Gateway\*  
10.0.16.1

Availability Zones\*  
 us-west-1c

**Save**

2. Select **Enable ICMP checks** to enable ICMP on your networks. Ops Manager uses ICMP checks to confirm that components within your network are reachable.
3. Use the following steps to create one or more Ops Manager networks:
  - Click **Add Network**.
  - Enter a unique **Name** for the network.
  - Click **Add Subnet** to create one or more subnets for the network.
  - In the **VPC Subnet ID** field, use the value of **PcfPrivateSubnetId** from the **Outputs** tab in the AWS Console.
  - For **CIDR**, enter `10.0.16.0/20`. Ops Manager deploy VMs to this CIDR block.
  - For **Reserved IP Ranges**, enter `10.0.16.1-10.0.16.9`. Ops Manager avoids deploying VMs to any IP address in this range.
  - Enter `10.0.0.2` for **DNS** and `10.0.16.1` for **Gateway**.
  - Select which **Availability Zones** to use with the network.
  - **(Optional)** If you are using a second subnet, click **Add Subnet**. In the **VPC Subnet ID** field, use the value of **PcfPrivateSubnet2Id**. Enter the rest of the fields using the information provided above.



**Note:** If you are using multiple Availability Zones, you must add a new network with at least one subnet for each Availability Zone.

4. Click **Save**.

5. If the following ICMP error message appears, you can ignore the warning. Dismiss the warning, and move on to the next step.

The screenshot shows a red error overlay on the PCF Ops Manager interface. It contains the following text:

- A red exclamation mark icon followed by the text "Please review the errors below".
- A bulleted list of errors:
  - Cannot reach gateway with IP 10.0.16.1 (ignorable if ICMP is disabled)
  - Cannot reach DNS with IP 10.0.0.2 (ignorable if ICMP is disabled)
- The text "All errors will be reverified before installation."

## Step 7: Assign AZs and Networks Page

1. Select **Assign AZs and Networks**.

The screenshot shows the "Assign AZs and Networks" page in the Ops Manager Director. On the left, there is a sidebar with several configuration items, each preceded by a green checkmark:
 

- AWS Config
- Director Config
- Create Availability Zones
- Create Networks
- Assign AZs and Networks** (this item is highlighted with a gray background)
- Security
- Resource Config

 To the right of the sidebar, the main content area has the heading "Assign AZs and Networks". It includes the following information:
 

- A note: "The Ops Manager Director is a single instance. Choose the availability zone in which to place that instance. It is highly recommended that you backup this VM on a regular basis to preserve settings."
- A "Singleton Availability Zone" dropdown menu set to "us-west-1c".
- A "Network" dropdown menu set to "net1".
- A blue "Save" button at the bottom.

2. Use the drop-down menu to select a **Singleton Availability Zone**. The Ops Manager Director installs in this Availability Zone.

3. Use the drop-down menu to select a **Network** for your Ops Manager Director.

4. Click **Save**.

## Step 8: Security Page

1. Select **Security**.

**Security**

**Trusted Certificates**

These certificates enable BOSH-deployed components to trust a custom root certificate.

Generate passwords

Use default BOSH password

**Save**

- In **Trusted Certificates**, enter a custom certificate authority (CA) certificate to insert into your organization's certificate trust chain. This feature enables all BOSH-deployed components in your deployment to trust a custom root certificate. If you want to use Docker Trusted Registries for running app instances in Docker containers, use this field to enter your certificate for your private Docker Trusted Registry. See the [Using Docker Trusted Registries](#) topic for more information.
- Choose **Generate passwords** or **Use default BOSH password**. Pivotal recommends that you use the **Generate passwords** option for greater security.
- Click **Save**. To view your saved Director password, click the **Credentials** tab.

## Step 9: Resource Config Page

- Select **Resource Config**.

**Resource Config**

JOB	INSTANCES	PERSISTENT DISK TYPE	VM TYPE
Ops Manager Director	Automatic: 1	Automatic: 50 GB	Automatic: m3.xlarge (cpu: 4, ram: 15 GB)

**Save**

- Adjust any values as necessary for your deployment. Under the **Instances**, **Persistent Disk Type**, and **VM Type** fields, choose

**Automatic** from the drop-down menu to allocate the recommended resources for the job. If the **Persistent Disk Type** field reads **None**, the job does not require persistent disk space.

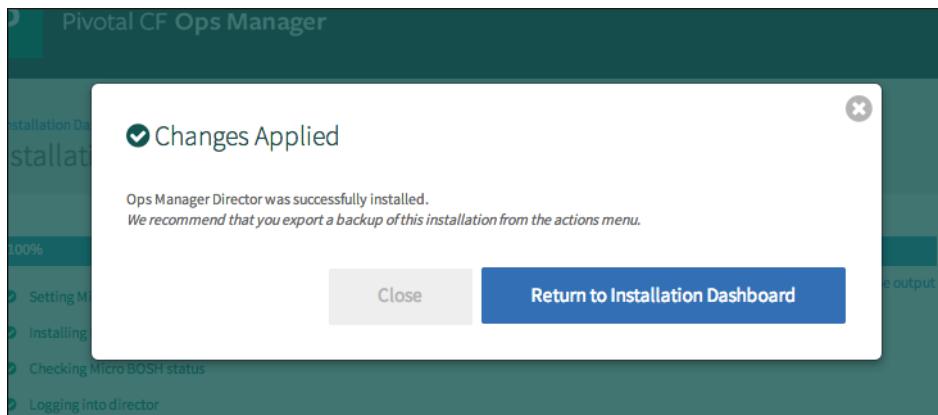
 **Note:** If you set a field to **Automatic** and the recommended resource allocation changes in a future version, Ops Manager automatically uses the updated recommended allocation.

## Step 10: Complete the Ops Manager Director Installation

1. Click the **Installation Dashboard** link to return to the Installation Dashboard.
2. Click **Apply Changes**. If the following ICMP error message appears, click **Ignore errors and start the install**.



3. Ops Manager Director installs. This may take a few moments. When the installation process successfully completes, the **Changes Applied** window appears.



4. After you complete this procedure, follow the instructions in the [Deploying Elastic Runtime on AWS CloudFormation](#) topic.

## Deploying Elastic Runtime on AWS

Page last updated:

This topic describes how to install and configure Elastic Runtime after deploying the CloudFormation template for Pivotal Cloud Foundry (PCF) on Amazon Web Services (AWS). Use this topic when [installing Pivotal Cloud Foundry on AWS](#).

Before beginning this procedure, ensure that you have successfully completed all steps in the [Deploying the CloudFormation Template for PCF on AWS](#) and [Configuring Ops Manager Director after Deploying PCF on AWS using CloudFormation](#) topics.

**Note:** If you plan to [install the PCF IPsec add-on](#), you must do so before installing any other tiles. Pivotal recommends installing IPsec immediately after Ops Manager, and before installing the Elastic Runtime tile.

### Step 1: Open the Outputs Tab in AWS

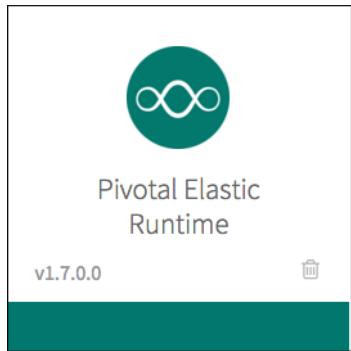
1. In the dashboard of your [AWS Console](#), click **CloudFormation**. The Stacks Dashboard displays.
2. Select the **pcf-stack** checkbox, then select the **Outputs** tab.

Key	Value	Description
PcfPublicSubnetAvailabilityZone	us-west-1b	
PcfPrivateSubnetAvailabilityZone	us-west-1b	
PcfPrivateSubnet2AvailabilityZone	us-west-1c	
PcfElasticRuntimeS3DropletsBucket	pcf-stack-felasticruntimes3dropletsbucket-1lb9ij48t4v29	
PcfElbSshDnsName	pcf-stack-f-ssh-elb-1859745201.us-west-1.elb.amazonaws.com	
PcfVmsSecurityGroupId	sg-043a5c60	
PcfElasticRuntimeS3BuildpacksBucket	pcf-stack-felasticruntimes3buildpacksbucket-kbx64zosvzs	
PcfVpc	vpc-36715a53	
PcfPublicSubnetId	subnet-100e3e49	
PcfRdsPassword	bosh1234	
PcfIamUserName	pcf-stack-psManStack-1AGSRAPW2HVO5-PcfiamUser-IC0JC0UZOW00	
PcfPrivateSubnet2Id	subnet-a79e74c3	
PcfRdsDBName	bosh	
PcfOpsManagerS3Bucket	pcf-stack-osmanstack-1agsrap-pcfopsmanagers3bucket-kypy81fqlas	
PcfPublicSubnetId2	subnet-a09e74c4	
PcfElasticRuntimeS3DropletsBucket2	pcf-stack-felasticruntimes3dropletsbucket-1nccfbhuu	

In the steps described below, use the information from the **Value** column of the **Outputs** tab to configure your PCF installation.

## Step 2: Add Elastic Runtime to Ops Manager

1. Navigate to the Pivotal Cloud Foundry Operations Manager Installation Dashboard.
2. If you have not downloaded Elastic Runtime, click the Pivotal Network link on the left to download the Elastic Runtime .pivotal file. Click **Import a Product** to add the tile to Ops Manager. For more information, refer to the [Adding and Deleting Products](#) topic.
3. Click the **Elastic Runtime** tile in the Installation Dashboard.



## Step 3: Assign Availability Zones and Networks

1. Select **Assign AZ and Networks**. These are the Availability Zones that you [create](#) when configuring Ops Manager Director.
2. Select an Availability Zone under **Place singleton jobs**. Ops Manager runs any job with a single instance in this Availability Zone.
3. Select one or more Availability Zones under **Balance other jobs**. Ops Manager balances instances of jobs with more than one instance across the Availability Zones that you specify.
4. From the **Network** drop-down box, choose the network on which you want to run Elastic Runtime.

[Installation Dashboard](#)

## Pivotal Elastic Runtime

- [Settings](#)
- [Status](#)
- [Credentials](#)
- [Logs](#)

- Assign AZs and Networks
- Domains
- Networking
- Application Containers
- Application Developer Controls
- Authentication and Enterprise SSO
- Databases
- Internal MySQL
- File Storage
- System Logging

### AZ and Network Assignments

Place singleton jobs in

us-west-1b

Balance other jobs in

us-west-1b

Network

first-network

**Save**

5. Click **Save**.

 **Note:** When you save this form, a verification error displays because the PCF security group blocks ICMP. You can ignore this error.



## Step 4: Add CNAME Record for Your Custom Domain

In the [Use the AWS CLI to upload your SSL Cert](#) step, you uploaded an SSL certificate for your PCF wildcard domain to AWS. In this step you redirect all wildcard queries for your domain to the DNS name of your ELB.

 **Note:** Do not point your wildcard domain at the numeric IP address for your ELB because this changes frequently.

1. Find the DNS hostname of your ELB. The **Output** tab of the CloudFormation page in the AWS dashboard lists this as the value for the key **PcfElbDnsName**.
2. Log in to the DNS registrar that hosts your domain (for example, Network Solutions, GoDaddy, or Register.com).
3. Create a CNAME record with your DNS registrar that points `*.YOUR-DOMAIN.com` to the DNS hostname of your ELB.
4. Save changes within the web interface of your DNS registrar.
5. In the terminal, run the following `dig` command to confirm that you created your CNAME record successfully:

```
dig xyz.MY-DOMAIN.COM
```

You should see the CNAME record that you just created:

```
; ANSWER SECTION:  
xyz.MY-DOMAIN.COM. 1767 IN CNAME pcf-ert-frankfurt-pcf-elb-428333773.eu-central-1.elb.amazonaws.com.
```

 **Note:** You **must** complete this step before proceeding to Cloud Controller configuration. A difficult-to-resolve problem can occur if the wildcard domain is improperly cached before the CNAME is registered.

## Step 5: Configure Domains

1. Select **Domains**.

Elastic Runtime gives each deployed application its own hostname in the app domain, and each system component its own hostname on the system domain. Ensure that you have a wildcard DNS record configured for both domains.

**System Domain \***

**Apps Domain \***  
  
This is the default apps domain that pushed apps will use for their hostnames. Use the Cloud Foundry command line interface to add or delete domains. This also requires a wildcard DNS record.

**Save**

2. Enter the system and application domains.
  - The **System Domain** defines your target when you push apps to Elastic Runtime.
  - The **Apps Domain** defines where Elastic Runtime should serve your apps.

 **Note:** Pivotal recommends that you use the same domain name but different subdomain names for your system and app domains. This prevents system and apps routes from overlapping. You will require two DNS entries: one for the system and the other for

apps. For example, `system.EXAMPLE.COM` and `apps.EXAMPLE.COM`. Point both domains to your internal router IP address, which can be found under the status tab in the Elastic Runtime tile.

 **Note:** You configured a wildcard DNS record for these domains in an earlier step.

3. Click **Save**.

## Step 6: Configure Networking

1. Select **Networking**.

Configure security and routing services for your platform. It is usually preferable to use your own load balancer instead of an HAProxy instance as your point-of-entry to the platform.

Router IPs

If you are not using HAProxy, enter static IP address(es) for the Router(s), which must be within the subnet CIDR block that you defined in the Ops Manager network configuration. If you have a load balancer, configure it to point to these IPs. If deploying PCF to AWS with an ELB, do not enter IP addresses here. Instead, add the name of your ELB in the Resource Config section, in the ELB Name column for Router.

HAProxy IPs

Configure the point-of-entry to this environment\*

- Select this option if you have an external load balancer, and it can forward encrypted traffic (SSL, HTTPS, etc.) to the Elastic Runtime Router(s). You may also select this option for a non-production environment where load balancing is not required, by configuring a single Router with TLS enabled as your point-of-entry to the Elastic Runtime platform.

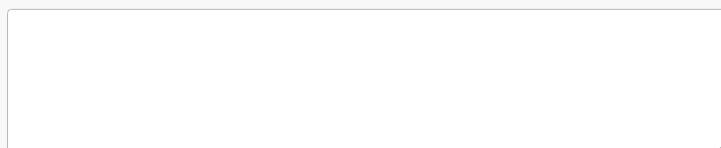
Router SSL Termination Certificate and Private Key \*



\*\*\*\*\*

[Change](#)

Router SSL Ciphers



- Select this option if you have an external load balancer, but it will not forward any encrypted traffic to the Elastic Runtime Router(s). You may also select this option for a non-production environment where load balancing is not required, by configuring a single Router with TLS disabled as your point-of-entry to the Elastic Runtime platform.
- Select this option if you want to use HAProxy as your first point-of-entry instead of your own load balancer. Note that HAProxy does not provide IP failover, so it is not a robust load balancer.

Disable SSL certificate verification for this environment

Disable insecure cookies on the Router

Choose whether to enable route services. Route services enable you to proxy requests to your app over TLS to arbitrary URLs before hitting your app.\*

Enable route services  
 Disable route services

Loggregator Port

4443

Applications Subnet (Only change this if you need to avoid address collision with a third-party service on the same subnet.) \*

10.254.0.0/22

Applications Network Maximum Transmission Unit (MTU) (in bytes) \*

1454

Router Timeout to Backends (in seconds) ( min: 1 ) \*

900

**Save**

2. Leave the **Router IPs** and **HAProxy IPs** fields blank.

3. Under **Configure the point-of-entry to this environment** choose one of the following:

- **External Load Balancer with Encryption:** Select this option if your deployment uses an external load balancer that can forward encrypted traffic to the Elastic Runtime Router, or for a development environment that does not require load balancing. Complete the fields for the **Router SSL Termination Certificate and Private Key** and **Router SSL Ciphers**.
- **External Load Balancer without Encryption:** Select this option if your deployment will terminate SSL connection and forward unencrypted traffic to the Elastic Runtime Router, or for a development environment that does not require load balancing. You can also select this option if you are installing PCF on AWS.
- **HAProxy:** Select this option to use HAProxy as your first point of entry. Complete the fields for **SSL Certificate and Private Key**, and **HAProxy SSL Ciphers**. Select **Disable HTTP traffic to HAProxy** if you want the HAProxy to only allow HTTPS traffic. You can also generate a self-signed certificate using your wildcard system domain.



For details about providing SSL termination certificates and keys, see the [Providing a Certificate for your SSL Termination Point](#) topic.

4. If you are not using SSL encryption or if you are using self-signed certificates, select **Disable SSL certificate verification for this environment**. Selecting this checkbox also disables SSL verification for route services.

5. Select the **Disable insecure cookies on the Router** checkbox to turn on the secure flag for cookies generated by the router.

6. In the **Choose whether or not to enable route services** section, choose either **Enable route services** or **Disable route services**. Route services are a class of [marketplace services](#) that perform filtering or content transformation on application requests and responses. See the [Route Services](#) topic for details.

7. For **Loggregator Port**, you must enter `4443` because that is the port that forwards SSL traffic that supports websockets from the ELB.

8. Optionally, use the **Applications Subnet** field if you need to avoid address collision with a third-party service on the same subnet as your apps. Enter a CIDR subnet mask specifying the range of available IP addresses assigned to your app containers. The IP range must be different from the network used by the system VMs.

9. Optionally, you can change the value in the **Applications Network Maximum Transmission Unit (MTU)** field. Pivotal recommends setting the MTU value for your application network to `1454`. Some configurations, such as networks that use GRE tunnels, may require a smaller MTU value.

10. Optionally, increase the number of seconds in the **Router Timeout to Backends** field to accommodate larger uploads over connections with high latency.

11. Click **Save**.

## Step 7: Configure Application Containers

1. Select **Application Containers**.

Enable microservice frameworks, private Docker registries, and other services that support your applications at a container level.

Enable Custom Buildpacks

Allow SSH access to app containers

Private Docker Insecure Registry Whitelist

Docker Images Disk-Cleanup Scheduling on Cell VMs\*

Never clean up Cell disk-space

Routinely clean up Cell disk-space

Clean up disk-space once threshold is reached

**Save**

2. The **Enable Custom Buildpacks** checkbox governs the ability to pass a custom buildpack URL to the `-b` option of the `cf push` command. By default, this ability is enabled, letting developers use custom buildpacks when deploying apps. Disable this option by disabling the checkbox. For more information about custom buildpacks, refer to the [buildpacks](#) section of the PCF documentation.
3. The **Allow SSH access to app containers** checkbox controls SSH access to application instances. Enable the checkbox to permit SSH access across your deployment, and disable it to prevent all SSH Access. See [Application SSH Overview](#) for information on SSH access permissions at the space and app scope.
4. You can configure Elastic Runtime to run app instances in Docker containers by supplying their IP address range(s) in the **Private Docker Insecure Registry Whitelist** textbox. See the [Using Docker Trusted Registries](#) topic for more information.
5. Select your preference for **Docker Images Disk-Cleanup on Cell VMs**. If you choose **Clean up disk-space once threshold is reached** enter a **Threshold of Disk-Used** in megabytes.
6. Click **Save**.

## Step 8: Configure Application Developer Controls

1. Select **Application Developer Controls**.

Configure restrictions and default settings for applications pushed to Cloud Foundry.

Maximum File Upload Size (MB) ( min: 1024, max: 2048 ) \*



Maximum size of an application upload

Default App Memory (MB) ( min: 64, max: 2048 ) \*

Default App Memory Quota per Org (only applies the first time you install Elastic Runtime for this environment) ( min: 10240, max: 102400 ) \*

Maximum Disk Quota per App (MB) ( min: 512, max: 10240 ) \*

Default Disk Quota per App (MB) ( min: 512, max: 10240 ) \*

Default Service Instances Quota per Org (only applies the first time you install Elastic Runtime for this environment) ( min: 0, max: 1000 ) \*

**Save**

2. Enter your intended maximum file upload size.
3. Enter your default RAM memory allocation per app.
4. Enter your default total RAM memory (RAM) quota per Org. You can change this in the CLI.
5. Enter your maximum and default disk quotas per app.
6. Enter your default service instances quota per Org. You can change this in the CLI.
7. Click **Save**.

## Step 9: Review Application Security Groups

Setting appropriate [Application Security Groups](#) is critical for a secure deployment. Type X in the box to acknowledge that once the Elastic Runtime deployment completes, you will review and set the appropriate application security groups.

Setting appropriate Application Security Groups that control application network policy is the responsibility of the Elastic Runtime administration team. Please refer to the Application Security Groups topic in the Pivotal Cloud Foundry documentation for more detail on completing this activity after the Elastic Runtime deployment completes.

Type X to acknowledge that you understand this message \*

**Save**

## Step 10: Configure Authentication and Enterprise SSO

1. Select **Authentication and Enterprise SSO**.

Configure your user store access, which can be an internal user store (managed by Cloud Foundry's UAA) or an external user store (LDAP or SAML). You can also adjust the lifetimes of authentication tokens.

Configure your UAA user account store with either internal or external authentication mechanisms\*

- Internal UAA (provided by Elastic Runtime; configure your password policy below)

Minimum Password Length \*

0

Minimum number of characters for a valid password.

Minimum Uppercase Characters Required for Password \*

0

Minimum Lowercase Characters Required for Password \*

0

Minimum Numerical Digits Required for Password \*

0

Minimum Special Characters Required for Password \*

0

Number of Months Before Password Expires \*

0

Maximum Password Entry Attempts Allowed \*

5

- SAML Identity Provider

- LDAP Server

2. To authenticate user sign-ons, your deployment can use one of three types of user database: the UAA server's internal user store, an external SAML identity provider, and an external LDAP server.
  - a. To use the internal UAA, select the **Internal** option and follow the instructions in [Configuring UAA Password Policy](#) to configure your password policy.
  - b. To connect to an external identity provider via SAML, scroll down to select the **SAML Identity Provider** option and follow the instructions in [Configuring PCF for SAML](#).
  - c. To connect to an external LDAP server, scroll down to select the **LDAP Server** option and follow the instructions in [Configuring LDAP](#).
3. (Optional) At the bottom of this section, you can change the lifetimes of tokens granted for Apps Manager and cf CLI login access and refresh. Most deployments use the defaults.

Apps Manager Access Token Lifetime (in seconds) \*

Apps Manager Refresh Token Lifetime (in seconds) \*

Cloud Foundry CLI Access Token Lifetime (in seconds) \*

Cloud Foundry CLI Refresh Token Lifetime (in seconds) \*

**Save**

## Step 11: Create System Databases

You must create the databases required by Elastic Runtime on the RDS instance provisioned by the CloudFormation script.

1. Add the AWS-provided key pair to your SSH profile so that you can access the Ops Manager VM:

```
ssh-add aws-keypair.pem
```

2. SSH into your Ops Manager using the [Ops Manager FQDN](#) and the username `ubuntu`:

```
ssh ubuntu@OPS_MANAGER_FQDN
```

3. Run the following terminal command to log in to your RDS instance through the MySQL client, using values from your AWS dashboard [Outputs](#) tab to fill in the following output keys:

```
mysql --host=PcfRdsAddress --user=PcfRdsUsername --password=PcfRdsPassword
```

For example:

```
mysql --host=pp19dd336auydlw.cpdgtp8njpu.us-west-2.rds.amazonaws.com --user=docs --password=jks563!fjksd
```

4. Run the following MySQL commands to create databases for each of the five Elastic Runtime components that require a database:

```
CREATE database uaa;
CREATE database ccdb;
CREATE database console;
CREATE database notifications;
CREATE database autoscale;
CREATE database app_usage_service;
```

5. Type `exit` to quit the MySQL client and `exit` again to close your connection to the Ops Manager VM.

## Step 12: Configure System Databases

 **Note:** If you are performing an upgrade, do not modify your existing internal database configuration or you may lose data. You must migrate your existing data first before changing the configuration. See [Upgrading Pivotal Cloud Foundry](#) for additional upgrade information.

1. Select **Databases**.
2. Select the **External Databases** option.

This section determines where you would like to place your Elastic Runtime databases, for components like Cloud Controller and UAA.

Configure your system's databases\*

Internal Databases - MySQL and Postgres (the Postgres DBs are not highly-available, but this selection is required if you want to keep your system data from a pre-1.6.0 Elastic Runtime that you upgraded)

Internal Databases - MySQL

External Databases (for example, if you want to use AWS RDS)

Hostname DNS Name \*

TCP Port \*

Username \*

Password \*

[Change](#)

**Save**

3. Complete the fields with information from the corresponding **Outputs tab** in the AWS Console, according to the following table:

Elastic Runtime Field	Outputs Key
Hostname DNS Name	PcfRdsAddress
TCP Port	PcfRdsPort
Username	PcfRdsUsername
Password	PcfRdsPassword

4. Click **Save**.

## Step 13: (Optional) Configure Internal MySQL

 **Note:** You only need to configure this section if you selected **Internal Databases - MySQL** in the **Databases** section.

1. Select **Internal MySQL**.

You only need to configure this section if you are using the Internal MySQL databases provided by Elastic Runtime.

A proxy tier routes MySQL connections from internal components to healthy cluster nodes. Configure DNS and/or your own load balancer to point to multiple proxy instances for increased availability. TCP healthchecks can be configured against port 1936.

The automated backups functionality works with any S3-compatible file store that can receive your backup files.

#### MySQL Proxy IPs

Enter the IP address(es) for the MySQL proxy instances configured on your external load balancer.

#### MySQL Service Hostname

#### Automated Backups Configuration\*

- Disable automated MySQL backups
- Enable automated MySQL backups (Must also set: Resource Config > Backup Prepare Node > Instances to 1)

#### S3 Bucket Name \*

#### Bucket Path \*

#### AWS Access Key ID \*

#### AWS Secret Access Key \*

#### Cron Schedule (See <http://godoc.org/github.com/robfig/cron>) \*

**Save**

2. For **MySQL Proxy IPs**, enter one or more IP addresses for your MySQL proxy instances. If a MySQL node fails, these proxies re-route connections to a healthy node. See the [MySQL for PCF: Proxy](#) topic for more information.
3. For **MySQL Service Hostname**, enter an IP or hostname for your load balancer. If a MySQL proxy fails, the load balancer re-routes connections to a healthy proxy. If you leave this field blank, components are configured with the IP address of the first proxy instance entered above.
4. Under **Automated Backups Configuration**, select **Disable mysql\_backups** or **Enable mysql\_backups** to enable or disable automated MySQL backups.

 **Note:** If you choose to enable automated MySQL backups, set the number of instances for the **Backup Prepare Node** under the **Resource Config** section of the Elastic Runtime tile to `0`.

5. If you select **Enable mysql\_backups**, you need an Amazon Web Services (AWS) account. Configure your backup with the following steps:
  - o For **S3 Bucket Name**, enter the name of your S3 bucket on AWS. Do not include a `s3://` prefix, a trailing `/`, or underscores. If the bucket does not already exist, it will be created automatically.
  - o For **Bucket Path**, specify a folder within the bucket to hold your MySQL backups. Do not include a trailing `/`.
  - o For **AWS Access Key ID** and **AWS Secret Access Key**, enter your AWS credentials.
  - o For **Cron Schedule**, enter a valid cron expression to schedule your automated backups. Cron uses your machine's local time zone.
6. Click **Save**.

## Step 14: Configure File Storage

1. In the Elastic Runtime tile, select **File Storage**.
2. Select the **External S3-Compatible Filestore** option and complete the following fields:

Configure where you would like to store Cloud Controller's files, either internally or on another S3-compatible service.

Configure your Cloud Controller's filesystem\*

Internal  
 External S3-Compatible Filestore

URL Endpoint \*

URL endpoint of your S3-compatible blobstore

Access Key \*

Secret Key \*

[Change](#)

S3 Signature Version\*

Region\*

Buildpacks Bucket Name \*

Droplets Bucket Name \*

Packages Bucket Name \*

Resources Bucket Name \*

**Save**

- For **URL Endpoint**:
  1. In a browser, open the [Amazon Simple Storage Service \(Amazon S3\) table](#).
  2. Prepend `https://` to the **Endpoint** for your region and copy it into the Ops Manager **URL Endpoint** field.  
 For example, in the **us-west-2** region, use `https://s3-us-west-2.amazonaws.com/`.
- For **S3 Signature Version** and **Region**, keep the default **V2 Signature** values unless your S3 filestore is in Germany or China. These regions require a **V4 Signature**.
- Use the values in your AWS [Outputs](#) tab to complete the remaining fields as follows:

Ops Manager Field	Outputs Key
Buildpacks Bucket Name	PcfElasticRuntimeS3BuildpacksBucket
Droplets Bucket Name	PcfElasticRuntimeS3DropletsBucket
Packages Bucket Name	PcfElasticRuntimeS3PackagesBucket
Resources Bucket Name	PcfElasticRuntimeS3ResourcesBucket
Access Key ID	PcfIamUserAccessKey
AWS Secret Key	PcfIamUserSecretAccessKey

3. Click **Save**.

## Step 15: (Optional) Configure System Logging

If you are forwarding logging messages to an external Reliable Event Logging Protocol (RELP) server, complete the following steps:

1. Select **System Logging**.

Configure system logging. Complete the External Syslog fields only if using an external syslogd server.

Enable Cloud Controller security event logging

External Syslog Aggregator Hostname

External Syslog Aggregator Port  
 The typical syslog port is 514. Ensure syslogd is listening on external interfaces.

External Syslog Network Protocol

Syslog Drain Buffer Size (# of messages) \*

**Save**

2. If you want to include security events in your log stream, select the **Enable Cloud Controller security event logging** checkbox. This logs all API requests, including the endpoint, user, source IP, and request result, in the Common Event Format (CEF).
3. Enter the IP address of your syslog server in **External Syslog Aggregator Hostname** and its port in **External Syslog Aggregator Port**. The default port for a syslog server is 514.

 **Note:** The host must be reachable from the Elastic Runtime network, accept TCP connections, and use the RELP protocol. Ensure your syslog server listens on external interfaces.

4. Select an **External Syslog Network Protocol** to use when forwarding logs.
5. For the **Syslog Drain Buffer Size**, enter the number of messages the Doppler server can hold from Metron agents before the server starts to drop them. See the [Loggregator Guide for Cloud Foundry Operators](#) topic for more details.
6. Click **Save**.

## Step 16: (Optional) Customize Apps Manager

The **Custom Branding** and **Apps Manager** sections customize the appearance and functionality of Apps Manager. Refer to the [Custom Branding Apps Manager](#) topic for more information.

1. Select **Custom Branding**.

Customize colors, images, and text for Apps Manager and the Cloud Foundry login portal.

Company Name  
 Defaults to 'Pivotal'

Accent Color

Main Logo (PNGs only)

Square Logo/Favicon (PNGs only)

Footer Text

Footer Links  
You may configure up to 3 links in the Apps Manager footer

Use this section to configure the text, colors, and images of the interface that developers see when they log in, create an account, reset their password, or use Apps Manager.

2. Select **Apps Manager**.

## Configure Apps Manager

Enable Internal User Store

Enable Non Admin Role Management

Product Name

  Replace "Apps Manager" in the header with a custom product name (defaults to "Apps Manager" if blank)

Marketplace Name

Customize Sidebar Links

You may configure up to 10 links in the Apps Manager sidebar

▶ Marketplace



▶ Docs



▶ Tools



**Save**

Use this section to control access and role options for Apps Manager, as well as specify the headers and sidebar links that it displays.

- Select **Enable Internal User Store** to use an internal user store in the PCF local UAA server. With the internal store enabled, PCF admins do not need to configure an external user store such as an LDAP / AD server.
- Select **Enable Non Admin Role Management** to allow Org managers and Space managers to assign roles to users in the Orgs and Spaces that they manage.

Both the **Enable Internal User Store** and the **Enable Non Admin Role Management** checkboxes must be selected if you want to invite new members to join an Org in Apps Manager. For more information about inviting users, see [Inviting New Users](#). Ensure that you select the **Push Apps Manager** post-deploy errand on the **Errands** tab so that these edits are applied to your Apps Manager installation. Follow the steps in the “Configure Errands” below.

3. Click **Save** to save your settings for each section.

## Step 17: (Optional) Configure Email Notifications

Elastic Runtime uses SMTP to send invitations and confirmations to Apps Manager users. You must complete the **Email Notifications** page if you want to enable end-user self-registration.

1. Select **Email Notifications**.

Configure Simple Mail Transfer Protocol for the Notifications application to send email notifications about your deployment. This application is deployed as an errand in Elastic Runtime. If you don't need this service, you may leave this section blank and disable the Notifications and Notifications UI errands.

From Email

Address of SMTP Server

Port of SMTP Server

SMTP Server Credentials

[Change](#)

SMTP Enable Automatic STARTTLS

SMTP Authentication Mechanism\*

SMTP CRAMMD5 secret

[Save](#)

2. Enter your reply-to and SMTP email information.

3. For **SMTP Authentication Mechanism**, select .

4. Click **Save**.

 **Note:** If you do not configure the SMTP settings using this form, the administrator must create orgs and users using the cf CLI tool. See [Creating and Managing Users with the cf CLI](#) for more information.

## Step 18: (Optional) Add CCDB Restore Key

Perform this step if all of the following are true:

- You deployed Elastic Runtime previously
- You then stopped Elastic Runtime or it crashed
- You are re-deploying Elastic Runtime with a backup of your Cloud Controller database

1. Click **Restore CCDB Encryption Key**.

2. Enter your **Cloud Controller DB Encryption Key**.

The Cloud Controller's database has an encryption key that should be re-instated whenever restoring this database from a backup.

#### Cloud Controller DB Encryption Key

Secret	***
--------	-----

Leave blank unless restoring a Cloud Controller Database exported from a previous installation.

**Save**

See [Backing Up Pivotal Cloud Foundry](#) for more information.

## Step 19: Configure Smoke Tests

The Smoke Tests errand runs basic functionality tests against your Elastic Runtime deployment after an installation or update. In this section, choose where to run smoke tests. In the **Errands** section, you can choose whether or not to run the Smoke Tests errand.

1. Select **Smoke Tests**.
2. If you have a shared apps domain, select **On-demand org and space**, which creates an ad-hoc org and space for running smoke tests and deletes them afterwards. Otherwise, select **Specified org and space** and complete the fields to specify where you want to run smoke tests.

If you eventually decide to delete your Elastic Runtime deployment's shared domain(s), you will need to specify a dedicated Cloud Foundry organization and space where the smoke tests can be run.

Choose whether to create a new org and space on demand for smoke tests\*

- On-demand org and space (this org and space are deleted after smoke tests finish running)  
 Specified org and space (the org and space must have a domain available for routing)

Organization \*

Space \*

Domain \*

**Save**

3. Click **Save**.

## Step 20: (Optional) Enable Experimental Features

Use caution when enabling experimental features if you have other Pivotal Cloud Foundry service tiles installed in your Pivotal Cloud Foundry deployment. Not all of the services are guaranteed to work as expected with these features enabled.

## Diego Cell Memory and Disk Overcommit

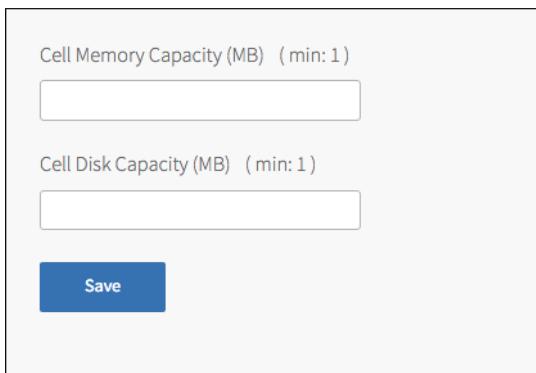
If your apps do not use the full allocation of disk space and memory set in the **Resource Config** tab, you might want to use this feature. These fields control the amount to overcommit disk and memory resources to each Diego Cell VM.

For example, you might want to use the overcommit if your apps use a small amount of disk and memory capacity compared with the **Resource Config** settings for **Diego Cell**.

 **Note:** Due to the risk of app failure and the deployment-specific nature of disk and memory use, Pivotal has no recommendation about how much, if any, memory or disk space to overcommit.

To enable this feature, follow these steps:

1. Select **Experimental Features**.
2. Enter the total desired amount of Diego cell memory value in the **Cell Memory Capacity (MB)** field. Refer to the **Diego Cell** row in the **Resource Config** tab for the current Cell memory capacity settings that this field overrides.
3. Enter the total desired amount of Diego cell disk capacity value in the **Cell Disk Capacity (MB)** field. Refer to the **Diego Cell** row in the **Resource Config** tab for the current Cell disk capacity settings that this field overrides.



The screenshot shows a configuration interface with two input fields and a save button. The first field is labeled "Cell Memory Capacity (MB) (min:1)" with a text input box below it. The second field is labeled "Cell Disk Capacity (MB) (min:1)" with a text input box below it. Below these fields is a blue "Save" button.

 **Note:** Entries made to each of these two fields set the total amount of resources allocated, not the overage.

4. Click **Save**.

## Step 21: Configure Errands Page

Errands are scripts that Ops Manager runs to automate tasks. By default, Ops Manager runs the post-install errands listed below when you deploy Elastic Runtime. However, you can prevent a specific post-install errand from running by deselecting its checkbox on the **Errands** page.

 **Note:** Several errands deploy apps that provide services for your deployment, such as Autoscaling and Notifications. Once one of these apps is running, deselecting the checkbox for the corresponding errand on a subsequent deployment does not stop the app.

**Errands**

Errands are scripts that run at designated points during an installation.

**Post-Deploy Errands**

<input checked="" type="checkbox"/> Run Smoke Tests	Runs Smoke Tests against your Elastic Runtime installation
<input checked="" type="checkbox"/> Push Apps Manager	Pushes the Pivotal Apps Manager application to your Elastic Runtime installation
<input checked="" type="checkbox"/> Notifications	Notifications release for PCF
<input checked="" type="checkbox"/> Notifications-UI	Notifications UI Component for PCF
<input checked="" type="checkbox"/> Deploy CF Autoscaling App	Deploys the CF Autoscaling App
<input checked="" type="checkbox"/> Register Autoscaling Service Broker	Registers Autoscaling Service Broker

There are no pre-delete errands for this product.

**Save**

- **Run Smoke Tests** verifies that your deployment can do the following:
  - Push, scale, and delete apps
  - Create and delete orgs and spaces
- **Push Apps Manager** deploys the Apps Manager, a dashboard for managing apps, services, orgs, users, and spaces. Until you deploy Apps Manager, you must perform these functions through the CLI. After Apps Manager has been deployed, we recommend deselecting the checkbox for this errand on subsequent Elastic Runtime deployments. For more information about the Apps Manager, see [Getting Started with the Apps Manager](#).
- **Notifications** deploys an API for sending email notifications to your PCF platform users.

**Note:** The Notifications app requires that you [configure SMTP](#) with a username and password, even if [SMTP Authentication Mechanism](#) is set to none.

- **Notifications-UI** deploys a dashboard for users to manage notification subscriptions.
- **Deploy CF Autoscaling App** enables your deployment to automatically scale the number of instances of an app in response to changes in its usage load. To enable Autoscaling for an app, you must also bind the Autoscaling service to it. For more information, see the [Bind a Service Instance](#) section of the *Managing Service Instances with the CLI* topic.

**Note:** The Autoscaling app requires the Notifications app to send scaling action alerts by email.

- **Register Autoscaling Service Broker** makes the Autoscaling service available to your applications. Without this errand, you cannot bind the Autoscaling app to your apps.

## Step 22: Configure Router to Elastic Load Balancer

1. If you do not know it, find the name of your ELB by clicking **Load Balancers** in the AWS EC2 dashboard, for example, `pcf-stack-pcf-ssh-elb` and `pcf-stack-pcf-elb`.

Filter:	Search Load Balancers	X		
	Load Balancer Name	DNS Name	Port Configuration	Availability Zones
<input type="checkbox"/>	pcf-stack-pcf-ssh-elb	pcf-stack-pcf-ssh-elb-17836...	2222 (TCP) forwarding to 22...	us-east-1a
<input type="checkbox"/>	pcf-stack-pcf-elb	pcf-stack-pcf-elb-188162150...	80 (HTTP) forwarding to 80 (...	us-east-1a

2. In the **Elastic Runtime** tile, click **Resource Config**.
3. In the **ELB Name** field of the **Router** row, enter the name of your load balancer. You may configure multiple load balancers by entering the names separated by commas.
4. In the **ELB Name** field of the **Diego Brain** row, enter the name of your SSH load balancer. You may configure multiple load balancers by entering the names separated by commas.
5. Click **Save**.

## Resource Config

JOB	INSTANCES	PERSISTENT DISK TYPE	VM TYPE	ELB NAMES
Consul	Automatic: 1	Automatic: 1 GB	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
NATS	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
etcd	Automatic: 1	Automatic: 1 GB	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Diego BBS	Automatic: 1	Automatic: 1 GB	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
NFS Server	0	Automatic: 100 GB	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Router	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
MySQL Proxy	Automatic: 1	None	Automatic: m3.medium (cpu: 1, ram: 3.75 GB, disk: 10 GB)	
MySQL Server	Automatic: 1	Automatic: 100 GB	Automatic: m3.xlarge (cpu: 4, ram: 15 GB, disk: 10 GB)	
Backup Prepare Node	Automatic: 0	None	Automatic: r3.4xlarge (cpu: 16, ram: 122 GB, disk: 10 GB)	
Cloud Controller Database (Postgres)	0	Automatic: 2 GB	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
UAA Database (Postgres)	0	Automatic: 10 GB	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Apps Manager Database (Postgres)	0	Automatic: 1 GB	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Cloud Controller	Automatic: 1	None	Automatic: m3.xlarge (cpu: 4, ram: 15 GB, disk: 10 GB)	
HAProxy	0	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Clock Global	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Cloud Controller Worker	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Collector	Automatic: 0	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
UAA	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Diego Brain	Automatic: 1	Automatic: 1 GB	Automatic: m3.medium (cpu: 1, ram: 3.75 GB, disk: 10 GB)	ugli-pcf-sst
Diego Cell	Automatic: 3	None	m3.2xlarge (cpu: 8, ram: 30 GB, disk: 64 GB)	
Doppler Server	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Loggregator Trafficcontroller	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Push Apps Manager	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Run Smoke Tests	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Notifications	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Run Notifications Tests	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Notifications-UI	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Run Notifications-UI tests	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Deploy CF Autoscaling App	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Register Autoscaling Service Broker	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Destroy autoscaling service broker	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Run Autoscaling Tests	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Run CF Acceptance Tests	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Run CF Acceptance Tests without internet	Automatic: 1	None	Automatic: t2.micro (cpu: 1, ram: 1 GB, disk: 10 GB)	
Bootstrap	Automatic: 1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 10 GB)	
Compilation	Automatic: 1	None	Automatic: m3.xlarge (cpu: 4, ram: 15 GB, disk: 10 GB)	

[Save](#)

## Step 23: (Optional) Disable Unused Resources

By default, Elastic Runtime uses an internal filestore and internal databases. If you configure Elastic Runtime to use external resources, you can disable the corresponding system-provided resources in Ops Manager to reduce costs and administrative overhead.

For more information regarding scaling instances, see the [Zero Downtime Deployment and Scaling in CF](#) and the [Scaling Instances in Elastic Runtime](#) topics.

Complete the following procedures to disable specific VMs in Ops Manager:

1. Click **Resource Config**.
2. If you configure Elastic Runtime to use an external S3-compatible filestore, edit the following fields:
  - **NFS Server:** Enter  in **Instances**.
3. If you configure Elastic Runtime to use an external Relational Database Service (RDS), edit the following fields:
  - **MySQL Proxy:** Enter  in **Instances**.
  - **MySQL Server:** Enter  in **Instances**.
  - **Cloud Controller Database:** Enter  in **Instances**.
  - **UAA Database:** Enter  in **Instances**.
  - **Apps Manager Database:** Enter  in **Instances**.
4. If you are using an External Load Balancer instead of HAProxy, enter 0 in the **Instances** field for **HAProxy**.
5. Click **Save**.

## Step 24: Download Stemcell

This step is only required if your Ops Manager does not already have the stemcell version required by Elastic Runtime. There are two ways to determine if you need to download a stemcell: \* Refer to the dependency list available on Pivnet for each Ops Manager and Elastic Runtime Tile to determine if you need to download the stemcell. \* If the **Stemcell** section of a tile is colored orange, you will need to download a different stemcell.

1. Select **Stemcell**.
2. Log into the [Pivotal Network](#) and click on **Stemcells**.
3. Download the appropriate stemcell version targeted for your IaaS.
4. In Ops Manager, import the downloaded stemcell **.tgz** file.

### Stemcell

A stemcell is a template from which Ops Manager creates the VMs needed for a wide variety of components and products.

cf requires BOSH stemcell version 3215 ubuntu-trusty

✓ Using light-bosh-stemcell-3215-aws-xen-hvm-ubuntu-trusty-go\_agent.tgz

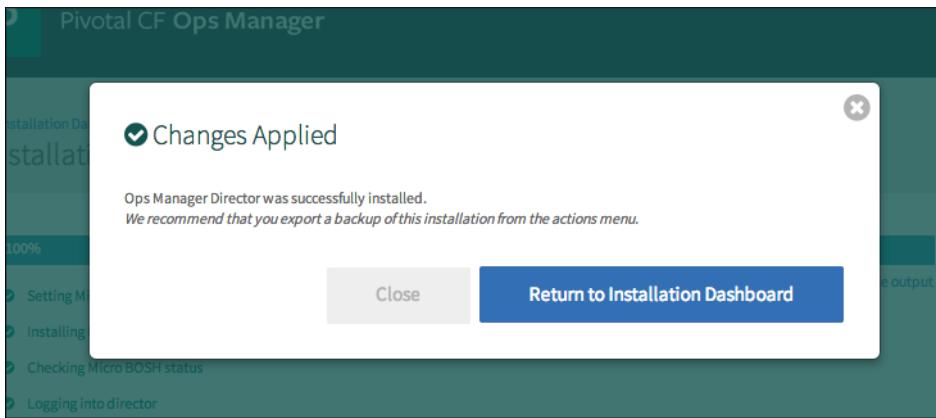
**Import Stemcell**

## Step 25: Complete the Elastic Runtime Installation

1. Click the **Installation Dashboard** link to return to the Installation Dashboard.
2. Click **Apply Changes**. If the following ICMP error message appears, click **Ignore errors and start the install**



The install process generally requires a minimum of 90 minutes to complete. The image shows the Changes Applied window that displays when the installation process successfully completes.

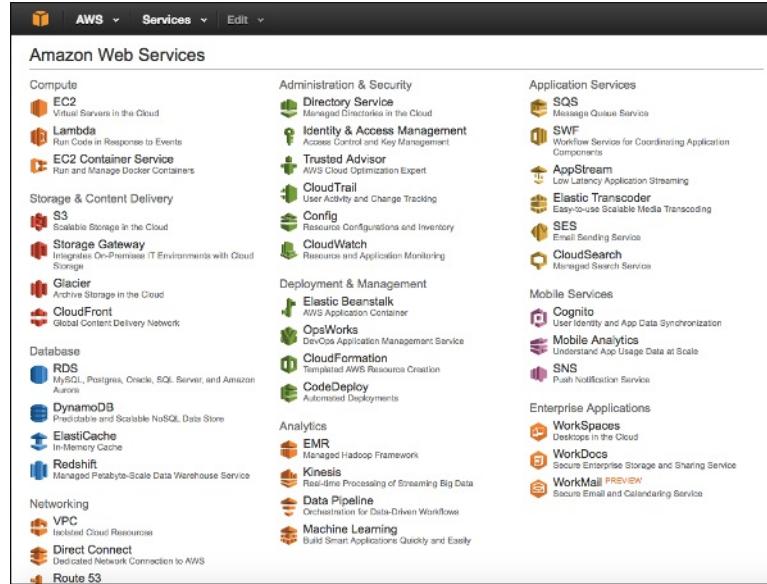


Return to [Installing Pivotal Cloud Foundry Using AWS CloudFormation](#)

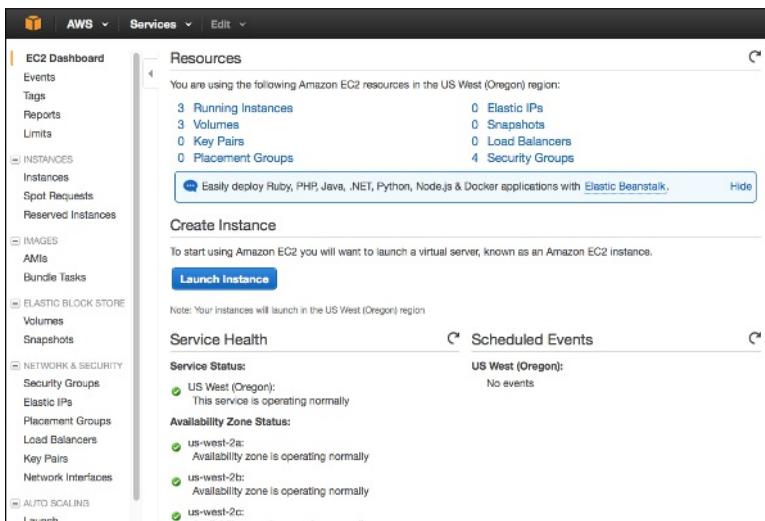
## Deleting an AWS Installation from the Console

Page last updated:

When you deploy [Pivotal Cloud Foundry](#) (PCF) to Amazon Web Services (AWS), you provision a set of resources. This topic describes how to delete the AWS resources associated with a PCF deployment. You can use the AWS console to remove an installation of all components, but retain the objects in your bucket for a future deployment.



1. Log into your AWS Console.
2. Navigate to your EC2 dashboard. Select **Instances** from the menu on the left side.

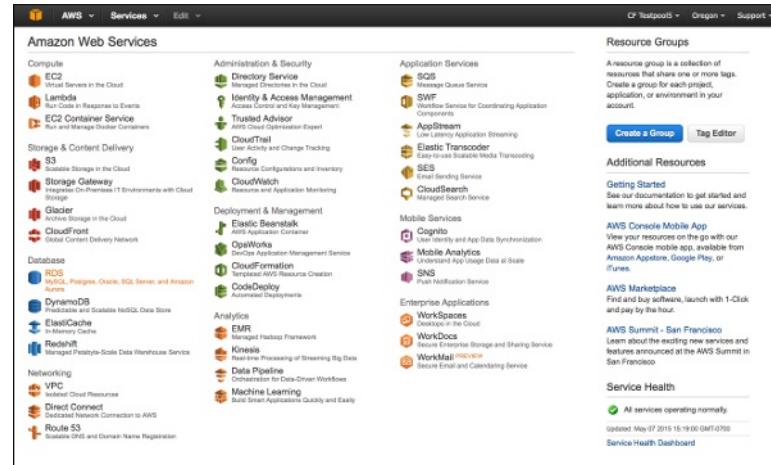


3. Terminate all your instances.

The screenshot shows the AWS EC2 Instances page. On the left, there's a sidebar with links like EC2 Dashboard, Events, Tags, Reports, Limits, Instances, Spot Requests, Reserved Instances, AMIs, Bundle Tasks, Volumes, Snapshots, Security Groups, Elastic IPs, Placement Groups, Load Balancers, Key Pairs, and Network Interfaces. The 'Instances' link is currently selected. In the main pane, three instances are listed: i-060963f0, i-0c0e64fa, and i-ba0e644c. Each instance has a green 'running' status indicator. An 'Actions' dropdown menu is open over the first instance, showing options: Connect, Get Windows Password, Launch More Like This, Instance State (with Start, Stop, Reboot, Terminate), Image, Networking, and CloudWatch Monitoring. The 'Terminate' option is highlighted with a red box. Below the instances, a table shows their descriptions: i-0c0e64fa: ec2-52-24-189-56.us-west-2.compute.amazonaws.com, i-060963f0: ec2-52-24-190-103.us-west-2.compute.amazonaws.com, and i-ba0e644c: ec2-52-24-189-159.us-west-2.compute.amazonaws.com.

The screenshot shows the AWS Load Balancers page. The sidebar is identical to the previous screenshot. In the main pane, there's a table with one row for a load balancer named 'CF-Test'. To the right of the table, there's a 'Create Load Balancer' button and an 'Actions' dropdown menu. The 'Actions' menu includes options: Delete, Edit health check, Edit subnets, Edit instances, Edit listeners, and Edit security groups. The 'Delete' option is highlighted with a red box.

- Select **Load Balancers**. Delete all load balancers.

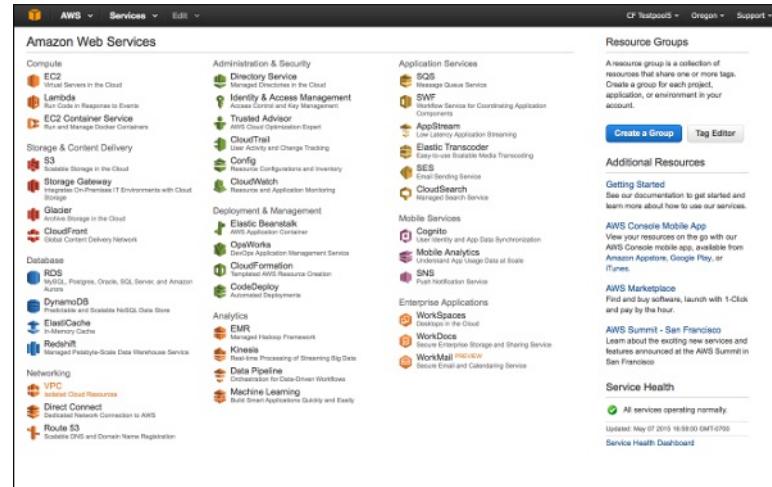


5. From the AWS Console, select **RDS**.
6. Select **Instances** from the menu on the left side. Delete the RDS instances.

The screenshot shows the RDS Dashboard with the 'Instances' tab selected. A context menu is open over a database instance named 'cf-test-db'. The menu options include 'Modify', 'Reboot', 'Delete', 'Create Read Replica', 'Promote Read Replica', 'Take DB Snapshot', 'Restore to Point in Time', 'See Details', and 'Subnets'. The 'Delete' option is highlighted.

7. Select **Create final Snapshot** from the drop-down menu. Click **Delete**.

The screenshot shows the 'Delete DB Instance' dialog box. It asks if you want to delete the 'cf-test-db' instance. It has two options: 'Create final Snapshot?' (set to 'Yes') and 'Final snapshot name' (set to 'cf-test-db-fina-snapshot'). A warning message at the bottom says: 'We strongly recommend taking a final snapshot before instance deletion since after your instance is deleted, automated backups will no longer be available.' There are 'Cancel' and 'Delete' buttons at the bottom.



8. From the AWS Console, select **VPC**.

9. Select **Your VPCs** from the menu on the left. Delete the VPCs.

The VPC Dashboard shows a table with one row: 'available' 172.31.0.0/16. A modal dialog titled 'Delete VPC' is open, listing options: 'Edit DHCP Options Set', 'Edit DNS Resolution', and 'Edit DNS Hostnames'. The 'Edit DNS Hostnames' option has a checked checkbox.

10. Check the box to acknowledge that you want to delete your default VPC. Click **Yes, Delete**.

The dialog contains the following text:  
 Are you sure you want to delete this VPC? Deleting this VPC will also delete objects associated with this VPC in this region.  
 • Subnets  
 • Security Groups  
 • Network ACLs  
 • VPN Attachments  
 • Internet Gateways  
 • Route Tables  
 • Network Interfaces  
 • VPC Peering Connections  
 Delete VPN Connection when deleting the VPC.  
 Warning: If you delete this default VPC, you can't launch instances in the us-west-2 region unless you specify a subnet in another VPC. You must [contact AWS Support](#) if you want to create a new default VPC.  
 I acknowledge that I want to delete my default VPC.

Cancel Yes, Delete

## Configuring Amazon EBS Encryption

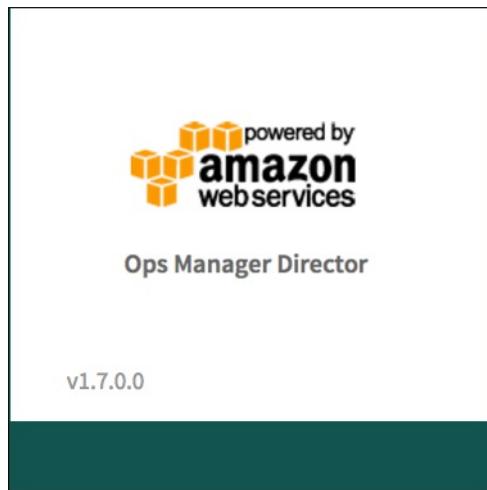
Page last updated:

Pivotal Cloud Foundry [\(PCF\)](#) supports [Amazon Elastic Block Store \(EBS\) Encryption](#) for PCF deployments on AWS. Amazon EBS Encryption allows operators to use full disk encryption for all persistent disks on BOSH-deployed VMs. You can use this feature to meet data-at-rest encryption requirements or as a security best practice.

There is no performance penalty for using encrypted EBS volumes. Pivotal advises all users of PCF on AWS to check this box.

## How to Enable EBS Encryption

1. Click the **Ops Manager Director** tile.



2. Select **AWS Config** to open the **AWS Management Console Config** page.

[Installation Dashboard](#)

## Ops Manager Director

Settings Status Credentials

AWS Config       Director Config       Create Availability Zones       Create Networks       Assign AZs and Networks       Security       Resource Config

### AWS Management Console Config

Use AWS Keys       Use AWS Instance Profile

Access Key ID\*

AWS Secret Key\*

VPC ID\*

Security Group ID\*  The ID of the security group that will be assigned to your Ops Manager deploy

Key Pair Name\*

SSH Private Key\*

Region\*

Encrypt EBS Volumes

**Save**

3. Select **Encrypt EBS Volumes**.

 **Note:** **Encrypt EBS Volumes** is a global setting. When selected, **Encrypt EBS Volumes** enables encryption on all VMs deployed by BOSH for all product tiles.

4. Click **Save**, and then return to the **Installation Dashboard**.

5. In Op Manager, click **Apply Changes** and review any reported errors. The following error message lists jobs that cannot be encrypted due to unsupported instance types.

**A** Please review the errors below

- Cannot reach gateway with IP 10.0.16.1 (ignorable if ICMP is disabled)
- Cannot reach DNS with IP 10.0.0.2 (ignorable if ICMP is disabled)
- Job 'nats' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'consul\_server' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'etcd\_server' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'diego\_etcd' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'router' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'health\_manager' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'clock\_global' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'cloud\_controller\_worker' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'uaa' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'diego\_brain' uses instance type t2.small which does not support encryption. It will remain unencrypted.
- Job 'doppler' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'loggregator\_trafficcontroller' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'push-apps-manager' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'push-app-usage-service' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'smoke-tests' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'notifications' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'notifications-ui' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'autoscaling' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'autoscaling-register-broker' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'autoscaling-destroy-broker' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'diego-acceptance-tests' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'acceptance-tests' uses instance type t2.micro which does not support encryption. It will remain unencrypted.
- Job 'acceptance-tests-internetless' uses instance type t2.micro which does not support encryption. It will remain unencrypted.

[Ignore errors and start the install](#)

[Stop and fix errors](#)

If you find a job that should be encrypted in the error list, modify the instance type for that job in the **Resource Config** page of the Elastic Runtime. Select an instance type that supports encryption. Pivotal recommends using `t2.large`.

6. After you make your changes in Elastic Runtime, return to Ops Manager and click **Apply Changes**.

The next BOSH deploy encrypts all persistent disks on all BOSH-deployed VMs. If you have already deployed VMs with unencrypted EBS volumes, BOSH copies over all the data on those unencrypted EBS volumes to new encrypted volumes and discards the old volumes.

If you deselect **Encrypt EBS Volumes** later and then redeploy, BOSH overwrites all EBS volumes with unencrypted volumes.

## Limitations

Using EBS Encryption is subject to the following limitations:

- Ops Manager and Director VMs are not encrypted.
- PCF does not support Amazon EBS Encryption for the following AWS instance types:
  - `t2.micro`
  - `t2.small`
  - `t2.medium`



**Note:** PCF will remove this limitation in a future release.

- Ephemeral disks are not encrypted. The **Encrypt EBS Volumes** checkbox applies only to persistent disks.
- Compilation worker VMs are not encrypted because they do not have persistent disks.

## Creating a Proxy ELB for Diego SSH without CloudFormation

Page last updated:

If you want to allow SSH connections to application containers, you may want to use an Elastic Load Balancer (ELB) as the SSH proxy.

Users who deploy a [Pivotal Cloud Foundry](#) (PCF) 1.6+ installation on Amazon Web Services (AWS) using the CloudFormation template will automatically have this ELB created for them. However, if you are not using the CloudFormation template, or you are upgrading from an earlier version of PCF, perform the following steps to create this ELB in AWS manually:

1. On the EC2 Dashboard, click **Load Balancers**.
2. Click **Create Load Balancer**, and configure a load balancer with the following information:

**Step 1: Define Load Balancer**

**Basic Configuration**

This wizard will walk you through setting up a new load balancer. Begin by giving your new load balancer a unique name so that you can identify it from other load balancers you might create. You will also need to configure ports and protocols for your load balancer. Traffic from your clients can be routed from any load balancer port to any port on your EC2 instances. By default, we've configured your load balancer with a standard web server on port 80.

Load Balancer name:	my-SSH-ELB		
Create LB Inside:	vpc-4b38852e (10.0.0.0/16)   pcf-vpc		
Create an internal load balancer:	<input type="checkbox"/> (what's this?)		
Enable advanced VPC configuration:	<input checked="" type="checkbox"/>		
Listener Configuration:			
Load Balancer Protocol	Load Balancer Port	Instance Protocol	Instance Port
TCP	2222	TCP	2222
<b>Add</b>			

**Select Subnets**

You will need to select a Subnet for each Availability Zone where you wish traffic to be routed by your load balancer. If you have instances in only one Availability Zone, please select at least two Subnets in different Availability Zones to provide higher availability for your load balancer.

VPC vpc-4b38852e (10.0.0.0/16) | pcf-vpc

**Available Subnets**

Actions	Availability Zone	Subnet ID	Subnet CIDR	Name
<b>+</b>	us-west-1b	subnet-b63be1ef	10.0.16.0/20	pcf-private-subnet
<b>+</b>	us-west-1b	subnet-b73be1ee	10.0.2.0/24	pcf-rds-subnet-1
<b>+</b>	us-west-1c	subnet-c8f095ad	10.0.3.0/24	pcf-rds-subnet-2

**Selected Subnets**

Actions	Availability Zone	Subnet ID	Subnet CIDR	Name
<b>-</b>	us-west-1b	subnet-b43be1ed	10.0.0.0/24	pcf-public-subnet

- Enter a load balancer name.
  - **Create LB Inside:** Select the pcf-vpc VPC where your PCF installation lives.
  - Ensure that the **Create an internal load balancer** checkbox is not selected.
3. Under **Load Balancer Protocol**, ensure that this ELB is listening on TCP port 2222 and forwarding to TCP port 2222.
  4. Under **Select Subnets**, select the public subnet.
  5. On the **Assign Security Groups** page, create a new Security Group. This Security Group should allow inbound traffic on TCP port 2222.

**Create Security Group**

Security group name: PCF\_SSH\_ELB\_SecurityGroup

Description:

VPC: vpc-4b38852e (10.0.0.0/16) |pcf-vpc| \* denotes default VPC

**Security group rules:**

Inbound	Outbound
Type: Custom TCP Rule	Protocol: TCP
	Port Range: 2222
	Source: Anywhere
	0.0.0.0/0

Add Rule

**Create**

- The **Configure Security Settings** page displays a security warning because your load balancer is not using a secure listener. You can ignore this warning.

1. Define Load Balancer    2. Assign Security Groups    **3. Configure Security Settings**    4. Configure Health Check    5. Add EC2 Instances    6. Add Tags    7. Review

**Step 3: Configure Security Settings**

**⚠ Improve your load balancer's security. Your load balancer is not using any secure listener.**

If your traffic to the load balancer needs to be secure, use either the HTTPS or the SSL protocol for your front-end connection. You can go back to the first step to add/configure secure listeners under [Basic Configuration](#) section. You can also continue with current settings.

- Click **Next: Configure Health Check**.

1. Define Load Balancer    2. Assign Security Groups    **3. Configure Security Settings**

**Step 4: Configure Health Check**

Your load balancer will automatically perform health checks on your EC2 instances. Instances removed from the load balancer will be removed from the load balancer. Customize the health check to meet your needs.

Ping Protocol: TCP	
Ping Port: 2222	
<b>Advanced Details</b>	
Response Timeout: 5 seconds	
Health Check Interval: 30 seconds	
Unhealthy Threshold: 2	
Healthy Threshold: 10	

- Select **TCP** in **Ping Protocol** on the **Configure Health Check** page. Ensure that the **Ping Port** value is 2222 and set the **Health Check Interval** to 30 seconds.
- Click **Next: Add EC2 Instances**.
- Accept the defaults on the **Add EC2 Instances** page and click **Next: Add Tags**.
- Accept the defaults on the **Add Tags** page and click **Review and Create**.
- Review and confirm the load balancer details, and click **Create**.
- With your DNS service (for example, Amazon Route 53), create an `ssh.system.YOUR-SYSTEM-DOMAIN` DNS record that points to this ELB that you just created.

**Create Record Set**

**Name:** ssh.your-system-domain.com.

**Type:** CNAME – Canonical name

**Alias:**  Yes  No

**TTL (Seconds):** 300 | 1m | 5m | 1h | 1d

**Value:** your-elb-domain

The domain name that you want to resolve to instead of the value in the Name field.

Example:  
www.example.com

14. You can now use this ELB to the SSH Proxy of your Elastic Runtime installation.
15. In Elastic Runtime, select **Resource Config**, and enter the ELB that you just created in the **Diego Brain** row, under the ELB Names column.

UAA	1	None	Automatic: t2.small (cpu: 1, ram: 2 GB, disk: 2 GB)	
Diego Brain	1	Automatic: 1 GB	Automatic: m3.medium (cpu: 1, ram: 3.75 GB, disk: 4 GE)	passion-elb
Diego Cell	3	None	m3.2xlarge (cpu: 8, ram: 30 GB, disk: 64 GB)	

## Installing Pivotal Cloud Foundry on OpenStack

Page last updated:

This guide describes how to install [Pivotal Cloud Foundry](#) (PCF) on OpenStack Juno and Kilo distributions.

### Install PCF on OpenStack

Complete the following procedures to install PCF on OpenStack:

1. [Provisioning the OpenStack Infrastructure](#)
2. [Configuring Ops Manager Director for OpenStack](#)
3. (Optional) [Installing the PCF IPsec Add-On](#)
4. [Installing Elastic Runtime after Deploying PCF on OpenStack](#)

### Supported Versions

Pivotal's automated testing environments have been built using OpenStack releases and distributions based on Havana, Icehouse, Juno, Kilo (Keystone v2, and v3), Liberty, and Mitaka from different vendors including Canonical, EMC, Mirantis, Red Hat, and SUSE. The nature of OpenStack as a collection of interoperable components requires OpenStack expertise to troubleshoot issues that may occur when installing Pivotal Cloud Foundry on particular releases and distributions.

### Prerequisites

In order to deploy Pivotal Cloud Foundry on OpenStack, you must have a dedicated OpenStack tenant (formerly known as an OpenStack project) that meets the following requirements.

- You must have keystone credentials for the OpenStack tenant, including:
  - Auth URL
  - API key
  - Username
  - Project name
  - Region
  - SSL certificate for your wildcard domain (see below).
- Create any necessary OpenStack network objects.
- The following must be enabled for the tenant:
  - The ability to upload custom images to [Glance](#)
  - The ability to create and modify VM flavors. See the [VM flavor configuration table](#).
  - DHCP
  - The ability to allocate floating IPs.
  - The ability for VMs inside a tenant to send messages via the floating IP.
  - Permissions for VMs to boot directly from image.
  - One wildcard DNS domain. Pivotal recommends using two wildcard domains if system and apps need to be separated.

 **Note:** For information on how IaaS user roles are configured, refer to the [Pivotal Cloud Foundry IaaS User Role Guidelines](#) topic.

 **Note:** It is possible to avoid using wildcard DNS domains by using a service such as xip.io. However, this option requires granting external internet access from inside VMs.

- Your OpenStack tenant must have the following resources before you install Pivotal Cloud Foundry:
  - 118 GB of RAM
  - 22 available instances

- 16 small VMs (1 vCPU, 1024 MB of RAM, 10 GB of root disk)
- 3 large VMs (4 vCPU, 16384 MB of RAM, 10 GB of root disk)
- 3 extra-large VMs (8 vCPU, 16 GB of RAM, 160 GB of ephemeral disk)
- 56 vCPUs
- 1 TB of storage
- Neutron networking with floating IP support

 **Note:** If you are using IPsec, your resource usage will increase by approximately 36 bytes. View the [Installing IPsec topic](#) for information, including setting correct MTU values.

- Requirements for your Cinder back end:

- PCF requires RAW root disk images. The Cinder back end for your OpenStack tenant must support RAW.
- Pivotal recommends that you use a Cinder back end that supports snapshots. This is required for some BOSH functionalities.
- Pivotal recommends enabling your Cinder back end to delete block storage asynchronously. If this is not possible, it must be able to delete multiple 20GB volumes within 300 seconds.

- Using an Overlay Network with VXLAN or GRE Protocols:

- If an overlay network is being used with VXLAN or GRE protocols, the MTU of the created VMs must be adjusted to the best practices recommended by the plugin vendor (if any). If Neutron is configured with VXLAN via the Open vSwitch mechanism, the MTU should be 1400. For GRE, the recommended number is 1460.
- DHCP must be enabled in the internal network for the MTU to be assigned to the VMs automatically.
- Review the [Installing Elastic Runtime on OpenStack](#) topic to adjust your MTU values.
- Failure to configure your overlay network correctly could cause Apps Manager to fail since applications will not be able to connect to the UAA.

- Miscellaneous

- Pivotal recommends granting complete access to the OpenStack logs to the operator managing the installation process.
- Your OpenStack environment should be thoroughly tested and considered stable before deploying PCF.

Configure your OpenStack VM flavors as follows:

 Do not change the names of the VM flavors in the table below.

ID	Name	Memory_MB	Disk	Ephemeral	VCPUs
1	m1.small	2048	20	0	1
2	m1.medium	4096	40	0	2
3	m1.large	8192	80	0	4
4	m1.xlarge	16384	160	0	8

## Provisioning the OpenStack Infrastructure

Page last updated:

This guide describes how to provision the OpenStack infrastructure that you need to install Pivotal Cloud Foundry (PCF) OpenStack. This document uses Mirantis Openstack. Use this topic when [Installing Pivotal Cloud Foundry on OpenStack](#).

After completing this procedure, complete all of the steps in the [Configuring Ops Manager Director for OpenStack](#) and [Installing Elastic Runtime on OpenStack](#) topics.

### Step 1: Log In to the OpenStack Horizon Dashboard

1. Log in to the OpenStack Horizon Dashboard.



### Step 2: Configure Security

This section describes adding key pairs for your PCF deployment.

**Note:** OpenStack 8 uses the Python Paramiko library, which uses the BER or DER format instead of PEM. If you are using OpenStack 8, import your own key using `ssh-keygen`, and skip to Step 3 below.

1. In the left navigation of your OpenStack dashboard, click **Project > Compute > Access & Security**.
2. Select the **Key Pairs** tab on the **Access & Security** page.
3. Click **Create Key Pair**.
4. Enter a **Key Pair Name** and click **Create Key Pair**.

**Create Key Pair**

Key Pair Name *	Description:
pcf	<p>Key pairs are ssh credentials which are injected into images when they are launched. Creating a new key pair registers the public key and downloads the private key (a .pem file).</p> <p>Protect and use the key as you would any normal ssh private key.</p>
<input type="button" value="Cancel"/> <input type="button" value="Create Key Pair"/>	

5. In the left navigation, click **Access & Security** to refresh the page.
6. Select the **Security Groups** tab. Click **Create Security Group** and create a group with the following properties:
  - **Name:**
  - **Description:**

**Create Security Group**

Name *	Description:
opsmanager	<p>Security groups are sets of IP filter rules that are applied to the network settings for the VM. After the security group is created, you can add rules to the security group.</p>
Description *	Ops Manager
<input type="button" value="Cancel"/> <input type="button" value="Create Security Group"/>	

7. Select the checkbox for the  Security Group and click **Manage Rules**.

Security Groups		<input type="button" value="+ Create Security Group"/>	<input type="button" value="x Delete Security Groups"/>
<input type="checkbox"/>	Name	Description	Actions
<input type="checkbox"/>	default	default	<input type="button" value="Manage Rules"/>
<input checked="" type="checkbox"/>	opsmanager	Ops Manager	<input type="button" value="Manage Rules"/> ▾
Displaying 2 items			

8. Add the access rules for HTTP, HTTPS, and SSH as shown in the table below. The rules with  in the Remote column have restricted access to that particular Security Group.

 **Note:** Adjust the remote sources as necessary for your own security compliance. Pivotal recommends limiting remote access to Ops Manager to IP ranges within your organization.

 **Note:** If you intend to set up ICMP for your PCF deployment, you should add those rules here.

Direction	Ether Type	IP Protocol	Port Range	Remote
Ingress	IPv4	Custom TCP	22 (SSH)	0.0.0.0/0 (CIDR)
Ingress	IPv4	Custom TCP	80 (HTTP)	0.0.0.0/0 (CIDR)
Ingress	IPv4	Custom TCP	443 (HTTPS)	0.0.0.0/0 (CIDR)

Ingress	IPv4	Custom TCP	25555	0.0.0.0/0 (CIDR)
Ingress	IPv4	Custom TCP	1-65535	opsmanager
Ingress	IPv4	Custom UDP	1-65535	opsmanager

## Step 3: Create Ops Manager Image

Use one of the following tools to create the Ops Manager image in OpenStack:

- [The OpenStack GUI](#)
- [The Glance CLI client](#)

 **Note:** If your Horizon Dashboard does not support file uploads, you must use the Glance client.

### (Option) OpenStack GUI

1. Download the **Pivotal Cloud Foundry Ops Manager for OpenStack** image file from [Pivotal Network](#).
2. In the left navigation of your OpenStack dashboard, click **Project > Compute > Images**
3. Click **Create Image**. Complete the **Create An Image** page with the following information:
  - **Name:** Enter `Ops Manager`.
  - **Image Source:** Select **Image File**.
  - **Image File:** Click **Choose File**. Browse to and select the image file that you downloaded from [Pivotal Network](#).
  - **Format:** Select **Raw**.
  - **Minimum Disk (GB):** Enter `40`.
  - **Minimum RAM (MB):** Enter `4096`.
  - Ensure that the **Public** checkbox is not selected.
  - Select the **Protected** checkbox.
4. Click **Create Image**.

**Create An Image**

<b>Name *</b>	<input type="text" value="Ops Manager"/>
<b>Description:</b>	
Currently only images available via an HTTP URL are supported. The image location must be accessible to the Image Service. Compressed image binaries are supported (.zip and .tar.gz.)	
<b>Please note:</b> The Image Location field MUST be a valid and direct URL to the image binary. URLs that redirect or serve error pages will result in unusable images.	
<b>Image Source</b>	<input type="text" value="Image File"/>
<b>Image File</b> <small>?</small>	
<input type="button" value="Choose File"/> vm-2015-05-...14fa18e.raw	
<b>Format *</b>	<input type="text" value="Raw"/>
<b>Architecture</b>	
<input type="text"/>	
<b>Minimum Disk (GB) <small>?</small></b>	<input type="text" value="40"/>
<b>Minimum RAM (MB) <small>?</small></b>	<input type="text" value="4096"/>
<input type="checkbox"/> Public <input checked="" type="checkbox"/> Protected	
<input type="button" value="Cancel"/> <input type="button" value="Create Image"/>	

## (Option) Glance CLI

1. Install the [Glance CLI client](#).
2. Download the **Pivotal Cloud Foundry Ops Manager for OpenStack** image file from [Pivotal Network](#).
3. Run `./admin-openrc.sh` to download your `openstack.rc` file and target your OpenStack environment.

```
$ ./admin-openrc.sh
Please enter your OpenStack Password:
```

4. Run the following Glance command to upload the image file that you downloaded from [Pivotal Network](#):

```
$ glance image-create --progress --disk-format raw --name "Ops Manager" --container-format bare --file PATH/DOWNLOADED-FILE
```

## Step 4: Launch Ops Manager VM

1. In the left navigation of your OpenStack dashboard, click **Project > Compute > Images**

Images									
	Image Name	Type	Status	Public	Protected	Format	Size	Actions	
<input checked="" type="checkbox"/>	Ops Manager	Image	Active	No	No	RAW	3.0 GB	<button>Launch</button> ▾	
<input type="checkbox"/>	Open vSwitch 7.00	Image	Active	No	No	RAW	2.0 GB	<button>Launch</button>	

2. Click **Launch** to initiate your project image.
3. Complete the **Details**, **Access & Security**, and **Networking** tabs of the **Launch Instance** form with the information below.

### Details Tab

Select the **Details** tab and specify the following details:

- **Availability Zone:** Use the drop-down menu to select an availability zone. You use this availability zone when you [Complete the Availability Zones Pages](#) when [Configuring Ops Manager Director](#).
- **Instance Name:** Enter `Ops Manager`.
- **Flavor:** Select `m1.large`.
- **Instance Count:** Do not change from the default.
- **Instance Boot Source:** Select **Boot from image**.
- **Image Name:** Select the **Ops Manager** image.

## Launch Instance

**Details \*** **Access & Security \*** **Networking \*** **Post-Creation** **Advanced Options**

**Availability Zone**  
nova

**Instance Name \***  
Ops Manager

**Flavor \*** ⓘ  
m1.large

**Instance Count \*** ⓘ  
1

**Instance Boot Source \*** ⓘ  
Boot from image

**Image Name**  
Ops Manager (3.0 GB)

**Flavor Details**

Name	m1.large
VCPUs	4
Root Disk	80 GB
Ephemeral Disk	0 GB
Total Disk	80 GB
RAM	8,192 MB

**Project Limits**

Number of Instances	0 of No Limit Used
Number of VCPUs	0 of No Limit Used
Total RAM	0 of No Limit MB Used

**Cancel** **Launch**

## Access & Security Tab

Select the **Access & Security** tab and specify the following details:

- Key Pair:** Select the key pair that you created in [Step 2: Configure Security](#). You need this key pair to log in to the Ops Manager instance from your workstation.
- Security Groups:** Select the **opsmanager** checkbox. Deselect all other Security Groups.

**Launch Instance**

**Details \*** **Access & Security \*** **Networking \*** **Post-Creation** **Advanced Options**

**Key Pair** ⓘ  
pcf

**Security Groups \*** ⓘ  
 default  
 opsmanager

Control access to your instance via key pairs, security groups, and other mechanisms.

**Cancel** **Launch**

## Networking Tab

1. Select the **Networking** tab.
2. Under **Available networks**, select a private subnet. You add a Floating IP to this network in a later step.
3. Click **Launch**.

### Launch Instance

Details \* Access & Security \* Networking \* Post-Creation Advanced Options

**Selected networks**

- NIC:1 net04 (b0b1dc3e-c2d0-4425-8940-6994bc09b11a)

Choose network from Available networks to Selected networks by push button or drag and drop, you may change NIC order by drag and drop as well.

**Available networks**

- net04\_ext (b035f7f-51b0-4cd7-83aa-eec3332cc0fe)

**Buttons:** Cancel Launch

## Step 5: Associate Floating IP Address

- In the left navigation of your OpenStack dashboard, click **Project > Compute > Instances**.
- Wait until the **Power State** of the Ops Manager instances shows as *Running*.
- Record the private **IP Address** of the Ops Manager instance. You use this IP Address when you [Complete the Create Networks Pages](#) in Ops Manager.

<input type="checkbox"/>	Instance Name	Image Name	IP Address	Size	Key Pair	Power State	Actions
<input type="checkbox"/>	xxxxxxxxxx12	xxxxxxxxxx	192.168.111.50	m1.medium	miran	Running	<input type="button" value="Associate Floating IP"/>
<input type="checkbox"/>	Ops Manager	Ops Manager	192.168.111.54	m1.large	pcf	Running	<input type="button" value="Associate Floating IP"/>

- Select the **Ops Manager** checkbox. Click the **Actions** drop-down menu and select **Associate Floating IP**.
- Under IP Address, click **+**.

### Manage Floating IP Associations

IP Address \*

IP Address \*

Select an IP address

Select the IP address you wish to associate with the selected instance.

Port to be associated \*

Select a port

**Buttons:** Cancel Associate

- Under **Pool**, select an IP Pool and click **Allocate IP**.

**Allocate Floating IP**

**Pool \***  
net04\_ext

**Description:**  
Allocate a floating IP from a given floating IP pool.

**Project Quotas**

Floating IP (5)	45 Available
-----------------	--------------

**Cancel** **Allocate IP**

- Under **Port to be associated**, select your **Ops Manager** instance. Click **Associate**.

**Manage Floating IP Associations**

**IP Address \***  
216.221.229.32

**Port to be associated \***  
Ops Manager: 192.168.111.54

Select the IP address you wish to associate with the selected instance.

**Cancel** **Associate**

## Step 6: Add Blob Storage

- In the left navigation of your OpenStack dashboard, click **Project > Object Store > Containers**.
- Click **Create Container**. Create a container with the following properties:
  - Container Name:** Enter `pcf`.
  - Container Access:** Select **private**.

**Create Container**

**Container Name \***  
pcf

**Description:**  
A container is a storage compartment for your data and provides a way for you to organize your data. You can think of a container as a folder in Windows ® or a directory in UNIX ®. The primary difference between a container and these other file system concepts is that containers cannot be nested. You can, however, create an unlimited number of containers within your account. Data must be stored in a container so you must have at least one container defined in your account prior to uploading data.

**Container Access \***  
Private

Note: A Public Container will allow anyone with the Public URL to gain access to your objects in the container.

**Cancel** **Create Container**

## Step 7: Create a DNS Entry

 **Note:** Ops Manager 1.7 security features require you to create a fully qualified domain name in order to access Ops Manager during the [initial configuration](#).

Create a DNS entry for the IP address that you used for Ops Manager. You must use this fully qualified domain name when you log into Ops Manager in the Configure Ops Manager Director for OpenStack step below.

## Step 8: Configure Ops Manager Director for OpenStack

Now that you have completed this procedure, complete all of the steps in the [Configuring Ops Manager Director for OpenStack](#) and [Installing Elastic Runtime on OpenStack](#) topics.

---

Return to [Installing Pivotal Cloud Foundry on OpenStack](#).

## Configuring Ops Manager Director for OpenStack

Page last updated:

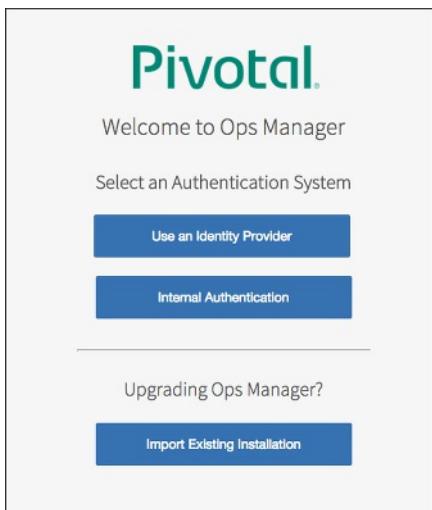
This topic describes how to configure the Ops Manager Director after deploying [Pivotal Cloud Foundry](#) (PCF) on OpenStack. Use this topic when [Installing Pivotal Cloud Foundry on OpenStack](#).

Before beginning this procedure, ensure that you have successfully completed all steps in the [Provisioning the OpenStack Infrastructure](#) topic. After you complete this procedure, follow the instructions in the [Installing Elastic Runtime on OpenStack](#) topic.

### Step 1: Access Ops Manager

 **Note:** Ops Manager 1.7 security features require that you log in using a fully qualified domain name to access Ops Manager.

1. In a web browser, navigate to the fully qualified domain you created in the [Create a DNS Entry](#) step of [Provisioning the OpenStack Infrastructure](#).
2. When Ops Manager starts for the first time, you must choose one of the following:
  - [Use an Identity Provider](#): If you use an Identity Provider, an external identity server maintains your user database.
  - [Internal Authentication](#): If you use Internal Authentication, Pivotal Cloud Foundry (PCF) maintains your user database.



#### Use an Identity Provider

1. Log in to your IdP console and download the IdP metadata XML. Optionally, if your IdP supports metadata URL, you can copy the metadata URL instead of the XML.
2. Copy the IdP metadata XML or URL to the Ops Manager **Use an Identity Provider** log in page.



**Note:** The same IdP metadata URL or XML is applied for the BOSH Director. If you are using a separate IdP for BOSH, copy the metadata XML or URL from that IdP and enter it into the BOSH IdP Metadata text box in the Ops Manager log in page.

3. Enter your **Decryption passphrase**. Read the **End User License Agreement**, and select the checkbox to accept the terms.
4. Your Ops Manager log in page appears. Enter your username and password. Click **Login**.
5. Download your SAML Service Provider metadata (SAML Relying Party metadata) by navigating to the following urls:
  - **5a.** Ops Manager SAML service provider metadata: <https://OPS-MAN-FQDN:443/uaa/saml/metadata>
  - **5b.** BOSH Director SAML service provider metadata: <https://BOSH-IP-ADDRESS:8443/saml/metadata>

**Note:** To retrieve your **BOSH-IP-ADDRESS**, navigate to the **Ops Manager Director** tile > **Status** tab. Record the **Ops Manager Director** IP address.

6. Configure your IdP with your SAML Service Provider metadata. Import the Ops Manager SAML provider metadata from Step 5a above to your IdP. If your IdP does not support importing, provide the values below:
  - **Single sign on URL:** <https://OPS-MAN-FQDN:443/uaa/saml/SSO/alias/OPS-MAN-FQDN>
  - **Audience URI (SP Entity ID):** <https://OP-MAN-FQDN:443/uaa>
  - **Name ID** is Email Address
  - SAML authentication requests are always signed
7. Import the BOSH Director SAML provider metadata from Step 5b to your IdP. If the IdP does not support an import, provide the values below.
  - **Single sign on URL:** <https://BOSH-IP:8443/saml/SSO/alias/BOSH-IP>
  - **Audience URI (SP Entity ID):** <https://BOSH-IP:8443>
  - **Name ID** is Email Address
  - SAML authentication requests are always signed
8. Return to the **Ops Manager Director** tile, and continue with the configuration steps below.

## Use Internal Authentication

1. When redirected to the **Internal Authentication** page, you must complete the following steps:
  - Enter a **Username**, **Password**, and **Password confirmation** to create an Admin user.
  - Enter a **Decryption passphrase** and the **Decryption passphrase confirmation**. This passphrase encrypts the Ops Manager datastore, and is not recoverable.
  - If you are using an **Http proxy** or **Https proxy**, follow the these [instructions](#).
  - Read the **End User License Agreement**, and select the checkbox to accept the terms.
  - Click **Setup Authentication**.

Pivotal

Internal Authentication

Username

Password

Password confirmation

Decryption passphrase

Decryption passphrase confirmation

Http proxy

Https proxy

No proxy

I agree to the terms and conditions of the [End User License Agreement](#).

**Setup Authentication**

2. Log in to Ops Manager with the Admin username and password you created in the previous step.

Pivotal

Welcome!

Email  \*\*\*

Password  \*\*\*

**SIGN IN**

## Step 2: Complete the OpenStack Config Page

1. In the left navigation of your OpenStack dashboard, click **Project > Compute > Access & Security**. Select the **API Access** tab.
2. Record the **Service Endpoint** for the **Identity** service. You use this Service Endpoint as the Authentication URL for Ops Manager in a later step.

**Access & Security**

Security Groups   Key Pairs   Floating IPs   API Access

**API Endpoints**

Service	Service Endpoint
Compute	http://2.165.150.122:8774/v2.1
Network	http://2.165.150.122:8773/v2.0
Volumev2	http://2.165.150.122:8776/v2.0
S3	http://2.165.150.122:80
Image	http://2.165.150.122:80
Cloudformation	http://2.165.150.122:80/v1/
Volume	http://2.165.150.122:8772
EC2	http://2.165.150.122:8773/services/Cloud
Orchestration	http://2.165.150.122:8774/v2.0
Object Store	https://2.165.150.122:8080/v1/AUTH_67007280874844302047000000000000
Identity	http://2.165.150.122:5000/v2.0

Displaying 11 items

3. In the PCF Ops Manager Installation Dashboard, click the **Ops Manager Director** tile.



4. Select **OpenStack Config**.

[Installation Dashboard](#)

## Ops Manager Director

Settings   Status   Credentials

Openstack Config    Advanced Infrastructure Config    Director Config    Create Availability Zones    Create Networks    Assign AZs and Networks    Security    Resource Config

### Openstack Management Console Config

Authentication URL\*  
 URL to the Openstack Identity Endpoint

Keystone Version  
 v2    v3

Domain

Username\*

The screenshot shows the 'OpenStack Management Console Config' page. It contains several input fields and checkboxes:

- Password\***: A password field containing '\*\*\*\*\*' with a 'Change' link below it.
- Tenant\***: A tenant name field containing 'corgi'.
- Region\***: A region field containing 'RegionOne'.
- Ignore Server Availability Zone**: An unchecked checkbox.
- Security Group Name**: A security group name field containing 'corgi'.
- Key Pair Name\***: A key pair name field containing 'corgi\_key'.
- SSH Private Key\***: A large text area containing a redacted SSH private key, with a 'Change' link below it.
- API SSL Certificate\***: A text area containing a redacted API SSL certificate, starting with '-----BEGIN CERTIFICATE-----'.
- Disable DHCP**: An unchecked checkbox.

A blue 'Save' button is located at the bottom of the form.

5. Complete the **OpenStack Management Console Config** page with the following information:

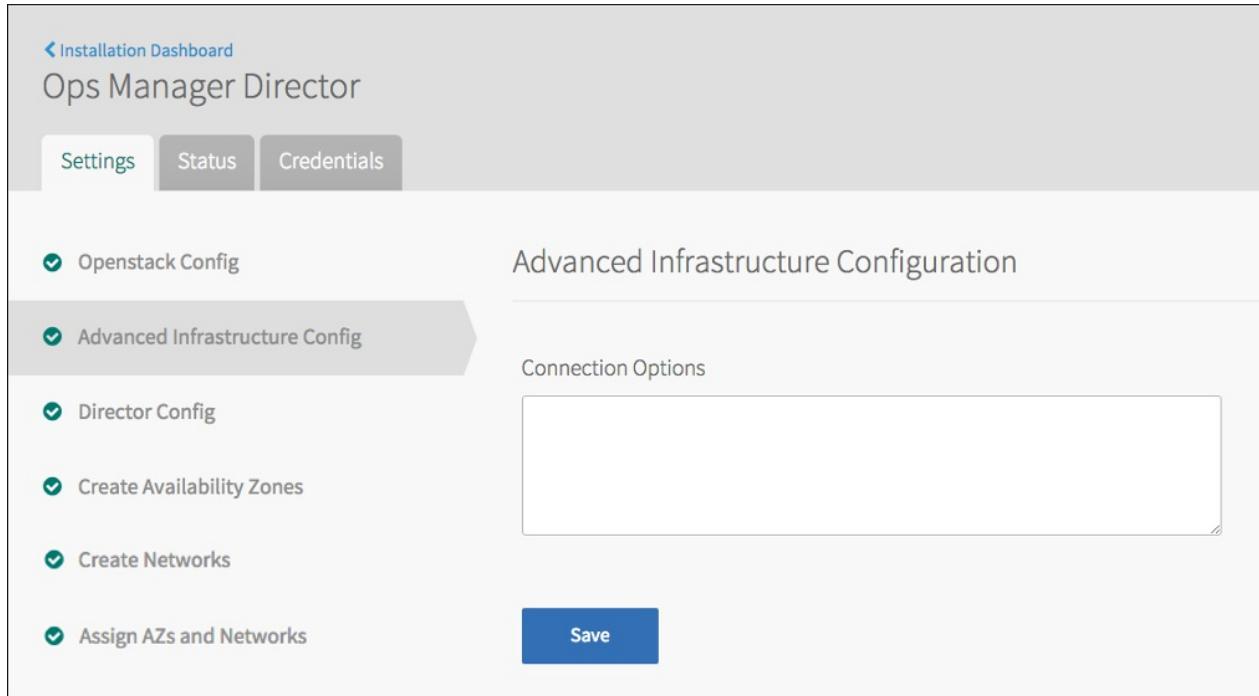
- **Authentication URL**: Enter the Service Endpoint for the Identity service that you recorded in a previous step.
- **Keystone Version**: Choose a Keystone version. If you choose **v3**, you must enter a **Domain** to authenticate against.
- **Username**: Enter your OpenStack Horizon username.
- **Password**: Enter your OpenStack Horizon password.
- **Tenant**: Enter your OpenStack tenant name.
- **Region**: Enter `RegionOne`, or another region if recommended by your OpenStack administrator.
- **Ignore Server Availability Zone**: Do not select the checkbox.
- **Security Group Name**: Enter `opsmanager`. You created this Security Group when [Provisioning the OpenStack Infrastructure](#).
- **Key Pair Name**: Enter the name of the key pair that you created in the [Configure Security](#) step of the [Provisioning the OpenStack Infrastructure](#) topic.
- **SSH Private Key**: In a text editor, open the key pair file that you downloaded in the [Configure Security](#) step of the [Provisioning the OpenStack Infrastructure](#) topic. Copy and paste the contents of the key pair file into the field.
- (Optional) **API SSL Certificate**: If, in your OpenStack Dashboard, you have configured API SSL termination, enter your **API SSL Certificate**.
- **Disable DHCP**: Do not select the checkbox unless your setup requires it.

6. Click **Save**.

## Step 3: (Optional) Complete the Advanced Config Page

 **Note:** This is an advanced option. Most users leave this field blank.

1. In Ops Manager, select **Advanced Infrastructure Config**.



Advanced Infrastructure Configuration

Connection Options

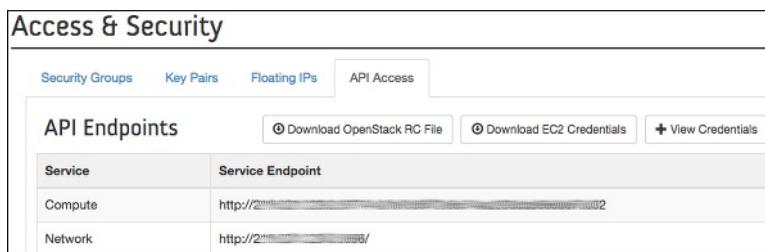
Save

2. If your OpenStack environment requires specific connection options, enter them in the **Connection Options** field in JSON format. For example: `'connection_options' => { 'read_timeout' => 200 }`

3. Click **Save**.

## Step 4: Complete the Director Config Page

1. In the left navigation of your OpenStack dashboard, click **Project > Compute > Access & Security**. Select the **API Access** tab.



Service	Service Endpoint
Compute	http://2...02
Network	http://2...03/

2. Click **Download EC2 Credentials**.

3. Unzip the downloaded credentials. In a text editor, open the `ec2rc.sh` file. Depending on your configuration, you may use the contents of this file to complete the Ops Manager **Director Config** page.

4. In Ops Manager, select **Director Config**.



This is an optional step. Most users leave this field blank.

Save

Settings    Status    Credentials

Openstack Config

Advanced Infrastructure Config

Director Config

Create Availability Zones

Create Networks

Assign AZs and Networks

Security

Resource Config

## Director Config

NTP Servers (comma delimited)\*

Metrics IP Address

Enable VM Resurrector Plugin

Recreate all VMs

This will force BOSH to recreate all VMs on the next deploy. Persistent disk will be preserved.

HM Pager Duty Plugin

Service Key\*

HTTP Proxy

HM Email Plugin

Host\*

Port\*

Domain\*

From\*

Recipients\*

Username

Password

Enable TLS

Blobstore Location

Internal  
 S3 Compatible Blobstore

S3 Endpoint\*

Bucket Name\*

Access Key\*

Secret Key\*

V2 Signature  
 V4 Signature

Region\*

Database Location

Internal  
 External MySQL Database

Host\*

Port\*

Username\*

Password\*

Database\*

Max Threads

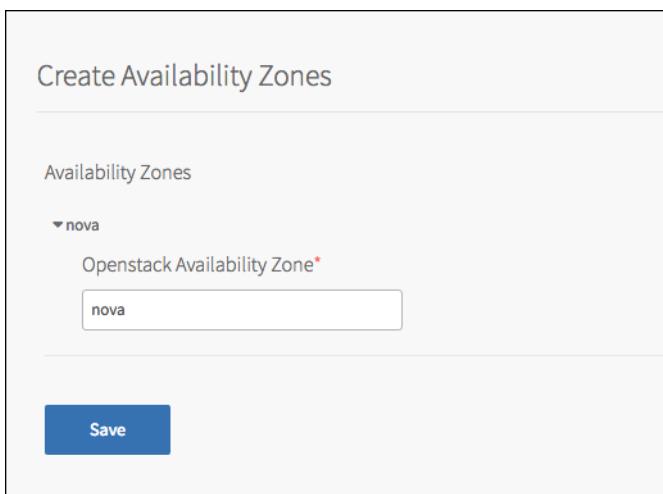
**Save**

5. Enter one or more NTP servers in the **NTP Servers (comma delimited)** field. For example, `us.pool.ntp.org`.
6. (Optional) Enter your **Metrics IP Address** if you are [Using JMX Bridge](#).
7. Select the **Enable VM Resurrector Plugin** checkbox to enable the Ops Manager Resurrector functionality and increase Elastic Runtime availability.
8. Select **Recreate all VMs** to force BOSH to recreate all VMs on the next deploy. This process does not destroy any persistent disk data.
9. Select **HM Pager Duty Plugin** to enable Health Monitor integration with PagerDuty.
  - **Service Key:** Enter your API service key from PagerDuty.
  - **HTTP Proxy:** Enter an HTTP proxy for use with PagerDuty.
10. Select **HM Email Plugin** to enable Health Monitor integration with email.
  - **Host:** Enter your email hostname.
  - **Port:** Enter your email port number.
  - **Domain:** Enter your domain.
  - **From:** Enter the address for the sender.
  - **Recipients:** Enter comma-separated addresses of intended recipients.
  - **Username:** Enter the username for your email server.
  - **Password:** Enter the password password for your email server.
  - **Enable TLS:** Select this checkbox to enable Transport Layer Security.
11. For **Blobstore Location**, select **S3 Compatible Blobstore** and complete the following steps using information from the `ec2rc.sh` file:
  - **Blobstore Location:** Select the **S3 Compatible Blobstore** option.
  - **S3 Endpoint:** Use **S3\_URL** from the `ec2rc.sh` file.
  - **Bucket Name:** Enter `pcf`.
  - **Access Key:** Use **EC2\_ACCESS\_KEY** from the `ec2rc.sh` file.
  - **Secret Key:** Use **EC2\_SECRET\_KEY** from the `ec2rc.sh` file.
12. Select a **Database Location**. By default, PCF deploys and manages a database for you. If you choose to use an **External MySQL Database**, complete the associated fields with information obtained from your external MySQL Database provider.
13. For **Max Threads**, enter the number of operations the Ops Manager Director can perform simultaneously.
14. Click **Save**.

 **Note:** If you select to use an internal database, [back up](#) your data frequently to ensure you have saved the latest copy.

## Step 5: Complete the Create Availability Zones Page

1. In Ops Manager, select **Create Availability Zones**.



Create Availability Zones

Availability Zones

▼ nova

Openstack Availability Zone\*

nova

Save

2. Enter the name of the availability zone that you selected when [Provisioning the OpenStack Infrastructure](#).

3. Click **Save**.

## Step 6: Complete the Create Networks Page

1. In the left navigation of your OpenStack dashboard, click **Project > Network > Networks**

Networks						<a href="#">+ Create Network</a>	<a href="#">X Delete Networks</a>
<input type="checkbox"/>	Name	Subnets Associated	Shared	Status	Admin State	Actions	
<input type="checkbox"/>	net04_ext	net04_ext_subnet 255.255.255.0/24	No	ACTIVE	UP	<a href="#">Edit Network</a>	<a href="#">Delete</a>
<input type="checkbox"/>	net04	net04_subnet 192.168.111.0/24	No	ACTIVE	UP	<a href="#">Edit Network</a>	<a href="#">Delete</a>

2. Click the name of the network that contains the private subnet where you deployed the Ops Manager VM. The OpenStack Network Detail page displays your network settings.

### Network Overview

Name  
net04

ID  
8db1dc3e-XXXXXXXXXXb11a

Project ID  
fe-XXXXXXXXXX02

Status  
ACTIVE

Admin State  
UP

Shared  
No

External Network  
No

Provider Network  
Network Type: vlan  
Physical Network: physnet2  
Segmentation ID: 1003

---

### Subnets

<input type="checkbox"/>	Name	Network Address	IP Version	Gateway IP	Actions
<input type="checkbox"/>	net04_subnet	192.168.111.0/24	IPv4	192.168.111.1	<a href="#">Edit Subnet</a>

Displaying 1 item

---

### Ports

Name	Fixed IPs	Attached Device	Status	Admin State	Actions
(3906d7ec)	192.168.111.2	network:dhcp	ACTIVE	UP	<a href="#">Edit Port</a>
(472a6c20)	192.168.111.1	network:router_interface	ACTIVE	UP	<a href="#">Edit Port</a>
(67904dcb)	192.168.111.10	compute:None	ACTIVE	UP	<a href="#">Edit Port</a>
(70b7af50)	192.168.111.54	compute:nova	ACTIVE	UP	<a href="#">Edit Port</a>
(7232bd69)	192.168.111.3	network:dhcp	ACTIVE	UP	<a href="#">Edit Port</a>

3. In Ops Manager, select **Create Networks**.

## Create Networks

Warning: Pivotal recommends keeping the IP settings throughout the life of your installation. Ops Manager may prevent you from changing them in the future. Contact Pivotal support for help completing such a change.

### Verification Settings

Enable ICMP checks

### Networks

One or many IP ranges upon which your products will be deployed

**first-network**

Name\*   A unique name for this network

Subnets

Network ID\*

CIDR\*

Reserved IP Ranges

DNS\*

Gateway\*

Availability Zones\*  nova

**second-network**

4. Select **Enable ICMP checks** to enable ICMP on your networks. Ops Manager uses ICMP checks to confirm that components within your network are reachable. Review the [Configure Security](#) topic to ensure you have setup ICMP in your Security Group.
5. Use the following steps to create one or more Ops Manager networks using information from your OpenStack network:
  - Click **Add Network**.
  - Enter a unique **Name** for the network.
  - Click **Add Subnet** to create one or more subnets for the network.
  - For **Network ID**, use the **ID** of the network to which the subnet belongs.
  - For **CIDR**, use the **Network Address** from the OpenStack page.
  - For **Reserved IP Ranges**, use the first 10 IP addresses of the **Network Address** range, and the private IP address of the Ops Manager instance that you recorded in the [Associate Floating IP Address](#) step of the [Provisioning the OpenStack Infrastructure](#) topic.
  - For **DNS**, enter one or more Domain Name Servers.
  - For **Gateway**, use the **Gateway IP** from the OpenStack page.
  - For **Availability Zones**, select which Availability Zones to use with the network.

6. Click **Save**.

## Step 7: Complete the Assign AZs and Networks Page

1. Select **Assign Availability Zones**.

The screenshot shows the 'Assign AZs and Networks' page in the Ops Manager Director interface. On the left, there's a sidebar with several configuration tabs: 'Openstack Config', 'Advanced Infrastructure Config', 'Director Config', 'Create Availability Zones', 'Create Networks', 'Assign AZs and Networks' (which is highlighted with a grey arrow pointing to it), 'Security', and 'Resource Config'. The main area has a heading 'Assign AZs and Networks'. Below it, there's a note: 'The Ops Manager Director is a single instance. Choose the availability zone in which to place that instance. It is highly recommended that you backup this VM on a regular basis to preserve settings.' There are two dropdown menus: 'Singleton Availability Zone' set to 'private' and 'Network' set to 'net1'. At the bottom is a large blue 'Save' button.

2. From the **Singleton Availability Zone** drop-down menu, select the availability zone that you created in a previous step. The Ops Manager Director installs in this Availability Zone.
3. Use the drop-down menu to select the **Network** that you created in a previous step. Ops Manager Director installs in this network.
4. Click **Save**.

## Step 8: Complete the Security Page

1. Select **Security**.

**Security**

**Trusted Certificates**

```
-----BEGIN CERTIFICATE-----
MIIEVICCAKkAwIBAQMAMCgJ0hjIUMAOCGc=CSId3DOERGwUAMICEMQwCQD
[REDACTED]
-----END CERTIFICATE-----
```

These certificates enable BOSH-deployed components to trust a custom root certificate.

Generate VM passwords or use single password for all VMs

Generate passwords

Use default BOSH password

**Save**

- In **Trusted Certificates**, enter a custom certificate authority (CA) certificate to insert into your organization's certificate trust chain. This feature enables all BOSH-deployed components in your deployment to trust a custom root certificate. If you want to use Docker Trusted Registries for running app instances in Docker containers, use this field to enter your certificate for your private Docker Trusted Registry. See the [Using Docker Trusted Registries](#) topic for more information.
- Choose **Generate passwords** or **Use default BOSH password**. Pivotal recommends that you use the **Generate passwords** option for greater security.
- Click **Save**. To view your saved Director password, click the **Credentials** tab.

## Step 9: Complete the Resource Config Page

- Select **Resource Config**.

JOB	INSTANCES	PERSISTENT DISK TYPE	VM TYPE
Ops Manager Director	Automatic: 1	Automatic: 50 GB	Automatic: medium.disk (cpu: 2, ram: 4 G)

**Resource Config**

**Save**

- Adjust any values as necessary for your deployment, such as increasing the persistent disk size. Select **Automatic** from the drop-down

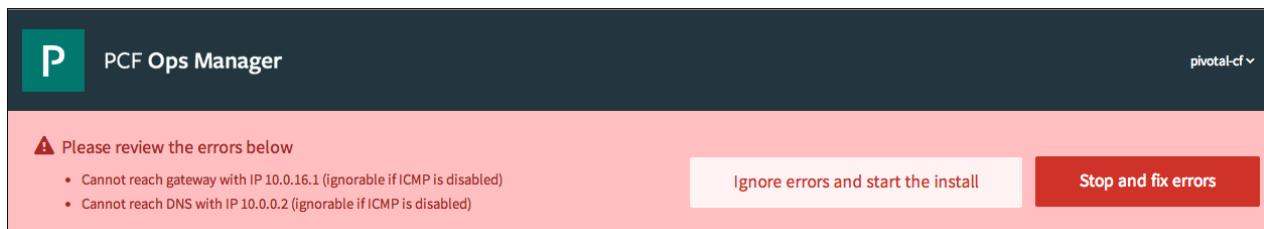
menu to provision the amount of persistent disk predefined by the job. If the persistent disk field reads **None**, the job does not require persistent disk space.

 **Note:** If you set a field to **Automatic** and the recommended resource allocation changes in a future version, Ops Manager automatically uses the updated recommended allocation.

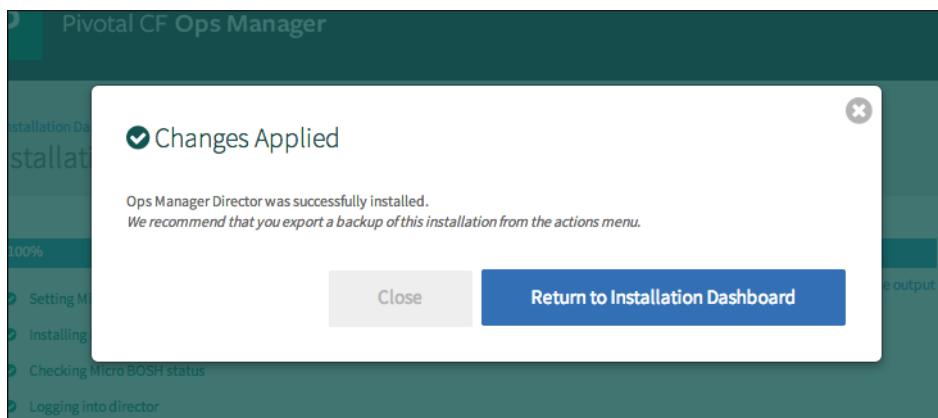
3. Click **Save**.

## Step 10: Complete Ops Manager Director Installation

1. Click the **Installation Dashboard** link to return to the Installation Dashboard.
2. Click **Apply Changes**. If the following ICMP error message appears, click **Ignore errors and start the install**



3. Ops Manager Director installs. The image shows the **Changes Applied** message that Ops Manager displays when the installation process successfully completes.



4. After you complete this procedure, follow the instructions in the [Installing Elastic Runtime on OpenStack](#) topic.

---

Return to [Installing Pivotal Cloud Foundry on OpenStack](#).

## Installing Elastic Runtime on OpenStack

Page last updated:

This topic describes how to install and configure Elastic Runtime after deploying [Pivotal Cloud Foundry](#) (PCF) on OpenStack.

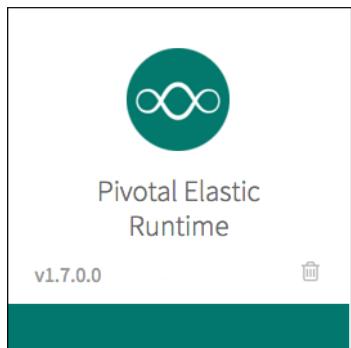
Use this topic when [Installing Pivotal Cloud Foundry on OpenStack](#).

Before beginning this procedure, ensure that you have successfully completed all steps in the [Provisioning the OpenStack Infrastructure](#) topic and the [Configuring Ops Manager Director for OpenStack](#) topics.

 **Note:** If you are performing an upgrade to PCF 1.7, please review [Upgrading Pivotal Cloud Foundry](#) for critical upgrade information.

### Step 1: Add Elastic Runtime to Ops Manager

1. Navigate to the Pivotal Cloud Foundry Operations Manager Installation Dashboard.
2. Click the Pivotal Network link on the left to add Elastic Runtime to Ops Manager. For more information, refer to the [Adding and Deleting Products](#) topic.



### Step 2: Assign Availability Zones and Networks

 **Note:** Pivotal recommends at least three Availability Zones for a highly available installation of Elastic Runtime.

1. Select **Assign AZ and Networks**. These are the Availability Zones that you [create](#) when configuring Ops Manager Director.
2. Select an Availability Zone under **Place singleton jobs**. Ops Manager runs any job with a single instance in this Availability Zone.
3. Select one or more Availability Zones under **Balance other jobs**. Ops Manager balances instances of jobs with more than one instance across the Availability Zones that you specify.
4. From the **Network** drop-down box, choose the network on which you want to run Elastic Runtime.

[Installation Dashboard](#)

## Pivotal Elastic Runtime

Settings    Status    Credentials    Logs

✓ Assign AZs and Networks

✓ Domains

✓ Networking

✓ Application Containers

✓ Application Developer Controls

✓ Authentication and Enterprise SSO

✓ Databases

✓ Internal MySQL

✓ File Storage

✓ System Logging

### AZ and Network Assignments

Place singleton jobs in

us-west-1b

Balance other jobs in

us-west-1b

Network

first-network

**Save**

5. Click **Save**.

 **Note:** When you save this form, a verification error displays because the PCF security group blocks ICMP. You can ignore this error.

 PCF Ops Manager

**⚠ Please review the errors below**

- Cannot reach gateway with IP 10.0.16.1 (ignorable if ICMP is disabled)
- Cannot reach DNS with IP 10.0.0.2 (ignorable if ICMP is disabled)

All errors will be reverified before installation.

## Step 3: Configure Domains

### 1. Select Domains.

Elastic Runtime gives each deployed application its own hostname in the app domain, and each system component its own hostname on the system domain. Ensure that you have a wildcard DNS record configured for both domains.

System Domain \*

pivotal.cf-app.com

Apps Domain \*

pivotal.cf-app.com

This is the default apps domain that pushed apps will use for their hostnames. Use the Cloud Foundry command line interface to add or delete domains. This also requires a wildcard DNS record.

**Save**

### 2. Enter the system and application domains.

- The **System Domain** defines your target when you push apps to Elastic Runtime.
- The **Apps Domain** defines where Elastic Runtime should serve your apps.

 **Note:** Pivotal recommends that you use the same domain name but different subdomain names for your system and app domains. Doing so allows you to use a single wildcard certificate for the domain while preventing apps from creating routes that overlap with system routes. For example, name your system domain `system.EXAMPLE.com` and your apps domain `apps.EXAMPLE.com`.

 **Note:** You configured wildcard DNS records for these domains in an earlier step.

### 3. Click **Save**.

## Step 4: Configure Networking

### 1. Select **Networking**.

Configure security and routing services for your platform. It is usually preferable to use your own load balancer instead of an HAProxy instance as your point-of-entry to the platform.

Router IPs

If you are not using HAProxy, enter static IP address(es) for the Router(s), which must be within the subnet CIDR block that you defined in the Ops Manager network configuration. If you have a load balancer, configure it to point to these IPs. If deploying PCF to AWS with an ELB, do not enter IP addresses here. Instead, add the name of your ELB in the Resource Config section, in the ELB Name column for Router.

HAProxy IPs

Configure the point-of-entry to this environment\*

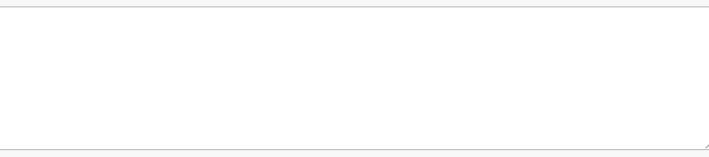
- Select this option if you have an external load balancer, and it can forward encrypted traffic (SSL, HTTPS, etc.) to the Elastic Runtime Router(s). You may also select this option for a non-production environment where load balancing is not required, by configuring a single Router with TLS enabled as your point-of-entry to the Elastic Runtime platform.

Router SSL Termination Certificate and Private Key \*



[Change](#)

Router SSL Ciphers



Select this option if you have an external load balancer, but it will not forward any encrypted traffic to the Elastic Runtime Router(s). You may also select this option for a non-production environment where load balancing is not required, by configuring a single Router with TLS disabled as your point-of-entry to the Elastic Runtime platform.

Select this option if you want to use HAProxy as your first point-of-entry instead of your own load balancer. Note that HAProxy does not provide IP failover, so it is not a robust load balancer.

Disable SSL certificate verification for this environment

Disable insecure cookies on the Router

Choose whether to enable route services. Route services enable you to proxy requests to your app over TLS to arbitrary URLs before hitting your app.\*

Enable route services

Disable route services

Loggregator Port

Applications Subnet (Only change this if you need to avoid address collision with a third-party service on the same subnet.) \*

Applications Network Maximum Transmission Unit (MTU) (in bytes) \*

Router Timeout to Backends (in seconds) ( min: 1 ) \*

**Save**

2. ( Optional) The values you enter in the **Router IPs** and **HAProxy IPs** fields depends on whether you are using your own load balancer or the HAProxy load balancer. Find your load balancer type in the table below to determine how to complete these fields.

 **Note:** If you choose to assign specific IP addresses in either the **Router IPs** or **HAProxy IPs** field, ensure that these IPs are in

your subnet.

LOAD BALANCER	ROUTER IP FIELD VALUE	HAPROXY IP FIELD VALUE
Your own load balancer	Enter the IP address or addresses for PCF that you registered with your load balancer. Refer to the <a href="#">Using Your Own Load Balancer</a> topic for help using your own load balancer with PCF.	Leave this field blank.
HAProxy load balancer	Leave this field blank.	Enter at least one HAProxy IP address. Point your DNS to this address.

For more information, refer to the [Configuring PCF SSL Termination](#) topic. For help understanding the Elastic Runtime architecture, refer to the [Architecture](#) topic.

3. For **Router IPs**, enter one or more static IP addresses for your routers. These must be in the subnet that you configured in the Ops Manager **Create Networks** section. If you are using your own load balancer, configure it to point to these IPs. If you are using the Elastic Load Balancer (ELB), add the name of your ELB in the router column of the **Resource Config** section.
4. For **HAProxy IPs**, enter one or more IP addresses for HAProxy. You must point your DNS to this IP unless you are using your own load balancer, and HAProxy's IP must be in your subnet.
5. Under **Configure the point-of-entry to this environment** choose one of the following:
  - **External Load Balancer with Encryption:** Select this option if your deployment uses an external load balancer that can forward encrypted traffic to the Elastic Runtime Router, or for a development environment that does not require load balancing. Complete the fields for the **Router SSL Termination Certificate and Private Key** and **Router SSL Ciphers**.
  - **External Load Balancer without Encryption:** Select this option if your deployment uses an external load balancer that cannot forward encrypted traffic to the Elastic Runtime Router, or for a development environment that does not require load balancing.
  - **HAProxy:** Select this option to use HAProxy as your first point of entry. Complete the fields for **SSL Certificate and Private Key** and **HAProxy SSL Ciphers**. Select **Disable HTTP traffic to HAProxy** if you want the HAProxy to only allow HTTPS traffic.



For details about providing SSL termination certificates and keys, see the [Providing a Certificate for your SSL Termination Point](#) topic.

6. If you are not using SSL encryption or if you are using self-signed certificates, select **Disable SSL certificate verification for this environment**. Selecting this checkbox also disables SSL verification for route services.
7. Select the **Disable insecure cookies on the Router** checkbox to turn on the secure flag for cookies generated by the router.
8. In the **Choose whether or not to enable route services** section, choose either **Enable route services** or **Disable route services**. Route services are a class of [marketplace services](#) that perform filtering or content transformation on application requests and responses. See the [Route Services](#) topic for details.
9. Optionally, use the **Applications Subnet** field if you need to avoid address collision with a third-party service on the same subnet as your apps. Enter a CIDR subnet mask specifying the range of available IP addresses assigned to your app containers. The IP range must be different from the network used by the system VMs.
10. The **Loggregator Port** defaults to 443 if left blank. Enter a new value to override the default.
11. Optionally, you can change the value in the **Applications Network Maximum Transmission Unit (MTU)** field. Pivotal recommends setting the MTU value for your application network to [1454](#). Some configurations, such as networks that use GRE tunnels, may require a smaller MTU value.
12. Optionally, increase the number of seconds in the **Router Timeout to Backends** field to accommodate larger uploads over connections with high latency.
13. Click **Save**.

## Step 5: Configure Application Containers

1. Select **Application Containers**.

Enable microservice frameworks, private Docker registries, and other services that support your applications at a container level.

Enable Custom Buildpacks

Allow SSH access to app containers

Private Docker Insecure Registry Whitelist

Docker Images Disk-Cleanup Scheduling on Cell VMs\*

- Never clean up Cell disk-space  
 Routinely clean up Cell disk-space  
 Clean up disk-space once threshold is reached

**Save**

2. The **Enable Custom Buildpacks** checkbox governs the ability to pass a custom buildpack URL to the `-b` option of the `cf push` command. By default, this ability is enabled, letting developers use custom buildpacks when deploying apps. Disable this option by disabling the checkbox. For more information about custom buildpacks, refer to the [buildpacks](#) section of the PCF documentation.
3. The **Allow SSH access to app containers** checkbox controls SSH access to application instances. Enable the checkbox to permit SSH access across your deployment, and disable it to prevent all SSH Access. See [Application SSH Overview](#) for information on SSH access permissions at the space and app scope.
4. You can configure Elastic Runtime to run app instances in Docker containers by supplying their IP address range(s) in the **Private Docker Insecure Registry Whitelist** textbox. See the [Using Docker Trusted Registries](#) topic for more information.
5. Select your preference for **Docker Images Disk-Cleanup on Cell VMs**. If you choose **Clean up disk-space once threshold is reached** enter a **Threshold of Disk-Used** in megabytes.
6. Click **Save**.

## Step 6: Configure Application Developer Controls

1. Select **Application Developer Controls**.

Configure restrictions and default settings for applications pushed to Cloud Foundry.

Maximum File Upload Size (MB) ( min: 1024, max: 2048 ) \*



Maximum size of an application upload

Default App Memory (MB) ( min: 64, max: 2048 ) \*

Default App Memory Quota per Org (only applies the first time you install Elastic Runtime for this environment) ( min: 10240, max: 102400 ) \*

Maximum Disk Quota per App (MB) ( min: 512, max: 10240 ) \*

Default Disk Quota per App (MB) ( min: 512, max: 10240 ) \*

Default Service Instances Quota per Org (only applies the first time you install Elastic Runtime for this environment) ( min: 0, max: 1000 ) \*

**Save**

2. Enter your intended maximum file upload size.
3. Enter your default RAM memory allocation per app.
4. Enter your default total RAM memory (RAM) quota per Org. You can change this in the CLI.
5. Enter your maximum and default disk quotas per app.
6. Enter your default service instances quota per Org. You can change this in the CLI.
7. Click **Save**.

## Step 7: Review Application Security Groups

Setting appropriate [Application Security Groups](#) is critical for a secure deployment. Type X in the box to acknowledge that once the Elastic Runtime deployment completes, you will review and set the appropriate application security groups.

Setting appropriate Application Security Groups that control application network policy is the responsibility of the Elastic Runtime administration team. Please refer to the Application Security Groups topic in the Pivotal Cloud Foundry documentation for more detail on completing this activity after the Elastic Runtime deployment completes.

Type X to acknowledge that you understand this message \*

**Save**

## Step 8: Configure Authentication and Enterprise SSO

1. Select **Authentication and Enterprise SSO**.

Configure your user store access, which can be an internal user store (managed by Cloud Foundry's UAA) or an external user store (LDAP or SAML). You can also adjust the lifetimes of authentication tokens.

Configure your UAA user account store with either internal or external authentication mechanisms\*

- Internal UAA (provided by Elastic Runtime; configure your password policy below)

Minimum Password Length \*

0

Minimum number of characters for a valid password.

Minimum Uppercase Characters Required for Password \*

0

Minimum Lowercase Characters Required for Password \*

0

Minimum Numerical Digits Required for Password \*

0

Minimum Special Characters Required for Password \*

0

Number of Months Before Password Expires \*

0

Maximum Password Entry Attempts Allowed \*

5

- SAML Identity Provider

- LDAP Server

2. To authenticate user sign-ons, your deployment can use one of three types of user database: the UAA server's internal user store, an external SAML identity provider, and an external LDAP server.
  - a. To use the internal UAA, select the **Internal** option and follow the instructions in [Configuring UAA Password Policy](#) to configure your password policy.
  - b. To connect to an external identity provider via SAML, scroll down to select the **SAML Identity Provider** option and follow the instructions in [Configuring PCF for SAML](#).
  - c. To connect to an external LDAP server, scroll down to select the **LDAP Server** option and follow the instructions in [Configuring LDAP](#).
3. (Optional) At the bottom of this section, you can change the lifetimes of tokens granted for Apps Manager and cf CLI login access and refresh. Most deployments use the defaults.

Apps Manager Access Token Lifetime (in seconds) \*

Apps Manager Refresh Token Lifetime (in seconds) \*

Cloud Foundry CLI Access Token Lifetime (in seconds) \*

Cloud Foundry CLI Refresh Token Lifetime (in seconds) \*

**Save**

## Step 9: Configure System Databases

**Note:** If you are performing an upgrade, do not modify your existing internal database configuration or you may lose data. You must migrate your existing data first before changing the configuration. See [Upgrading Pivotal Cloud Foundry](#) for additional upgrade information.

1. Select **Databases**.

This section determines where you would like to place your Elastic Runtime databases, for components like Cloud Controller and UAA.

Configure your system's databases\*

- Internal Databases - MySQL and Postgres (the Postgres DBs are not highly-available, but this selection is required if you want to keep your system data from a pre-1.6.0 Elastic Runtime that you upgraded)
- Internal Databases - MySQL
- External Databases (for example, if you want to use AWS RDS)

Hostname DNS Name \*

pivotalcf.rwaring.ens.kom.ywes.us-west

TCP Port \*

3306

Username \*

pivotalcf

Password \*

\*\*\*\*\*

Change

Save

2. If you want to use internal databases for your deployment, select **Internal Databases - MySQL** or **Internal Databases - MySQL**. If you want to use external databases such as Amazon Web Services (AWS) RDS, select **External Databases** and complete the following steps:

- For **Hostname DNS Name**, enter the hostname of your database.
- For **TCP Port**, enter the port of your database.
- For **Username** and **Password**, enter your username and password.



**Note:** Pivotal recommends that you use internal databases unless you require the functionality of AWS RDS.

3. Click **Save**.

## Step 10 (Optional) Configure Internal MySQL

**Note:** You only need to configure this section if you selected **Internal Databases - MySQL** in the **Databases** section.

1. Select **Internal MySQL**.

You only need to configure this section if you are using the Internal MySQL databases provided by Elastic Runtime.

A proxy tier routes MySQL connections from internal components to healthy cluster nodes. Configure DNS and/or your own load balancer to point to multiple proxy instances for increased availability. TCP healthchecks can be configured against port 1936.

The automated backups functionality works with any S3-compatible file store that can receive your backup files.

MySQL Proxy IPs

Enter the IP address(es) for the MySQL proxy instances configured on your external load balancer.

MySQL Service Hostname

Automated Backups Configuration\*

Disable automated MySQL backups

Enable automated MySQL backups (Must also set: Resource Config > Backup Prepare Node > Instances to 1)

S3 Bucket Name \*

Bucket Path \*

AWS Access Key ID \*

AWS Secret Access Key \*

Secret

Cron Schedule (See <http://godoc.org/github.com/robfig/cron>) \*

**Save**

2. For **MySQL Proxy IPs**, enter one or more IP addresses for your MySQL proxy instances. If a MySQL node fails, these proxies re-route connections to a healthy node. See the [MySQL for PCF: Proxy](#) topic for more information.
3. For **MySQL Service Hostname**, enter an IP or hostname for your load balancer. If a MySQL proxy fails, the load balancer re-routes connections to a healthy proxy. If you leave this field blank, components are configured with the IP address of the first proxy instance entered above.
4. Under **Automated Backups Configuration**, select **Disable mysql\_backups** or **Enable mysql\_backups** to enable or disable automated MySQL backups.

**Note:** If you choose to enable automated MySQL backups, set the number of instances for the **Backup Prepare Node** under the **Resource Config** section of the Elastic Runtime tile to `0`.

5. If you select **Enable mysql\_backups**, you need an Amazon Web Services (AWS) account. Configure your backup with the following steps:
  - For **S3 Bucket Name**, enter the name of your S3 bucket on AWS. Do not include a `s3://` prefix, a trailing `/`, or underscores. If the bucket does not already exist, it will be created automatically.
  - For **Bucket Path**, specify a folder within the bucket to hold your MySQL backups. Do not include a trailing `/`.
  - For **AWS Access Key ID** and **AWS Secret Access Key**, enter your AWS credentials.
  - For **Cron Schedule**, enter a valid cron expression to schedule your automated backups. Cron uses your machine's local time zone.
6. Click **Save**.

## Step 11: Configure File Storage

1. Select **File Storage**.
2. To use the PCF internal filestore, select the **Internal** option and click **Save**.
3. To use an external S3-compatible filestore for your Elastic Runtime file storage, select the **External S3-Compatible Filestore** option and complete the following procedure:

Configure where you would like to store Cloud Controller's files, either internally or on another S3-compatible service.

Configure your Cloud Controller's filesystem\*

Internal  
 External S3-Compatible Filestore

URL Endpoint \*

 URL endpoint of your S3-compatible blobstore

Access Key \*

Secret Key \*

[Change](#)

S3 Signature Version\*

Region\*

Buildpacks Bucket Name \*

Droplets Bucket Name \*

Packages Bucket Name \*

Resources Bucket Name \*

**Save**

- a. Enter the **URL Endpoint** for your filestore.
- b. Enter your **Access Key** and **Secret Key**.
- c. For **S3 Signature Version** and **Region**, keep the default **V2 Signature** values unless your S3 filestore is in Germany or China. These regions require a **V4 Signature**.
- d. Enter a **Buildpacks Bucket Name**.
- e. Enter a **Droplets Bucket Name**.

- f. Enter a **Packages Bucket Name**.
- g. Enter a **Resources Bucket Name**.
- h. Click **Save**.

## Step 12: (Optional) Configure System Logging

If you are forwarding logging messages to an external Reliable Event Logging Protocol (RELP) server, complete the following steps:

1. Select **System Logging**.

Configure system logging. Complete the External Syslog fields only if using an external syslogd server.

Enable Cloud Controller security event logging

External Syslog Aggregator Hostname

External Syslog Aggregator Port  
 The typical syslog port is 514. Ensure syslogd is listening on external interfaces.

External Syslog Network Protocol

Syslog Drain Buffer Size (# of messages) \*

2. If you want to include security events in your log stream, select the **Enable Cloud Controller security event logging** checkbox. This logs all API requests, including the endpoint, user, source IP, and request result, in the Common Event Format (CEF).
3. Enter the IP address of your syslog server in **External Syslog Aggregator Hostname** and its port in **External Syslog Aggregator Port**. The default port for a syslog server is 514.

 **Note:** The host must be reachable from the Elastic Runtime network, accept TCP connections, and use the RELP protocol. Ensure your syslog server listens on external interfaces.

4. Select an **External Syslog Network Protocol** to use when forwarding logs.
5. For the **Syslog Drain Buffer Size**, enter the number of messages the Doppler server can hold from Metron agents before the server starts to drop them. See the [Loggregator Guide for Cloud Foundry Operators](#) topic for more details.
6. Click **Save**.

## Step 13: (Optional) Customize Apps Manager

The **Custom Branding** and **Apps Manager** sections customize the appearance and functionality of Apps Manager. Refer to the [Custom Branding Apps Manager](#) topic for more information.

1. Select **Custom Branding**.

Customize colors, images, and text for Apps Manager and the Cloud Foundry login portal.

Company Name  
 Defaults to 'Pivotal'

Accent Color

Main Logo (PNGs only)

Square Logo/Favicon (PNGs only)

Footer Text

Footer Links  
You may configure up to 3 links in the Apps Manager footer Add

Save

Use this section to configure the text, colors, and images of the interface that developers see when they log in, create an account, reset their password, or use Apps Manager.

## 2. Select **Apps Manager**.

### Configure Apps Manager

Enable Internal User Store

Enable Non Admin Role Management

Product Name  
 Replace "Apps Manager" in the header with a custom product name (defaults to "Apps Manager" if blank)

Marketplace Name

Customize Sidebar Links  
You may configure up to 10 links in the Apps Manager sidebar Add

- ▶ Marketplace Delete
- ▶ Docs Delete
- ▶ Tools Delete

Save

Use this section to control access and role options for Apps Manager, as well as specify the headers and sidebar links that it displays.

- Select **Enable Internal User Store** to use an internal user store in the PCF local UAA server. With the internal store enabled, PCF admins do not need to configure an external user store such as an LDAP / AD server.
- Select **Enable Non Admin Role Management** to allow Org managers and Space managers to assign roles to users in the Orgs and Spaces that they manage.

Both the **Enable Internal User Store** and the **Enable Non Admin Role Management** checkboxes must be selected if you want to invite new members to join an Org in Apps Manager. For more information about inviting users, see [Inviting New Users](#). Ensure that you select the **Push Apps Manager** post-deploy errand on the **Errands** tab so that these edits are applied to your Apps Manager installation. Follow the steps in the “Configure Errands” below.

3. Click **Save** to save your settings for each section.

## Step 14: (Optional) Configure Email Notifications

Elastic Runtime uses SMTP to send invitations and confirmations to Apps Manager users. You must complete the **Email Notifications** page if you want to enable end-user self-registration.

1. Select **Email Notifications**.

Configure Simple Mail Transfer Protocol for the Notifications application to send email notifications about your deployment. This application is deployed as an errand in Elastic Runtime. If you don't need this service, you may leave this section blank and disable the Notifications and Notifications UI errands.

From Email  
 

Address of SMTP Server

Port of SMTP Server

SMTP Server Credentials  
  
  
[Change](#)

SMTP Enable Automatic STARTTLS

SMTP Authentication Mechanism\*

SMTP CRAMMD5 secret

**Save**

2. Enter your reply-to and SMTP email information.

3. For **SMTP Authentication Mechanism**, select `none`.

4. Click **Save**.

 **Note:** If you do not configure the SMTP settings using this form, the administrator must create orgs and users using the cf CLI tool. See [Creating and Managing Users with the cf CLI](#) for more information.

## Step 15: (Optional) Add CCDB Restore Key

Perform this step if all of the following are true:

- You deployed Elastic Runtime previously
- You then stopped Elastic Runtime or it crashed
- You are re-deploying Elastic Runtime with a backup of your Cloud Controller database

1. Click **Restore CCDB Encryption Key**.
2. Enter your **Cloud Controller DB Encryption Key**.

The Cloud Controller's database has an encryption key that should be re-instated whenever restoring this database from a backup.

Cloud Controller DB Encryption Key

\*\*\*

Leave blank unless restoring a Cloud Controller Database exported from a previous installation.

Save

See [Backing Up Pivotal Cloud Foundry](#) for more information.

## Step 16: Configure Smoke Tests

The Smoke Tests errand runs basic functionality tests against your Elastic Runtime deployment after an installation or update. In this section, choose where to run smoke tests. In the **Errands** section, you can choose whether or not to run the Smoke Tests errand.

1. Select **Smoke Tests**.
2. If you have a shared apps domain, select **On-demand org and space**, which creates an ad-hoc org and space for running smoke tests and deletes them afterwards. Otherwise, select **Specified org and space** and complete the fields to specify where you want to run smoke tests.

If you eventually decide to delete your Elastic Runtime deployment's shared domain(s), you will need to specify a dedicated Cloud Foundry organization and space where the smoke tests can be run.

Choose whether to create a new org and space on demand for smoke tests\*

- On-demand org and space (this org and space are deleted after smoke tests finish running)
- Specified org and space (the org and space must have a domain available for routing)

Organization \*

Space \*

Domain \*

**Save**

3. Click **Save**.

## Step 17: (Optional) Enable Experimental Features

Use caution when enabling experimental features if you have other Pivotal Cloud Foundry service tiles installed in your Pivotal Cloud Foundry deployment. Not all of the services are guaranteed to work as expected with these features enabled.

### Diego Cell Memory and Disk Overcommit

If your apps do not use the full allocation of disk space and memory set in the **Resource Config** tab, you might want use this feature. These fields control the amount to overcommit disk and memory resources to each Diego Cell VM.

For example, you might want to use the overcommit if your apps use a small amount of disk and memory capacity compared with the **Resource Config** settings for **Diego Cell**.

**Note:** Due to the risk of app failure and the deployment-specific nature of disk and memory use, Pivotal has no recommendation about how much, if any, memory or disk space to overcommit.

To enable this feature, follow these steps:

1. Select **Experimental Features**.
2. Enter the total desired amount of Diego cell memory value in the **Cell Memory Capacity (MB)** field. Refer to the **Diego Cell** row in the **Resource Config** tab for the current Cell memory capacity settings that this field overrides.
3. Enter the total desired amount of Diego cell disk capacity value in the **Cell Disk Capacity (MB)** field. Refer to the **Diego Cell** row in the **Resource Config** tab for the current Cell disk capacity settings that this field overrides.

Cell Memory Capacity (MB) ( min: 1 )

Cell Disk Capacity (MB) ( min: 1 )

**Save**

 **Note:** Entries made to each of these two fields set the total amount of resources allocated, not the overage.

4. Click **Save**.

## Step 18: Configure Errands Page

Errands are scripts that Ops Manager runs to automate tasks. By default, Ops Manager runs the post-install errands listed below when you deploy Elastic Runtime. However, you can prevent a specific post-install errand from running by deselecting its checkbox on the **Errands** page.

 **Note:** Several errands deploy apps that provide services for your deployment, such as Autoscaling and Notifications. Once one of these apps is running, deselecting the checkbox for the corresponding errand on a subsequent deployment does not stop the app.

### Errands

Errands are scripts that run at designated points during an installation.

#### Post-Deploy Errands

<input checked="" type="checkbox"/> Run Smoke Tests	Runs Smoke Tests against your Elastic Runtime installation
<input checked="" type="checkbox"/> Push Apps Manager	Pushes the Pivotal Apps Manager application to your Elastic Runtime installation
<input checked="" type="checkbox"/> Notifications	Notifications release for PCF
<input checked="" type="checkbox"/> Notifications-UI	Notifications UI Component for PCF
<input checked="" type="checkbox"/> Deploy CF Autoscaling App	Deploys the CF Autoscaling App
<input checked="" type="checkbox"/> Register Autoscaling Service Broker	Registers the Autoscaling Service Broker

There are no pre-delete errands for this product.

**Save**

- **Run Smoke Tests** verifies that your deployment can do the following:
  - Push, scale, and delete apps
  - Create and delete orgs and spaces
- **Push Apps Manager** deploys the Apps Manager, a dashboard for managing apps, services, orgs, users, and spaces. Until you deploy Apps Manager, you must perform these functions through the cf CLI. After Apps Manager has been deployed, we recommend deselecting the checkbox for this errand on subsequent Elastic Runtime deployments. For more information about the Apps Manager, see [Getting Started with the Apps Manager](#).
- **Notifications** deploys an API for sending email notifications to your PCF platform users.

**Note:** The Notifications app requires that you [configure SMTP](#) with a username and password, even if [SMTP Authentication Mechanism](#) is set to none.

- **Notifications-UI** deploys a dashboard for users to manage notification subscriptions.
- **Deploy CF Autoscaling App** enables your deployment to automatically scale the number of instances of an app in response to changes in its usage load. To enable Autoscaling for an app, you must also bind the Autoscaling service to it. For more information, see the [Bind a Service Instance](#) section of the *Managing Service Instances with the CLI* topic.

**Note:** The Autoscaling app requires the Notifications app to send scaling action alerts by email.

- **Register Autoscaling Service Broker** makes the Autoscaling service available to your applications. Without this errand, you cannot bind the Autoscaling app to your apps.

## Step 19: Enable Traffic to Private Subnet

Unless you are using your own load balancer, you must enable traffic flow to the OpenStack private subnet as follows. Give each HAProxy a way of routing traffic into the private subnet by providing public IPs as floating IPs.

1. Click **Resource Config**.

JOB	INSTANCES	PERSISTENT DISK TYPE	VM TYPE	FLOATING IPS
Consul	1	Automatic: 1 GB	Automatic: m1.small	
NATS	1	None	Automatic: m1.small	
etcd	1	Automatic: 1 GB	Automatic: m1.small	
Diego BBS	1	Automatic: 1 GB	Automatic: m1.small	
NFS Server	0	Automatic: 100 GB	Automatic: m1.small	
Router	1	None	Automatic: m1.small	
MySQL Proxy	1	None	Automatic: m1.large	
MySQL Server	1	Automatic: 100 GB	Automatic: m1.small	
Backup Prepare Node	Automatic: 0	None	Automatic: m1.xlarge	
Cloud Controller Database (Postgres)	0	Automatic: 2 GB	Automatic: m1.small	
UAA Database (Postgres)	0	Automatic: 10 GB	Automatic: m1.small	
Apps Manager Database (Postgres)	0	Automatic: 1 GB	Automatic: m1.small	
Cloud Controller	1	None	Automatic: m1.xlarge	
HAProxy	0	None	Automatic: m1.small	10.87.34.26
Clock Global	1	None	Automatic: m1.small	
Cloud Controller Worker	1	None	Automatic: m1.small	
Collector	0	None	Automatic: m1.small	
UAA	1	None	Automatic: m1.small	
Diego Brain	1	Automatic: 1 GB	Automatic: m1.medium	
Diego Cell	3	None	Automatic: m1.xlarge	
Doppler Server	1	None	Automatic: m1.small	
Loggregator Trafficcontroller	1	None	Automatic: m1.small	
Push Apps Manager	1	None	Automatic: m1.small	
Run Smoke Tests	1	None	Automatic: m1.small	
Notifications	1	None	Automatic: m1.small	
Run Notifications Tests	1	None	Automatic: m1.small	
Notifications-UI	1	None	Automatic: m1.small	
Run Notifications-UI tests	1	None	Automatic: m1.small	
Deploy CF Autoscaling App	1	None	Automatic: m1.small	
Register Autoscaling Service Broker	1	None	Automatic: m1.small	

2. Enter one or more IP addresses in **Floating IPs** for each HAProxy.

3. Click **Save**.

Refer to the [Configuring Pivotal Cloud Foundry SSL Termination](#) topic for more information about configuring traffic depending on your load balancer.

## Step 20: (Optional) Disable Unused Resources

By default, Elastic Runtime uses an internal filestore and internal databases. If you configure Elastic Runtime to use external resources, you can disable the corresponding system-provided resources in Ops Manager to reduce costs and administrative overhead.

For more information regarding scaling instances, see the [Zero Downtime Deployment and Scaling in CF](#) and the [Scaling Instances in Elastic Runtime](#) topics.

Complete the following procedures to disable specific VMs in Ops Manager:

1. Click **Resource Config**.
2. If you configure Elastic Runtime to use an external S3-compatible filestore, edit the following fields:
  - NFS Server**: Enter  in **Instances**.
3. If you configure Elastic Runtime to use an external Relational Database Service (RDS), edit the following fields:
  - MySQL Proxy**: Enter  in **Instances**.
  - MySQL Server**: Enter  in **Instances**.
  - Cloud Controller Database**: Enter  in **Instances**.
  - UAA Database**: Enter  in **Instances**.
  - Apps Manager Database**: Enter  in **Instances**.
4. If you are using an External Load Balancer instead of HAProxy, enter 0 in the **Instances** field for **HAProxy**.
5. Click **Save**.

## Step 21: Complete Elastic Runtime Installation

1. Click the **Installation Dashboard** link to return to the Installation Dashboard.
2. Click **Apply Changes**. If the following ICMP error message appears, click **Ignore errors and start the install**

The screenshot shows the PCF Ops Manager interface. At the top, there's a navigation bar with a teal logo and the text "PCF Ops Manager". On the right, it says "pivotal-cf ~". Below the bar, a red alert box contains the text "⚠ Please review the errors below" and a bulleted list: "• Cannot reach gateway with IP 10.0.16.1 (ignorable if ICMP is disabled)" and "• Cannot reach DNS with IP 10.0.0.2 (ignorable if ICMP is disabled)". To the right of the list are two buttons: "Ignore errors and start the install" (in white text on a red background) and "Stop and fix errors" (in white text on a red background).

3. Elastic Runtime installs. The image shows the **Changes Applied** message that Ops Manager displays when the installation process successfully completes.

The screenshot shows the Pivotal CF Ops Manager interface during the installation process. On the left, there's a sidebar with a progress bar at 100% and a list of tasks: "Setting M", "Installing", "Checking Micro BOSH status", and "Logging into director". The main area has a modal window titled "Changes Applied" with a green checkmark icon. The message inside says "Ops Manager Director was successfully installed. We recommend that you export a backup of this installation from the actions menu." At the bottom of the modal are "Close" and "Return to Installation Dashboard" buttons.

---

Return to [Installing Pivotal Cloud Foundry on OpenStack](#).

## Installing Pivotal Cloud Foundry on vSphere, vCloud, and vCloud Air

Page last updated:

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This guide describes how to install [Pivotal Cloud Foundry](#) (PCF) on vSphere, vCloud, and vCloud Air.

If you experience a problem while following the steps below, refer to the [Known Issues](#) topics or to the [Pivotal Cloud Foundry Troubleshooting Guide](#).

 **Note:** If you are performing an upgrade to PCF 1.7, see [Upgrading Pivotal Cloud Foundry](#) for critical upgrade information.

## Prerequisites

To install PCF on vSphere, vCloud, and vCloud Air, your IaaS configuration must have the minimum resource requirements and user privileges for a PCF installation. For a full list of requirements, see the [Prerequisites to Deploying Operations Manager and Elastic Runtime](#) and [Pivotal Cloud Foundry IaaS User Role Guidelines](#) topics.

If you are deploying PCF behind a firewall, see the [Preparing Your Firewall for Deploying Pivotal Cloud Foundry](#) topic.

## Step 1: Install Ops Manager

Complete the following procedures to install Ops Manager on vSphere:

1. [Deploying Operations Manager to vSphere](#)
2. [Configuring Ops Manager Director for VMware vSphere](#)

Complete the following procedures to install Ops Manager on vCloud and vCloud Air:

1. [Deploying Operations Manager to vCloud Air and vCloud](#)
2. [Configuring Ops Manager Director for vCloud Air and vCloud](#)

## Step 2: Install Elastic Runtime

To install Elastic Runtime on vSphere, vCloud, and vCloud Air, perform the procedures in the [Configuring Elastic Runtime for vSphere, vCloud, and vCloud Air](#).

## (Optional) Step 3: Install the IPsec Add-on

The PCF IPsec add-on secures network traffic within a PCF deployment and provides internal system protection if a malicious actor breaches your firewall. See the [Securing Data in Transit with the IPsec Add-on](#) topic for installation instructions.

 **Note:** You must install the PCF IPsec add-on before installing any other tiles to enable the IPsec functionality. Pivotal recommends installing IPsec immediately after Ops Manager, and before installing the Elastic Runtime tile.

## Step 4: Create New User Accounts

Once you have successfully deployed PCF, add users to your account. Refer to the [Creating New Elastic Runtime User Accounts](#) topic for more information.

## Step 5: Target Elastic Runtime

The next step is to use the cf CLI tool to target your Elastic Runtime installation. Make sure that you have [installed the cf CLI tool](#). Refer to the PCF documentation for more information about [using the cf command line tool](#).

 **Note:** In Ops Manager, refer to [Elastic Runtime > Credentials](#) for the UAA admin name and password. You can also use the user that you created in Apps Manager, or create another user with the `create-user` command.

## Additional Configuration

See the following topics for additional vSphere configuration information:

- [Provisioning a Virtual Disk in vSphere](#)
- [Using the Cisco Nexus 1000v Switch with Ops Manager](#)
- [Using Ops Manager Resurrector on VMware vSphere](#)
- [Configuring SSL Termination for vSphere Deployments](#)

For more information about using availability zones in vSphere, vCloud, or vCloud Air, see the [Understanding Availability Zones in VMware Installations](#) topic.

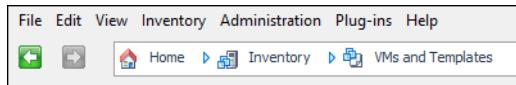
## Deploying Operations Manager to vSphere

Page last updated:

Refer to this topic for help deploying Ops Manager to VMware vSphere. For help deploying Ops Manager to vCloud Air or vCloud, see the [Deploying Operations Manager to vCloud Air and vCloud](#) topic.

1. Refer to the [Known Issues](#) topic before getting started.
2. Download the [Pivotal Cloud Foundry](#) (PCF) Ops Manager .ova file at [Pivotal Network](#). Click the **Pivotal Cloud Foundry** region to access the PCF product page. Use the dropdown menu to select an Ops Manager release.

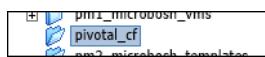
3. Log into vCenter.
4. Select the **VM and Templates** view.



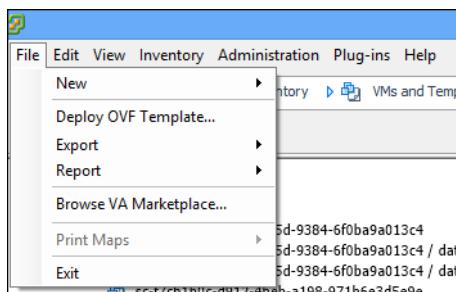
5. Right click on your datacenter and select **New Folder**.



6. Name the folder `pivotal_cf` and select it.



7. Select **File > Deploy OVF Template**.



8. Select the .ova file and click **Next**.

Deploy from a file or URL

Browse...

Enter a URL to download and install the OVF package from the Internet, or specify a location accessible from your computer, such as a local hard drive, a network share, or a CD/DVD drive.

9. Review the product details and click **Next**.

10. Accept the license agreement and click **Next**.

11. Name the virtual machine and click **Next**.

Name:  
Pivotal CF vSphere Edition

The name can contain up to 80 characters and it must be unique within the inventory folder.

Inventory Location:

- anchovy-dc
  - birchwood\_templates
  - birchwood\_vms

**Note:** The selected folder is the one you created.

12. Select a vSphere cluster and click **Next**.

- anchovy-dc
  - anchovy-cluster

13. If prompted, select a resource pool and click **Next**.

14. If prompted, select a host and click **Next**.

**Note:** Hardware virtualization must be off if your vSphere host does not support VT-X/EPT. Refer to the [Prerequisites](#) topic for more information.

Choose a specific host within the cluster.

On clusters that are configured with vSphere HA or Manual mode vSphere DRS, each virtual machine must be assigned to a specific host, even when powered off.

Select a host from the list below:

Host Name

- 172.16.64.2

15. Select a storage destination and click **Next**.

Select a destination storage for the virtual machine files:

VM Storage Profile:

Name	Drive Type	Capacity	Provisioned	Free	Type	Thin Pro
anchovy-ds	Non-SSD	5.41 TB	1.62 TB	3.98 TB	VMFS5	Supporte
anchovy-ds	SSD	147.00 GB	147.00 GB	214.50 GB	VMFS5	Suppor

16. Select a disk format and click **Next**. For information about disk formats, see [Provisioning a Virtual Disk](#).

Datastore:

Available space (GB):

Thick Provision Lazy Zeroed  
 Thick Provision Eager Zeroed  
 Thin Provision

17. Select a network from the drop down list and click **Next**.

Source Networks	Destination Networks
Network 1	MattNetwork <b>MattNetwork</b> VM Network VM Network Private

18. Enter network information and passwords for the Ops Manager VM admin user and click **Next**.

 **Note:** You must enter a default admin password, or else your Ops Manager VM will not boot up.

<b>IP Address</b> The IP address for the Pivotal CF Installer. Leave blank if DHCP is desired.
<b>Netmask</b> The netmask for the Pivotal CF Installer's network. Leave blank if DHCP is desired.
<b>Default Gateway</b> The default gateway address for the Pivotal CF Installer's network. Leave blank if DHCP is desired.
<b>DNS</b> The domain name servers for the Pivotal CF Installer (comma separated). Leave blank if DHCP is desired.
<b>NTP Servers</b> Comma-delimited list of NTP servers
<b>Admin Password</b> This password is used to SSH into the Pivotal CF Installer. The username is 'tempest'. Enter password <input type="password"/> Confirm password <input type="password"/>

Keep this network information. The IP Address will be the location of the Ops Manager interface.

19. Check the **Power on after deployment** checkbox and click **Finish**. Once the VM boots, the interface is available at the IP address you specified.

 **Note:** It is normal to experience a brief delay before the interface is accessible while the web server and VM start up.

20. Create a DNS entry for the IP address that you used for Ops Manager. You must use this fully qualified domain name when you log into Ops Manager in the [Configuring Ops Manager Director for VMware vSphere](#) topic.

 **Note:** Ops Manager 1.7 security features require you to create a fully qualified domain name in order to access Ops Manager during the [initial configuration](#).

[Return to the Installing Pivotal Cloud Foundry Guide](#)

## Configuring Ops Manager Director for VMware vSphere

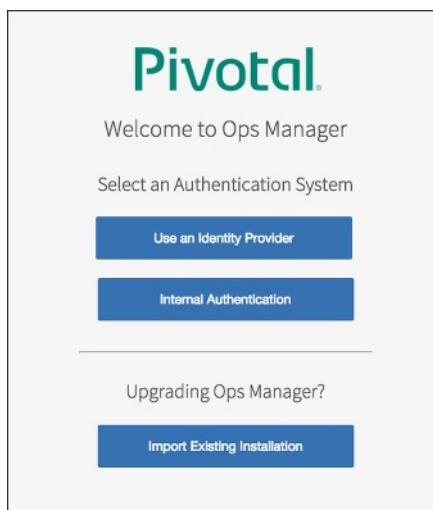
Page last updated:

This topic describes how to configure the Ops Manager Director for VMware vSphere.

Before you begin this procedure, ensure that you have successfully completed all steps in the [Deploying Operations Manager to vSphere](#) topic. After you complete this procedure, follow the instructions in the [Configuring Elastic Runtime for vSphere, vCloud, and vCloud Air](#) topic.

### Step 1: Set Up Ops Manager

1. Navigate to the fully qualified domain of your Ops Manager in a web browser.
2. The first time you start Ops Manager, you must choose one of the following:
  - [Use an Identity Provider](#): If you use an Identity Provider, an external identity server maintains your user database.
  - [Internal Authentication](#): If you use Internal Authentication, PCF maintains your user database.



#### Use an Identity Provider

1. Log in to your IdP console and download the IdP metadata XML. Optionally, if your IdP supports metadata URL, you can copy the metadata URL instead of the XML.
2. Copy the IdP metadata XML or URL to the Ops Manager [Use an Identity Provider](#) log in page.



**Note:** The same IdP metadata URL or XML is applied for the BOSH Director. If you are using a separate IdP for BOSH, copy the metadata XML or URL from that IdP and enter it into the BOSH IdP Metadata text box in the Ops Manager log in page.

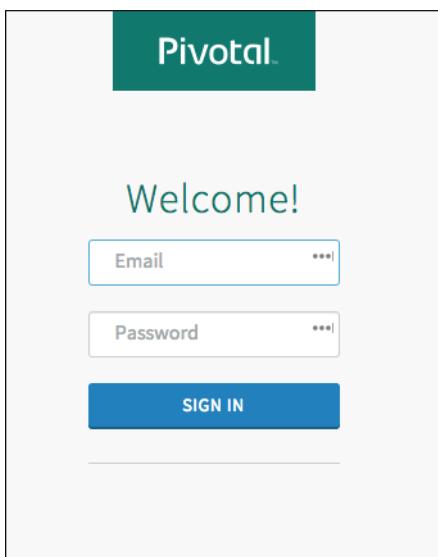
3. Enter your **Decryption passphrase**. Read the **End User License Agreement**, and select the checkbox to accept the terms.
  4. Your Ops Manager log in page appears. Enter your username and password. Click **Login**.
  5. Download your SAML Service Provider metadata (SAML Relying Party metadata) by navigating to the following urls:
    - **5a.** Ops Manager SAML service provider metadata: <https://OPS-MAN-FQDN:443/uaa/saml/metadata>
    - **5b.** BOSH Director SAML service provider metadata: <https://BOSH-IP-ADDRESS:8443/saml/metadata>.
- Note:** To retrieve your **BOSH-IP-ADDRESS**, navigate to the **Ops Manager Director** tile > **Status** tab. Record the **Ops Manager Director** IP address.
6. Configure your IdP with your SAML Service Provider metadata. Import the Ops Manager SAML provider metadata from Step 5a above to your IdP. If your IdP does not support importing, provide the values below:
    - **Single sign on URL:** <https://OPS-MAN-FQDN:443/uaa/saml/SSO/alias/OPS-MAN-FQDN>
    - **Audience URI (SP Entity ID):** <https://OP-MAN-FQDN:443/uaa>
    - **Name ID** is Email Address
    - SAML authentication requests are always signed
  7. Import the BOSH Director SAML provider metadata from Step 5b to your IdP. If the IdP does not support an import, provide the values below.
    - **Single sign on URL:** <https://BOSH-IP:8443/saml/SSO/alias/BOSH-IP>
    - **Audience URI (SP Entity ID):** <https://BOSH-IP:8443>
    - **Name ID** is Email Address
    - SAML authentication requests are always signed
  8. Return to the **Ops Manager Director** tile, and continue with the configuration steps below.

## Internal Authentication

1. When redirected to the **Internal Authentication** page, you must complete the following steps:
  - Enter a **Username**, **Password**, and **Password confirmation** to create an Admin user.
  - Enter a **Decryption passphrase** and the **Decryption passphrase confirmation**. This passphrase encrypts the Ops Manager datastore, and is not recoverable.
  - If you are using an **Http proxy** or **Https proxy**, follow the [PCF Director Proxy Settings](#) instructions.
  - Read the **End User License Agreement**, and select the checkbox to accept the terms.

## Step 2: vCenter Config Page

1. Log in to Ops Manager with the Admin username and password you created in the previous step.



2. Click the **Ops Manager Director** tile.



3. Select **vCenter Config**.

[Installation Dashboard](#)

## Ops Manager Director

Settings    Status    Credentials

vCenter Config

Director Config

Create Availability Zones

Create Networks

Assign AZs and Networks

Security

Resource Config

### vCenter Config

vCenter Host\*  
  The hostname of the vCenter that manages ESXi / vSphere

vCenter Username\*

vCenter Password\*  
 

Datacenter Name\*

Virtual Disk Type\*  
 

Ephemeral Datastore Names (comma delimited)\*

NOTE: Removing an Ephemeral Datastore after an initial deploy can result in a system outage and/or data loss.

Persistent Datastore Names (comma delimited)\*

NOTE: Removing a Persistent Datastore after an initial deploy can result in a system outage and/or data loss.

VM Folder\*

Template Folder\*

Disk path Folder\*

**Save**

4. Enter the following information:

- **vCenter Host:** The hostname of the vCenter that manages ESXi/vSphere.
- **vCenter Username:** A vCenter username with create and delete privileges for virtual machines (VMs) and folders.
- **vCenter Password:** The password for the vCenter used specified above.
- **Datacenter Name:** The name of the datacenter as it appears in vCenter.
- **Virtual Disk Type:** The Virtual Disk Type to provision for all VMs.
- **Ephemeral Datastore Names (comma delimited):** The names of the datastores that store ephemeral VM disks deployed by Ops Manager.
- **Persistent Datastore Names (comma delimited):** The names of the datastores that store persistent VM disks deployed by Ops Manager.

- **VM Folder:** The vSphere datacenter folder (default: `pcf_vms`) where Ops Manager places VMs.
- **Template Folder:** The vSphere datacenter folder (default: `pcf_templates`) where Ops Manager places VMs.
- **Disk path Folder:** The vSphere datastore folder (default: `pcf_disk`) where Ops Manager creates attached disk images. You must not nest this folder.

5. Click **Save**.

**[Y] Note:** After your initial deployment, you will not be able to edit the VM Folder, Template Folder, and Disk path Folder names.

## Step 3: Director Config Page

1. Select **Director Config**.

Installation Dashboard

Ops Manager Director

Settings Status Credentials

vCenter Config

Director Config

Create Availability Zones

Create Networks

Assign AZs and Networks

Security

Resource Config

NTP Servers (comma delimited)\*

time1.sf.cf-app.com

Metrics IP Address

Enable VM Resurrector Plugin

Recreate all VMs

This will force BOSH to recreate all VMs on the next deploy. Persistent disk will be preserved.

HM Pager Duty Plugin

Service Key\*

pagerduty-service-key

HTTP Proxy

HM Email Plugin

Host\*

mail.cf-app.com

Port\*

25

Domain\*

From\*

Recipients\*

Username

Password

Enable TLS

Blobstore Location  
 Internal  
 S3 Compatible Blobstore

S3 Endpoint\*

Bucket Name\*

Access Key\*

Secret Key\*

V2 Signature  
 V4 Signature

Region\*

Database Location  
 Internal  
 External MySQL Database

Host\*

Port\*

The screenshot shows a configuration form with the following fields:

- Username\***: An input field.
- Password\***: An input field.
- Database\***: An input field.
- Max Threads**: An input field containing the value 32.
- Save**: A blue button.

2. In the **NTP Servers (comma delimited)** field, enter your NTP server addresses.
3. If you have installed and configured the JMX Bridge product, enter your **Metrics IP Address**.
4. Select the **Enable VM Resurrector Plugin** to enable Ops Manager Resurrector functionality and increase Elastic Runtime availability. For more information, see the [Using Ops Manager Resurrector on VMware vSphere](#) topic.
5. Select **Recreate all VMs** to force BOSH to recreate all VMs on the next deploy. This process does not destroy any persistent disk data.
6. Select **HM Pager Duty Plugin** to enable Health Monitor integration with PagerDuty.
  - **Service Key**: Enter your API service key from PagerDuty.
  - **HTTP Proxy**: Enter an HTTP proxy for use with PagerDuty.
7. Select **HM Email Plugin** to enable Health Monitor integration with email.
  - **Host**: Enter your email hostname.
  - **Port**: Enter your email port number.
  - **Domain**: Enter your domain.
  - **From**: Enter the address for the sender.
  - **Recipients**: Enter comma-separated addresses of intended recipients.
  - **Username**: Enter the username for your email server.
  - **Password**: Enter the password for your email server.
  - **Enable TLS**: Select this checkbox to enable Transport Layer Security.
8. For **Blobstore Location**, Pivotal recommends that you select **Internal**. However, if you select **S3 Compatible Blobstore**, complete the **S3 Endpoint**, **Bucket Name**, **Access Key**, **Secret Key**, **V2 Signature/V4 Signature**, and **Region** with information from your blobstore provider.
9. By default, Pivotal Cloud Foundry (PCF) deploys and manages an **Internal** database for you. If you choose to use an **External MySQL Database**, complete the associated fields with information obtained from your external MySQL Database provider:**Host**, **Port**, **Username**, **Password**, and **Database**.
10. **Max Threads** sets the maximum number of threads that the Ops Manager Director can run simultaneously. For vSphere, the default value is 32. Leave the field blank to use this default value. Pivotal recommends that you use the default value unless doing so results in rate limiting or errors on your IaaS.
11. Click **Save**.

**Note:** After your initial deployment, you will not be able to edit the Blobstore and Database locations.

## Step 4: Create Availability Zone Page

Ops Manager Availability Zones correspond to your vCenter clusters and resource pools. Multiple Availability Zones allow you to provide high-availability and load balancing to your applications. When you run more than one instance of an application, Ops Manager balances those instances across all of the Availability Zones assigned to the application. At least three availability zones are recommended for a highly available installation of Elastic Runtime.

1. Select **Create Availability Zones**.

**Create Availability Zones**

Availability Zones	
Clusters and resource pools to which you will deploy Pivotal products	
default	Name* <input type="text" value="default"/> <small>A unique name for this availability zone</small>
	Cluster* <input type="text" value="pizza-boxes"/>
	Resource Pool <input type="text" value="resource-pool"/>

**Save**

2. Use the following steps to create one or more Availability Zones for your applications to use:

- Click **Add**.
- Enter a unique **Name** for the Availability Zone.
- Enter the name of an existing vCenter **Cluster** to use as an Availability Zone.
- **(Optional)** Enter the name of a **Resource Pool** in the vCenter cluster that you specified above. The jobs running in this Availability Zone share the CPU and memory resources defined by the pool.



**Note:** For more information about using availability zones in vSphere, see the [Understanding Availability Zones in VMware Installations](#) topic.

3. Click **Save**.

## Step 5: Create Networks Page

1. Select **Create Networks**.

**Create Networks**

Warning: Pivotal recommends keeping the IP settings throughout the life of your installation. Ops Manager may prevent you from changing them in the future. Contact Pivotal support for help completing such a change.

**Verification Settings**

Enable ICMP checks

**Networks**

One or many IP ranges upon which your products will be deployed

Name\*  
net1  
A unique name for this network

Subnets

vSphere Network Name\*  
dingo

CIDR\*  
10.85.16.0/25

Reserved IP Ranges  
10.85.16.1,10.85.16.10-10.85.16.180

DNS\*  
8.8.8.8

Gateway\*  
10.85.16.1

Availability Zones\*  
 default

**Save**

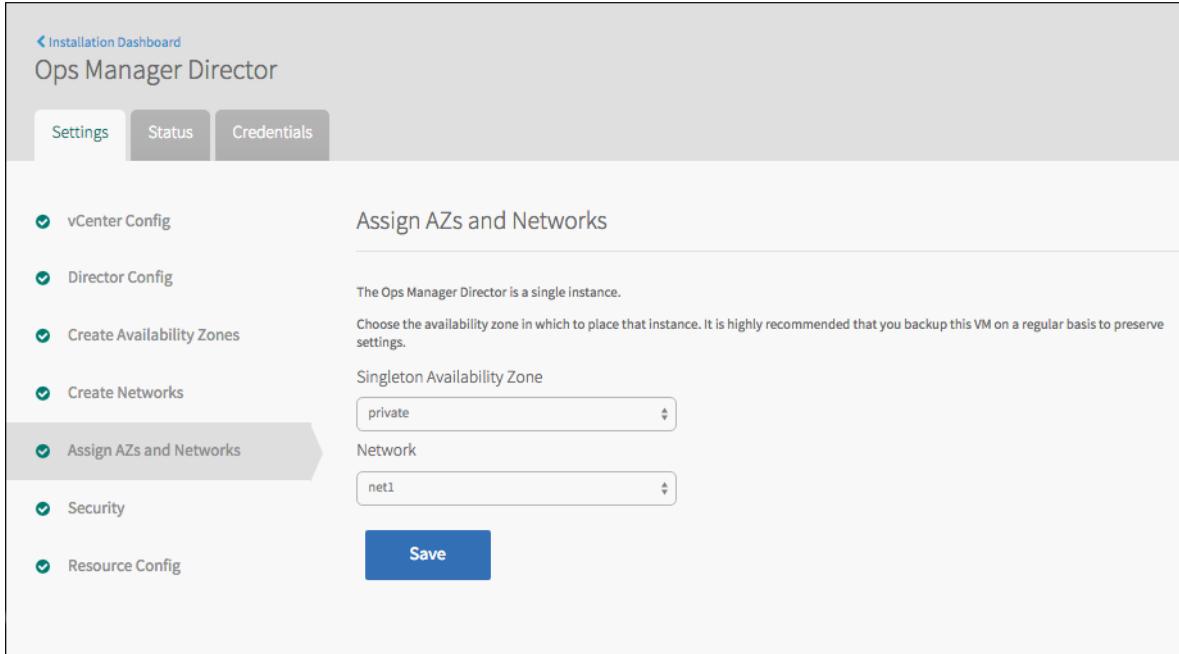
2. Select **Enable ICMP checks** to enable ICMP on your networks. Ops Manager uses ICMP checks to confirm that components within your network are reachable.
3. Use the following steps to create one or more Ops Manager networks:
  - Click **Add Network**.
  - Enter a unique **Name** for the network.
  - Click **Add Subnet** to create one or more subnets for the network.
  - Enter the full path and **vSphere Network Name** as it displays in vCenter. For example, enter `YOUR-DIRECTORY-NAME/YOUR-NETWORK-NAME`. If your vSphere Network Name contains a forward slash character, replace the forward slash with the URL-encoded forward slash character `%2F`.
  - For **CIDR**, enter a valid CIDR block in which to deploy VMs. For example, enter `192.0.2.0/24`.
  - For **Reserved IP Ranges**, enter any IP addresses from the **CIDR** that you want to blacklist from the installation. Ops Manager will not deploy VMs to any address in this range.
  - Enter your **DNS** and **Gateway** IP addresses.
  - Select which **Availability Zones** to use with the network.
4. Click **Save**.

 **Note:** Multiple networks allow you to place vCenter on a private network and the rest of your deployment on a public network. Isolating vCenter in this manner denies access to it from outside sources and reduces possible security vulnerabilities.

 **Note:** If you are using the Cisco Nexus 1000v Switch, refer to the [Using the Cisco Nexus 1000v Switch with Ops Manager](#) topic for more information.

## Step 6: Assign AZs and Networks Page

1. Select **Assign AZs and Networks**.



The screenshot shows the 'Assign AZs and Networks' page of the Ops Manager Director. On the left, there's a sidebar with several configuration items: 'vCenter Config' (checked), 'Director Config' (checked), 'Create Availability Zones' (checked), 'Create Networks' (checked), 'Assign AZs and Networks' (checked and highlighted with a grey arrow), 'Security' (checked), and 'Resource Config' (checked). The main content area has a heading 'Assign AZs and Networks'. Below it, a note says 'The Ops Manager Director is a single instance.' and 'Choose the availability zone in which to place that instance. It is highly recommended that you backup this VM on a regular basis to preserve settings.' There are two dropdown menus: 'Singleton Availability Zone' set to 'private' and 'Network' set to 'net1'. At the bottom right is a blue 'Save' button.

2. Use the drop-down menu to select a **Singleton Availability Zone**. The Ops Manager Director installs in this Availability Zone.
3. Use the drop-down menu to select a **Network** for your Ops Manager Director.
4. Click **Save**.

## Step 7: Security Page

1. Select **Security**.

[Installation Dashboard](#)

## Ops Manager Director

- Settings
- Status
- Credentials

vCenter Config

Director Config

Create Availability Zones

Create Networks

Assign AZs and Networks

Security

Resource Config

### Security

**Trusted Certificates**

```
-----BEGIN CERTIFICATE-----
MIIEICCAKgAwIBAQUAMCQJ0t8lUMAOCCGcCSUh3D0ERQwUAMICEMOwvCOVD
-----END CERTIFICATE-----
```

These certificates enable BOSH-deployed components to trust a custom root certificate.

Generate VM passwords or use single password for all VMs

Generate passwords

Use default BOSH password

**Save**

- In **Trusted Certificates**, enter a custom certificate authority (CA) certificate to insert into your organization's certificate trust chain. This feature enables all BOSH-deployed components in your deployment to trust a custom root certificate. If you want to use Docker Trusted Registries for running app instances in Docker containers, use this field to enter your certificate for your private Docker Trusted Registry. See the [Using Docker Trusted Registries](#) topic for more information.
- Choose **Generate passwords** or **Use default BOSH password**. Pivotal recommends that you use the **Generate passwords** option for greater security.
- Click **Save**. To view your saved Director password, click the **Credentials** tab.

## Step 8: Resource Config Page

- Select **Resource Config**.

[Installation Dashboard](#)

## Ops Manager Director

- Settings
- Status
- Credentials

vCenter Config

Director Config

Create Availability Zones

Create Networks

Assign AZs and Networks

Security

Resource Config

### Resource Config

JOB	INSTANCES	PERSISTENT DISK TYPE	VM TYPE
Ops Manager Director	Automatic: 1	Automatic: 50 GB	Automatic: medium.disk (cpu: 2, ram: 4 G)

**Save**

- Adjust any values as necessary for your deployment. Under the **Instances**, **Persistent Disk Type**, and **VM Type** fields, choose

**Automatic** from the drop-down menu to allocate the recommended resources for the job. If the **Persistent Disk Type** field reads **None**, the job does not require persistent disk space.

 **Note:** If you set a field to **Automatic** and the recommended resource allocation changes in a future version, Ops Manager automatically uses the updated recommended allocation.

3. Click **Save**.

## Step 9: Complete the Ops Manager Director Installation

1. Click the **Installation Dashboard** link to return to the Installation Dashboard.
2. Click **Apply Changes** on the right navigation.
3. After you complete this procedure, follow the instructions in the [Configuring Elastic Runtime for vSphere and vCloud](#) topic.

## Deploying Operations Manager to vCloud Air and vCloud

Page last updated:

**Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This topic is a prerequisite to [Configuring Ops Manager Director for vCloud Air and vCloud](#).

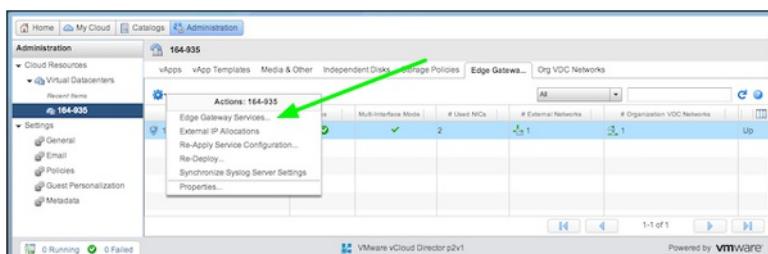
This topic describes how to configure the vCloud or vCloud Air Edge Gateways Configure Services screen and install [Pivotal Cloud Foundry](#) (PCF) Ops Manager for your Elastic Runtime environment.

**Note:** PCF does not currently support vCloud Air On Demand.

## Accessing the vShield Edge Gateway Services Interface

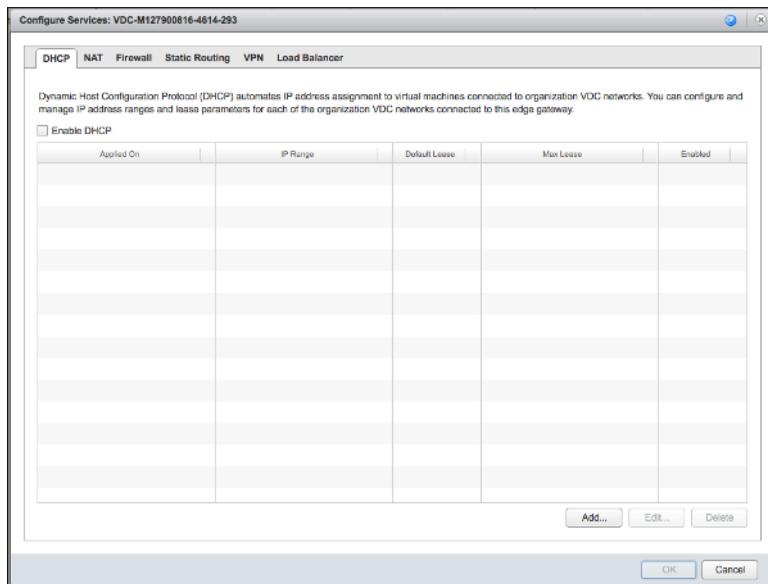
Follow these steps to access the vCloud or vCloud Air Edge Gateways Configure Services screen. For more information about edge gateway services, see the [VMware vCloud Director](#) documentation.

1. Log into vCloud or vCloud Air.
2. Click the **Gateways** tab and your virtual datacenter on the Gateways page. The **Gateways > Gateways Details** page appears.
3. Click **Manage Advanced Gateway Settings** on the right side of the Gateways > Gateways Details page. The **vCloud Director > Administration > Edge Gateways** page appears.
4. Select the gateway you want to configure, then click the gear icon and select **Edge Gateway Services**.



The **Configure Services** screen for your virtual datacenter displays with the following tabs:

- **DHCP**
- **NAT**
- **Firewall**
- **Static Routing**
- **VPN**
- **Load Balancer**



**Note:** The following sections describe how to perform the minimum configuration steps: setting up NAT rules, firewalls, static routing, and a load balancer. Ensure that you configure the Edge Gateways **Configure Services** screen with any additional settings that your environment requires.

## Configuring NAT Rules

The following section describe how to configure your vCloud or vCloud Air Edge Gateway to ensure that Elastic Runtime can access the web.

To do this, you configure the single source NAT rule (SNAT) and three destination NAT (DNAT) rules that Elastic Runtime requires:

- Elastic Runtime accesses the Internet using an SNAT rule.
- Elastic Runtime's API endpoint, which is fronted by HAProxy, requires a DNAT rule to forward traffic from a public IP.
- Ops Manager also requires a DNAT rule to connect external sources on any port to its public IP, as illustrated:

vCloud or vCloud Air evaluates NAT rules in the order you list them in, from top to bottom, on the **NAT** tab of the Edge Gateways **Configure Services** screen. The image is an example of the configured SNAT rule and a DNAT rule.

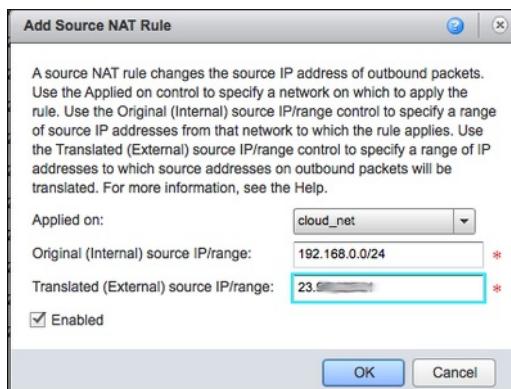
DHCP	NAT	Firewall	Static Routing	VPN	Load Balancer		
Network Address Translation (NAT) modifies the source/destination IP addresses of packets arriving to and leaving from this Edge Gateway. Source NAT (SNAT) translates the source address of a packet before leaving this gateway, whereas Destination NAT(DNAT) translates the destination IP address/port of a packet received by this gateway.							
Applied On	Type	Original IP	Original Port	Translated IP	Translated Port	Protocol	Enabled
d2p3-ext	SNAT	192.168.0.1-192.168.0.100	any	23.***.***.***	any	ANY	<input checked="" type="checkbox"/>
d2p3-ext	DNAT	23.***.***.***	80	192.168.0.1-192.168.0.100	80	TCP & UDP	<input checked="" type="checkbox"/>
d2p3-ext	DNAT	23.***.***.***	443	192.168.0.1-192.168.0.100	443	TCP & UDP	<input checked="" type="checkbox"/>
d2p3-ext	DNAT	23.***.***.***	22	192.168.0.1-192.168.0.100	22	TCP & UDP	<input checked="" type="checkbox"/>

## Create SNAT and DNAT Rules

To allow outbound connections through Ops Manager public IP address, configure an SNAT rule. To enable inbound traffic over SSH to your Ops Manager VM, create a DNAT rule.

 **Note:** Using the Elastic Runtime IP address for outbound connections can be problematic for DNS resolution.

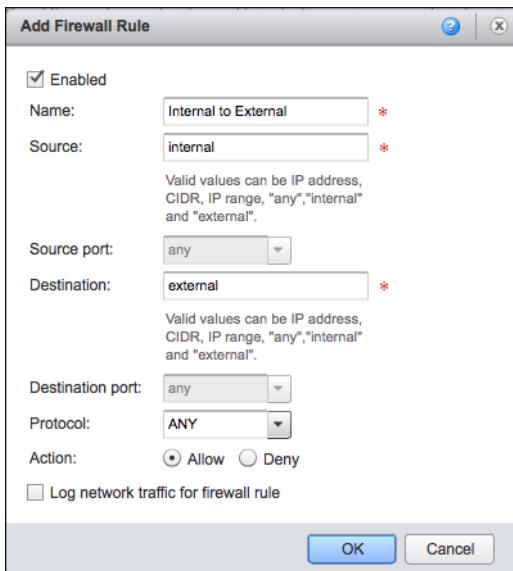
1. In the Edge Gateways **Configure Services** screen, select the **NAT** tab.
2. Configure an SNAT rule:
  - a. From the **Applied on** drop down menu, select the network where you want to apply the NAT rule.
  - b. In the **Original (Internal) source IP/range** field, enter the IP range/subnet mask.
  - c. In the **Translated (External) source IP/range** field, enter the Ops manager public IP.
  - d. Ensure the checkbox **Enabled** is checked.



3. Create a destination NAT (DNAT) rule by following the same procedure, using the following configuration:
  - Applied on: Select your external network
  - Original (External) IP/range: Enter the public IP address for Ops Manager
  - Protocol: Select **TCP & UDP**
  - Original Port: Select **22**
  - Translated (Internal) IP/range: Enter the private IP address of your Ops Manager
  - Translated port: **22**

## Create Firewall Rules for SNAT and DNAT

1. In the Edge Gateways **Configure Services** screen, select the **Firewall** tab.
2. Create a SNAT firewall rule allowing outbound traffic from all internal IP addresses to all IP external addresses.



3. Create a DNAT firewall rule allowing inbound traffic from the public IP to the private IP address of your Ops Manager.

## Allow Inbound Web Traffic for Ops Manager

Repeat the steps above for ports 80 and 443 for the same public address.

## Allow Inbound Web Traffic for Elastic Runtime

Repeat the steps above for ports 80 and 443 for the Elastic Runtime public IP address.

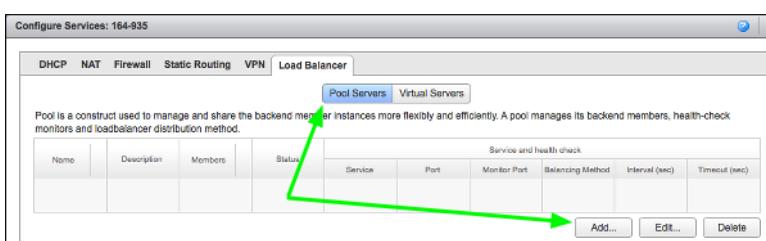
## Setting up Static Routing

Select the **Enable static routing** checkbox.

## Setting up Network Rules for Elastic Runtime DNS Resolution

1. In the Edge Gateways **Configure Services** screen, select the **Load Balancer** tab.

2. Click **Pool Servers**, then click **Add**.



The **Add Load Balancer Member Pool** wizard appears.

3. Name the pool **Load Balancer to Elastic Runtime**.

4. In the **Configure Service** step, enable the pool to support HTTP port **80** and HTTPS port **443**. We recommend using the default balancing method, **Round Robin**.

Add Load Balancer Member Pool

Configure Service					
Select the services supported by this pool.					
Service	Port	Balancing Method	Port		
<input checked="" type="checkbox"/> HTTP	80	Round Robin			
<input checked="" type="checkbox"/> HTTPS	443	Round Robin			
<input type="checkbox"/> TCP		Round Robin			

5. In the **Configure Health-Check** step, enter Monitor Port **80** for HTTP and **443** for HTTPS. For both HTTP and HTTPS, change the Mode to **TCP**.

Add Load Balancer Member Pool

Configure Health-Check							
Define the default health check parameters for each service.							
Service	Port	Monitor Port	Mode	Interval (sec)	Timeout (sec)	Health Threshold	Unhealth Threshold
HTTP	80	80	TCP	5	15	2	3
HTTPS	443	443	TCP	5	15	2	3
TCP			TCP	5	15	2	3

6. In the **Manage Members** step, click **Add**. Enter the IP address of the HAProxy VM. Specify **80** for the HTTP port values and **443** for the HTTPS port values.

Edit Member

IP Address:	192.168.109.105 *	
Ratio weight:	1 *	
Specify how requests will be proportionately routed to an instance. Setting ratio weight to 0 will disable the member.		
Services & Monitoring:		
Service	Port	Monitor Port
HTTP	80	80
HTTPS	443	443
TCP		

7. Click **Finish**.

8. Click **Virtual Servers**.

DHCP NAT Firewall Static Routing VPN Load Balancer

Pool is a construct used to manage and share the backend member instances more flexibly and efficiently. A pool manages its backend members, health-check monitors and loadbalancer distribution method.

Service and health check									
Name	Description	Members	Status	Service	Port	Monitor Port	Balancing Method	Interval (sec)	Timeout (sec)
Load Balancer		1	<span style="color: red;">✖</span>	HTTP HTTPS	80 443	80 443	Round Robin Round Robin	5 5	15 15

9. Click **Add**.

10. Complete the new virtual server form with the following information:

- Name: Load Balancer
- Applied On: Select your external network
- IP Address: Enter the public IP address of your Elastic Runtime instance
- Pool: Select the **Load Balancer to Elastic Runtime** pool
- Services: Enable HTTP on port **80** with a Persistence Method of **None**, and HTTPS on port **443** with a Persistence Method of **Session Id**
- Enabled: Select this checkbox

**Edit Virtual Server**

Name:	Load Balancer	*			
Description:					
Applied on:	d2p3-ext				
IP address:	*				
Pool:	Load Balancer to Elastic Runtime	Supports (HTTP,HTTPS)			
<b>Services:</b>					
Enabled	Name	Port	Persistence Method	Cookie name	Cookie mode
<input checked="" type="checkbox"/>	HTTP	80	None		
<input checked="" type="checkbox"/>	HTTPS	443	Session Id		
<input type="checkbox"/>	TCP		None		
<input checked="" type="checkbox"/> Enabled <input type="checkbox"/> Log network traffic for virtual server					

11. Click **OK** to complete.

## Deploying Ops Manager to vCloud or vCloud Air

The following procedures guide you through uploading and deploying Ops Manager as a vApp on vCloud or vCloud Air. Refer to the [Known Issues](#) topic before getting started.

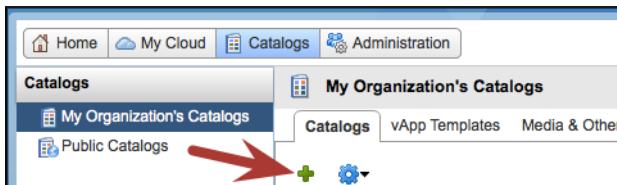
**Note:** vCloud and vCloud Air use the vCloud Director Web Console, which only supports 32-bit browsers like Firefox. It does not support Chrome. Refer to [Article 2034554](#) in the VMware Knowledge Base for more information about browser versions that the vCloud Director supports.

### Upload Ops Manager

You must either upload the Ops Manager vApp into your catalog or use a vApp that your cloud administrator uploaded to your organization's catalog.

**Note:** The first time you upload software to vCloud Director, you must install the **Client Integration Plug-in** and restart all browsers. If the plug-in does not work and you continue to receive a message prompting you to download it, check the plug-in permissions for your browsers.

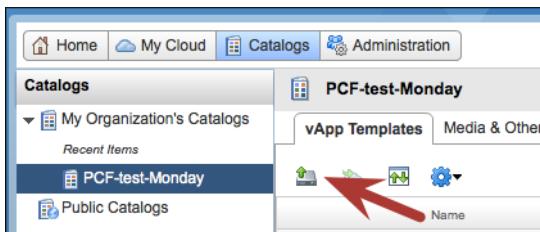
1. Download Pivotal Cloud Foundry Operations Manager for vCloud Air and vCloud Director from [Pivotal Network](#).
2. Log into vCloud Director.
3. Navigate to **Catalogs > My Organization's Catalogs** and select a catalog or click **Add** to create a new catalog.



If you are creating a new catalog:

- Enter a name for the new catalog and click **Next**.
- Select a storage type and click **Next**.
- Specify sharing (if needed) and click **Next**.
- Review your settings and click **Finish**.

4. Navigate to the **vApp Templates** tab for your catalog and click **Upload**.



5. Select **Local file** and browse to your **.ovf** file.

6. Enter a name for your Ops Manager vApp, enter a description, and click **Upload**.

vCloud Director transfers the OVF package to a staging environment, then uploads it to your catalog.

7. Navigate to the **Home** view and click **Add vApp from Catalog**.

8. Select your Ops Manager vApp and click **Next**.

9. Complete the **Add vApp from Catalog** wizard, changing the default settings as necessary for your environment. See [Complete the vApp Wizard and Deploy Ops Manager](#) for more information.

## Complete the vApp Wizard and Deploy Ops Manager

After adding the Ops Manager vApp to your vCloud Director, you can finish the set up and deploy as follows:

1. Check the **I agree** checkbox to accept licenses and click **Next**.
2. Enter the name of your Ops Manager vApp, select the virtual data center where the vApp should run, and click **Next**.

**Select Name and Location**

A vApp is a cloud computer system that contains one or more virtual machines. Describe this vApp and select its Virtual Datacenter.

Name:	PCF-test-Monday-vApp	
Description:	<input type="text"/>	
<b>Virtual Datacenter</b>		
Select the Virtual Datacenter (VDC) in which this vApp is stored and runs when it is started.		
<input type="button" value="164-935"/>		

3. Choose a storage policy and click **Next**.

**Configure Resources**

Select what Storage Policies this vApp's virtual machines will use when deployed.

Virtual Machine	Computer Name	Storage Policy
PCF-test-Monday-VApp *	PivotalOpsM-001 *	SSD-Accelerated

4. Set the network mapping **Destination** to the network name, set **IP allocation** to **Static - Manual**, and click **Next**.

**Network Mapping**

Map networks used in the OVF template to networks in your inventory

Source	Destination	IP allocation
Network 1	164-935-default-routed	Static - Manual

**Source: Network 1 - Description**  
Logical network used by this appliance.

**Destination: 164-935-default-routed - Protocol settings**

Gateway: 192.168.109.1  
Netmask: 255.255.255.0  
DNS:  
DNS suffix:

5. Enter the desired networking information, set an admin password for the Ops Manager vApp, and click **Next**.

**Uncategorized**

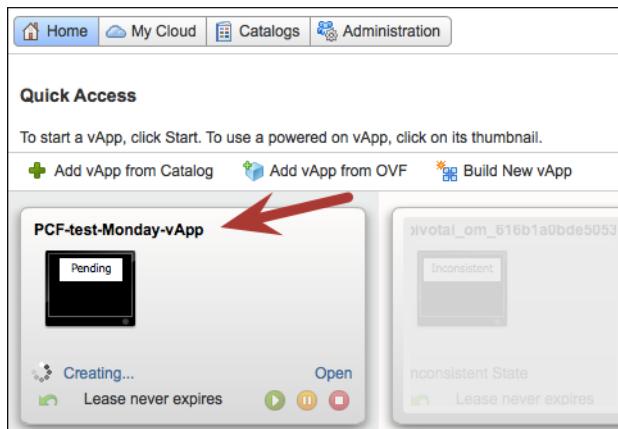
DNS:	<input type="text"/>	The domain name servers for the Pivotal Ops Manager (comma separated). Leave blank if DHCP is used.
Admin Password:	<input type="password"/> Enter password <input type="password"/> Confirm password	This password is used to SSH into the Pivotal Ops Manager. The username is 'tempest'.
Netmask:	<input type="text"/>	The netmask for the Pivotal Ops Manager's network. Leave blank if DHCP is desired.
Default Gateway:	<input type="text"/>	The default gateway address for the Pivotal Ops Manager's network. Leave blank if DHCP is desired.
IP Address:	<input type="text"/>	The IP address for the Pivotal Ops Manager. Leave blank if DHCP is desired.
NTP Servers:	<input type="text"/>	Comma-delimited list of NTP servers

 **Note:** The order of the items on your screen may vary from the order shown in this image.

The following list contains tips on entering specific networking information:

- **DNS:** If you are unsure of your Pivotal Ops Manager DNS, you can use the Google Public DNS value **8.8.8.8**. For more information, refer to the [Using Google Public DNS](#) topic.
- **Default Gateway:** On the vCloud Air or vCloud Dashboard, click the **Gateways** tab and copy the **GATEWAY IP** value.
- **IP Address:** Navigate to the **My Clouds > VMs** page, locate the Pivotal Ops Manager VM, and copy the IP address from the **IP Address** column. If this column does not display, click the **Customize Columns** icon on the right side to set your column display preferences.

6. Review the hardware specifications of the virtual machine and click **Next**.
7. In the **Ready to Complete** dialog, check the **Power on vApp After This Wizard is Finished** checkbox and click **Finish**.
8. Navigate to the **Home** view to verify that your Ops Manager vApp is being created.



## Create a DNS Entry

 **Note:** Ops Manager 1.7 security features require you to create a fully qualified domain name in order to access Ops Manager during the [initial configuration](#).

Create a DNS entry for the IP address that you used for Ops Manager. You must use this fully qualified domain name when you log into Ops Manager in the [Installing Pivotal Cloud Foundry on vSphere and vCloud Air](#) topic.

[Return to the Installing Pivotal Cloud Foundry Guide](#)



## Configuring Ops Manager Director for vCloud Air and vCloud

Page last updated:

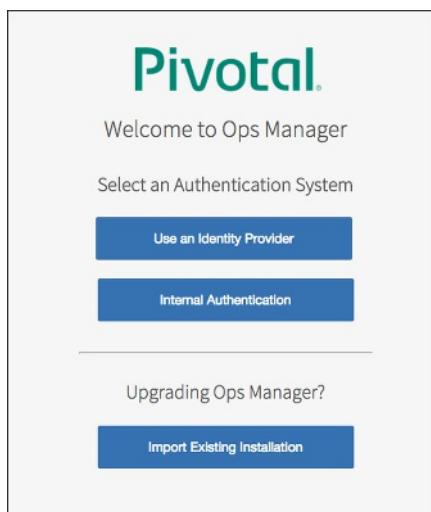
 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This topic describes how to configure the Ops Manager Director for VMWare vCloud Air and vCloud.

Before you begin this procedure, ensure that you have successfully completed all steps in the [Deploying Operations Manager to vCloud Air and vCloud](#) topic. After you complete this procedure, follow the instructions in the [Configuring Elastic Runtime for vSphere, vCloud, and vCloud Air](#) topic.

### Step 1: Set Up Ops Manager

1. Navigate to the fully qualified domain of your Ops Manager in a web browser.
2. The first time you start Ops Manager, you must choose one of the following:
  - [Use an Identity Provider](#): If you use an Identity Provider, an external identity server maintains your user database.
  - [Internal Authentication](#): If you use Internal Authentication, PCF maintains your user database.



#### Use an Identity Provider

1. Log in to your IdP console and download the IdP metadata XML. Optionally, if your IdP supports metadata URL, you can copy the metadata URL instead of the XML.
2. Copy the IdP metadata XML or URL to the Ops Manager [Use an Identity Provider](#) log in page.



**Note:** The same IdP metadata URL or XML is applied for the BOSH Director. If you are using a separate IdP for BOSH, copy the metadata XML or URL from that IdP and enter it into the BOSH IdP Metadata text box in the Ops Manager log in page.

3. Enter your **Decryption passphrase**. Read the **End User License Agreement**, and select the checkbox to accept the terms.
4. Your Ops Manager log in page appears. Enter your username and password. Click **Login**.
5. Download your SAML Service Provider metadata (SAML Relying Party metadata) by navigating to the following urls:
  - **5a.** Ops Manager SAML service provider metadata: <https://OPS-MAN-FQDN:443/uaa/saml/metadata>
  - **5b.** BOSH Director SAML service provider metadata: <https://BOSH-IP-ADDRESS:8443/saml/metadata> .

**Note:** To retrieve your **BOSH-IP-ADDRESS**, navigate to the **Ops Manager Director** tile > **Status** tab. Record the **Ops Manager Director** IP address.

6. Configure your IdP with your SAML Service Provider metadata. Import the Ops Manager SAML provider metadata from Step 5a above to your IdP. If your IdP does not support importing, provide the values below:
  - **Single sign on URL:** <https://OPS-MAN-FQDN:443/uaa/saml/SSO/alias/OPS-MAN-FQDN>
  - **Audience URI (SP Entity ID):** <https://OP-MAN-FQDN:443/uaa>
  - **Name ID** is Email Address
  - SAML authentication requests are always signed
7. Import the BOSH Director SAML provider metadata from Step 5b to your IdP. If the IdP does not support an import, provide the values below.
  - **Single sign on URL:** <https://BOSH-IP:8443/saml/SSO/alias/BOSH-IP>
  - **Audience URI (SP Entity ID):** <https://BOSH-IP:8443>
  - **Name ID** is Email Address
  - SAML authentication requests are always signed
8. Return to the **Ops Manager Director** tile, and continue with the configuration steps below.

## Internal Authentication

1. When redirected to the **Internal Authentication** page, you must complete the following steps:
  - Enter a **Username**, **Password**, and **Password confirmation** to create an Admin user.
  - Enter a **Decryption passphrase** and the **Decryption passphrase confirmation**. This passphrase encrypts the Ops Manager datastore, and is not recoverable.
  - If you are using an **Http proxy** or **Https proxy**, follow the [PCF Director Proxy Settings](#) instructions.
  - Read the **End User License Agreement**, and select the checkbox to accept the terms.

The screenshot shows the 'Internal Authentication' setup page. It includes fields for 'Username', 'Password', 'Password confirmation', 'Decryption passphrase', 'Decryption passphrase confirmation', and proxy settings ('Http proxy', 'Https proxy', 'No proxy'). A checkbox for agreeing to the terms and conditions is present, along with a link to the 'End User License Agreement'. A 'Setup Authentication' button is at the bottom.

## Step 2: vCloud Config Page

1. Log in to Ops Manager with the Admin username and password you created in the previous step.

The screenshot shows a login page with a 'Welcome!' message. It has fields for 'Email' and 'Password', and a 'SIGN IN' button.

2. Click the **Ops Manager Director** tile.



3. Select **vCloud Config**.

[Installation Dashboard](#)

## Ops Manager Director

Settings    Status    Credentials

vCloud Config

Director Config

Create Networks

Assign Networks

Security

Resource Config

### vCloud Director Config

vCloud API URL\*

Organization name\*

Username\*

Password\*

Virtual Datacenter name\*

Storage Profile name\*

Catalog Name\*

4. Enter the following information.

- **vCloud API URL:** The URL of the vCloud Director.
- **Organization name:** The name of your organization.



**Note:** vCloud Air and vCloud Director use case-sensitive organization names. The name that you supply in the Ops Manager **Organization name** field must match the vCD organization name exactly.

- **Username:** The username for a user who has create and delete privileges for virtual machines (VMs) and folders.
- **Password:** The password for the user provided in the previous step.
- **Virtual Datacenter name:** The name of the virtual datacenter as it appears in vCloud Director. The name is an alphanumeric string with a `VDC` prefix. For example, `VDC-M903513742-9043`.
- **Storage Profile name:** The name of the storage profile as it appears in vCloud Director.

5. Click **Save**.

## Step 3: Director Config Page

### Director Config

---

NTP Servers (comma delimited)\*



Metrics IP Address

Enable VM Resurrector Plugin

Recreate all VMs

This will force BOSH to recreate all VMs on the next deploy. Persistent disk will be preserved.

HM Pager Duty Plugin

Service Key\*

HTTP Proxy

HM Email Plugin

Host\*

Port\*

Domain\*

From\*

Recipients\*

Username

Password

Enable TLS

Blobstore Location  
 Internal  
 S3 Compatible Blobstore

S3 Endpoint\*

Bucket Name\*

Access Key\*

Secret Key\*

V2 Signature  
 V4 Signature

Region\*

Database Location  
 Internal  
 External MySQL Database

Host\*

Port\*

Username\*

The screenshot shows a configuration form for the Director. It includes fields for 'Password\*' (with a placeholder 'Enter password'), 'Database\*' (with a placeholder 'Enter database name'), and 'Max Threads' (with a placeholder 'Enter max threads'). A large blue 'Save' button is at the bottom.

1. Select **Director Config**.
2. In the **NTP Servers (comma delimited)** field, enter your NTP server addresses.
3. If you have installed and configured the JMX Bridge product, enter your **Metrics IP Address**.
4. Select the **Enable VM Resurrector Plugin** to enable Ops Manager Resurrector functionality and increase Elastic Runtime availability. For more information, see the [Using Ops Manager Resurrector on VMware vSphere](#) topic.
5. Select **Recreate all VMs** to force BOSH to recreate all VMs on the next deploy. This process does not destroy any persistent disk data.
6. Select **HM Pager Duty Plugin** to enable Health Monitor integration with PagerDuty.
  - **Service Key:** Enter your API service key from PagerDuty.
  - **HTTP Proxy:** Enter an HTTP proxy for use with PagerDuty.
7. Select **HM Email Plugin** to enable Health Monitor integration with email.
  - **Host:** Enter your email hostname.
  - **Port:** Enter your email port number.
  - **Domain:** Enter your domain.
  - **From:** Enter the address for the sender.
  - **Recipients:** Enter comma-separated addresses of intended recipients.
  - **Username:** Enter the username for your email server.
  - **Password:** Enter the password for your email server.
  - **Enable TLS:** Select this checkbox to enable Transport Layer Security.
8. For **Blobstore Location**, Pivotal recommends that you select **Internal**. However, if you select **S3 Compatible Blobstore**, complete the **S3 Endpoint**, **Bucket Name**, **Access Key**, **Secret Key**, **V2 Signature/V4 Signature**, and **Region** with information from your blobstore provider.
9. By default, Pivotal Cloud Foundry (PCF) deploys and manages an **Internal** database for you. If you choose to use an **External MySQL Database**, complete the associated fields with information obtained from your external MySQL Database provider:**Host**, **Port**, **Username**, **Password**, and **Database**.
10. **Max Threads** sets the maximum number of threads that the Ops Manager Director can run simultaneously. For vCloud, the default value is **4**. Leave the field blank to use this default value. Pivotal recommends that you use the default value unless doing so results in rate limiting or errors on your IaaS.
11. Click **Save**.

**Note:** After your initial deployment, you will not be able to edit the Blobstore and Database locations.

## Step 4: Create Networks Page

1. Select **Create Networks**.

[Installation Dashboard](#)

## Ops Manager Director

- Settings
- Status
- Credentials

vCloud Config

Director Config

Create Networks

Assign Networks

Security

Resource Config

### Create Networks

Warning: Pivotal recommends keeping the IP settings throughout the life of your installation. Ops Manager may prevent you from changing them in the future. Contact Pivotal support for help completing such a change.

### Verification Settings

Enable ICMP checks

### Networks

One or many IP ranges upon which your products will be deployed

first-network	<a href="#"></a>
---------------	------------------

[Add Network](#)

[Save](#)

- Select **Enable ICMP checks** to enable ICMP on your networks. Ops Manager uses ICMP checks to confirm that components within your network are reachable.
- Use the following steps to create one or more Ops Manager networks:
  - Click **Add Network**.
  - Enter a unique **Name** for the network.
  - Click **Add Subnet** to create one or more subnets for the network.
  - Enter the **vCloud Network Name** as it appears in vCloud Director.
  - For **CIDR**, enter a valid CIDR block in which to deploy VMs. For example, enter `192.0.2.0/24`.
  - For **Reserved IP Ranges**, enter any IP addresses from the **CIDR** that you want to blacklist from the installation. Ops Manager will not deploy VMs to any address in this range.
  - Enter your **DNS** and **Gateway** IP addresses.
- Click **Save**.

## Step 5: Assign Networks Page

- Select **Assign Networks**.

The screenshot shows the 'Ops Manager Director' settings interface. At the top, there are three tabs: 'Settings' (selected), 'Status', and 'Credentials'. On the left, a vertical list of configuration steps is shown with checkmarks: 'vCloud Config', 'Director Config', 'Create Networks', 'Assign Networks' (highlighted in grey), 'Security', and 'Resource Config'. To the right, under the heading 'Assign Networks', there is a 'Network' dropdown menu set to 'first-network' and a blue 'Save' button.

2. Use the drop-down menu to select the network that acts as the infrastructure and deployment network for Ops Manager. You can configure the Ops Manager Director to have an IP address on one network.

## Step 6: Security Page

1. Select **Security**.

The screenshot shows the 'Security' page. It features a section for 'Trusted Certificates' containing a large redacted certificate snippet starting with '-----BEGIN CERTIFICATE-----'. Below this, a note states: 'These certificates enable BOSH-deployed components to trust a custom root certificate.' Underneath, there's a section for generating VM passwords: 'Generate VM passwords or use single password for all VMs' with two radio button options: 'Generate passwords' (selected) and 'Use default BOSH password'. A blue 'Save' button is at the bottom.

2. In **Trusted Certificates**, enter a custom certificate authority (CA) certificate to insert into your organization's certificate trust chain. This

feature enables all BOSH-deployed components in your deployment to trust a custom root certificate. If you want to use Docker Trusted Registries for running app instances in Docker containers, use this field to enter your certificate for your private Docker Trusted Registry. See the [Using Docker Trusted Registries](#) topic for more information.

3. Choose **Generate passwords** or **Use default BOSH password**. Pivotal recommends that you use the **Generate passwords** option for greater security.
4. Click **Save**. To view your saved Director password, click the **Credentials** tab.

## Step 7: Resource Config Page

1. Select **Resource Config**.

2. Adjust any values as necessary for your deployment, such as increasing the persistent disk size. Select **Automatic** from the drop-down menu to provision the amount of persistent disk predefined by the job. If the persistent disk field reads **None**, the job does not require persistent disk space.

**Note:** If you set a field to **Automatic** and the recommended resource allocation changes in a future version, Ops Manager automatically uses the updated recommended allocation.

3. Click **Save**.

## Step 8: Complete the Ops Manager Director Installation

1. Click the **Installation Dashboard** link to return to the Installation Dashboard.
2. Click **Apply Changes**.
3. After you complete this procedure, follow the instructions in the [Configuring Elastic Runtime for vSphere and vCloud](#) topic.

## Configuring Elastic Runtime for vSphere, vCloud, and vCloud Air

Page last updated:

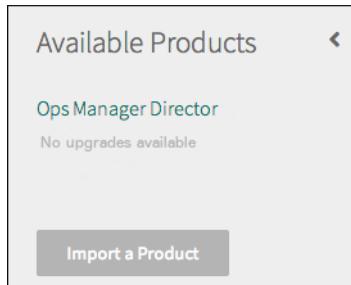
 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This topic describes how to configure the Pivotal Elastic Runtime components that you need to run [Pivotal Cloud Foundry](#) (PCF) for VMware vSphere, vCloud, or vCloud Air.

 **Note:** If you plan to [install the IPsec add-on](#), you must do so before installing any other tiles. Pivotal recommends installing IPsec immediately after Ops Manager, and before installing the Elastic Runtime tile.

### Step 1: Add Elastic Runtime to Ops Manager

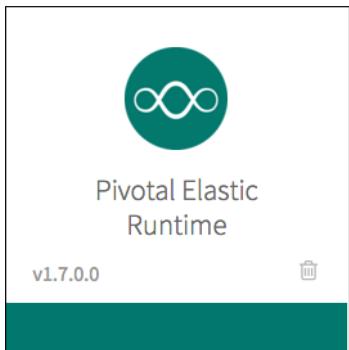
1. Navigate to the [Pivotal Network](#) and click the **Pivotal Cloud Foundry** banner to access the PCF product page. Use the drop-down menu to select an Elastic Runtime release.
2. From the Available Products view, click **Import a Product**.



3. Select the Elastic Runtime `.pivotal` file that you downloaded from Pivotal Network and click **Open**. After the import completes, Elastic Runtime appears in the Available Products view.
4. In the Available Products view, hover over Elastic Runtime and click **Add**.

The screenshot shows the PCF Ops Manager interface. On the left, under 'Available Products', there are two items: 'Ops Manager Director' (with a note 'No upgrades available') and 'Pivotal Elastic Runtime' (with a note 'No upgrades available'). A large button labeled 'Import a Product' is visible. On the right, under 'Installation Dashboard', there is a tile for 'Ops Manager Director for VMware vSphere' version v1.7.0.0. Below the tile, text reads 'Download PCF compatible products at [Pivotal Network](#)'.

5. Click the Elastic Runtime tile in the Installation Dashboard.



## Step 2: Assign Availability Zones and Networks

1. Select **Assign AZs and Networks**. These are the Availability Zones that you [create](#) when configuring Ops Manager Director.
2. **(vSphere Only)** Select an Availability Zone under **Place singleton jobs**. Ops Manager runs any job with a single instance in this Availability Zone.
3. **(vSphere Only)** Select one or more Availability Zones under **Balance other jobs**. Ops Manager balances instances of jobs with more than one instance across the Availability Zones that you specify.
4. From the **Network** drop-down box, choose the network on which you want to run Elastic Runtime.

[Installation Dashboard](#)

## Pivotal Elastic Runtime

- [Settings](#)
- [Status](#)
- [Credentials](#)
- [Logs](#)

- Assign AZs and Networks
- Domains
- Networking
- Application Containers
- Application Developer Controls
- Authentication and Enterprise SSO
- Databases
- Internal MySQL
- File Storage
- System Logging

### AZ and Network Assignments

Place singleton jobs in

us-west-1b

Balance other jobs in

us-west-1b

Network

first-network

**Save**

5. Click **Save**.

 **Note:** When you save this form, a verification error displays because the PCF security group blocks ICMP. You can ignore this error.



## Step 3: Configure Domains

### 1. Select Domains.

Elastic Runtime gives each deployed application its own hostname in the app domain, and each system component its own hostname on the system domain. Ensure that you have a wildcard DNS record configured for both domains.

System Domain \*

Apps Domain \*

This is the default apps domain that pushed apps will use for their hostnames. Use the Cloud Foundry command line interface to add or delete domains. This also requires a wildcard DNS record.

**Save**

### 2. Enter the system and application domains.

- The **System Domain** defines your target when you push apps to Elastic Runtime.
- The **Apps Domain** defines where Elastic Runtime should serve your apps.

 **Note:** Pivotal recommends that you use the same domain name but different subdomain names for your system and app domains. Doing so allows you to use a single wildcard certificate for the domain while preventing apps from creating routes that overlap with system routes. For example, name your system domain `system.EXAMPLE.com` and your apps domain `apps.EXAMPLE.com`.

 **Note:** You configured wildcard DNS records for these domains in an earlier step.

### 3. Click **Save**.

## Step 4: Configure Networking

### 1. Select **Networking**.

Configure security and routing services for your platform. It is usually preferable to use your own load balancer instead of an HAProxy instance as your point-of-entry to the platform.

Router IPs

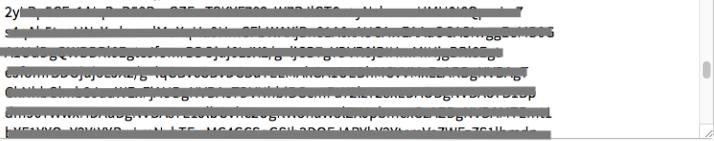
If you are not using HAProxy, enter static IP address(es) for the Router(s), which must be within the subnet CIDR block that you defined in the Ops Manager network configuration. If you have a load balancer, configure it to point to these IPs. If deploying PCF to AWS with an ELB, do not enter IP addresses here. Instead, add the name of your ELB in the Resource Config section, in the ELB Name column for Router.

HAProxy IPs

Configure the point-of-entry to this environment\*

Select this option if you have an external load balancer, and it can forward encrypted traffic (SSL, HTTPS, etc.) to the Elastic Runtime Router(s). You may also select this option for a non-production environment where load balancing is not required, by configuring a single Router with TLS enabled as your point-of-entry to the Elastic Runtime platform.

Router SSL Termination Certificate and Private Key \*



[Change](#)

Router SSL Ciphers



Select this option if you have an external load balancer, but it will not forward any encrypted traffic to the Elastic Runtime Router(s). You may also select this option for a non-production environment where load balancing is not required, by configuring a single Router with TLS disabled as your point-of-entry to the Elastic Runtime platform.

Select this option if you want to use HAProxy as your first point-of-entry instead of your own load balancer. Note that HAProxy does not provide IP failover, so it is not a robust load balancer.

Disable SSL certificate verification for this environment

Disable insecure cookies on the Router

Choose whether to enable route services. Route services enable you to proxy requests to your app over TLS to arbitrary URLs before hitting your app.\*

Enable route services

Disable route services

Loggregator Port

Applications Subnet (Only change this if you need to avoid address collision with a third-party service on the same subnet.) \*

Applications Network Maximum Transmission Unit (MTU) (in bytes) \*

Router Timeout to Backends (in seconds) ( min: 1) \*

**Save**

2. ( Optional) The values you enter in the **Router IPs** and **HAProxy IPs** fields depends on whether you are using your own load balancer or the HAProxy load balancer. Find your load balancer type in the table below to determine how to complete these fields.

 **Note:** If you choose to assign specific IP addresses in either the **Router IPs** or **HAProxy IPs** field, ensure that these IPs are in

your subnet.

LOAD BALANCER	ROUTER IP FIELD VALUE	HAPROXY IP FIELD VALUE
Your own load balancer	Enter the IP address or addresses for PCF that you registered with your load balancer. Refer to the <a href="#">Using Your Own Load Balancer</a> topic for help using your own load balancer with PCF.	Leave this field blank.
HAProxy load balancer	Leave this field blank.	Enter at least one HAProxy IP address. Point your DNS to this address.

For more information, refer to the [Configuring PCF SSL Termination](#) topic. For help understanding the Elastic Runtime architecture, refer to the [Architecture](#) topic.

3. For **Router IPs**, enter one or more static IP addresses for your routers. These must be in the subnet that you configured in the Ops Manager **Create Networks** section. If you are using your own load balancer, configure it to point to these IPs. If you are using the Elastic Load Balancer (ELB), add the name of your ELB in the router column of the **Resource Config** section.
4. For **HAProxy IPs**, enter one or more IP addresses for HAProxy. You must point your DNS to this IP unless you are using your own load balancer, and HAProxy's IP must be in your subnet.
5. Under **Configure the point-of-entry to this environment** choose one of the following:
  - **External Load Balancer with Encryption:** Select this option if your deployment uses an external load balancer that can forward encrypted traffic to the Elastic Runtime Router, or for a development environment that does not require load balancing. Complete the fields for the **Router SSL Termination Certificate and Private Key** and **Router SSL Ciphers**.
  - **External Load Balancer without Encryption:** Select this option if your deployment uses an external load balancer that cannot forward encrypted traffic to the Elastic Runtime Router, or for a development environment that does not require load balancing.
  - **HAProxy:** Select this option to use HAProxy as your first point of entry. Complete the fields for **SSL Certificate and Private Key** and **HAProxy SSL Ciphers**. Select **Disable HTTP traffic to HAProxy** if you want the HAProxy to only allow HTTPS traffic.



For details about providing SSL termination certificates and keys, see the [Providing a Certificate for your SSL Termination Point](#) topic.

6. If you are not using SSL encryption or if you are using self-signed certificates, select **Disable SSL certificate verification for this environment**. Selecting this checkbox also disables SSL verification for route services.
7. Select the **Disable insecure cookies on the Router** checkbox to turn on the secure flag for cookies generated by the router.
8. In the **Choose whether or not to enable route services** section, choose either **Enable route services** or **Disable route services**. Route services are a class of [marketplace services](#) that perform filtering or content transformation on application requests and responses. See the [Route Services](#) topic for details.
9. The **Loggregator Port** defaults to 443 if left blank. Enter a new value to override the default.
10. Optionally, use the **Applications Subnet** field if you need to avoid address collision with a third-party service on the same subnet as your apps. Enter a CIDR subnet mask specifying the range of available IP addresses assigned to your app containers. The IP range must be different from the network used by the system VMs.
11. Optionally, you can change the value in the **Applications Network Maximum Transmission Unit (MTU)** field. Pivotal recommends setting the MTU value for your application network to [1454](#). Some configurations, such as networks that use GRE tunnels, may require a smaller MTU value.
12. Optionally, increase the number of seconds in the **Router Timeout to Backends** field to accommodate larger uploads over connections with high latency.
13. Click **Save**.

## Step 5: Configure Application Containers

1. Select **Application Containers**.

Enable microservice frameworks, private Docker registries, and other services that support your applications at a container level.

Enable Custom Buildpacks

Allow SSH access to app containers

Private Docker Insecure Registry Whitelist

Docker Images Disk-Cleanup Scheduling on Cell VMs\*

- Never clean up Cell disk-space  
 Routinely clean up Cell disk-space  
 Clean up disk-space once threshold is reached

**Save**

2. The **Enable Custom Buildpacks** checkbox governs the ability to pass a custom buildpack URL to the `-b` option of the `cf push` command. By default, this ability is enabled, letting developers use custom buildpacks when deploying apps. Disable this option by disabling the checkbox. For more information about custom buildpacks, refer to the [buildpacks](#) section of the PCF documentation.
3. The **Allow SSH access to app containers** checkbox controls SSH access to application instances. Enable the checkbox to permit SSH access across your deployment, and disable it to prevent all SSH Access. See [Application SSH Overview](#) for information on SSH access permissions at the space and app scope.
4. You can configure Elastic Runtime to run app instances in Docker containers by supplying their IP address range(s) in the **Private Docker Insecure Registry Whitelist** textbox. See the [Using Docker Trusted Registries](#) topic for more information.
5. Select your preference for **Docker Images Disk-Cleanup on Cell VMs**. If you choose **Clean up disk-space once threshold is reached** enter a **Threshold of Disk-Used** in megabytes.
6. Click **Save**.

## Step 6: Configure Application Developer Controls

1. Select **Application Developer Controls**.

Configure restrictions and default settings for applications pushed to Cloud Foundry.

Maximum File Upload Size (MB) ( min: 1024, max: 2048 ) \*



Maximum size of an application upload

Default App Memory (MB) ( min: 64, max: 2048 ) \*

Default App Memory Quota per Org (only applies the first time you install Elastic Runtime for this environment) ( min: 10240, max: 102400 ) \*

Maximum Disk Quota per App (MB) ( min: 512, max: 10240 ) \*

Default Disk Quota per App (MB) ( min: 512, max: 10240 ) \*

Default Service Instances Quota per Org (only applies the first time you install Elastic Runtime for this environment) ( min: 0, max: 1000 ) \*

**Save**

2. Enter your intended maximum file upload size.
3. Enter your default RAM memory allocation per app.
4. Enter your default total RAM memory (RAM) quota per Org. You can change this in the CLI.
5. Enter your maximum and default disk quotas per app.
6. Enter your default service instances quota per Org. You can change this in the CLI.
7. Click **Save**.

## Step 7: Review Application Security Group

Setting appropriate [Application Security Groups](#) is critical for a secure deployment. Type X in the box to acknowledge that once the Elastic Runtime deployment completes, you will review and set the appropriate application security groups.

Setting appropriate Application Security Groups that control application network policy is the responsibility of the Elastic Runtime administration team. Please refer to the Application Security Groups topic in the Pivotal Cloud Foundry documentation for more detail on completing this activity after the Elastic Runtime deployment completes.

Type X to acknowledge that you understand this message \*

**Save**

## Step 8: Configure Authentication and Enterprise SSO

1. Select **Authentication and Enterprise SSO**.

Configure your user store access, which can be an internal user store (managed by Cloud Foundry's UAA) or an external user store (LDAP or SAML). You can also adjust the lifetimes of authentication tokens.

Configure your UAA user account store with either internal or external authentication mechanisms\*

- Internal UAA (provided by Elastic Runtime; configure your password policy below)

Minimum Password Length \*

0

Minimum number of characters for a valid password.

Minimum Uppercase Characters Required for Password \*

0

Minimum Lowercase Characters Required for Password \*

0

Minimum Numerical Digits Required for Password \*

0

Minimum Special Characters Required for Password \*

0

Number of Months Before Password Expires \*

0

Maximum Password Entry Attempts Allowed \*

5

- SAML Identity Provider

- LDAP Server

2. To authenticate user sign-ons, your deployment can use one of three types of user database: the UAA server's internal user store, an external SAML identity provider, and an external LDAP server.

- a. To use the internal UAA, select the **Internal** option and follow the instructions in [Configuring UAA Password Policy](#) to configure your password policy.
- b. To connect to an external identity provider via SAML, scroll down to select the **SAML Identity Provider** option and follow the instructions in [Configuring PCF for SAML](#).
- c. To connect to an external LDAP server, scroll down to select the **LDAP Server** option and follow the instructions in [Configuring LDAP](#).

3. (Optional) At the bottom of this section, you can change the lifetimes of tokens granted for Apps Manager and cf CLI login access and refresh. Most deployments use the defaults.

Apps Manager Access Token Lifetime (in seconds) \*

Apps Manager Refresh Token Lifetime (in seconds) \*

Cloud Foundry CLI Access Token Lifetime (in seconds) \*

Cloud Foundry CLI Refresh Token Lifetime (in seconds) \*

**Save**

## Step 9: Configure System Databases

 **Note:** If you are performing an upgrade, do not modify your existing internal database configuration or you may lose data. You must migrate your existing data first before changing the configuration. See [Upgrading Pivotal Cloud Foundry](#) for additional upgrade information.

1. Select **Databases**.

This section determines where you would like to place your Elastic Runtime databases, for components like Cloud Controller and UAA.

Configure your system's databases\*

- Internal Databases - MySQL and Postgres (the Postgres DBs are not highly-available, but this selection is required if you want to keep your system data from a pre-1.6.0 Elastic Runtime that you upgraded)
- Internal Databases - MySQL
- External Databases (for example, if you want to use AWS RDS)

Hostname DNS Name \*

pivotalcf.rwaring.ens.kom.ywes.us-west

TCP Port \*

3306

Username \*

pivotalcf

Password \*

\*\*\*\*\*

Change

Save

2. If you want to use internal databases for your deployment, select **Internal Databases - MySQL** or **Internal Databases - PostgreSQL**. If you want to use external databases such as Amazon Web Services (AWS) RDS, select **External Databases** and complete the following steps:

- For **Hostname DNS Name**, enter the hostname of your database.
- For **TCP Port**, enter the port of your database.
- For **Username** and **Password**, enter your username and password.



**Note:** Pivotal recommends that you use internal databases unless you require the functionality of AWS RDS.

3. Click **Save**.

## Step 10 (Optional) Configure Internal MySQL

**Note:** You only need to configure this section if you selected **Internal Databases - MySQL** in the **Databases** section.

1. Select **Internal MySQL**.

You only need to configure this section if you are using the Internal MySQL databases provided by Elastic Runtime.

A proxy tier routes MySQL connections from internal components to healthy cluster nodes. Configure DNS and/or your own load balancer to point to multiple proxy instances for increased availability. TCP healthchecks can be configured against port 1936.

The automated backups functionality works with any S3-compatible file store that can receive your backup files.

#### MySQL Proxy IPs

Enter the IP address(es) for the MySQL proxy instances configured on your external load balancer.

#### MySQL Service Hostname

#### Automated Backups Configuration\*

- Disable automated MySQL backups
- Enable automated MySQL backups (Must also set: Resource Config > Backup Prepare Node > Instances to 1)

#### S3 Bucket Name \*

#### Bucket Path \*

#### AWS Access Key ID \*

#### AWS Secret Access Key \*

#### Cron Schedule (See <http://godoc.org/github.com/robfig/cron>) \*

**Save**

2. For **MySQL Proxy IPs**, enter one or more IP addresses for your MySQL proxy instances. If a MySQL node fails, these proxies re-route connections to a healthy node. See the [MySQL for PCF: Proxy](#) topic for more information.
3. For **MySQL Service Hostname**, enter an IP or hostname for your load balancer. If a MySQL proxy fails, the load balancer re-routes connections to a healthy proxy. If you leave this field blank, components are configured with the IP address of the first proxy instance entered above.
4. Under **Automated Backups Configuration**, select **Disable mysql\_backups** or **Enable mysql\_backups** to enable or disable automated MySQL backups.

 **Note:** If you choose to enable automated MySQL backups, set the number of instances for the **Backup Prepare Node** under the **Resource Config** section of the Elastic Runtime tile to `0`.

5. If you select **Enable mysql\_backups**, you need an Amazon Web Services (AWS) account. Configure your backup with the following steps:
  - o For **S3 Bucket Name**, enter the name of your S3 bucket on AWS. Do not include a `s3://` prefix, a trailing `/`, or underscores. If the bucket does not already exist, it will be created automatically.
  - o For **Bucket Path**, specify a folder within the bucket to hold your MySQL backups. Do not include a trailing `/`.
  - o For **AWS Access Key ID** and **AWS Secret Access Key**, enter your AWS credentials.
  - o For **Cron Schedule**, enter a valid cron expression to schedule your automated backups. Cron uses your machine's local time zone.
6. Click **Save**.

## Step 11: Configure File Storage

1. Select **File Storage**.
2. To use the PCF internal filestore, select the **Internal** option and click **Save**.
3. To use an external S3-compatible filestore for your Elastic Runtime file storage, select the **External S3-Compatible Filestore** option and complete the following procedure:

Configure where you would like to store Cloud Controller's files, either internally or on another S3-compatible service.

Configure your Cloud Controller's filesystem\*

Internal  
 External S3-Compatible Filestore

URL Endpoint \*

 URL endpoint of your S3-compatible blobstore

Access Key \*

Secret Key \*

[Change](#)

S3 Signature Version\*

Region\*

Buildpacks Bucket Name \*

Droplets Bucket Name \*

Packages Bucket Name \*

Resources Bucket Name \*

**Save**

- a. Enter the **URL Endpoint** for your filestore.
- b. Enter your **Access Key** and **Secret Key**.
- c. For **S3 Signature Version** and **Region**, keep the default **V2 Signature** values unless your S3 filestore is in Germany or China.  
These regions require a **V4 Signature**.
- d. Enter a **Buildpacks Bucket Name**.
- e. Enter a **Droplets Bucket Name**.

- f. Enter a **Packages Bucket Name**.
- g. Enter a **Resources Bucket Name**.
- h. Click **Save**.

## Step 12: (Optional) Configure System Logging

If you are forwarding logging messages to an external Reliable Event Logging Protocol (RELP) server, complete the following steps:

1. Select **System Logging**.

Configure system logging. Complete the External Syslog fields only if using an external syslogd server.

Enable Cloud Controller security event logging

External Syslog Aggregator Hostname

External Syslog Aggregator Port  
 The typical syslog port is 514. Ensure syslogd is listening on external interfaces.

External Syslog Network Protocol

Syslog Drain Buffer Size (# of messages) \*

2. If you want to include security events in your log stream, select the **Enable Cloud Controller security event logging** checkbox. This logs all API requests, including the endpoint, user, source IP, and request result, in the Common Event Format (CEF).
3. Enter the IP address of your syslog server in **External Syslog Aggregator Hostname** and its port in **External Syslog Aggregator Port**. The default port for a syslog server is 514.

 **Note:** The host must be reachable from the Elastic Runtime network, accept TCP connections, and use the RELP protocol. Ensure your syslog server listens on external interfaces.

4. Select an **External Syslog Network Protocol** to use when forwarding logs.
5. For the **Syslog Drain Buffer Size**, enter the number of messages the Doppler server can hold from Metron agents before the server starts to drop them. See the [Loggregator Guide for Cloud Foundry Operators](#) topic for more details.
6. Click **Save**.

## Step 13: (Optional) Customize Apps Manager

The **Custom Branding** and **Apps Manager** sections customize the appearance and functionality of Apps Manager. Refer to the [Custom Branding Apps Manager](#) topic for more information.

1. Select **Custom Branding**.

Customize colors, images, and text for Apps Manager and the Cloud Foundry login portal.

Company Name  
 Defaults to 'Pivotal'

Accent Color

Main Logo (PNGs only)

Square Logo/Favicon (PNGs only)

Footer Text

Footer Links  
You may configure up to 3 links in the Apps Manager footer Add

Save

Use this section to configure the text, colors, and images of the interface that developers see when they log in, create an account, reset their password, or use Apps Manager.

## 2. Select **Apps Manager**.

### Configure Apps Manager

Enable Internal User Store

Enable Non Admin Role Management

Product Name  
 Replace "Apps Manager" in the header with a custom product name (defaults to "Apps Manager" if blank)

Marketplace Name

Customize Sidebar Links  
You may configure up to 10 links in the Apps Manager sidebar Add

- ▶ Marketplace Delete
- ▶ Docs Delete
- ▶ Tools Delete

Save

Use this section to control access and role options for Apps Manager, as well as specify the headers and sidebar links that it displays.

- Select **Enable Internal User Store** to use an internal user store in the PCF local UAA server. With the internal store enabled, PCF admins do not need to configure an external user store such as an LDAP / AD server.
- Select **Enable Non Admin Role Management** to allow Org managers and Space managers to assign roles to users in the Orgs and Spaces that they manage.

Both the **Enable Internal User Store** and the **Enable Non Admin Role Management** checkboxes must be selected if you want to invite new members to join an Org in Apps Manager. For more information about inviting users, see [Inviting New Users](#). Ensure that you select the **Push Apps Manager** post-deploy errand on the **Errands** tab so that these edits are applied to your Apps Manager installation. Follow the steps in the “Configure Errands” below.

3. Click **Save** to save your settings for each section.

## Step 14: (Optional) Configure Email Notifications

Elastic Runtime uses SMTP to send invitations and confirmations to Apps Manager users. You must complete the **Email Notifications** page if you want to enable end-user self-registration.

1. Select **Email Notifications**.

Configure Simple Mail Transfer Protocol for the Notifications application to send email notifications about your deployment. This application is deployed as an errand in Elastic Runtime. If you don't need this service, you may leave this section blank and disable the Notifications and Notifications UI errands.

---

From Email

Address of SMTP Server

Port of SMTP Server

SMTP Server Credentials  
  
  
[Change](#)

SMTP Enable Automatic STARTTLS

SMTP Authentication Mechanism\*

SMTP CRAMMD5 secret

**Save**

2. Enter your reply-to and SMTP email information
3. Verify your authentication requirements with your email administrator and use the **SMTP Authentication Mechanism** drop-down menu to select **None**, **Plain**, or **CRAMMD5**. If you have no SMTP authentication requirements, select **None**.
4. Click **Save**.

**Note:** If you do not configure the SMTP settings using this form, the administrator must create orgs and users using the cf CLI tool. See

[Creating and Managing Users with the cf CLI](#) for more information.

## Step 15: (Optional) Add CCDB Restore Key

Perform this step if all of the following are true:

- You deployed Elastic Runtime previously
  - You then stopped Elastic Runtime or it crashed
  - You are re-deploying Elastic Runtime with a backup of your Cloud Controller database
1. Click **Restore CCDB Encryption Key**.
  2. Enter your **Cloud Controller DB Encryption Key**.

The Cloud Controller's database has an encryption key that should be re-instated whenever restoring this database from a backup.

Cloud Controller DB Encryption Key

\*\*\*

Leave blank unless restoring a Cloud Controller Database exported from a previous installation.

**Save**

See [Backing Up Pivotal Cloud Foundry](#) for more information.

## Step 16: Configure Smoke Tests

The Smoke Tests errand runs basic functionality tests against your Elastic Runtime deployment after an installation or update. In this section, choose where to run smoke tests. In the **Errands** section, you can choose whether or not to run the Smoke Tests errand.

1. Select **Smoke Tests**.
2. If you have a shared apps domain, select **On-demand org and space**, which creates an ad-hoc org and space for running smoke tests and deletes them afterwards. Otherwise, select **Specified org and space** and complete the fields to specify where you want to run smoke tests.

If you eventually decide to delete your Elastic Runtime deployment's shared domain(s), you will need to specify a dedicated Cloud Foundry organization and space where the smoke tests can be run.

Choose whether to create a new org and space on demand for smoke tests\*

- On-demand org and space (this org and space are deleted after smoke tests finish running)
- Specified org and space (the org and space must have a domain available for routing)

Organization \*

Space \*

Domain \*

**Save**

3. Click **Save**.

## Step 17: (Optional) Enable Experimental Features

Use caution when enabling experimental features if you have other Pivotal Cloud Foundry service tiles installed in your Pivotal Cloud Foundry deployment. Not all of the services are guaranteed to work as expected with these features enabled.

### Diego Cell Memory and Disk Overcommit

If your apps do not use the full allocation of disk space and memory set in the **Resource Config** tab, you might want use this feature. These fields control the amount to overcommit disk and memory resources to each Diego Cell VM.

For example, you might want to use the overcommit if your apps use a small amount of disk and memory capacity compared with the **Resource Config** settings for **Diego Cell**.

**Note:** Due to the risk of app failure and the deployment-specific nature of disk and memory use, Pivotal has no recommendation about how much, if any, memory or disk space to overcommit.

To enable this feature, follow these steps:

1. Select **Experimental Features**.
2. Enter the total desired amount of Diego cell memory value in the **Cell Memory Capacity (MB)** field. Refer to the **Diego Cell** row in the **Resource Config** tab for the current Cell memory capacity settings that this field overrides.
3. Enter the total desired amount of Diego cell disk capacity value in the **Cell Disk Capacity (MB)** field. Refer to the **Diego Cell** row in the **Resource Config** tab for the current Cell disk capacity settings that this field overrides.

Cell Memory Capacity (MB) ( min: 1 )

Cell Disk Capacity (MB) ( min: 1 )

**Save**

 **Note:** Entries made to each of these two fields set the total amount of resources allocated, not the overage.

4. Click **Save**.

## Step 18: Configure Errands

Errands are scripts that Ops Manager runs to automate tasks. By default, Ops Manager runs the post-install errands listed below when you deploy Elastic Runtime. However, you can prevent a specific post-install errand from running by deselecting its checkbox on the [Errands](#) page.

 **Note:** Several errands deploy apps that provide services for your deployment, such as Autoscaling and Notifications. Once one of these apps is running, deselecting the checkbox for the corresponding errand on a subsequent deployment does not stop the app.

**Errands**

Errands are scripts that run at designated points during an installation.

**Post-Deploy Errands**

<input checked="" type="checkbox"/> Run Smoke Tests	Runs Smoke Tests against your Elastic Runtime installation
<input checked="" type="checkbox"/> Push Apps Manager	Pushes the Pivotal Apps Manager application to your Elastic Runtime installation
<input checked="" type="checkbox"/> Notifications	Notifications release for PCF
<input checked="" type="checkbox"/> Notifications-UI	Notifications UI Component for PCF
<input checked="" type="checkbox"/> Deploy CF Autoscaling App	Deploys the CF Autoscaling App
<input checked="" type="checkbox"/> Register Autoscaling Service Broker	Registers the Autoscaling Service Broker

There are no pre-delete errands for this product.

**Save**

- **Run Smoke Tests** verifies that your deployment can do the following:
  - Push, scale, and delete apps
  - Create and delete orgs and spaces
- **Push Apps Manager** deploys the Apps Manager, a dashboard for managing apps, services, orgs, users, and spaces. Until you deploy Apps Manager, you must perform these functions through the cf CLI. After Apps Manager has been deployed, we recommend deselecting the checkbox for this errand on subsequent Elastic Runtime deployments. For more information about the Apps Manager, see [Getting Started with the Apps Manager](#).
- **Notifications** deploys an API for sending email notifications to your PCF platform users.

 **Note:** The Notifications app requires that you [configure SMTP](#) with a username and password, even if [SMTP Authentication Mechanism](#) is set to none.

- **Notifications-UI** deploys a dashboard for users to manage notification subscriptions.
- **Deploy CF Autoscaling App** enables your deployment to automatically scale the number of instances of an app in response to changes in its usage load. To enable Autoscaling for an app, you must also bind the Autoscaling service to it. For more information, see the [Bind a Service Instance](#) section of the *Managing Service Instances with the CLI* topic.

 **Note:** The Autoscaling app requires the Notifications app to send scaling action alerts by email.

- **Register Autoscaling Service Broker** makes the Autoscaling service available to your applications. Without this errand, you cannot bind the Autoscaling app to your apps.

## Step 19: (Optional) Configure Resources

 **Note:** Ops Manager 1.7 defines specific instance types instead of custom sizes. Each instance adopts an instance type that is the closest match to its previous custom size for CPU, memory, and disk space. You can modify the automatically selected instance size by selecting a different [type](#) under **Resource Config**.

Scale the number of instances in order to reduce resources and configure your deployment.

## Resource Config

JOB	INSTANCES	PERSISTENT DISK TYPE	VM TYPE
Consul	Automatic: 1	Automatic: 1 GB	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
NATS	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
etcd	Automatic: 1	Automatic: 1 GB	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Diego BBS	Automatic: 1	Automatic: 1 GB	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
NFS Server	Automatic: 1	Automatic: 100 GB	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Router	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
MySQL Proxy	Automatic: 1	None	Automatic: small (cpu: 1, ram: 2 GB, disk: 4 GiB)
MySQL Server	Automatic: 1	Automatic: 100 GB	Automatic: large.disk (cpu: 2, ram: 8 GB, disk ↓)
Backup Prepare Node	Automatic: 0	None	Automatic: 2xlarge.disk (cpu: 8, ram: 32 GB, disk ↓)
Cloud Controller Database (Postgres)	Automatic: 0	Automatic: 2 GB	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
UAA Database (Postgres)	Automatic: 0	Automatic: 10 GB	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Apps Manager Database (Postgres)	Automatic: 0	Automatic: 1 GB	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Cloud Controller	Automatic: 1	None	Automatic: medium.disk (cpu: 2, ram: 4 GB, disk ↓)
HAProxy	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Clock Global	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Cloud Controller Worker	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Collector	Automatic: 0	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
UAA	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Diego Brain	Automatic: 1	Automatic: 1 GB	Automatic: small (cpu: 1, ram: 2 GB, disk: 4 GiB)
Diego Cell	Automatic: 3	None	Automatic: xlarge.disk (cpu: 4, ram: 16 GB, disk ↓)
Doppler Server	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Loggregator Trafficcontroller	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Push Apps Manager	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Run Smoke Tests	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Notifications	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Run Notifications Tests	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Notifications-UI	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Run Notifications-UI tests	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Deploy CF Autoscaling App	Automatic: 1	None	Automatic: nano (cpu: 1, ram: 512 MB, disk: 1 GiB)
Register Autoscaling Service Broker	Automatic: 1	None	Automatic: nano (cpu: 1, ram: 512 MB, disk: 1 GiB)
Destroy autoscaling service broker	Automatic: 1	None	Automatic: nano (cpu: 1, ram: 512 MB, disk: 1 GiB)
Run Autoscaling Tests	Automatic: 1	None	Automatic: nano (cpu: 1, ram: 512 MB, disk: 1 GiB)
Run CF Acceptance Tests	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Run CF Acceptance Tests without internet	Automatic: 1	None	Automatic: micro.ram (cpu: 2, ram: 1 GB, disk ↓)
Bootstrap	Automatic: 1	None	Automatic: small (cpu: 1, ram: 2 GB, disk: 4 GiB)
Compilation	8	None	Automatic: medium.disk (cpu: 2, ram: 4 GB, disk ↓)

Save

By default, Elastic Runtime uses an internal filestore and internal databases. If you configure Elastic Runtime to use external resources, you can disable the corresponding system-provided resources in Ops Manager to reduce costs and administrative overhead.

For more information regarding scaling instances, see the [Zero Downtime Deployment and Scaling in CF](#) and the [Scaling Instances in](#)

## Elastic Runtime topics.

Complete the following procedures to disable specific VMs in Ops Manager:

1. Click **Resource Config**.
2. If you configure Elastic Runtime to use an external S3-compatible filestore, edit the following fields:
  - **NFS Server**: Enter  in **Instances**.
3. If you configure Elastic Runtime to use an external Relational Database Service (RDS), edit the following fields:
  - **MySQL Proxy**: Enter  in **Instances**.
  - **MySQL Server**: Enter  in **Instances**.
  - **Cloud Controller Database**: Enter  in **Instances**.
  - **UAA Database**: Enter  in **Instances**.
  - **Apps Manager Database**: Enter  in **Instances**.
4. If you are using an External Load Balancer instead of HAProxy, enter 0 in the **Instances** field for **HAProxy**.
5. Click **Save**.

## Step 20: Configure Stemcell

1. Select **Stemcell**. This page displays the stemcell version that shipped with Ops Manager.

Stemcell

A stemcell is a template from which Ops Manager creates the VMs needed for a wide variety of components and products.

microbosh requires BOSH stemcell version 2859 ubuntu-trusty

Using boot-stemcell-2859-vmware-esxi-ubuntu-trusty-go\_agent.tgz

Import Stemcell

You can also use this page to import a new stemcell version. You only need to import a new Stemcell if your Ops Manager does not already have the Stemcell version required by Elastic Runtime.

## Step 21: Complete the Elastic Runtime Installation

1. Click the **Installation Dashboard** link to return to the Installation Dashboard.
2. Click **Apply Changes**. If the following ICMP error message appears, click **Ignore errors and start the install**

PCF Ops Manager

pivotal-cf ✓

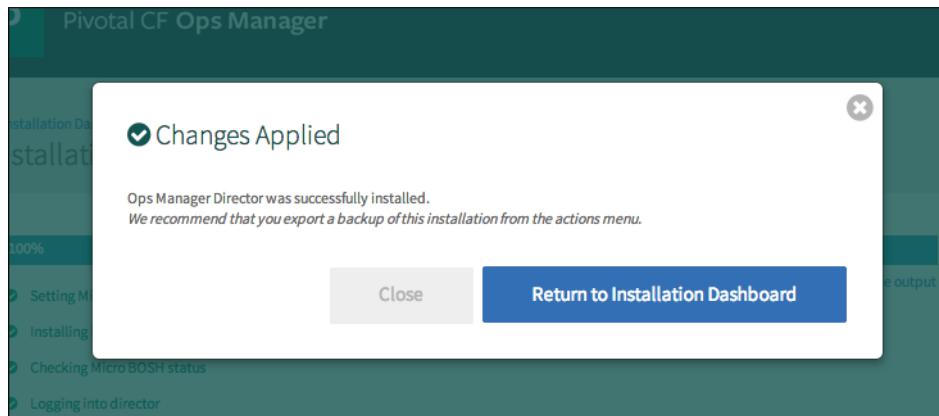
⚠ Please review the errors below

- Cannot reach gateway with IP 10.0.16.1 (ignorable if ICMP is disabled)
- Cannot reach DNS with IP 10.0.0.2 (ignorable if ICMP is disabled)

Ignore errors and start the install

Stop and fix errors

The install process generally requires a minimum of 90 minutes to complete. The image shows the Changes Applied window that displays when the installation process successfully completes.



## Provisioning a Virtual Disk in vSphere

Page last updated:

When you create a virtual machine in VMware vSphere, vSphere creates a new virtual hard drive for that virtual machine. The virtual hard drive is contained in a virtual machine disk (VMDK). The disk format you choose for the new virtual hard drive can have a significant impact on performance.

You can choose one of three formats when creating a virtual hard drive:

- Thin Provisioned
- Thick Provisioned Lazy Zeroed
- Thick Provisioned Eager Zeroed

### Thin Provisioned

Advantages:

- Fastest to provision
- Allows disk space to be overcommitted to VMs

Disadvantages:

- Slowest performance due to metadata allocation overhead and additional overhead during initial write operations
- Overcommitment of storage can lead to application disruption or downtime if resources are actually used
- Does not support clustering features

When vSphere creates a thin provisioned disk, it only writes a small amount of metadata to the datastore. It does not allocate or zero out any disk space. At write time, vSphere first updates the allocation metadata for the VMDK, then zeros out the block or blocks, then finally writes the data. Because of this overhead, thin provisioned VMDKs have the lowest performance of the three disk formats.

Thin provisioning allows you to overcommit disk spaces to VMs on a datastore. For example, you could put 10 VMs, each with a 50 GB VMDK attached to it, on a single 100 GB datastore, as long as the sum total of all data written by the VMs never exceeded 100 GB. Thin provisioning allows administrators to use space on datastores that would otherwise be unavailable if using thick provisioning, possibly reducing costs and administrative overhead.

### Thick Provisioned Lazy Zeroed

Advantages:

- Faster to provision than Thick Provisioned Eager Zeroed
- Better performance than Thin Provisioned

Disadvantages:

- Slightly slower to provision than Thin Provisioned
- Slower performance than Thick Provisioned Eager Zero
- Does not support clustering features

When vSphere creates a thick provisioned lazy zeroed disk, it allocates the maximum size of the disk to the VMDK, but does nothing else. At the initial access to each block, vSphere first zeros out the block, then writes the data. Performance of a thick provisioned lazy zeroed disk is not as good as a thick provisioned eager zero disk because of this added overhead.

### Thick Provisioned Eager Zeroed

Advantages:

- Best performance

- Overwriting allocated disk space with zeros reduces possible security risks
- Supports clustering features such as Microsoft Cluster Server (MSCS) and VMware Fault Tolerance

Disadvantages:

- Longest time to provision

When vSphere creates a thick provisioned eager zeroed disk, it allocates the maximum size of the disk to the VMDK, then zeros out all of that space.

Example: If you create an 80 GB thick provisioned eager zeroed VMDK, vSphere allocates 80 GB and writes 80 GB of zeros.

By overwriting all data in the allocated space with zeros, thick provisioned eager zeroed eliminates the possibility of reading any residual data from the disk, thereby reducing possible security risks.

Thick provisioned eager zeroed VMDKs have the best performance. When a write operation occurs to a thick provisioned eager zeroed disk, vSphere writes to the disk, with none of the additional overhead required by thin provisioned or thick provisioned lazy zeroed formats.

## Using the Cisco Nexus 1000v Switch with Ops Manager

Page last updated:

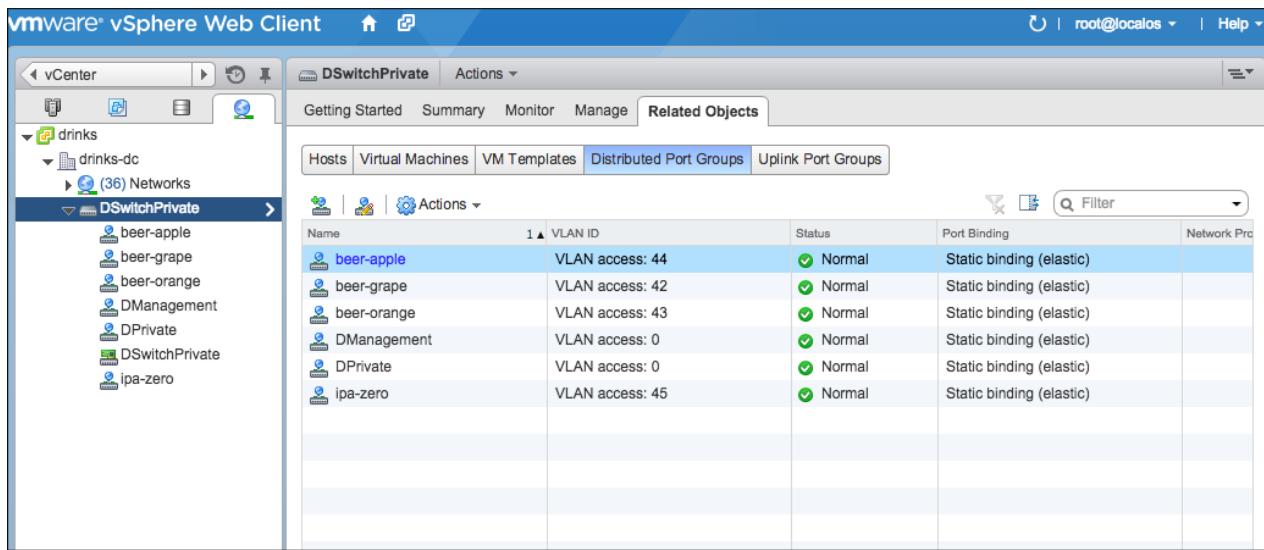
Refer to the procedure in this topic to use Ops Manager with the Cisco Nexus 1000v Switch. First, configure Ops Manager through Step 4 in [Configuring Ops Manager Director for VMware vSphere](#). Then configure your network according to the following steps.

1. From your [Pivotal Cloud Foundry](#) (PCF) Ops Manager **Installation Dashboard**, click the **Ops Manager Director** tile.
2. Select **Create Networks**.
3. Click the network name to configure the network settings. This is **default** if you have not changed the name.

The screenshot shows the 'Create Networks' configuration page for the 'default' network. On the left, a sidebar lists configuration sections: vCenter Config, Director Config, Create Availability Zones, Create Networks (which is selected), Assign AZs and Networks, Security, and Resource Config. The main area is titled 'Create Networks' and contains the following fields:

- Verification Settings:** A checked checkbox for 'Enable ICMP checks'.
- Networks:** A section for defining IP ranges. It includes a dropdown menu set to 'default', a 'Name\*' field containing 'default' with a note 'A unique name for this network', and an 'Add Network' button.
- Subnets:** Fields for 'vSphere Network Name\*', 'CIDR\*', 'Reserved IP Ranges', 'DNS\*', and 'Gateway\*'. There is also a checkbox for 'Availability Zones\*' with the option 'first-az'.
- Buttons:** A 'Save' button at the bottom and 'Add Subnet' buttons for both the Networks and Subnets sections.

4. Find the folder name and port group name for the switch, as you configured them in vCenter. For the example vSphere environment pictured below, a user might want to use the switch configured on the `beer-apple` port group, which is in the `drinks-dc` folder.



5. In the **vSphere Network Name** field, instead of entering your network name, enter the folder name and port group name for the switch, as you configured them in vCenter. For the example vSphere environment pictured above, you would enter `drinks-dc/beer-apple` to use the switch configured on the `beer-apple` port group.

[Installation Dashboard](#)

## Ops Manager Director

- [Settings](#)
- [Status](#)
- [Credentials](#)

**Create Networks**

Warning: Pivotal recommends keeping the IP settings throughout the life of your installation. Ops Manager may prevent you from changing them in the future. Contact Pivotal support for help completing such a change.

**Verification Settings**

Enable ICMP checks

**Networks**

One or many IP ranges upon which your products will be deployed

[Add Network](#)

**Name\***  
YOUR\_NETWORK\_NAME

[Add Subnet](#)

**vSphere Network Name\***  
drinks-dc/beer-apple

The name of the network as it appears in vCenter

**CIDR\***

**Reserved IP Ranges**

**DNS\***

**Gateway\***

**Availability Zones\***

first-az

[Save](#)

6. Click **Save**.

7. Return to [Configuring Ops Manager Director for VMware vSphere](#) to complete the Ops Manager installation.

## Using Ops Manager Resurrector on VMware vSphere

Page last updated:

The Ops Manager Resurrector increases [Pivotal Cloud Foundry](#) (PCF) Elastic Runtime availability in the following ways:

- Reacts to hardware failure and network disruptions by restarting virtual machines on active, stable hosts
- Detects operating system failures by continuously monitoring virtual machines and restarting them as required
- Continuously monitors the BOSH Agent running on each virtual machine and restarts the VMs as required

The Ops Manager Resurrector continuously monitors the status of all virtual machines in an Elastic Runtime deployment. The Resurrector also monitors the BOSH Agent on each VM. If either the VM or the BOSH Agent fail, the Resurrector restarts the virtual machine on another active host.

## Limitations

The following limitations apply to using the Ops Manager Resurrector:

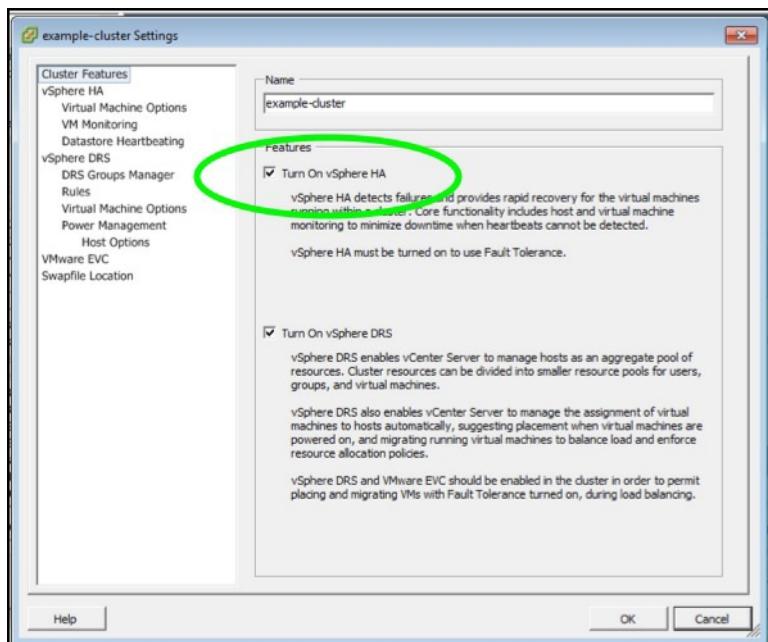
- The Resurrector does not monitor or protect the Ops Manager VM or the BOSH Director VM.
- The Resurrector might not be able to resolve issues caused by the loss of an entire host.
- The Resurrector does not monitor or protect data storage.

For increased reliability, in addition to using BOSH Resurrector, Pivotal recommends that you use vSphere High Availability to protect all of the VMs in your deployment, and that you use a highly-available storage solution.

## Enabling vSphere High Availability

Follow the steps below to enable vSphere High Availability:

1. Launch the vSphere Management Console.
2. Right-click the cluster that contains the [Pivotal Cloud Foundry](#) (PCF) deployment and select **Edit Settings**.
3. Check the **Turn on vSphere High Availability** checkbox.



4. Click **OK** to enable vSphere High Availability on the cluster.

## Enabling Ops Manager Resurrector

To enable the Ops Manager Resurrector:

1. Log into the Ops Manager web interface.
2. On the Product Dashboard, select **Ops Manager Director**.



3. In the left navigation menu, select **Director Config**.

The screenshot shows the "Director Config" page under the "Installation Dashboard". The left sidebar has a list of configuration items: "vCenter Config" (selected), "Director Config" (highlighted with a grey arrow), "Create Availability Zones", "Create Networks", "Assign AZs and Networks", "Security", and "Resource Config". The main panel is titled "Director Config" and contains the following fields:

- "NTP Servers (comma delimited)\*": A text input field containing "time1.sf.cf-app.com".
- "Metrics IP Address": An empty text input field.
- "Enable VM Resurrector Plugin": A checked checkbox.
- "Recreate all VMs": An unchecked checkbox.

A note at the bottom states: "This will force BOSH to recreate all VMs on the next deploy. Persistent disk will be preserved."

4. Check **Enable VM Resurrector Plugin** and click **Save**.

## Configuring Pivotal Cloud Foundry SSL Termination for vSphere Deployments

Page last updated:

To use SSL termination in [Pivotal Cloud Foundry](#) (PCF), you must configure the Pivotal-deployed HAProxy load balancer or your own load balancer.

Pivotal recommends that you use HAProxy in lab and test environments only. Production environments should instead use a highly-available customer-provided load balancing solution.

Select an SSL termination method to determine the steps you must take to configure Elastic Runtime.

### Using the Pivotal HAProxy Load Balancer

PCF deploys with a single instance of HAProxy for use in lab and test environments. You can use this HAProxy instance for SSL termination and load balancing to the PCF Routers. HAProxy can generate a self-signed certificate if you do not want to obtain a signed certificate from a well-known certificate authority.

 **Note:** Certificates generated in Elastic Runtime are signed by the Operations Manager Certificate Authority. They are not technically self-signed, but they are referred to as 'Self-Signed Certificates' in the Ops Manager GUI and throughout this documentation.

To use the HAProxy load balancer, you must create a wildcard A record in your DNS and configure three fields in the Elastic Runtime product tile.

1. Create an A record in your DNS that points to the HAProxy IP address. The A record associates the **System Domain** and **Apps Domain** that you configure in the **Domains** section of the Elastic Runtime tile with the HAProxy IP address.

For example, with `cf.example.com` as the main subdomain for your CF install and an HAProxy IP address `203.0.113.1`, you must create an A record in your DNS that serves `example.com` and points `*.cf` to `203.0.113.1`.

Name	Type	Data	Domain
<code>*.cf</code>	A	<code>203.0.113.1</code>	<code>example.com</code>

2. Use the Linux `host` command to test your DNS entry. The `host` command should return your HAProxy IP address.

Example:

```
$ host cf.example.com
cf.example.com has address 203.0.113.1
$ host anything.example.com
anything.cf.example.com has address 203.0.113.1
```

3. From the PCF Ops Manager Dashboard, click on the Elastic Runtime tile.
4. Select **Networking**.
5. Leave the **Router IPs** field blank. HAProxy assigns the router IPs internally.
6. Enter the IP address for HAProxy in the **HAProxy IPs** field.
7. Provide your SSL certificate in the **SSL Termination Certificate and Private Key** field. See [Providing a Certificate for your SSL Termination Point](#) for details.

[Return to the Getting Started Guide](#)

### Using Another Load Balancer

Production environments should use a highly-available customer-provided load balancing solution that does the following:

- Provides SSL termination with wildcard DNS location

- Provides load balancing to each of the PCF Router IPs
- Adds appropriate `x-forwarded-for` and `x-forwarded-proto` HTTP headers

You must register static IP addresses for PCF with your load balancer and configure three fields in the Elastic Runtime product tile.

1. Register one or more static IP address for PCF with your load balancer.
2. Create an A record in your DNS that points to your load balancer IP address. The A record associates the **System Domain** and **Apps Domain** that you configure in the **Domains** section of the Elastic Runtime tile with the IP address of your load balancer.

For example, with `cf.example.com` as the main subdomain for your CF install and a load balancer IP address `198.51.100.1`, you must create an A record in your DNS that serves `example.com` and points `*.cf` to `198.51.100.1`.

Name	Type	Data	Domain
<code>*.cf</code>	A	<code>198.51.100.1</code>	<code>example.com</code>

3. From the PCF Ops Manager Dashboard, click on the Elastic Runtime tile.
4. Select **Networking**.
5. In the **Router IPs** field, enter the static IP address for PCF that you have registered with your load balancer.
6. Leave the **HAProxy IPs** field blank.
7. Provide your SSL certificate in the **SSL Termination Certificate and Private Key** field. See [Providing a Certificate for your SSL Termination Point](#) for details.

 **Note:** When adding or removing PCF routers, you must update your load balancing solution configuration with the appropriate IP addresses.

[Return to the Installing Pivotal Cloud Foundry Guide](#)

## Understanding Availability Zones in VMware Installations

Page last updated:

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

Pivotal defines an Availability Zone (AZ) as an operator-assigned, functionally independent segment of network infrastructure. In cases of partial infrastructure failure, [Pivotal Cloud Foundry](#) (PCF) Elastic Runtime distributes and balances all instances of running applications across remaining AZs. Strategic use of Availability Zones contributes to the fault tolerance and high availability of a Elastic Runtime deployment.

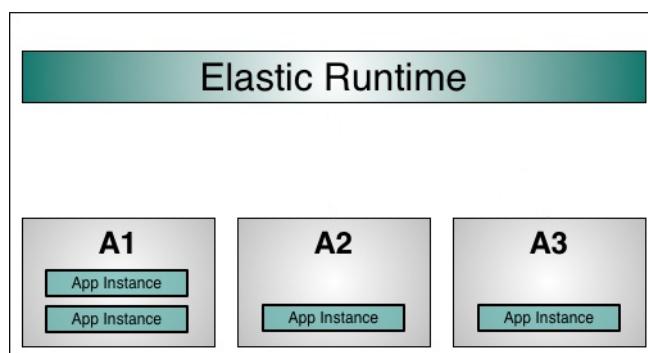
It is recommended that customers use three Availability Zones to operate a highly available installation of Elastic Runtime.

### AZ Differences Between VMware Products

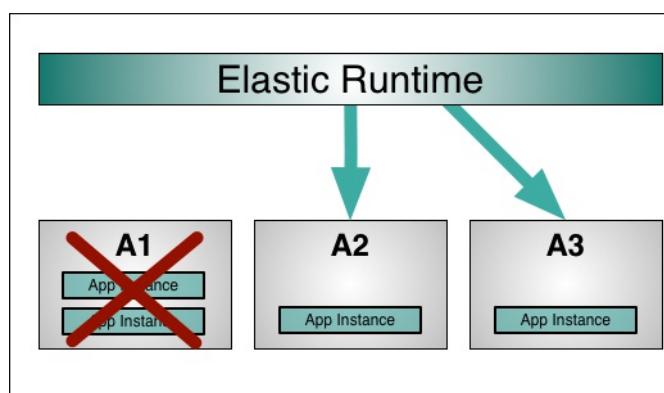
Elastic Runtime on VMware vSphere supports distributing deployments across multiple AZs. See the section on AZs in [Configuring Ops Manager Director for VMware vSphere](#). VMware vCloud and vCloud Air support only one AZ, which is the virtual data center you access with vShield Edge Gateway Services interface

### Balancing Across AZs During Failure: Example Scenario

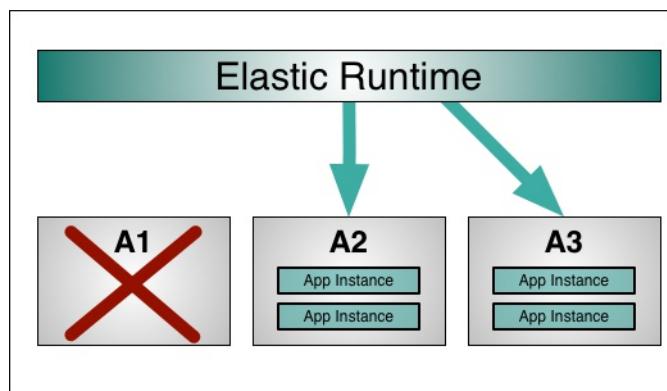
An operator scales an application to four instances in an Elastic Runtime environment distributed across three availability zones: A1, A2, and A3. The environment allocates the instances according to the [Diego Auction](#).



If A1 experiences a power outage or hardware failure, the two application instances running in A1 terminate while the application instances in zones A2 and A3 continue to run:



If A1 remains unavailable, Elastic Runtime balances new instances of the application across the remaining availability zones:



## Upgrading Pivotal Cloud Foundry

Page last updated:

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This topic describes upgrading Pivotal Cloud Foundry to version 1.7. The upgrade procedures below describe upgrading Ops Manager, Elastic Runtime, and product tiles.

If you have already upgraded your Ops Manager to version 1.7 and want to upgrade individual products such as PCF Elastic Runtime, [Pivotal MySQL](#), or [RabbitMQ®](#) in your PCF deployment, see the [Upgrading Products in a PCF Deployment](#) topic.

 **WARNING:** Before you upgrade to Pivotal Cloud Foundry 1.7, you must migrate all apps that are currently running on DEA architecture to run on Diego architecture. All apps that do not already run on Diego will terminate during an upgrade from 1.6 to 1.7.

 **Note:** The apps in your deployment continue to run during the upgrade. However, you cannot write to your deployment or make changes to apps during the upgrade.

**Important:** Read the Known Issues section of the [Pivotal Cloud Foundry](#) (PCF) [Release Notes](#) before getting started.

## Before You Upgrade

This section contains important guidelines that you must follow before beginning an upgrade to PCF 1.7. Failure to follow these instructions may jeopardize your existing deployment data or cause your upgrade to fail.

The tasks you need to complete before upgrade fall into three categories:

- [Choose Single-AZ or Multi-AZ](#) - choose a single-AZ or multi-AZ deployment.
- [Prepare Your Environment](#) — includes making sure you have sufficient disk space.
- [Prepare Databases and Apps](#) — includes backing up data and migrating any apps. that currently use the DEA architecture to use the Diego architecture.
- [Check System Health](#) — perform a health check of your system, from virtual machines (VMs) to service tiles.

### Choose Single-AZ or Multi-AZ

Ops Manager 1.7 ships with a new multi-AZ functionality that results in multiple networks.

When you upgrade to PCF 1.7 from a previous version instead of performing a new full install, you have a single-AZ deployment. If you want to use PCF 1.7 with multi-AZ functionality, choose one of the following procedures:

- Upgrade and then apply multi-AZ:
  1. Follow the upgrade instructions on this page to upgrade to PCF 1.7.
  2. Follow the instructions in this [Knowledge Base article](#) to enable advanced mode in Ops Manager.
  3. Follow the instructions in this [Knowledge Base article](#) to apply the multi-AZ feature to your deployment.
- Perform a [new installation](#) of PCF 1.7.

### Prepare Your Environment for Upgrade

1. Install the releases from your currently deployed version to the target version in sequential order. For example, if your deployment uses Ops Manager release 1.5 and you are upgrading to 1.7, you must sequentially install 1.6 and 1.7.
2. Ensure that you are using [Elastic Runtime \(ERT\)](#) v. 1.6.9 or higher. For information about how to upgrade product tiles, see the [Upgrading Elastic Runtime and Other Pivotal Cloud Foundry Products](#) topic.
3. Ensure that every product tile on the Installation Dashboard is compatible with the new version of Ops Manager. For specific compatibility information, refer to the full [Product Version Matrix](#). If a product does not meet this requirement, you must upgrade the product or

remove the tile before upgrading Ops Manager.

4. For each product tile you have installed, review the upgrade documentation that is specific to the tile. For example, if you have RabbitMQ, you need to increase the number of HAProxy instances from one to two. See [RabbitMQ for Pivotal Cloud Foundry Upgrades](#).
5. Confirm that you have adequate disk space for your upgrades. From your Installation Dashboard, select the **Ops Manager Director** tile. Select **Status**. If you need more space to handle your upgrades, select **Settings > Resource Config**. Increase your persistent disk space to 100 GB, or enough to handle the size of the resources.
6. If you have disabled lifecycle errands for any installed product in order to reduce deployment time, Pivotal recommends that you re-enable these errands before upgrading. See [Adding and Deleting Products](#) for more information.
7. Ensure that the VM resurrector is turned off:
  - a. From your Installation Dashboard, select the **Ops Manager Director** tile.
  - b. Click **Director Config**.
  - c. Clear the **Enable VM resurrector plugin** checkbox.
  - d. Click **Save**.
  - e. Return to the **Installation Dashboard**, and click **Apply Changes**.
8. If you are upgrading a vSphere environment, ensure that you have the following information about your existing environment before starting the upgrade:
  - Note these IP addresses, which can be found in the vSphere web client, **Manage > Settings > vApp Options**. This is the same information you entered at the end of deploying [Ops Manager on vSphere](#).
    - IP Address of the Ops Manager
    - Netmask
    - Default Gateway
    - DNS Servers
    - NTP Servers
  - Note this VM hardware information so you can set up the new VM with similar settings. You can find this in the vSphere web client, **Manage > Settings > VM Hardware**.
    - CPU
    - Memory
    - Hard Disk 1
    - Network Adapter 1 - When you set up the new VM, ensure your network adapters are configured properly and are on the same network.

## Prepare Databases and Apps for Upgrade

1. Back up all critical data prior to upgrading to PCF 1.7. For example, to backup a 1.6 environment, follow these instructions [Backing Up Pivotal Cloud Foundry](#).
2. Before you upgrade to Pivotal Cloud Foundry 1.7, you must migrate all apps that are currently running on DEA architecture to run on Diego architecture. Pivotal does not support DEA architecture in Pivotal Cloud Foundry 1.7. See the [Migrating Apps to Diego](#) topic for information.

## Check System Health Before Upgrade

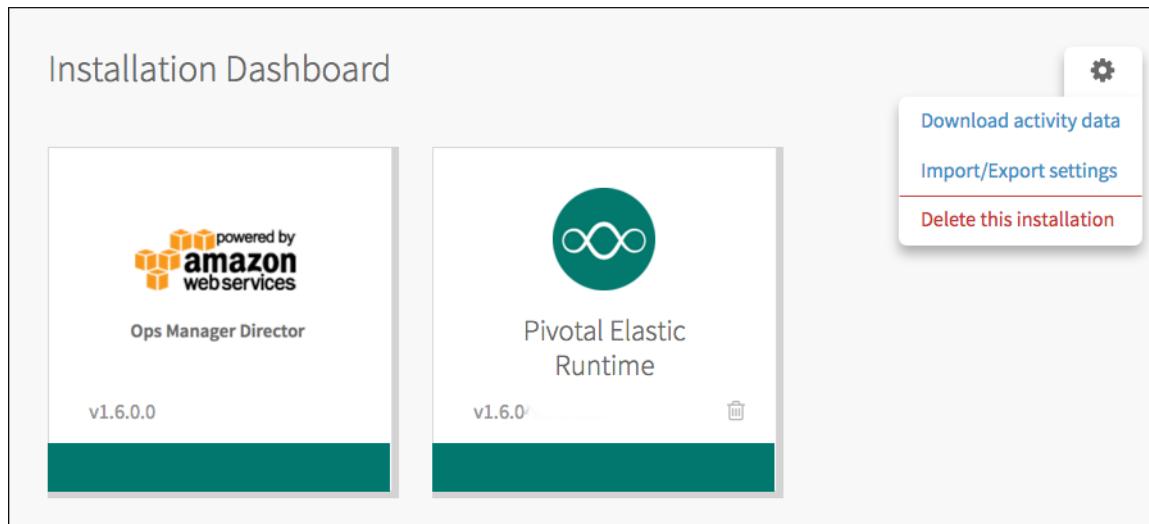
1. Run `bosh cloudcheck` to confirm that the VMs are healthy. See the [BOSH Cloudcheck](#) topic.
2. Check the system health of installed products. In the Installation Dashboard, select the **Status** tab for each service tile. Confirm that all jobs are healthy.
3. (Optional) Check the logs for errors before proceeding with the upgrade. See the [Viewing Logs in the Command Line Interface](#) topic.
4. There should be no outstanding changes in Ops Manager or any other tile. All tiles should be green. Click **Apply Changes** if necessary.
5. After applying changes, click **Recent Install Logs** to confirm that the changes completed cleanly:  
`Cleanup complete {"type": "step\_finished", "id": "clean\_\_up\_\_bosh.cleaning\_up"} Exited with 0.`

## Upgrading with Installed Products

Follow the steps below to upgrade Ops Manager and keep all installed products.

**Note:** Ops Manager 1.7 uses the User Account and Authentication (UAA), instead of only local user account authentication. When you import your pre-1.7 file to Ops Manager, your user name changes to `admin` and your password remains the same. It also prompts you to create a shared passphrase, which is distinct from your password. Your passphrase on a new import will be the same as your password. However, you must change the passphrase for security purposes.

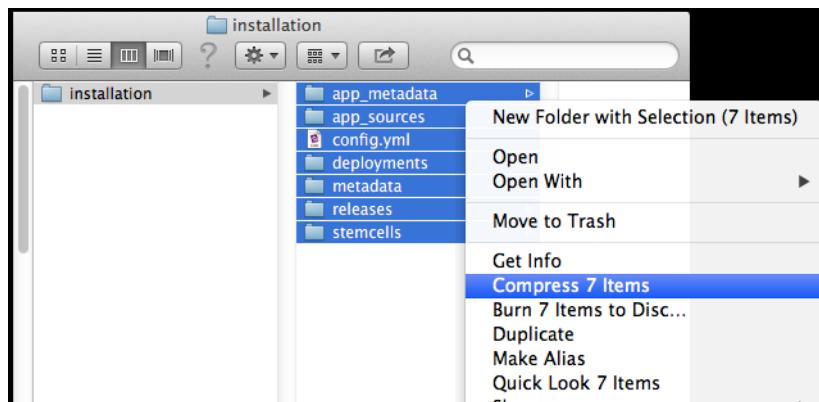
- From the Product Dashboard, select **Actions > Export installation settings**.



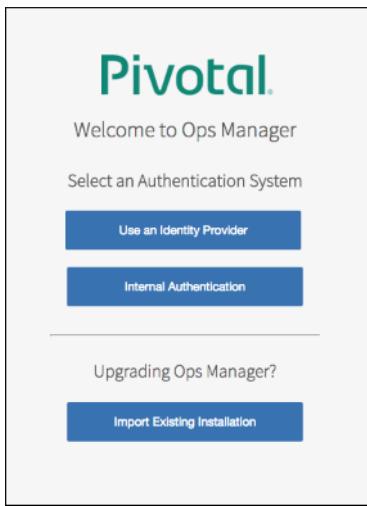
This exports the current PCF installation with all of its assets. When you export an installation, the export contains the base VM images and necessary packages, and references to the installation IP addresses. As a result, an exported file can be very large, as much as 5 GB or more.

- The export time depends on the size of the exported file.
- Some browsers do not provide feedback on the status of the export process, and may appear to hang.

**Note:** Some operating systems may automatically unzip the exported installation. If this occurs, create a zip file of the unzipped export. Do not start compressing at the "installation" folder level. Instead, start compressing at the level containing the `config.yml` file:

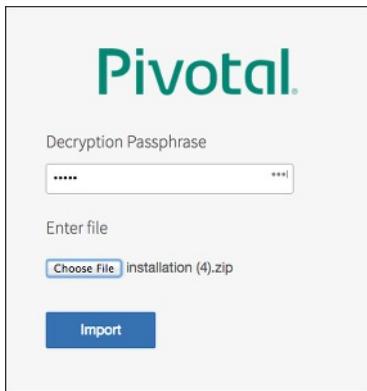


- Download the latest Ops Manager VM Template from the [Pivotal Network](#) site.
- Record the IP address of the existing Ops Manager VM.
- To avoid IP conflicts, power off the existing Ops Manager VM.
- Deploy the new Ops Manager VM:
  - [Launching an Ops Manager Director Instance on AWS](#)
  - [Provisioning the OpenStack Infrastructure](#)
  - [Deploying Operations Manager to vSphere](#)
  - [Deploying Operations Manager to vCloud Air and vCloud](#)
- When redirected to the **Welcome to Ops Manager** page, select **Import Existing Installation**.



7. When prompted, enter the following:

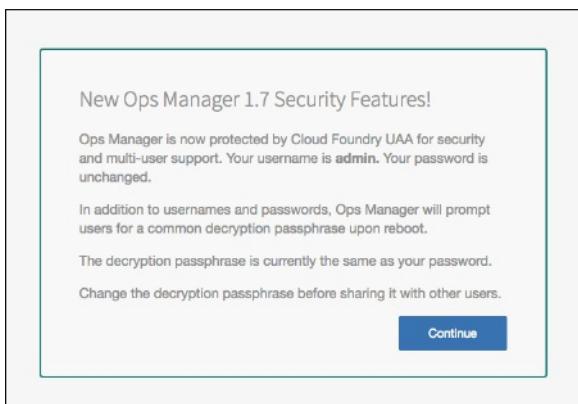
- **Decryption Passphrase**, which is the same as your password.
- Click **Choose File** and browse to the installation zip file exported in Step 3 above.



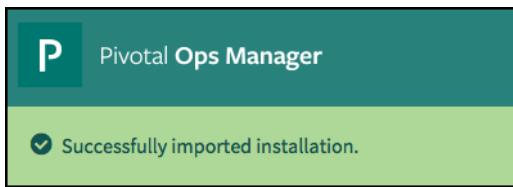
8. Click **Import**.

 **Note:** Some browsers do not provide feedback on the status of the import process, and may appear to hang.

9. Before you see the new PCF 1.7 **Installation Dashboard**, a Security Features alert appears. Take note of your new **username**. Ensure you change your decryption passphrase before sharing it with other users. Click **Continue**.



10. A “Successfully imported installation” message appears upon completion.



11. Click **Apply Changes**. This immediately imports and applies upgrades to all tiles in a single transaction.
12. Click each service tile, select the **Status** tab, and confirm that all VMs appear and are in good health.
13. Remove the original Ops Manager VM from your IaaS if the new installation functions correctly.

## After the Upgrade

- Advise your application developers about the Diego architecture. See the [Migrating Apps to Diego](#) and [Diego Architecture](#) topics for more information.
- Ops Manager 1.7 defines specific instance types instead of custom sizes for vSphere or vCloud. Each instance adopts an instance type that is the closest match to its previous custom size for CPU, memory, and disk space. After the upgrade, you can modify the automatically selected instance size by selecting a different `type` under **Resource Config** for each of your installed tiles.
- In Ops Manager 1.7, all product tiles use floating stemcells by default. This increases the security of your deployment by enabling tiles to automatically use the latest patched version of a stemcell, but it may significantly increase the amount of time required by a tile upgrade. Review the [Understanding Floating Stemcells](#) topic for more information.
- (Optional) You can review your product tiles and configure values accordingly. For example, for Elastic Runtime, review the installation topic for new features:
  - [Launching an Ops Manager Director Instance on AWS](#)
  - [Provisioning the OpenStack Infrastructure](#)
  - [Deploying Operations Manager to vSphere](#)
  - [Deploying Operations Manager to vCloud Air and vCloud](#)

## Upgrading Elastic Runtime and Other Pivotal Cloud Foundry Products

Page last updated:

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This topic describes how to upgrade Elastic Runtime (ERT) and other product tiles alone, without upgrading Ops Manager. For example, you might need to do this if a security update for ERT is released or if new features are introduced in a point release of a product tile.

The topic [Upgrading Pivotal Cloud Foundry](#) describes how to perform a complete upgrade of PCF, including Ops Manager, ERT and other installed products.

 **WARNING:** Before you upgrade to Elastic Runtime 1.7, you must migrate all apps that are currently running on DEA architecture to run on Diego architecture. All apps that do not already run on Diego will terminate during an upgrade from 1.6 to 1.7.

 **Note:** The apps in your deployment continue to run during the upgrade. However, you cannot write to your deployment or make changes to apps during the upgrade.

### Elastic Runtime Snapshot

Current Pivotal Cloud Foundry Elastic Runtime Details

**Version:** 1.7.0

**Release Date:** 29 April 2016

**Software component version:** Cloud Foundry 235

**Compatible Ops Manager Version(s):** 1.7.x

**vSphere support?** Yes

**AWS support?** Yes

**OpenStack support?** Yes

### Upgrading Elastic Runtime

Refer to the [Product Version Matrix](#) before upgrading Elastic Runtime for Pivotal Cloud Foundry.

 **Note:** Before you upgrade to Ops Manager 1.7.x, you must first upgrade PCF Elastic Runtime to version 1.6.9 or higher.

### Install using the Pivotal Operations Manager

To install Elastic Runtime for PCF without upgrading Ops Manager, follow the procedure for installing PCF products:

1. Download the product file from [Pivotal Network](#).
2. Upload the product file to your Ops Manager installation.
3. Click **Add** next to the uploaded product description in the Available Products view to add this product to your staging area.
4. Click the newly added tile to review any configurable options.
5. Click **Apply Changes** to install the service.

### Before You Upgrade

Before you upgrade to Elastic Runtime 1.7, you must migrate all apps that are currently running on DEA architecture to run on Diego architecture. Pivotal does not support DEA architecture in Pivotal Cloud Foundry 1.7. See the [Migrating Apps to Diego](#) topic for information.

## Upgrading PCF Products

**Important:** Read the Known Issues section of the [Pivotal Cloud Foundry Release Notes](#) before getting started.

This section describes how to upgrade individual products like Pivotal Cloud Foundry Elastic Runtime, [Pivotal MySQL](#), or [RabbitMQ](#) in your [Pivotal Cloud Foundry](#) (PCF) deployment.

**Note:** In Ops Manager 1.7, all product tiles use floating stemcells by default. This increases the security of your deployment by enabling tiles to automatically use the latest patched version of a stemcell, but it may significantly increase the amount of time required by a tile upgrade. Review the [Understanding Floating Stemcells](#) topic for more information.

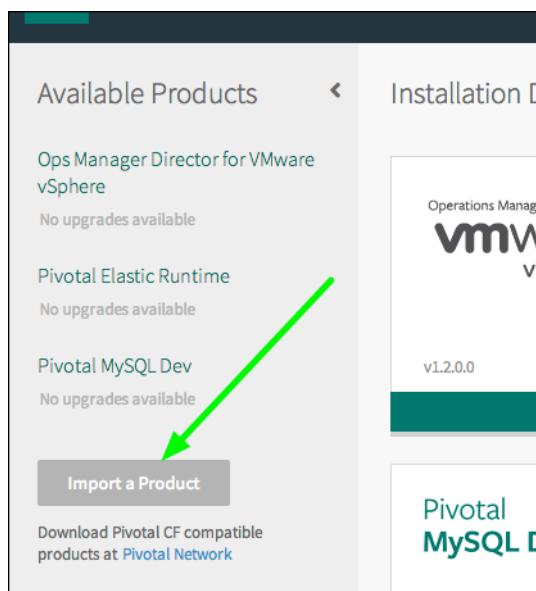
**Note:** To upgrade your PCF product to a target release, you must install all releases from your currently deployed version to the target version in sequential order. For example, if your deployment uses Elastic Runtime release 1.5 and you are upgrading to 1.7, you must sequentially install 1.6 and 1.7.

**Note:** The Single Sign-On service tile operates in lockstep with Pivotal Elastic Runtime.

- The SSO v1.0.x tiles are compatible with PCF v1.6.x
- The SSO v1.1.x tiles are compatible with PCF v1.7.x

If you are a customer upgrading from PCF 1.6 to PCF 1.7 and you are using SSO v1.0.x, you must update to the SSO v1.1.0 service tile before proceeding with the upgrade.

1. Browse to [Pivotal Network](#) and sign in.
2. Download the latest PCF release for the product or products you want to upgrade. Every product is tied to exactly one stemcell. Download the stemcell that matches your product and version.
3. Confirm that you have adequate disk space for your upgrades. From your Installation Dashboard, select the **Ops Manager Director** tile. Select **Status**. If you need more space to handle your upgrades, select **Settings > Resource Config**. Increase your persistent disk space to 100 GB, or enough to handle the size of the resources.
4. Browse to the Pivotal Cloud Foundry Operations Manager web interface and click **Import a Product**.



**Note:** As of release 1.4.0.0, Pivotal Ops Manager no longer supports older versions of PCF products. You must update all products to at least version 1.2 (except for RabbitMQ, which must be updated to at least version 1.3.4.0) before importing them into Ops Manager 1.4.0.0.

5. Upload the new version of a product you want to upgrade.
6. Under **Available Products**, click **Upgrade** for the uploaded product.
7. Repeat the import, upload, and upgrade steps for each product you downloaded.

8. If you are upgrading a product that uses a self-signed certificate from version 1.1 to 1.2, you must configure the product to trust the self-signed certificate.

To do this:

- Click the product tile.
- In the left-hand column, select the setting page containing the SSL certificate configuration. For example, for Elastic Runtime, select the **HAProxy** page.
- Check the **Trust Self-Signed Certificates** box.
- Click **Save**.

9. Click **Apply changes**.

## After You Upgrade

- Advise your application developers about the Diego architecture. See the [Migrating Apps to Diego](#) and the [Diego Architecture](#) topics for more information.
- Ops Manager 1.7 defines specific instance types instead of custom sizes for vSphere or vCloud. Each instance adopts an instance type that is the closest match to its previous custom size for CPU, memory, and disk space. You can modify the automatically selected instance size by selecting a different **type** under **Resource Config** for each of your installed tiles.

## PCF Dev Overview

Page last updated:

This guide describes how to install and use PCF Dev, a lightweight Pivotal Cloud Foundry (PCF) installation that runs on a single virtual machine (VM) on your workstation. PCF Dev is intended for application developers who want to develop and debug their applications locally on a PCF deployment.

PCF Dev includes Pivotal Elastic Runtime, Redis, RabbitMQ, and MySQL. It also supports all cf CLI functionality. See the [Comparing PCF Dev to Pivotal Cloud Foundry](#) table below for more product details.

## Prerequisites

- [VirtualBox: 5.0+](#): PCF Dev uses VirtualBox as its virtualizer.
- The latest version of the [cf CLI](#): Use the cf CLI to push and scale apps.
- You must have an Internet connection for DNS. See [Using PCF Dev Offline](#) if you do not have an Internet connection.
- At least 3 GB of available memory on your host machine. Pivotal recommends running on a host system with at least 8 GB of total RAM.

## Installing PCF Dev

- [Installing PCF Dev on Mac OS X](#)
- [Installing PCF Dev on Linux](#)
- [Installing PCF Dev on Microsoft Windows](#)

## Using PCF Dev

- [Using PCF Dev](#)
- [Using Services in PCF Dev](#)
- [Using Spring Cloud Services in PCF Dev](#)
- [Using PCF Dev Behind a Proxy](#)
- [Using PCF Dev Offline](#)
- [PCF Dev on AWS](#)
- [Frequently Asked Questions](#)

## Comparing PCF Dev to Pivotal Cloud Foundry

PCF Dev mirrors [PCF](#) in its key product offerings. If an application runs on PCF Dev, it runs on PCF with no modification in almost all cases. Review the table below for key product details.

	PCF Dev	PCF	CF
Space required	20 GB	100GB+	50GB+
Memory required	3 GB	50GB+	variable
Deployment	<code>cf dev start</code>	Ops Manager	<code>bosh deploy</code>
Estimated time-to-deploy	10 Minutes	Hour+	Hour+
Out-of-the-Box Services	Redis MySQL RabbitMQ	Redis MySQL RabbitMQ GemFire	N/A
Elastic Runtime	✓	✓	✓
Logging/Metrics	✓	✓	✓
Routing	✓	✓	✓

	<b>PCF Dev</b>	<b>PCF</b>	<b>CF</b>
Compatible with CF CLI	✓	✓	✓
Deploy apps with any supported buildpack	✓	✓	✓
Supports Multi-Tenancy	✓	✓	✓
Diego Support	✓	✓	✓
Docker Support	✓	✓	✓
User-Provided Services	✓	✓	✓
High Availability		✓	✓
Integration with 3rd party Authorization		✓	✓
Bosh Director (i.e., can perform additional BOSH deployments)		✓	✓
Day Two Lifecycle Operations (e.g., rolling upgrades, security patches)		✓	✓
Ops Manager		✓	
Apps Manager	✓	✓	
Tile Support		✓	
Developers have root-level access across cluster	✓		
Pre-provisioned	✓		
Does not depend on BOSH	✓		

## Using Operations Manager

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

Operations Manager is a web application that you use to deploy and manage a [Pivotal Cloud Foundry](#) (PCF) PaaS. This is a guide to deploying and using Ops Manager.

## Operations Manager API

Use the Ops Manager API to automate any Ops Manager task. To view the Ops Manager API documentation, browse to

<https://YOUR-OPS-MANAGER-FQDN/docs>.

## Using Operations Manager and Installed Products

- [Understanding the Ops Manager Interface](#)
- [Adding and Deleting Products](#)
- [Understanding Floating Stemcells](#)
- [Configuring Ops Manager Director for AWS](#)
- [Configuring Amazon EBS Encryption](#)
- [Configuring Ops Manager Director for VMware vSphere](#)
- [Configuring Ops Manager Director for vCloud Air and vCloud](#)
- [Creating UAA Clients for BOSH Director](#)
- [Configuring Ops Manager Director for OpenStack](#)
- [Deploying Elastic Runtime on AWS](#)
- [Configuring Elastic Runtime for vSphere and vCloud](#)
- [Installing Elastic Runtime on OpenStack](#)
- [Understanding Pivotal Cloud Foundry User Types](#)
- [Starting and Stopping Pivotal Cloud Foundry Virtual Machines](#)
- [Creating and Managing Ops Manager User Accounts](#)
- [Logging into the Apps Manager](#)
- [Controlling Apps Manager User Activity with Environment Variables](#)
- [Configuring Your App Autoscaling Instance](#)
- [Managing Scheduled Scaling in the App Autoscaling Service](#)
- [Deleting an AWS Installation from the Console](#)
- [Modifying Your Ops Manager Installation and Product Template Files](#)

## Backing Up

- [Backing Up and Restoring Pivotal Cloud Foundry](#)
- [Creating a Proxy ELB for Diego SSH without CloudFormation](#)

## Monitoring, Logging, and Troubleshooting

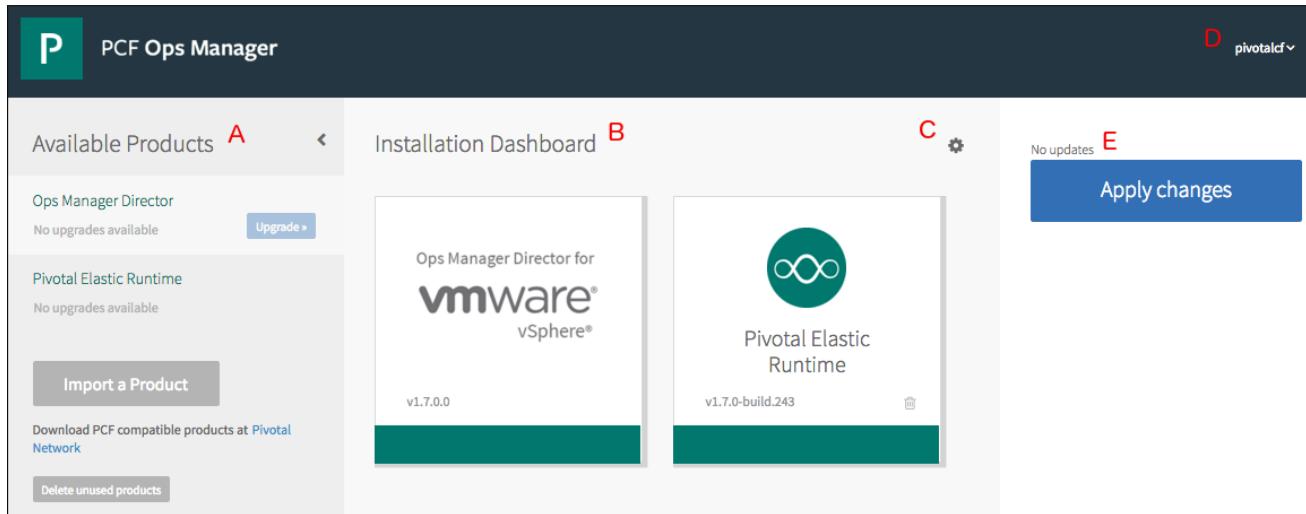
- [Monitoring Virtual Machines in Pivotal Cloud Foundry](#)
- [Pivotal Cloud Foundry Troubleshooting Guide](#)
- [Troubleshooting Ops Manager for VMware vSphere](#)
- [Recovering MySQL from Elastic Runtime Downtime](#)

- [Advanced Troubleshooting with the BOSH CLI](#)
- [Pivotal Cloud Foundry Security Overview and Policy](#)

## Understanding the Ops Manager Interface

Page last updated:

This topic describes key features of the [Pivotal Cloud Foundry](#) (PCF) Operations Manager interface.



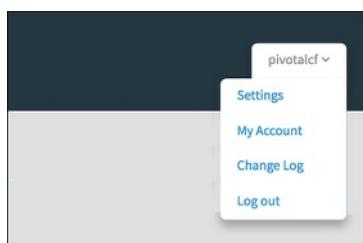
## PCF Ops Manager

- **A – Available Products:** Displays a list of products you have imported that are ready for installation. If an upgrade is available, an active **Upgrade** button appears when you hover over the name of the product. Click the **Import a Product** link to add a new product to Ops Manager. Click **Delete unused products** to delete any unused products.
- **B – Installation Dashboard:** Displays a product tile for each installed product.
- **C – Actions menu:** Includes the following options:
  - **Download activity data:** Downloads a directory containing the config file for the installation, the deployment history, and version information.
  - **View diagnostic report:** Displays various types of information about the configuration of your deployment.
  - **Export settings:** Exports the current installation with all of its assets. When you export an installation, the exported file contains references to the installation IP addresses. It also contains the base VM images and necessary packages. As a result, an export can be very large (as much as 5 GB or more).
  - **Delete this installation:** Deletes the current installation with all of its assets.
- **D – User account menu:** Use this menu to change your password or log out.
- **E – Pending Changes view:** Displays queued installations and updates that will install during the next deploy. Click **Apply Changes** to apply any pending changes to your deployment.

**Note:** When an update depends on prerequisites, the prerequisites automatically install first.

## Settings Menu

Navigate to the **Settings** menu by clicking on your user name located at the upper right corner of the screen.



In the settings menu, you can change the following account information:

The screenshot shows the 'Settings' page with two main sections. On the left, under 'Update Decryption Passphrase', there are fields for 'Current decryption passphrase', 'New decryption passphrase', 'New decryption passphrase confirmation', and a 'Save' button. On the right, under 'Switch identity Providers', there are fields for 'Decryption passphrase', 'Saml idp metadata', and 'Bosh idp metadata'. Below these is a note about 'Setup SAML'.

- **Update Decryption Passphrase**
- **Switch Identity Providers** by entering your **Decryption passphrase**, **Saml idp metadata**, and optionally, your **Bosh idp metadata**. For more information about setting up your Identity Provider, view the following instructions for your configuration:
  - [Amazon Web Services](#)
  - [OpenStack](#)
  - [vSphere and vCloud](#)

## Account Settings

To change your email and password, navigate to **Actions menu**.

The screenshot shows the 'Account Settings' page. It has a 'Profile' section with email ('admin@test.org') and password ('\*\*\*\*\*') fields, and links to 'Change Email' and 'Change Password'. Below that is a 'Third Party Access' section stating, 'You have not yet authorized any third party applications.'

## Adding and Deleting Products

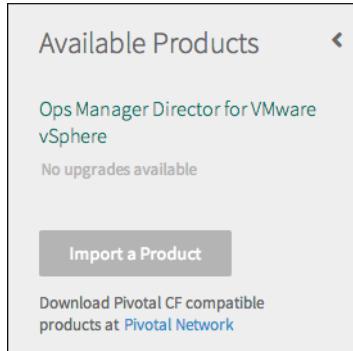
Page last updated:

Refer to this topic for help adding and deleting additional products from your [Pivotal Cloud Foundry](#) (PCF) installation, such as [Pivotal HD for PCF](#) and [Pivotal RabbitMQ for PCF](#).

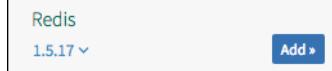
**Note:** In Ops Manager 1.7, all product tiles use floating stemcells by default. This increases the security of your deployment by enabling tiles to automatically use the latest patched version of a stemcell, but it may significantly increase the amount of time required by a tile upgrade. Review the [Understanding Floating Stemcells](#) topic for more information.

## Adding and Importing Products

1. Download PCF-compatible products at [Pivotal Network](#).
2. From the Available Products view, click **Import a Product**.



3. To import a product, select the .pivotal file that you downloaded from Pivotal Network or received from your software distributor, then click **Open**.  
After the import completes, the product appears in the Available Products view.
4. Hover over the product name in the Available Products view to expose the **Add** button, then click **Add**.



5. The product tile appears in the Installation Dashboard.

**Note:** If the product requires configuration, the tile appears orange.



6. If necessary, configure the product.
7. **(Optional)** In the product configuration view, select the **Errands** pane to configure post-install errands or review the default settings. Post-install errands are scripts that automatically run after a product installs, before Ops Manager makes the product available for use. For more information about post-install errands, see [Understanding Lifecycle Errands](#).

**Note:** By default, Ops Manager reruns errands even if they are not necessary due to settings left from a previous install. Leaving errands checked at all times can cause updates and other processes to take longer. To prevent an errand from running, deselect the checkbox for the errand in the **Settings** tab on the product tile before installing the product.

The screenshot shows the Redis product configuration page. The 'Settings' tab is active. On the left, there's a list of configuration items: Assign AZs and Networks, Shared-VM Plan, Backups, Syslog, Errands (selected), Resource Config, and Stemcell. The 'Errands' section is expanded, showing three categories: Post-Deploy Errands (Broker Registrar, Smoke Tests), Pre-Delete Errands (Broker Deregistrar), and a general section. A large blue 'Save' button is at the bottom.

The **Broker Registrar** checkbox is an example of an errand available for a product. When you select this checkbox, this errand registers service brokers with the Cloud Controller and also updates any broker URL and credential values that have changed since the previous registration.

8. In the Pending Changes view, click **Apply Changes** to start installation and run post-install lifecycle errands for the product.

## Deleting a Product

1. From the Installation Dashboard, click the trash icon on a product tile to remove that product. In the **Delete Product** dialog box that appears, click **Confirm**.

**Note:** You cannot delete the Ops Manager Director product.

2. In the Pending Changes view, click **Apply Changes**.

After you delete a product, the product tile is removed from the installation and the Installation Dashboard. However, the product appears in the Available Products view.

## Understanding Floating Stemcells

### Page last updated:

This topic describes how floating stemcells work in Pivotal Cloud Foundry (PCF) version 1.7, and the consequences for upgrading product tiles in Ops Manager.

To increase the security of your deployment, all product tiles use floating stemcells by default. This enables tiles to automatically use the latest patched version of a stemcell.

When an operator upgrades a product tile, Ops Manager checks to see whether there is a new version of the stemcell. If an updated stemcell is available, Ops Manager installs the upgraded tile and all compatible product tiles in the deployment on the new stemcell. This ensures that when a vulnerability is discovered, PCF can quickly propagate a patched stemcell to all VMs in the deployment.

Operators can now perform certain deployment-wide updates, such as CVEs, by uploading a new stemcell instead of uploading .pivotal files for each tile, which reduces the time spent waiting for files to upload. Operators can upload new stemcells using the Ops Manager API or through a product tile in the Ops Manager Installation Dashboard.

However, operators who want to upgrade a single product tile may face significantly longer wait times, depending on the number of tiles in the deployment and the availability of a new stemcell.

## Creating UAA Clients for BOSH Director

Page last updated:

This topic describes the process of creating a UAA client for the BOSH Director. You must create an automation client to run BOSH from a script or set up a continuous integration pipeline.

### Local Authentication

To perform this procedure, the UAAC client must be installed on the Ops Manager virtual machine (VM).

1. Open a terminal and SSH into the Ops Manager VM. Provide your SSH key, or when prompted, enter the password you configured for SSH access during Ops Manager deployment.

```
$ ssh ubuntu@OPS-MANAGER-FQDN  
Password: *****
```

2. Navigate to the Ops Manager **Installation Dashboard** and select the **Ops Manager Director** tile. In Ops Manager Director, click the **Status** tab, and copy the **Ops Manager Director** IP address.
3. Using the `uaac target` command, target Ops Manager Director UAA on port `8443` using the IP address you copied, and specify the location of the root certificate. The default location is `/var/tempest/workspaces/default/root_ca_certificate`.

```
$ uaac target https://OPS-DIRECTOR-IP:8443 --ca-cert \  
/var/tempest/workspaces/default/root_ca_certificate  
  
Target: https://10.85.16.4:8443
```

 **Note:** You can also curl or point your browser to the following endpoint to obtain the root certificate [https://OPS-MANAGER-FQDN/api/v0/security/root\\_ca\\_certificate](https://OPS-MANAGER-FQDN/api/v0/security/root_ca_certificate)

4. Log in to the Ops Manager Director UAA and retrieve the owner token. Perform the following step to obtain the values for `UAA-LOGIN-CLIENT-PASSWORD` and `UAA-ADMIN-CLIENT-PASSWORD`:
  - Select the **Ops Manager Director** tile from the Ops Manager **Installation Dashboard**.
  - Click the **Credentials** tab, and locate the entries for **Uaa Login Client Credentials** and **Uaa Admin User Credentials**.
  - For each entry, click **Link to Credential** to obtain the password.

```
$ uaac token owner get login -s UAA-LOGIN-CLIENT-PASSWORD  
User name: admin  
Password: UAA-ADMIN-CLIENT-PASSWORD  
  
Successfully fetched token via owner password grant.  
Target: https://10.85.16.4:8443  
Context: admin, from client login
```

 **Note:** To obtain the password for the UAA login and admin clients, you can also curl or point your browser to the following endpoints: [https://OPS-MANAGER-FQDN/api/v0/deployed/director/credentials/uaa\\_login\\_client\\_credentials](https://OPS-MANAGER-FQDN/api/v0/deployed/director/credentials/uaa_login_client_credentials) and [https://OPS-MANAGER-FQDN/api/v0/deployed/director/credentials/uaa\\_admin\\_user\\_credentials](https://OPS-MANAGER-FQDN/api/v0/deployed/director/credentials/uaa_admin_user_credentials)

5. Create a new UAA Client with `bosh admin` privileges.

```
$ uaac client add ci --authorized_grant_types client_credentials \  
--authorities bosh.admin --secret CI-SECRET  
  
scope: uaa.none  
client_id: ci  
resource_ids: none  
authorized_grant_types: client_credentials  
autoapprove:  
action: none  
authorities: bosh.admin  
name: ci  
lastmodified: 1469727130702  
id: ci
```

- Set the client and secret as environment variables on the VM.

```
$ ubuntu@ip-10-0-0-12:~$ export BOSH_CLIENT=ci  
$ ubuntu@ip-10-0-0-12:~$ export BOSH_CLIENT_SECRET=CI-SECRET
```

- Target BOSH using the client. Replace `OPS-MANAGER-DIRECTOR-IP` with the IP address of your Ops Manager Director VM.

```
$ bosh --ca-cert /var/tempest/workspaces/default/root_ca_certificate \  
target OPS-MANAGER-DIRECTOR-IP
```

You can now use the UAA client you created to run BOSH in automated or scripted environments, such as continuous integration pipelines.

## SAML Authentication to the BOSH Director

Typically, there is no browser access to a BOSH Director in order to authenticate using SAML. Ops Manager provides an option to create UAA clients during SAML configuration so that BOSH can be automated via scripts and tooling.

- Select **Provision an admin client in the Bosh UAA** when configuring Ops Manager for SAML.
- After deploying Ops Manager Director (BOSH), click the Credentials tab in the Ops Manager Director tile.
- Click the link for the **Uaa Bosh Client Credentials** to get the client name and secret.
- Open a terminal and SSH into the Ops Manager VM. Provide your SSH key, or, when prompted, enter the password you configured for SSH access during Ops Manager deployment.

```
$ ssh ubuntu@OPS-MANAGER-FQDN  
Password: *****
```

- Set the client and secret as environment variables on the VM.

```
$ ubuntu@ip-10-0-0-12:~$ export BOSH_CLIENT=bosh_admin_client  
$ ubuntu@ip-10-0-0-12:~$ export BOSH_CLIENT_SECRET=CLIENT_SECRET
```

- Target BOSH using the client. Replace `OPS-MANAGER-DIRECTOR-IP` with the IP address of your Ops Manager Director VM.

```
$ bosh --ca-cert /var/tempest/workspaces/default/root_ca_certificate \  
target OPS-MANAGER-DIRECTOR-IP
```

## Understanding Pivotal Cloud Foundry User Types

Page last updated:

This topic describes the types of users in a Pivotal Cloud Foundry (PCF) deployment, their roles and permissions, and who creates and manages their user accounts.

The users who run a PCF deployment and have admin privileges are [operators](#). With Elastic Runtime installed to host apps, you add two more user types: [Elastic Runtime users](#) who develop the apps and manage the development environment, and [end users](#) who just run the apps.

PCF distinguishes between these three user types and multiple user roles that exist within a single user type. Roles are assigned categories that more specifically define functions that a user can perform. A user may serve in more than one role at the same time.

## Operators

Operators have the highest, admin-level permissions. We also refer to operators as Ops Manager admins and Elastic Runtime admins because they perform an admin role within these contexts.

## Tools and Tasks

Operators fulfill system administrator roles covering the entire PCF deployment. They work primarily with their IaaS and Ops Manager, to configure and maintain Elastic Runtime component VMs. The component VMs, in turn, support the VMs that host applications. Typical operator tasks include:

- Deploying and configuring Ops Manager, Elastic Runtime, and other product and service tiles.
- Maintaining and upgrading PCF deployments.
- Creating user accounts for Elastic Runtime users and the orgs that Elastic Runtime users work within.
- Creating service plans that define the access granted to end users.

## User Accounts

When Ops Manager starts up for the first time, the operator specifies one of the following authentication systems for operator user accounts:

- Internal authentication, using a new UAA database that Ops Manager creates.
- External authentication, through an existing identity provider accessed via SAML or LDAP protocol.

The operator can then use the UAAC to [create more operator accounts](#).

## Elastic Runtime Users

Elastic Runtime users are app developers, managers, and auditors who work within orgs and spaces, the virtual compartments within a deployment where Elastic Runtime users can run apps and locally manage their roles and permissions.

A Role-Based Access Control (RBAC) system defines and maintains the different Elastic Runtime user roles:

- Org Manager, Org Auditor, Org Billing Manager
- Space Manager, Space Developer, Space Auditor

The [Orgs, Roles, Spaces, Permissions](#) topic describes the Elastic Runtime user roles, and what actions they can take within the orgs and spaces they belong to. Some of these permissions depend on the values of [environment variables](#).

## Tools

Space Developer users work with their software development tools and the apps deployed on host VMs.

All Elastic Runtime users use system tools such as the cf CLI, PCF Metrics, and [Apps Manager](#), a dashboard for managing Elastic Runtime

users, orgs, spaces, and apps.

## User Accounts

When an operator configures Elastic Runtime for the first time, they specify one of the following authentication systems for Elastic Runtime user accounts:

1. Internal authentication, using a new UAA database created for Elastic Runtime. This system-wide UAA differs from the Ops Manager internal UAA, which only stores Ops Manager Admin accounts.
2. External authentication, through an existing identity provider accessed via SAML or LDAP protocol.

In either case, Elastic Runtime user role settings are saved internally in the Cloud Controller Database, separate from the internal or external user store.

Org and Space Managers then use Apps Manager to invite and manage additional Elastic Runtime users within their orgs and spaces. Elastic Runtime users with proper permissions can also use the cf CLI to assign user roles.

Operators can log into Apps Manager by using the **UAA Administrator User** credentials under the **Credentials** tab of the Elastic Runtime tile. These UAA Admin credentials grant them the role of Org Manager within all orgs in the deployment. The UAA Admin can also use the UAAC to create new user accounts and the cf CLI to assign user roles.

## End Users

End users are the people who log into and use the apps hosted on Elastic Runtime. They do not interact directly with Elastic Runtime components or interfaces. Any interactions or roles they perform within the apps are defined by the apps themselves, not Elastic Runtime.

## User Accounts and SSO

App developers can configure apps any way they want to grant end user access individually. In a deployment with [Single Sign-On Service for Pivotal Cloud Foundry](#) installed, they can also offer end users a single login that accesses multiple apps.

The Single Sign-On (SSO) service can save user account information in an external database accessed via SAML or LDAP, or in the internal Elastic Runtime user store, along with Elastic Runtime User accounts.

To make the SSO service available to developers, an operator creates service plans that give login access to specific groups of end users. A Space Manager then creates a local instance of the service plan, and registers apps with it. Apps registered to the plan instance then become available via SSO to all end users covered by the plan.

## User Types Summary

The following table summarizes PCF user types, their roles, the tools they use, the System of Record (SOR) that stores their accounts, and what accounts they can provision.

User Type	Available Roles	Tools They Use	Account SOR	Accounts They Can Provision
Operators	Admin (UAA Admin, SSO Plan Admin, other system admins)	<ul style="list-style-type: none"> <li>• IaaS UI</li> <li>• PivNet</li> <li>• Ops Manager</li> <li>• cf CLI</li> <li>• UAA CLI (UAAC)</li> <li>• SSO Dashboard</li> <li>• Marketplace</li> </ul>	Ops Manager user store via UAA or External store via SAML or LDAP	Operators and Elastic Runtime Users
	<ul style="list-style-type: none"> <li>• UAA Administrator</li> <li>• Org Manager</li> <li>• Org Auditor</li> </ul>	<ul style="list-style-type: none"> <li>• cf CLI</li> <li>• CAPI</li> </ul>	Elastic Runtime user store	Elastic Runtime Users

<b>Elastic Runtime Users</b>	<ul style="list-style-type: none"> <li>• Org Billing Manager</li> <li>• Space Manager</li> <li>• Space Developer</li> <li>• Space Auditor</li> </ul>	<ul style="list-style-type: none"> <li>• Apps Manager</li> <li>• PCF Metrics</li> <li>• Marketplace</li> </ul>	via UAA <i>or</i> External store via SAML or LDAP	within permitted orgs and spaces, and End Users
<b>End Users</b>	Defined by apps they use	Hosted apps	Individual apps <i>or</i> Elastic Runtime user store via SSO	N/A

## Starting and Stopping Pivotal Cloud Foundry Virtual Machines

**Page last updated:**

This topic describes starting and stopping the component virtual machines (VMs) that make up a [Pivotal Cloud Foundry](#) (PCF) deployment. This procedure uses the BOSH Command Line Interface (CLI). See [Prepare to Use the BOSH CLI](#) for help setting up this tool.

Dependencies between the components in your PCF deployment require that you start and stop the VMs for those components in a specific order. These orders are specified below in the [start order](#) and [stop order](#) tables.

**Note:** When you deploy Elastic Runtime, the process automatically starts VMs. These steps are not required to install any part of your deployment.

## Finding the Names for Your PCF Virtual Machines

You need the full names for the VMs to [start](#) or [stop](#) them using the BOSH CLI. To find full names for the VMs running each component, run

```
bosh vms :
```

VM	State	AZ	VM Type	IPs	
clock_global-partition-bb35e96d6d3184a2d672/0 (92174545-ea16-448c-bea8-5a3d27ef2078)	running	n/a	clock_global-partition-bb35e96d6d3184a2d672		192.0.2.101
cloud_controller-partition-bb35e96d6d3184a2d672/0 (a315eb23-04bf-4228-a346-0ff8cc936a86)	running	n/a	cloud_controller-partition-bb35e96d6d3184a2d672		192.0.2.100
cloud_controller_worker-partition-bb35e96d6d3184a2d672/0 (62ccf688-29dc-42f4-9191-78cf6c363af3)	running	n/a	cloud_controller_worker-partition-bb35e96d6d3184a2d672		192.0.2.102
consul_server-partition-bb35e96d6d3184a2d672/0 (5eb05f9b-90d3-437f-aecb-4a1b30320c77)	running	n/a	consul_server-partition-bb35e96d6d3184a2d672		192.0.2.92
diego_brain-partition-bb35e96d6d3184a2d672/0 (2abe95cd-5094-4f87-bcb9-c9fec68c6033)	running	n/a	diego_brain-partition-bb35e96d6d3184a2d672		192.0.2.104
diego_cell-partition-bb35e96d6d3184a2d672/0 (23d12fd-c7a-4e4a-9cd7-dc7d42c89ae)	running	n/a	diego_cell-partition-bb35e96d6d3184a2d672		192.0.2.105
diego_cell-partition-bb35e96d6d3184a2d672/1 (9f94e756-f648-4c4b-a7c7-08099bd75263)	running	n/a	diego_cell-partition-bb35e96d6d3184a2d672		192.0.2.106
diego_database-partition-bb35e96d6d3184a2d672/0 (0cca205b-bc68-42d5-95f0-47fc0c072bb6)	running	n/a	diego_database-partition-bb35e96d6d3184a2d672		192.0.2.95
doppler-partition-bb35e96d6d3184a2d672/0 (a5bed2ed-7b3c-4ebb-901c-614e2064d10c)	running	n/a	doppler-partition-bb35e96d6d3184a2d672		192.0.2.108
etcd_server-partition-bb35e96d6d3184a2d672/0 (bc7dada2-8e31-4d70-b314-f85eb51a503)	running	n/a	etcd_server-partition-bb35e96d6d3184a2d672		192.0.2.94
ha_proxy-partition-bb35e96d6d3184a2d672/0 (bc7dada2-8e31-4d70-b314-f85eb51a503)	running	n/a	ha_proxy-partition-bb35e96d6d3184a2d672		192.0.2.254
loggregator_trafficcontroller-partition-bb35e96d6d3184a2d672/0 (57157a16-6309-494f-8133-b831b52bb363)	running	n/a	loggregator_trafficcontroller-partition-bb35e96d6d3184a2d672		192.0.2.103
mysql_partition-bb35e96d6d3184a2d672/0 (ff18bb42-3df8-44b3-ba69-0b7e1f2dfc30)	running	n/a	mysql_partition-bb35e96d6d3184a2d672		192.0.2.99
mysql_proxy-partition-bb35e96d6d3184a2d672/0 (e4f72312-336d-465d-a8d0-57dc6b7ab66)	running	n/a	mysql_proxy-partition-bb35e96d6d3184a2d672		192.0.2.98
nats-partition-bb35e96d6d3184a2d672/0 (654b2470-c6fb-40d1-7d2-c7839a7c6403)	running	n/a	nats-partition-bb35e96d6d3184a2d672		192.0.2.93
nfs_server-partition-bb35e96d6d3184a2d672/0 (df18f438-a0f1-46b2-b3ea-31b96d47a18)	running	n/a	nfs_server-partition-bb35e96d6d3184a2d672		192.0.2.96
router-partition-bb35e96d6d3184a2d672/0 (4fbc6b8c-8bc6-425c-a4fe-04b7127b1f4a)	running	n/a	router-partition-bb35e96d6d3184a2d672		192.0.2.97
uaa-partition-bb35e96d6d3184a2d672/0 (82c39142-d6a6-4ec2-af1c-b0247f74e8bd)	running	n/a	uaa-partition-bb35e96d6d3184a2d672		192.0.2.103
VMs total: 17					

You can see the full name of each VM in the `VM` column of the terminal output. Each full name includes:

- A prefix indicating the component function of the VM. The [table](#) below associates each component VM function with a prefix.
- The word `partition`.
- An identifier string specific to your deployment.
- An `INDEX` suffix. For component processes that run on a single VM instance, INDEX is always 0. For processes running on multiple VMs, INDEX is a sequentially numbered value that uniquely identifies each VM.
- An `ID` in parentheses that is the UUID (Universally Unique Identifier) for that instance and can generally be used interchangeably with the index value from the CLI.

For any component, you can look for its prefix in the `bosh vms` output to find the full name of the VM or VMs that run it. In the example shown here, the full name of one of the two Diego Cell VMs is `diego_cell-partition-bb35e96d6d3184a2d672/1`.

## Starting PCF Virtual Machines

In the order specified in the [Start Order table](#) below, run `bosh start VM-NAME` for each component in your PCF deployment. Use the full name of the component VM as listed in your `bosh vms` terminal output with the `INDEX` at the end. In the example here, the first component you would start is the NATS VM, by running `bosh start nats-partition-458f9d7042365ff810e9 0`:

```
Processing deployment manifest
-----
You are about to start nats-partition-458f9d7042365ff810e9/0

Detecting deployment changes
-----
Start nats-partition-458f9d7042365ff810e9/0? (type 'yes' to continue): yes

Performing `start nats-partition-458f9d7042365ff810e9/0`...
...

Started updating job nats-partition-458f9d7042365ff810e9 > nats-partition-458f9d7042365ff810e9/0 (canary). Done (00:00:43)

Task 42 done

nats-partition-458f9d7042365ff810e9/0 has been started
```

 **Note:** To start a specific instance of a VM, include the `INDEX`, space delimited, at the end of its full name. In the example here, you could start only the first Diego Cell instance by running:

Start Order	Component	Job/index name prefix (in <code>bosh vms</code> output)
1	NATS	nats-
2	consul	consul_server-
3	etcd	etcd_server-
4	Diego Database	diego_database-
5	NFS Server	nfs_server-
6	Router	router-
7	MySQL Proxy	mysql_proxy-
8	MySQL Server	mysql-
9	Cloud Controller Database	ccdb-
10	UAA Database	uaadb-
11	Apps Manager Database	consoledb-
12	Cloud Controller	cloud_controller-
13	HAProxy	ha_proxy-
14	Health Manager	health_manager-
15	Clock Global	clock_global-
16	Cloud Controller Worker	cloud_controller_worker-
17	Collector	collector-
18	UAA	uaa-
19	Diego Brain	diego_brain-
20	Diego Cell	diego_cell-
22	Doppler Server	doppler-
23	Loggregator Traffic Controller	loggregator_trafficcontroller-

## Stopping PCF Virtual Machines

In the order specified in the [Stop Order table](#) below, run `bosh stop VM-NAME INDEX-OR-ID -- hard` for each component in your PCF deployment. Use

the full name of the component VM as listed in your `bosh vms` [terminal output](#), with the `INDEX`, space delimited, at the end. In the example here, the first component you would stop is the Loggregator Traffic Controller VM, by running

```
bosh stop loggregator_trafficcontroller-partition-458f9d7042365ff810e9 0 --hard
```

```
$ bosh stop loggregator_trafficcontroller-partition-458f9d7042365ff810e9 0 --hard

Processing deployment manifest
-----
You are about to stop loggregator_trafficcontroller-partition-458f9d7042365ff810e9/0

Detecting deployment changes
-----
Stop loggregator_trafficcontroller-partition-458f9d7042365ff810e9/0? (type 'yes' to continue): yes

Performing 'stop loggregator_trafficcontroller-partition-458f9d7042365ff810e9/0'...
...

Started updating job loggregator_trafficcontroller-partition-458f9d7042365ff810e9 > loggregator_trafficcontroller-partition-458f9d7042365ff810e9/0 (canary). Done (00:00:37)

loggregator_trafficcontroller-partition-458f9d7042365ff810e9/0 has been stopped
```

 **Note:** To stop a specific instance of a VM, include the `INDEX`, space delimited, at the end of its full name. In the example here, you could stop only the second Diego Cell instance by running:

```
$ bosh stop diego_cell-partition-bb35e96d6d3184a2d672 1 --hard
```

Stop Order	Component	Job/index name prefix (in <code>bosh vms</code> output)
1	Loggregator Traffic Controller	<code>loggregator_trafficcontroller-</code>
2	Doppler Server	<code>doppler-</code>
4	Diego Cell	<code>diego_cell-</code>
5	Diego Brain	<code>diego_brain-</code>
6	UAA	<code>uaa-</code>
7	Collector	<code>collector-</code>
8	Cloud Controller Worker	<code>cloud_controller_worker-</code>
9	Clock Global	<code>clock_global-</code>
10	Health Manager	<code>health_manager-</code>
11	HAProxy	<code>ha_proxy-</code>
12	Cloud Controller	<code>cloud_controller-</code>
13	Apps Manager Database	<code>consoledb-</code>
14	UAA Database	<code>uaadb-</code>
15	Cloud Controller Database	<code>ccdb-</code>
16	MySQL Server	<code>mysql-</code>
17	MySQL Proxy	<code>mysql_proxy-</code>
18	Router	<code>router-</code>
19	NFS Server	<code>nfs_server-</code>
20	Diego Database	<code>diego_database-</code>
21	etcd	<code>etcd_server-</code>
22	consul	<code>consul_server-</code>
23	NATS	<code>nats-</code>



## Creating and Managing Ops Manager User Accounts

Page last updated:

Pivotal Cloud Foundry [\[x\]](#) supports multiple user accounts in Ops Manager. A User Account and Authentication (UAA) module co-located on the Ops Manager VM manages access permissions to Ops Manager.

When Ops Manager boots for the first time, you create an admin user. However, you do not create additional users through the Ops Manager web interface. If you want to create additional users who can log into Ops Manager, you must use the UAA API, either through `curl` or the UAA Command Line Client (UAAC).

 **Note:** You can only manage users on the Ops Manager UAA module if you chose to use Internal Authentication instead of an external Identity Provider when configuring Ops Manager.

Follow these steps to add or remove users via the UAAC. If you do not already have the UAAC installed, run `gem install uaac` from a terminal window.

### Adding Users to Ops Manager

1. Target your Ops Manager UAA:

```
$ uaac target https://YOUR-OPSMAN-FQDN/uaa/
```

2. Get your token:

```
$ uaac token owner get  
Client ID: opsman  
Client Secret: [Press Enter]  
Username: Admin  
Password: *****
```

```
Successfully fetched token via client credentials grant.  
Target https://YOUR-OPSMAN-FQDN/uaa/
```

3. Add a user:

```
$ uaac user add YOUR-USER-NAME -p YOUR-USER-PASSWORD --emails YOUR-USER-EMAIL@EXAMPLE.COM
```

### Removing Users from Ops Manager

1. Target your Ops Manager UAA:

```
$ uaac target https://YOUR-OPSMAN-FQDN/uaa/
```

2. Get your token:

```
$ uaac token owner get  
Client ID: opsman  
Client Secret: [Press Enter]  
Username: Admin  
Password: *****
```

```
Successfully fetched token via client credentials grant.  
Target https://YOUR-OPSMAN-FQDN/uaa/
```

3. Delete a user:

```
$ uaac user delete YOUR-USER-NAME
```



## Logging in to Apps Manager

Page last updated:

Complete the following steps to log in to Apps Manager:

1. Browse to `apps.YOUR-SYSTEM-DOMAIN`. In Pivotal Ops Manager, refer to **Pivotal Elastic Runtime > Settings > Domains** to locate your system domain.
2. Log in to Apps Manager using the UAA Administrator User credentials. In Pivotal Ops Manager, refer to **Pivotal Elastic Runtime > Credentials** for these credentials.

## Controlling Apps Manager User Activity with Environment Variables

Page last updated:

This topic describes three environment variables that you can use to manage user interactions with Pivotal Cloud Foundry Apps Manager, and how to set these variables using the cf CLI.

### Understanding Apps Manager Environment Variables

The following environment variables control which users can create Orgs and perform user management actions on Apps Manager.

#### ENABLE\_INTERNAL\_USER\_STORE

This variable defaults to `false`, which disables the internal user store. This means that an admin must designate an external LDAP / AD user store as the source of user accounts.

Set this variable to `true` to let users register for new accounts, manage their account and password, and invite new members into their Orgs by clicking an “Invite New Members” link. This setting enables an internal user store within a Pivotal Cloud Foundry (PCF) installation’s own local User Account and Authentication (UAA) Server. With the internal store enabled, Cloud Foundry admins do not need to configure an external user store, such as an LDAP / AD server, to create user accounts.

#### ENABLE\_NON\_ADMIN\_ORG\_CREATION

This variable defaults to `false`, which prevents non-admin users from being able to create Orgs.

 **Note:** Pivotal recommends using the `feature flag user_org_creation` to set this behavior. PCF 1.7 is the final release to support the environment variable `ENABLE_NON_ADMIN_ORG_CREATION`.

Set this variable to `true` to allow any user to create an Org. This setting activates two links on the user’s Org Dashboard:

- The **Create a New Org** link in the drop-down menu in the left navigation panel
- The **Create Org** link in the **MY ORGS** section of the My Account page, which you access from the user name drop-down menu

#### ENABLE\_NON\_ADMIN\_ROLE\_MANAGEMENT

This variable defaults to `false`, which prevents users with the Space Manager role from managing existing users and roles within their Spaces. This allows admins to centrally manage users and roles.

Set this variable to `true` to allow users with the Space Manager role to manage existing users and roles within their Spaces.

 **Note:** The previous `ENABLE_NON_ADMIN_USER_MANAGEMENT` environment variable that controlled many of the above features was deprecated in Pivotal Elastic Runtime 1.6.

### Changing an Environment Variable Value

 **Note:** To run the commands discussed in this section, you must log in to the cf CLI with your UAA Administrator user credentials. In Pivotal Operations Manager, refer to **Elastic Runtime > Credentials** for the UAA admin name and password.

To change an environment variable value:

1. In a terminal window, set your target API to your Apps Manager URL by running `cf api API-URL`, where API-URL is [the URL of the Cloud Controller in your Elastic Runtime instance](#).

```
$ cf api api.YOUR-SYSTEM-DOMAIN
```

- Run `cf login` to log in as an admin. When prompted, provide your UAA Administrator user credentials. When prompted further, choose `system` as your org and `system` as your space.

 **Note:** If you are already logged in with UAA Administrator user credentials, switch to the correct org and space by running `cf target -o system -s system`. You do not need to log in again.

- Set an environment variable for either `apps-manager-blue` or `apps-manager-green`, depending on which is currently live. To learn more about how Apps Manager uses blue-green deployment to reduce downtime, review [Using Blue-Green Deployment to Reduce Downtime and Risk](#). For example, to let users self-manage their org and space roles as described above, run the following command to set an environment variable for your live Apps Manager.

```
$ cf set-env apps-manager-blue ENABLE_NON_ADMIN_ROLE_MANAGEMENT true
```

- Reinitialize your live Apps Manager with the new environment variable value.

```
$ cf restart apps-manager-blue
```

## Configuring Your App Autoscaling Instance

Page last updated:

The App Autoscaling service scales bound applications in response to load.

An instance of the App Autoscaling service examines the CPU usage of an application bound to it every few minutes. In response to load changes, the service scales your app up and down according to the thresholds, minimums, and maximums that you provide.

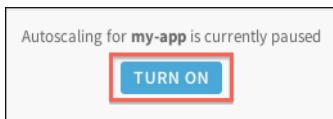
Follow the steps below to configure your App Autoscaling service instance.

1. Log in to the Apps Manager: [Logging into the Apps Manager](#)
2. Select a space containing an App Autoscaling service instance from the org dashboard or from the left navigation bar.
3. In the Services section of the space dashboard, under your App Autoscaling service instance name, click **Manage**.

 **Note:** You must specifically have the role of Space Developer to access the **Manage** link for the app autoscaling service. Space Managers, Space Auditors, and all Org roles do not have the permission to make changes to App Autoscaling. See [Managing User Accounts and Permissions Using the Apps Manager](#) for help managing user roles.

SERVICES		
SERVICE INSTANCE	SERVICE PLAN	BOUND APPS
my-database	MySQL Database	1
my-autoscaler	App Autoscaler Gold	1

4. By default, new autoscaling instances are paused. If paused, click **Turn On** to enable monitoring of your application and start the autoscaling process.



5. Click the wrench icon on your Autoscaling dashboard.

**PIVOTAL™ AUTOSCALE**

my-app

INSTANCES	CPU THRESHOLDS
min 1	low 20%
max 2	high 80%

LAST EVENT

Minimum instance limit of 1 reached  
09/12/14 @ 22:01:39 UTC

SCHEDULING

**Scheduled scaling rules** →

0 rules      Next: No Upcoming Events

6. Change the configuration settings and click **Save**. See the [Configuration Options](#) section of this topic for information about the configuration settings.

**PIVOTAL™ AUTOSCALE**

my-app

INSTANCES	CPU THRESHOLDS
min 3	low 15
max 7	high 60

**CANCEL** **SAVE**

7. Examine the App Autoscaling service instance dashboard to confirm your changes.

INSTANCES	CPU THRESHOLDS
min	3 low 15%
max	7 high 60%

## Configuration Options

You can set the absolute maximum and minimum number of instances for your app, as well as the CPU thresholds for an app that trigger the autoscaling service.

### Instance Counts

The **Instances** values specify the absolute minimum and maximum number of instances autoscaling can set for an application.

- **Min:** Default value: `2`. The minimum number of instances to which autoscaling can scale your app. Autoscaling never scales your application below this number of instances.
- **Max:** Default value: `5`. The maximum number of instances to which autoscaling can scale your app. Autoscaling never scales your application above this number of instances.

**Note:** Min and Max cannot be set to less than `1` or greater than `20`. Min must be less than or equal to Max.

### CPU Thresholds

The **CPU thresholds** values specify the upper and lower limits of CPU utilization that trigger the autoscaling service.

The autoscaling service calculates CPU utilization as a moving average across the CPUs of all currently running instances of an application.

- **Low:** Default value: `20`. When the autoscaling service instance detects CPU utilization below this threshold, it reduces the number of instances of the app by one.
- **High:** Default value: `80`. When the autoscaling service instance detects CPU utilization above this threshold, it increases the number of instances of the app by one.

## Manual Scaling

If you manually scale an application bound to an autoscaling service instance, the autoscaling service stops monitoring and autoscaling your application.

To re-enable monitoring and scaling, click **Turn On** on the App Autoscaling service instance dashboard.

Autoscaling for **my-app** is currently paused

[TURN ON](#)

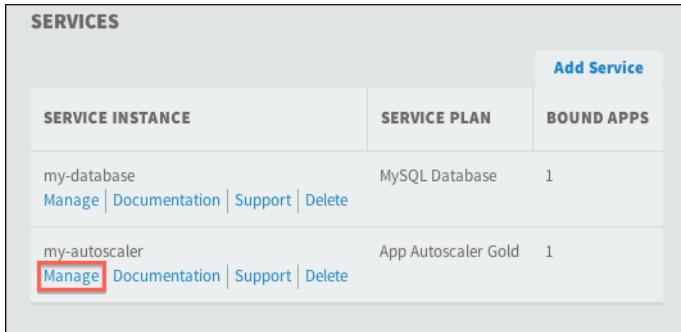
## Managing Scheduled Scaling in the App Autoscaling Service

Page last updated:

Follow the steps below to manage your App Autoscaling service instance.

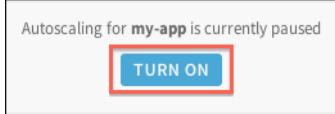
1. Log in to the Apps Manager: [Logging into the Apps Manager](#)
2. Select a space containing an App Autoscaling service instance from the org dashboard or from the left navigation bar.
3. In the Services section of the space dashboard, under your App Autoscaling service instance name, click **Manage**.

 **Note:** To access the **Manage** link for the app autoscaling service, you must have the role of **Space Developer**. See [Managing User Accounts and Permissions Using the Apps Manager](#) for help managing user roles.

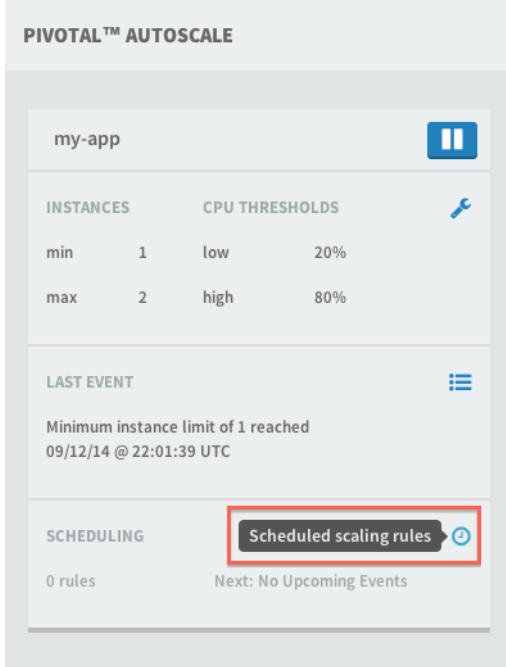


SERVICE INSTANCE	SERVICE PLAN	BOUND APPS
my-database	MySQL Database	1
my-autoscaler	App Autoscaler Gold	1

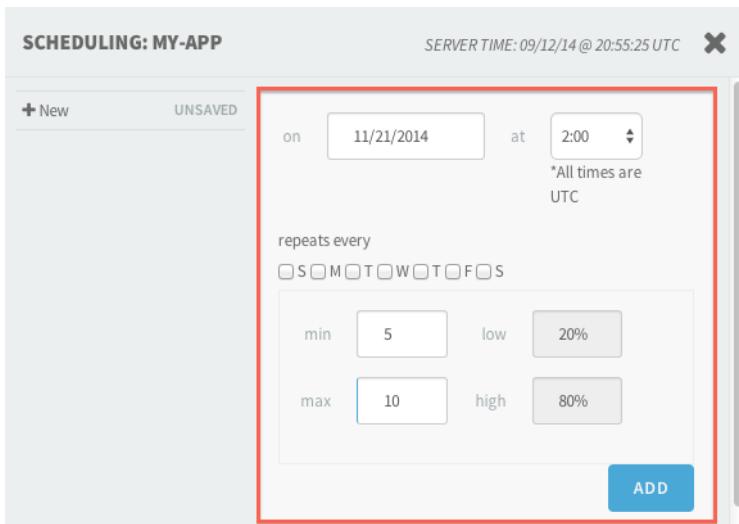
4. By default, new autoscaling instances are paused. If paused, click **Turn On** to enable monitoring of your application and start the autoscaling process.



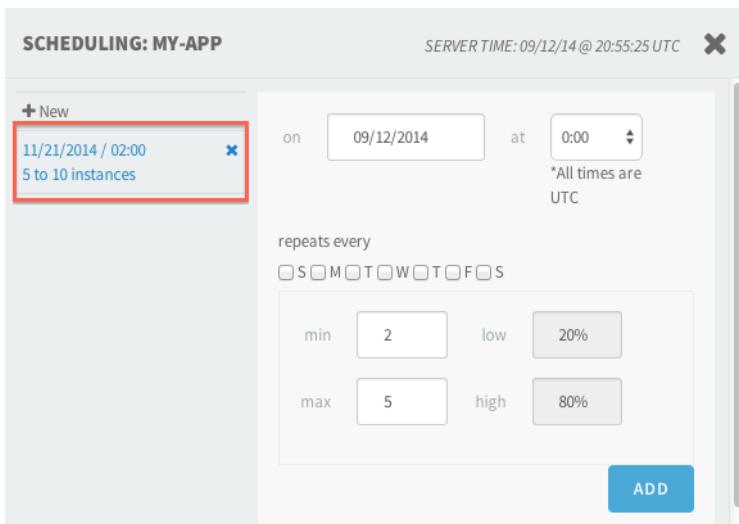
5. Click the clock icon on your Autoscaling dashboard.



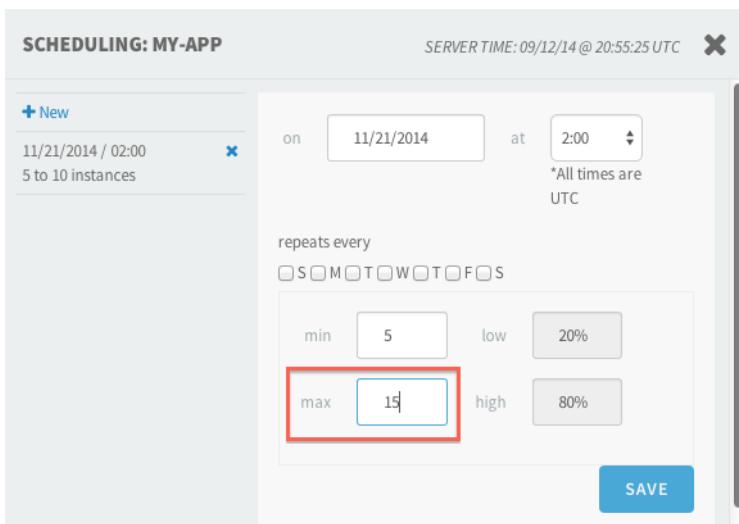
6. In the Scheduling interface, create a new rule by editing the date and time fields and choosing values for the number of minimum and maximum instances. When finished, click **Save**. See the [Rule Types](#) section of this topic for more information.



- After saving, the left side of the Scheduling interfaces shows your rule. Click your rule to edit it.



- Edit your existing rule and click **Save** to save your changes.



- In the left pane of the Scheduling interfaces, click the X for a rule to delete it.

**SCHEDULING: MY-APP**

SERVER TIME: 09/12/14 @ 20:55:25 UTC X

+ New

on  at  \*All times are UTC

5 to 15 instances

repeats every  S  M  T  W  T  F  S

min	<input type="text" value="5"/>	low	<input type="text" value="20%"/>
max	<input type="text" value="15"/>	high	<input type="text" value="80%"/>

**SAVE**

- Close the Scheduling interfaces to return to your Autoscaling dashboard. The Scheduling section of the Autoscaling dashboard displays the next occurring rule and summary information about your rules.

**PIVOTAL™ AUTOSCALE**

my-app

INSTANCES CPU THRESHOLDS 🔧

min	2	low	20%
max	5	high	80%

LAST EVENT 🕒

Minimum instance limit of 2 reached  
09/12/14 @ 20:57:55 UTC

**SCHEDULING** 🕒

1 rules      Next: 11/21/14 @ 02:00:00 UTC

## Rule Types

Scheduled scaling rules affect the minimum and maximum instance count values for your application. When the autoscaling service runs a scheduled scaling rule, it changes the **Min** and **Max** values of the [instance count](#) of your application to the values specified in the rule.

### One-time Rules

The autoscaling service runs a one-time scheduled scaling rule once only. After running a one-time scheduled scaling rule, the service removes the rule from the list of existing rules.



**Note:** You must schedule one-time rules to occur at a time in the future.

### Recurring Rules

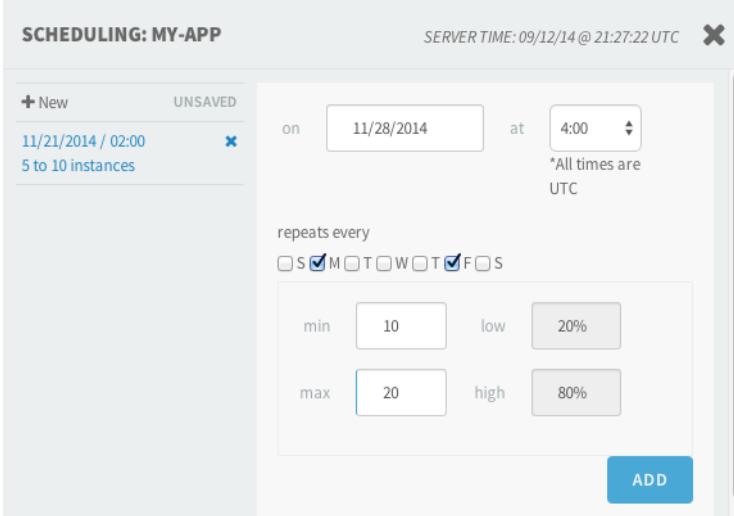
The autoscaling service runs a recurring scheduled scaling rule on a regular basis. You select one or more days of the week for a rule, and the autoscaling service runs the rule on those days every week.

Click **pause** for a particular rule to stop the autoscaling service from running that rule. Click **play** to resume running that rule.

 **Note:** The autoscaling service does not run a recurring rule for the first time until the date specified in the rule.

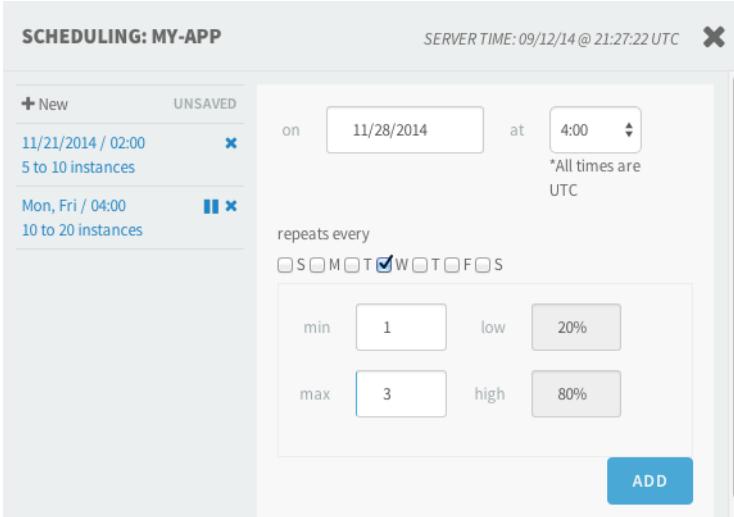
## Scheduling Example

- The rule shown in the image below recurs every Monday and Friday at 4AM, starting on Friday, November 28, 2014. This rule changes the minimum number of instances of the app to 10 and the maximum to 20.



The screenshot shows the 'SCHEDULING: MY-APP' interface. The 'on' field is set to '11/28/2014' and the 'at' field is set to '4:00'. The 'repeats every' section has checkboxes for Monday (M) and Friday (F), both of which are checked. The 'min' value is 10 and the 'max' value is 20. The 'high' watermark is set at 20% and the 'low' watermark is set at 20%. A blue 'ADD' button is at the bottom right.

- The rule shown in the image below recurs every Wednesday at 4AM, starting on Friday, November 28, 2014. This rule changes the minimum number of instances of the app to 1 and the maximum to 3.



The screenshot shows the 'SCHEDULING: MY-APP' interface. The 'on' field is set to '11/28/2014' and the 'at' field is set to '4:00'. The 'repeats every' section has checkboxes for Wednesday (W), which is checked, and other days (S, M, T, F) which are not checked. The 'min' value is 1 and the 'max' value is 3. The 'high' watermark is set at 20% and the 'low' watermark is set at 20%. A blue 'ADD' button is at the bottom right.

Based on the two rules above, starting on Friday, November 28, 2014, the autoscaling service scales the minimum and maximum instance counts for the application as follows:

- Every Monday, the autoscaling service scales the minimum up to 10 and the maximum to 20.
- Every Wednesday, the autoscaling service scales the minimum down to 1 and the maximum to 3.
- Every Friday, the autoscaling service scales the minimum back up to 10 and the maximum to 20.

## Modifying Your Ops Manager Installation and Product Template Files

Page last updated:

This topic describes how to modify your Ops Manager installation by decrypting and editing the YAML files that Ops Manager uses to store configuration data. Operators can use these procedures to view and change values that they cannot access through the Ops Manager web interface. They can also modify the product templates that Ops Manager uses to create forms and obtain user input.

Operators may want to modify the Ops Manager installation and product template files for a number of reasons, including the following:

- To change the User Account and Authentication (UAA) admin password of their deployment
- To retrieve key values
- To migrate content across different Pivotal Cloud Foundry (PCF) releases

**WARNING:** Be careful when making changes to your Ops Manager installation and product template files. Use spaces instead of tabs, and remember that YAML files use whitespace as a delimiter. Finally, Pivotal does not officially support these procedures, so use them at your own risk.

## Understand Installation and Product Template Files

During the installation process, Ops Manager combines information from the installation and product template files to generate the manifests that define your deployment.

- **Installation file:** PCF stores user-entered data and automatically generated values for Ops Manager in an installation YAML file on the Ops Manager virtual machine (VM). PCF encrypts and stores this file in the directory `/var/tempest/workspaces/default`. You must decrypt this file to view the contents, edit them as necessary, then re-encrypt them.
- **Product templates:** Ops Manager uses product templates to create forms and obtain user input. The `job_types` and `property_blueprint` key-value pairs in a product template determine how the `jobs` and `properties` sections display in the installation file. Ops Manager stores product templates as YAML files in the directory `/var/tempest/workspaces/default/metadata` on the Ops Manager VM. These files are not encrypted, so you can edit them without decrypting. User input does not alter these files.

**Note:** Upgrading Ops Manager may eliminate your changes to the installation and product template files.

## Modify the Installation File

Perform the following steps to locate, decrypt, and edit your Ops Manager installation file:

1. SSH into the Ops Manager VM by following the steps in the [SSH into Ops Manager](#) section of the *Advanced Troubleshooting with the BOSH CLI* topic.
2. Decrypt the installation YAML file with the decryption passphrase you created when Ops Manager started for the first time, and make a copy of the decrypted file:

```
$ sudo -u tempest-web RAILS_ENV=production /home/tempest-web/tempest/web/scripts/decrypt YOUR-PASSPHRASE /var/tempest/workspaces/default/installation.yml /tmp/installatio
```

3. Open `/tmp/installation.yml` to view or edit values.
4. If you plan to make changes, make a backup of the original installation YAML file:  

```
$ cp /var/tempest/workspaces/default/installation.yml ~/installation-orig.yml
```
5. If you have made changes to your copy of the installation YAML file, you must encrypt it and overwrite the original with it:  

```
$ sudo -u tempest-web RAILS_ENV=production /home/tempest-web/tempest/web/scripts/encrypt YOUR-PASSPHRASE /tmp/installation.yml /var/tempest/workspaces/default/installatio
```

6. Restart the Ops Manager web interface:

```
$ sudo service tempest-web stop && sudo service tempest-web start
```

7. Navigate to Ops Manager in a browser and enter your decryption passphrase.
8. Log in to Ops Manager and click **Apply Changes**.
9. If Ops Manager cannot load your changes, see the [Revert To Your Backup](#) section of this topic to restore your previous settings.

## Modify Product Template Files

Perform the following steps to locate and edit your Ops Manager product template files:

1. SSH into the Ops Manager VM by following the steps in the [SSH into Ops Manager](#) section of the *Advanced Troubleshooting with the BOSH CLI* topic.
2. On the Ops Manager VM, navigate to the `/var/tempest/workspaces/default/metadata` directory.

```
$ cd /var/tempest/workspaces/default/metadata
```

3. The `/var/tempest/workspaces/default/metadata` directory contains the product templates as YAML files. If you plan to make changes, make a backup of the original product template YAML file:

```
$ cp /var/tempest/workspace/default/metadata/YOUR-PRODUCT-TEMPLATE.yml ~/YOUR-PRODUCT-TEMPLATE-orig.yml
```

4. Open and edit the product template YAML file as necessary. For more information about product templates, see the [Product Template Reference](#) topic.
5. Navigate to Ops Manager to see your changes.
6. If Ops Manager cannot load your changes, see the [Revert To Your Backup](#) section of this to restore your previous settings.

## Revert to Your Backup

Perform the following steps to revert to your backup of an installation or product template file:

1. SSH into the Ops Manager VM by following the steps in the [SSH into Ops Manager](#) section of the *Advanced Troubleshooting with the BOSH CLI* topic.
2. Overwrite the modified file with the backup:
  - For the installation file, run the following command:

```
$ cp ~/installation-orig.yml /var/tempest/workspaces/default/installation.yml
```

- For a product template file, run the following command:

```
$ cp ~/YOUR-PRODUCT-TEMPLATE-orig.yml /var/tempest/workspaces/default/metadata/YOUR-PRODUCT-TEMPLATE.yml
```

3. Restart the Ops Manager web interface:

```
$ sudo service tempest-web stop && sudo service tempest-web start
```
4. Navigate to Ops Manager in a browser and enter your decryption passphrase.
5. Log in to Ops Manager and click **Apply Changes**.

## Backing Up and Restoring Pivotal Cloud Foundry

Page last updated:

This section explains how to back up and restore critical backend components. The exact procedures you follow depend on where your deployment stores its backend data. Consider the following points:

- If your deployment uses external databases (for example, AWS RDS) then you must back up your data according to the instructions provided by your database provider.
- If your PCF deployment originated from 1.5.x or earlier, follow the backup/restore instructions for PostgreSQL databases and for the MySQL server.
- If your PCF deployment originated from 1.6.0 or later, follow the backup/restore instructions for the MySQL server (but not those for PostgreSQL databases).
- If you do not know the original version of your PCF deployment, perform the following steps to determine what databases your deployment uses:
  1. From the Ops Manager Installation Dashboard, click **Pivotal Elastic Runtime**.
  2. Click **Databases** to determine whether your deployment uses internal databases with MySQL and PostgresQL, internal databases with

Choose the location of your system databases\*

Internal Databases - MySQL and Postgres (the Postgres DBs are not highly-available, but this selection is required if you want to keep your system data from a pre-1.6.0 Elastic Runtime that you upgraded)

Internal Databases - MySQL (preferred for complete high-availability)

External Databases (preferred if, for example, you use AWS RDS)

MySQL only, or external databases.

To create a backup, see the [Backing Up Pivotal Cloud Foundry](#) topic.

To restore a backup, see the [Restoring Pivotal Cloud Foundry from Backup](#) topic.

## Backing Up Pivotal Cloud Foundry

Page last updated:

This topic describes the procedure for backing up each critical backend Elastic Runtime component. Pivotal recommends frequently backing up your installation settings before making any changes to your PCF deployment, such as configuration of any tiles in Ops Manager.

To back up a deployment, export installation settings, download the BOSH Deployment Manifest, temporarily stop the Cloud Controller, create and export backup files for each critical backend component, and restart the Cloud Controller. It is also important to record your Cloud Controller Database encryption credentials which you will need if you contact Pivotal Support for help restoring your installation.

To restore your backup, see the [Restoring Pivotal Cloud Foundry from Backup](#) topic.

## Record the Cloud Controller Database Encryption Credentials

From the **Installation Dashboard**, select **Pivotal Elastic Runtime > Credentials** and locate the Cloud Controller section. Record the Cloud Controller **DB Encryption Credentials**. You must provide these credentials if you contact Pivotal Support for help restoring your installation.

Cloud Controller	VM Credentials	<a href="#">Link to Credential</a>
	Staging Upload Credentials	<a href="#">Link to Credential</a>
	Bulk Api Credentials	<a href="#">Link to Credential</a>
	Db Encryption Credentials	<a href="#">Link to Credential</a>
	Encrypt Key	<a href="#">Link to Credential</a>

## Export Installation Settings

Pivotal recommends that you back up your installation settings by exporting frequently. Always export an installation before following the steps in the [Import Installation Settings](#) section of the [Restoring Pivotal Cloud Foundry from Backup](#) topic.

 **Note:** Exporting your installation only backs up your installation settings. It does not back up your virtual machines (VMs) or any external MySQL databases.

From the **Installation Dashboard** in the Ops Manager interface, click the gear icon and select **Export installation settings**. This option is only available after you have deployed at least one time.

**Export installation settings** exports the current PCF installation settings and assets. When you export an installation, the exported file contains the base VM images, all necessary packages, and references to the installation IP addresses. As a result, an exported installation file can exceed 5 GB in size.

Installation Dashboard

Ops Manager Director for <b>vmware</b> vSphere®	Pivotal Elastic Runtime
v1.7.0.0	v1.7.0

**Note:** For versions of Ops Manager 1.3 or older, the process of archiving files for export may exceed the timeout limit of 600 seconds and result in a 500 error. To resolve this issue, you can manually increase the timeout value, or assign additional resources to the Ops Manager VM to improve performance. For more information, see the [Pivotal Support Knowledge Base](#).

## Target the BOSH Director

1. Install Ruby and the [BOSH CLI Ruby gem](#) on a machine outside of your PCF deployment.
2. From the Installation Dashboard in Ops Manager, select **Ops Manager Director > Status** and record the IP address listed for the Director. You access the BOSH Director using this IP address.

Installation Dashboard

Ops Manager Director

Settings Status Credentials Logs

JOB	INDEX	IPS	CI
Ops Manager Director	0	10.0.0.3	vr 9 8; d

3. Click **Credentials** and record the Director credentials.

Installation Dashboard

Ops Manager Director

Settings Status Credentials

JOB	NAME	CREDENTIALS
Ops Manager Director	Vm Credentials	<a href="#">Link to Credential</a>
	Agent Credentials	<a href="#">Link to Credential</a>
	Registry Credentials	<a href="#">Link to Credential</a>
	Director Credentials	<a href="#">Link to Credential</a>

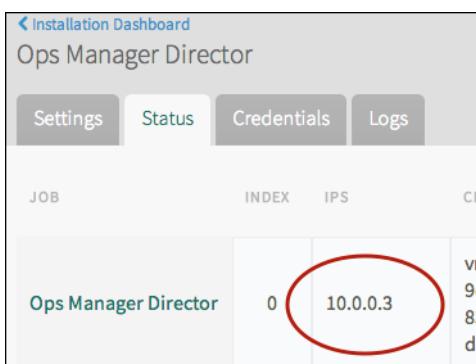
- From the command line, run `bosh target` to log into the BOSH Director using the IP address and credentials that you recorded:

```
$ bosh target 192.0.2.3
Target set to 'microbosh-1234abcd1234abcd1234'
Your username: director
Enter password: *****
Logged in as 'director'
```

 **Note:** If `bosh target` does not prompt you for your username and password, run `bosh login`.

## Download BOSH Manifest

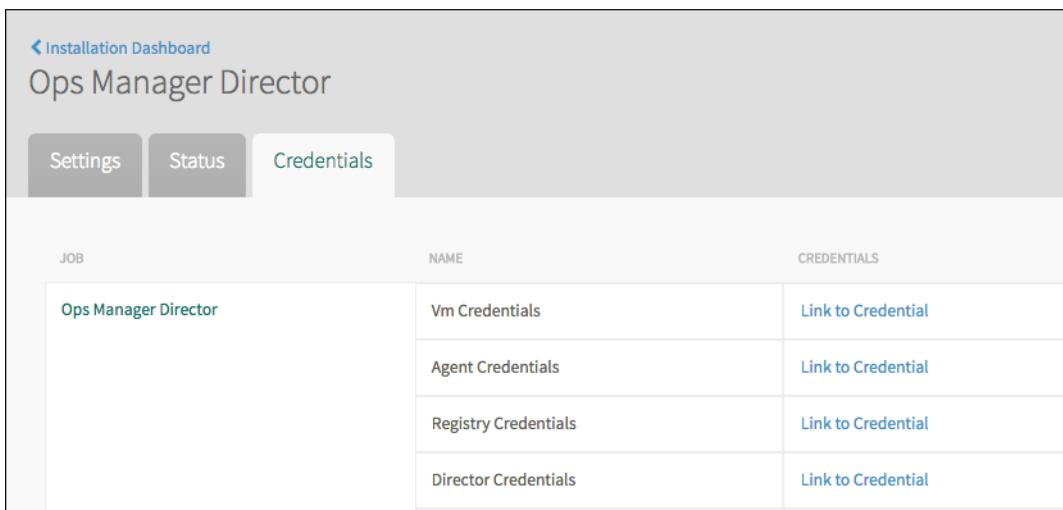
- Install Ruby and the [BOSH CLI Ruby gem](#) on a machine outside of your [Pivotal Cloud Foundry](#) (PCF) system deployment.
- From the Installation Dashboard in Ops Manager, select **Ops Manager Director > Status** and record the IP address listed for the Director. You access the BOSH Director using this IP address.



The screenshot shows the 'Status' tab selected in the Ops Manager Director dashboard. A table lists the Director's details, with the IP address '10.0.0.3' highlighted by a red oval.

JOB	INDEX	IPS	CLOUD
Ops Manager Director	0	10.0.0.3	v1 94 83 d

- Click **Credentials** and record the Director credentials.



The screenshot shows the 'Credentials' tab selected in the Ops Manager Director dashboard. A table lists the Director's credentials, each with a 'Link to Credential' button.

JOB	NAME	CREDENTIALS
Ops Manager Director	Vm Credentials	<a href="#">Link to Credential</a>
	Agent Credentials	<a href="#">Link to Credential</a>
	Registry Credentials	<a href="#">Link to Credential</a>
	Director Credentials	<a href="#">Link to Credential</a>

- From the command line, target the BOSH Director using the IP address and credentials that you recorded:

```
$ bosh target 10.0.0.3
Target set to 'microbosh-1234abcd1234abcd1234'
Your username: director
Enter password: *****
Logged in as 'director'
```

 **Note:** If `bosh target` does not prompt you for your username and password, run `bosh login`.

- Run `bosh deployments` to identify the name of your current BOSH deployment:

```
$ bosh deployments
+-----+-----+
| Name | Release(s) | Stemcell(s)
+-----+-----+
| cf-example | cf-mysql/10 | bosh-vsphere-esxi-ubuntu-trusty-go_agent/2690.3 |
|          | cf/183.2   |           |
+-----+-----+
```

- Run `bosh download manifest DEPLOYMENT-NAME LOCAL-SAVE-NAME` to download and save each BOSH deployment manifest. You need this manifest to locate information about your databases. For each manifest, you will need to repeat these instructions. Replace `DEPLOYMENT-NAME` with the name of the current BOSH deployment. For this procedure, use `cf.yml` as the `LOCAL-SAVE-NAME`.

```
$ bosh download manifest cf-example cf.yml
Deployment manifest saved to 'cf.yml'
```

## Back Up Critical Backend Components

Your Elastic Runtime deployment contains several critical data stores that must be present for a complete restore. This section describes the procedure for backing up the databases and the servers associated with your PCF installation. For more information about which data stores you might be using, see [Backing Up and Restoring PCF](#).

If you are running PostgreSQL and are on the default internal databases, follow the instructions below for backing up the [Cloud Controller database](#), the [UAA database](#), the [Apps Manager database](#), [MySQL server](#), and the [NFS server](#).

If you are running your databases on the internal MySQL database only, follow the instructions below for backing up the [MySQL server](#) and the [NFS server](#).

If you are running your databases or filestores externally, disregard instructions for backing up the Cloud Controller, UAA, and Apps Manager Databases and ensure that you back up your external databases and filestores, as well as the [NFS server](#).

 **Note:** To follow the backup instructions below, your network must be configured to allow access to the BOSH Director VM from your local machine. If you do not have local administrator access, use the `scp` command to copy the TAR file to the BOSH Director VM. For example: `scp vcap@192.0.2.10:nfs.tar.gz \ and vcap@192.0.2.3:/nfs.tar.gz`

## Stop Cloud Controller

- From a command line, run `bosh deployment DEPLOYMENT-MANIFEST` to select your deployment. The manifest is located in `/var/tempest/workspaces/default/deployments` if you are using the Ops Manager VM. If you are using a separate jumpbox, locate the manifest from the [Download the BOSH Deployment Manifest](#) procedure.

```
$ bosh deployment cf.yml
Deployment set to '/home/working_directory(cf.yml'
```

- Run `bosh vms DEPLOYMENT-NAME` to view a list of VMs in your selected deployment.

```
$ bosh vms
+-----+-----+-----+
| Job/index | State | Resource Pool | IPs
+-----+-----+-----+
| ccdb-partition-bd784/0 | running | ccdb-partition-bd784 | 10.85.xx.xx |
| cloud_controller-partition-bd784/0 | running | cloud_controller-partition-bd784 | 10.85.xx.xx |
| cloud_controller_worker-partition-bd784/0 | running | cloud_controller_partition-bd784 | 10.85.xx.xx |
| clock_global-partition-bd784/0 | running | clock_global-partition-bd784 | 10.85.xx.xx |
| nats-partition-bd784/0 | running | nats-partition-bd784 | 10.85.xx.xx |
| router-partition-bd784/0 | running | router-partition-bd784 | 10.85.xx.xx |
| uaa-partition-bd784/0 | running | uaa-partition-bd784 | 10.85.xx.xx |
+-----+-----+-----+
```

- Run `bosh stop SELECTED-VM` for each Cloud Controller VM. For example, stop the `cloud_controller-partition-bd784` and `cloud_controller_worker-partition-bd784` VMs.

```
$ bosh stop cloud_controller-partition-bd784
Acting as user 'director'...
You are about to stop cloud_controller-partition-bd784/0
Detecting deployment changes
-----
Stop cloud_controller-partition-bd784/0? (type 'yes' to continue)

$ bosh stop cloud_controller_worker-partition-bd784
Acting as user 'director'...
You are about to stop cloud_controller_worker-partition-bd784/0
Detecting deployment changes
-----
Stop cloud_controller_worker-partition-bd784/0? (type 'yes' to continue)
```

Do not stop the `ccdb-partition` VM, which is the backend database for Cloud Controller if you opted to use PostgreSQL in your database deployment.

## Back Up the Cloud Controller Database

 **Note:** Follow these instructions only if you are using a PostgreSQL database.

- In the BOSH deployment manifest, `cf.yml`, locate the Cloud Controller database (CCDB) component under the `ccdb` key and record the IP address:

```
ccdb:
  address: 192.0.2.96
  port: 2544
  db_scheme: postgres
```

- From the **Installation Dashboard** in Ops Manager, select **Elastic Runtime** and click **Credentials > Link to Credential**. Record the Cloud Controller database VM credentials.

Cloud Controller Database (Postgres)	VM Credentials	<a href="#">Link to Credential</a>
	Credentials	<a href="#">Link to Credential</a>

- SSH into the Cloud Controller database VM as the admin using the IP address and password recorded in the previous steps.

```
$ ssh vcap@192.0.2.96
Password:*****
```

- Run `find /var/vcap | grep 'bin/pg_dump'` to find the locally installed psql client on the CCDB VM. For example:

```
$ root@192.0.2.96:~# find /var/vcap | grep 'bin/pg_dump'
/var/vcap/data/packages/postgres/5.1/bin/pg_dump
```

- Run `pg_dump` from the locally installed psql client to export the database:

```
$ /var/vcap/data/packages/postgres/5.1/bin/pg_dump -h 192.0.2.96 -U admin -p 2544 ccdb > ccdb.sql
```

- Exit from the Cloud Controller database VM.

- Run `scp` to copy the exported database to your local machine.

```
$ scp vcap@192.0.2.96:~/ccdb.sql .
```

## Back Up the UAA Database

 **Note:** Follow these instructions only if you are using a PostgreSQL database.

- In the BOSH deployment manifest, `cf.yml`, locate the `uaadb` component and record the IP address:

```
uaadb:
  address: 192.0.2.101
  port: 2544
  db_scheme: postgresql
```

- From the **Installation Dashboard** in Ops Manager, select **Elastic Runtime** and click **Credentials > Link to Credential**. Record the UAA database VM credentials.

<a href="#">UAA Database (Postgres)</a>	VM Credentials	<a href="#">Link to Credential</a>
	Credentials	<a href="#">Link to Credential</a>

- SSH into the UAA database VM as the admin using the IP address and password recorded in the previous steps.

- Run `find /var/vcap | grep 'bin/pg_dump'` to find the locally installed psql client on the UAA database VM.

```
$ root@192.0.2.101:~# find /var/vcap | grep 'bin/pg_dump'
/var/vcap/data/packages/postgres/5.1/bin/pg_dump
```

- Run `pg_dump` from the locally installed psql client to export the database:

```
$ /var/vcap/data/packages/postgres/5.1/bin/pg_dump -h 192.0.2.101 -U root -p 2544 uaa > uaa.sql
```

- Exit from the UAA database VM.

- Run `scp` to copy the exported database to your local machine.

```
$ scp vcap@192.0.2.101:~/uaa.sql .
```

## Back Up the Apps Manager Database

 **Note:** Follow these instructions only if you are using a PostgreSQL database.

- In the BOSH deployment manifest, `cf.yml`, locate the `databases` component and record the IP address and password:

```
databases:
  address: 192.0.2.104
  port: 2544
  db_scheme: postgresql
  roles:
    - tag: admin
      name: root
      password: *****
  databases:
    - tag: console
      name: console
```

- From the **Installation Dashboard** in Ops Manager, select **Elastic Runtime** and click **Credentials > Link to Credential**. Record the Apps Manager database VM credentials.

<a href="#">Apps Manager Database (Postgres)</a>	VM Credentials	<a href="#">Link to Credential</a>
	Credentials	<a href="#">Link to Credential</a>

- SSH into the Apps Manager database VM as the admin using the IP address and password recorded in the previous steps.

- Run `find /var/vcap | grep 'bin/pg_dump'` to find the locally installed psql client on the Apps Manager database VM.

```
$ root@192.0.2.104:~# find /var/vcap | grep 'bin/pg_dump'
/var/vcap/data/packages/postgres/5.1/bin/pg_dump
```

- Run `pg_dump` from the locally installed psql client to export the database:

```
$ /var/vcap/data/packages/postgres/5.1/bin/pg_dump -h 192.0.2.104 -U root -p 2544 console > console.sql
```

6. Exit from the Apps Manager database VM.
7. Run `scp` to copy the exported database to your local machine.

```
$ scp vcap@192.0.2.10:~/console.sql .
```

## Back Up NFS Server

1. In the BOSH deployment manifest, `cf.yml`, locate the `nfs_server` component and record the address:

```
nfs_server:  
  address: 192.0.2.10  
  network: 192.0.2.0/24  
  syslog_aggregator:  
    address:  
    port:
```

2. From the **Installation Dashboard** in Ops Manager, select **Elastic Runtime** and click **Credentials > Link to Credential**. Record the NFS Server VM credentials.

NFS Server	VM Credentials	Link to Credential
------------	----------------	--------------------

3. SSH into the NFS server VM and create a TAR file:

```
$ ssh vcap@192.0.2.10 'cd /var/vcap/store && tar cz shared' > nfs.tar.gz
```

 **Note:** The TAR file that you create to back up NFS server might be large. To estimate the size of the TAR file before you create it, run the following command: `ssh vcap@192.0.2.10 tar -cf - /dir/to/archive/ | wc -c`

## Back Up Pivotal MySQL Server

 **Note:** The Elastic Runtime deploy contains an embedded MySQL Server that serves as the data store for the Application Usage Events, Notifications, and Autoscaler services. If you are not using Postgres, and in **Elastic Runtime tile>Database** you selected to use an **Internal Database - MySQL**, then the MySQL server also hosts your databases for Cloud Controller, UAA, and Apps Manager.

There are two ways to backup the MySQL Server:

- **Manual backup:** If you have not set up automatic backups, you need to do a manual backup of your MySQL server.
- Automatic backup: If you set automatic backup in your ERT configuration, you do not need to manually backup your MySQL Server. Automatic backup requires S3-compatible blobstores. For more information, see:
  - AWS: [Configure Internal MySQL](#)
  - OpenStack: [Configure Internal MySQL](#)
  - vSphere [Configure Internal MySQL](#)

### Backing up MySQL Server Manually

 **Note:** The procedure to manually backup MySQL below does not cover steps that are specific to a particular IaaS. It is important to tailor these instructions based on your infrastructure and configuration requirements.

### Prerequisites

JOB	INDEX	IPS	CID	LOAD_AVG15
MySQL Server	0	10.85.28.125	vm-2e273686-59c2-4d82-939c-3e5ff383c057	0.21%

- Locate the IP address for the MySQL node in the **Status** tab.
- Locate the root password for the MySQL server in the **Credentials** tab.

NAME	CREDENTIALS
MySQL Server	VM Credentials

JOB	NAME	CREDENTIALS
MySQL Server	Mysql Admin Password	<a href="#">Link to Credential</a>
	Mysql Backup Server Credentials	<a href="#">Link to Credential</a>

- Spin up a virtual machine (VM) to use for your MySQL backup and restore. Ensure the VM has sufficient disk space to receive the data dump. Configure network access to your p-mysql deployment.
- Install the [mysqldump](#) client of your choice.
- In a terminal window, execute the following command. To backup **all** databases in the MySQL deployment, use `--all-databases`:

```
$ mysqldump -u root -p -h $MYSQL_NODEIP --all-databases > user_databases.sql
```

To backup a single database, specify the database name:

```
$ mysqldump -u root -p -h $MHSQ_NODE_IP $DB_NAME > user_databases.sql
```

**Note:** The backup data you obtain from running the command above is not encrypted or compressed. Pivotal recommends encrypting the backup artifact, before storing it off-site.

- Store the backup in a different location than the MySQL primary storage, preferably off-site.

## Start Cloud Controller

- Run `bosh vms` to view a list of VMs in your selected deployment. The names of the Cloud Controller VMs begin with `cloud_controller`.

```
$ bosh vms
+-----+-----+-----+
| Job/index | State | Resource Pool | IPs |
+-----+-----+-----+
| cloud_controller-partition-bd784/0 | failing | cloud_controller-partition-bd784 | 10.85.xx.xx |
| cloud_controller_worker-partition-bd784/0 | running | cloud_controller-partition-bd784 | 10.85.xx.xx |
| clock_global-partition-bd784/0 | running | clock_global-partition-bd784 | 10.85.xx.xx |
| nats-partition-bd784/0 | running | nats-partition-bd784 | 10.85.xx.xx |
| router-partition-bd784/0 | running | router-partition-bd784 | 10.85.xx.xx |
| uaa-partition-bd784/0 | running | uaa-partition-bd784 | 10.85.xx.xx |
+-----+-----+-----+
```

- BOSH indicates a stopped VM with the state: `failing`. Run `bosh start SELECTED-VM` for each stopped Cloud Controller VM.

```
$ bosh start cloud_controller-partition-bd784
Processing deployment manifest
-----
Processing deployment manifest
-----
You are about to start cloud_controller-partition-bd784/0
Processing deployment manifest
-----
Detecting deployment changes
-----
Start cloud_controller-partition-bd784/0? (type 'yes' to continue): yes
Performing 'start cloud_controller-partition-bd784/0'...
Director task 1428
Started preparing deployment
Started preparing deployment > Binding deployment. Done (00:00:00)
Started preparing deployment > Binding releases. Done (00:00:00)
Started preparing deployment > Binding existing deployment. Done (00:00:01)
Started preparing deployment > Binding resource pools. Done (00:00:00)
Started preparing deployment > Binding stemcells. Done (00:00:00)
Started preparing deployment > Binding templates. Done (00:00:00)
Started preparing deployment > Binding properties. Done (00:00:00)
Started preparing deployment > Binding unallocated VMs. Done (00:00:00)
Started preparing deployment > Binding instance networks. Done (00:00:00)
Done preparing deployment (00:00:01)
Started preparing package compilation > Finding packages to compile. Done (00:00:01)
Started preparing dns > Binding DNS. Done (00:00:00)
Started preparing configuration > Binding configuration. Done (00:00:13)
Started updating job cloud_controller-partition-bd784/0 > cloud_controller-partition-bd784/0 (canary)^@. Done (00:01:44)
Task 1428 done
Started 2015-02-25 17:54:28 UTC
Finished 2015-02-25 17:56:27 UTC
Duration 0:01:59
cloud_controller-partition-bd784/0 has been started
```

Follow the steps in the [Restoring Pivotal Cloud Foundry from Backup](#) topic to restore a backup, import an installation to restore your settings, or to share your settings with another user.

## Restoring Pivotal Cloud Foundry from Backup

Page last updated:

This topic describes the procedure for restoring Elastic Runtime from a backup. To create a backup, see the [Backing Up Pivotal Cloud Foundry](#) topic.

To restore a deployment, you must import installation settings, temporarily stop the Cloud Controller, restore the state of each critical backend component from its backup file, and restart the Cloud Controller. Using the BOSH manifest to locate your critical backend components is necessary to perform these steps. Manifests are automatically downloaded to the Ops Manager virtual machine. However, if you are using a separate jumpbox, you must manually download the BOSH deployment manifest.

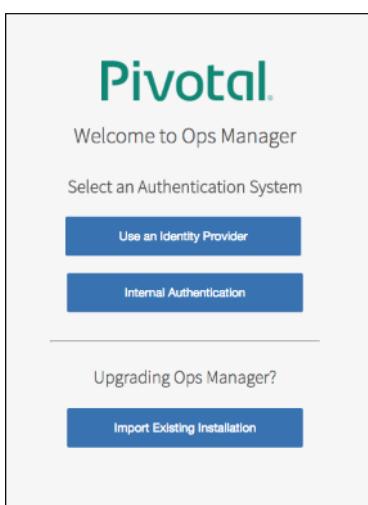
 **Note:** The procedure described in this topic restores a running Elastic Runtime deployment to the state captured by backup files. This procedure does not deploy Elastic Runtime. See the [Installing PCF Guide](#) for information about deploying Elastic Runtime.

## Import Installation Settings

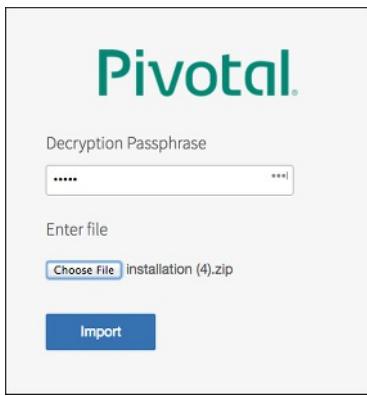
 **Note:** Pivotal recommends that you export your installation settings before importing from a backup. See the [Export Installation Settings](#) section of the *Backing Up Pivotal Cloud Foundry* topic for more information.

**Import installation settings** imports the settings and assets of an existing PCF installation. Importing an installation overwrites any existing installation. You must provision a new Ops Manager in order to import settings.

1. Deploy the new Ops Manager VM:
  - [Launching an Ops Manager Director Instance on AWS](#)
  - [Provisioning the OpenStack Infrastructure](#)
  - [Deploying Operations Manager to vSphere](#)
  - [Deploying Operations Manager to vCloud Air and vCloud](#)
2. When redirected to the **Welcome to Ops Manager** page, select **Import Existing Installation**.



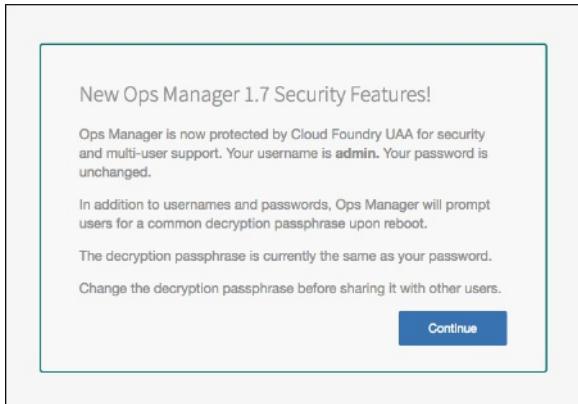
3. When prompted, enter the following:
  - **Decryption Passphrase**, which is the same as your password.
  - Click **Choose File** and browse to the installation zip file that you exported in the [Export Installation Settings](#) section.



4. Click **Import**.

**Note:** Some browsers do not provide feedback on the status of the import process, and may appear to hang.

5. Before you see the new PCF 1.7 **Installation Dashboard**, a Security Features alert appears. Take note of your new **username**. Ensure you change your decryption passphrase before sharing it with other users. Click **Continue**.



6. A “Successfully imported installation” message appears upon completion.



7. Click **Apply Changes**. This immediately imports and applies upgrades to all tiles in a single transaction.

## Restoring BOSH Using Ops Manager

1. From the **Product Installation Dashboard**, click the **Ops Manager Director** tile.
2. Make a change to your configuration in order to trigger a new deployment. For example, you can adjust the number of NTP servers in your deployment. Choose a change in configuration which suits your specific deployment.
3. Follow the instructions in [SSH into Ops Manager](#). This example assumes an Amazon Web Services deployment:

```
$ ssh -i ops_mgr.pem ubuntu@OPS-MGR-IP
```

4. Rename, move, or delete the `bosh-state.json` file. Removing `bosh-state.json` causes Ops Manager to treat the deploy as a new deployment, recreating missing Virtual Machines(VMs) including BOSH. The new deployment ignores existing VMs such as your Pivotal Cloud Foundry deployment.

```
$ cd /var/tempest/workspaces/default/deployments/
$ sudo mv bosh-state.json bosh-state.old
```

5. Return to the **Product Installation Dashboard**, and click **Apply Changes**.

## Target the BOSH Director

1. Install Ruby and the [BOSH CLI Ruby gem](#) on a machine outside of your PCF deployment.
2. From the Installation Dashboard in Ops Manager, select **Ops Manager Director > Status** and record the IP address listed for the Director. You access the BOSH Director using this IP address.

The screenshot shows the 'Status' tab selected in the navigation bar. Below it, a table lists the Director's details. The IP address '10.0.0.3' is highlighted with a red oval.

JOB	INDEX	IPS	CLOUD
Ops Manager Director	0	10.0.0.3	

3. Click **Credentials** and record the Director credentials.

The screenshot shows the 'Credentials' tab selected. It displays four rows of credentials for the Director:

JOB	NAME	CREDENTIALS
Ops Manager Director	Vm Credentials	<a href="#">Link to Credential</a>
	Agent Credentials	<a href="#">Link to Credential</a>
	Registry Credentials	<a href="#">Link to Credential</a>
	Director Credentials	<a href="#">Link to Credential</a>

4. From the command line, run `bosh target` to log into the BOSH Director using the IP address and credentials that you recorded:

```
$ bosh target 192.0.2.3
Target set to 'microbosh-1234abcd1234abcd1234'
Your username: director
Enter password: *****
Logged in as 'director'
```

**Note:** If `bosh target` does not prompt you for your username and password, run `bosh login`.

## Download BOSH Manifest

1. Install Ruby and the [BOSH CLI Ruby gem](#) on a machine outside of your [Pivotal Cloud Foundry](#) (PCF) system deployment.
2. From the Installation Dashboard in Ops Manager, select **Ops Manager Director > Status** and record the IP address listed for the Director. You access the BOSH Director using this IP address.

The screenshot shows the 'Ops Manager Director' section of the Pivotal Ops Manager interface. At the top, there are tabs for 'Settings', 'Status', 'Credentials', and 'Logs'. Below the tabs, there's a table with columns labeled 'JOB', 'INDEX', 'IPS', and 'CI'. A single row is visible, representing the 'Ops Manager Director' job. The 'IPS' column contains the IP address '10.0.0.3', which is circled in red.

- Click **Credentials** and record the Director credentials.

The screenshot shows the 'Credentials' tab selected in the 'Ops Manager Director' interface. The table has columns for 'NAME' and 'CREDENTIALS'. Four rows are listed, each with a 'Link to Credential' button:

JOB	NAME	CREDENTIALS
Ops Manager Director	Vm Credentials	<a href="#">Link to Credential</a>
	Agent Credentials	<a href="#">Link to Credential</a>
	Registry Credentials	<a href="#">Link to Credential</a>
	Director Credentials	<a href="#">Link to Credential</a>

- From the command line, target the BOSH Director using the IP address and credentials that you recorded:

```
$ bosh target 10.0.0.3
Target set to 'microbosh-1234abcd1234abcd1234'
Your username: director
Enter password: *****
Logged in as `director`
```

**Note:** If `bosh target` does not prompt you for your username and password, run `bosh login`.

- Run `bosh deployments` to identify the name of your current BOSH deployment:

```
$ bosh deployments
+-----+
| Name | Release(s) | Stemcell(s) |
+-----+
| cf-example | cf-mysql/10 | bosh-vsphere-esxi-ubuntu-trusty-go_agent/2690.3 |
|          | cf/183.2 |           |
+-----+
```

- Run `bosh download manifest DEPLOYMENT-NAME LOCAL-SAVE-NAME` to download and save each BOSH deployment manifest. You need this manifest to locate information about your databases. For each manifest, you will need to repeat these instructions. Replace `DEPLOYMENT-NAME` with the name of the current BOSH deployment. For this procedure, use `cf.yml` as the `LOCAL-SAVE-NAME`.

```
$ bosh download manifest cf-example cf.yml
Deployment manifest saved to 'cf.yml'
```

## Restoring Critical Backend Components

Your Elastic Runtime deployment contains several critical data stores that must be present for a complete restore. This section describes the

procedure for restoring the databases and servers associated with your PCF installation. For more information about which data stores you may be using, see [Backing Up and Restoring PCF](#).

You must restore each of the following:

- [Cloud Controller database](#) (Only if you are using PostgreSQL databases)
- [Apps Manager database](#) (Only if you are using PostgreSQL databases)
- [UAA database](#) (Only if you are using PostgreSQL databases)
- [NFS server](#) (In all cases)
- [MySQL server](#) (In all cases except if you are using external databases)

## Stop Cloud Controller

1. From a command line, run `bosh deployment DEPLOYMENT-MANIFEST` to select your deployment. The manifest is located in `/var/tempest/workspaces/default/deployments` if you are using the Ops Manager VM. If you are using a separate jumpbox, locate the manifest from the [Download the BOSH Deployment Manifest](#) procedure.

```
$ bosh deployment cf.yml
Deployment set to '/home/working_directory/cf.yml'
```

2. Run `bosh vms DEPLOYMENT-NAME` to view a list of VMs in your selected deployment.

```
$ bosh vms
+-----+-----+-----+
| Job/index | State | Resource Pool | IPs |
+-----+-----+-----+
| ccdb-partition-bd784/0 | running | ccdb-partition-bd784 | 10.85.xx.xx |
| cloud_controller-partition-bd784/0 | running | cloud_controller-partition-bd784 | 10.85.xx.xx |
| cloud_controller_worker-partition-bd784/0 | running | cloud_controller-partition-bd784 | 10.85.xx.xx |
| clock_global-partition-bd784/0 | running | clock_global-partition-bd784 | 10.85.xx.xx |
| nats-partition-bd784/0 | running | nats-partition-bd784 | 10.85.xx.xx |
| router-partition-bd784/0 | running | router-partition-bd784 | 10.85.xx.xx |
| uaa-partition-bd784/0 | running | uaa-partition-bd784 | 10.85.xx.xx |
+-----+-----+-----+
```

3. Run `bosh stop SELECTED-VM` for each Cloud Controller VM. For example, stop the `cloud_controller-partition-bd784` and `cloud_controller_worker-partition-bd784` VMs.

```
$ bosh stop cloud_controller-partition-bd784
Acting as user 'director'...
You are about to stop cloud_controller-partition-bd784/0
Detecting deployment changes
-----
Stop cloud_controller-partition-bd784/0? (type 'yes' to continue)

$ bosh stop cloud_controller_worker-partition-bd784
Acting as user 'director'...
You are about to stop cloud_controller_worker-partition-bd784/0
Detecting deployment changes
-----
Stop cloud_controller_worker-partition-bd784/0? (type 'yes' to continue)
```

Do not stop the `ccdb-partition` VM, which is the backend database for Cloud Controller if you opted to use PostgreSQL in your database deployment.

## Restore the Cloud Controller Database

 **Note:** Follow these instructions only if you are using a PostgreSQL database.

Use the Cloud Controller Database (CCDB) password and IP address to restore the Cloud Controller Database by following the steps detailed below. Find the IP address in your BOSH deployment manifest. To find your password in the Ops Manager **Installation Dashboard**, select **Elastic Runtime** and click **Credentials>Link to Credential**.

1. Use `scp` to send the Cloud Controller Database backup file to the Cloud Controller Database VM.

```
$ scp ccdb.sql vcap@YOUR-CCDB-VM-IP-ADDRESS:~/
```

2. SSH into the Cloud Controller Database VM.

```
$ ssh vcap@YOUR-CCDB-VM-IP
```

3. Log in to the psql client

```
$ /var/vcap/data/packages/postgres/5.1/bin/psql -U vcap -p 2544 ccdb
```

4. Drop the database schema and create a new one to replace it.

```
ccdb=# drop schema public cascade;  
ccdb=# create schema public;
```

5. Restore the database from the backup file.

```
$ /var/vcap/data/packages/postgres/5.1/bin/psql -U vcap -p 2544 ccdb < ~/ccdb.sql
```

## Restore the Apps Manager Database from its backup state

 **Note:** Follow these instructions only if you are using a PostgreSQL database.

1. Use the Apps Manager Database password and IP address to restore the Cloud Controller Database by running the following command. Find the IP address in your BOSH deployment manifest. To find your password in the Ops Manager **Installation Dashboard**, select **Elastic Runtime** and click **Credentials>Link to Credential**.

2. Use `scp` to copy the database backup file to the UAA Database VM.

```
$ scp console.sql vcap@YOUR-CONSOLE-DB-VM-IP-ADDRESS:~/
```

3. SSH into the UAA Database VM.

```
$ ssh vcap@YOUR-CONSOLE-DB-VM-IP-ADDRESS
```

4. Log into the psql client.

```
$ /var/vcap/data/packages/postgres/5.1/bin/psql -U vcap -p 2544 console
```

5. Drop the existing database schema and create a new one to replace it.

```
console=# drop schema public cascade;  
console=# create schema public;
```

6. Restore the database from the backup file.

```
$ /var/vcap/data/packages/postgres/5.1/bin/psql -U vcap -p 2544 console < ~/console.sql
```

## Restore UAA Database

 **Note:** Follow these instructions only if you are using a PostgreSQL database.

### Drop the UAA Database tables

1. Find your UAA Database VM ID. To view all VM IDs, run `bosh vms` from a command line:

```
$ bosh vms
```

2. SSH into the UAA Database VM using the vcap user and password. If you do not have this information recorded, find it in the Ops Manager **Installation Dashboard**. Click the **Elastic Runtime** tile and select **Credentials>Link to Credential**.

```
$ ssh vcap@YOUR-UAADB-VM-IP-ADDRESS
```

3. Run `find /var/vcap | grep 'bin/psql'` to find the locally installed psql client on the UAA Database VM.

```
$ vcap@198.51.100.101:~# find /var/vcap | grep 'bin/psql'  
/var/vcap/data/packages/postgres/5.1/bin/psql
```

4. Log in to the psql client:

```
$ vcap@198.51.100.101:~# /var/vcap/data/packages/postgres/5.1/bin/psql -U vcap -p 2544 uaa
```

5. Run the following commands to drop the tables:

```
uaa=# drop schema public cascade;  
uaa=# create schema public;  
\q  
uaa=#
```

6. Exit the UAA Database VM.

```
$ exit
```

## Restore the UAA Database from its backup state

 **Note:** Follow these instructions only if you are using a PostgreSQL database.

1. Use the UAA Database password and IP address to restore the UAA Database by running the following commands. You can find the IP address in your BOSH deployment manifest. To find your password in the Ops Manager **Installation Dashboard**, select **Elastic Runtime** and click **Credentials>Link to Credential**.

2. Use `scp` to copy the database backup file to the UAA Database VM.

```
$ scp uaa.sql vcap@YOUR-UAADB-VM-IP-ADDRESS:~/
```

3. SSH into the UAA Database VM.

```
$ ssh vcap@YOUR-UAADB-VM-IP-ADDRESS
```

4. Restore the database from the backup file.

```
$ /var/vcap/data/packages/postgres/5.1/bin/psql -U vcap -p 2544 uaa < ~/uaa.sql
```

## Restore NFS

Use the NFS password and IP address to restore the NFS by following the steps detailed below. Find the IP address in your BOSH deployment manifest. To find your password in the Ops Manager **Installation Dashboard**, select **Elastic Runtime** and click **Credentials>Link to Credential**.

1. Run `ssh YOUR-NFS-VM-IP-ADDRESS` to enter the NFS VM.

```
$ ssh vcap@192.0.2.10
```

2. Log in as root user. When prompted for a password, enter the vcap password you used to `ssh` into the VM:

```
$ sudo su
```

3. Temporarily change the permissions on `/var/vcap/store` to add write permissions for all.

```
$ chmod a+w /var/vcap/store
```

4. Use `scp` to send the NFS backup tarball to the NFS VM from your local machine.

```
$ scp nfs.tar.gz vcap@YOUR-NFS-VM-IP-ADDRESS:/var/vcap/store
```

5. `cd` into the `store` folder on the NFS VM.

```
$ cd /var/vcap/store
```

6. Decompress and extract the contents of the backup archive.

```
$ tar zxf nfs.tar.gz
```

7. Change the permissions on `/var/vcap/store` to their prior setting.

```
$ chmod a-w /var/vcap/store
```

8. Exit the NFS VM.

```
$ exit
```

## Restore MySQL Database

Restoring from a backup is the same whether one or multiple databases were backed up. Executing the SQL dump will drop, recreate, and refill the specified databases and tables.

 **Warning:** Restoring a database will delete all data that existed in the database prior to the restore. Restoring a database using a full backup artifact, produced by `mysqldump --all-databases` for example, will replace all data and user permissions.

1. From the same VM you used to perform the manual backup, or a similar VM, restore from the data dump:

```
$ mysql -u root -p -h $MYSQL_NODE_IP < user_databases.sql
```

2. Re-apply user privileges:

```
$ mysql -u root -p -h $MYSQL_NODE_IP -e "FLUSH PRIVILEGES"
```

This command tells the cluster to re-load user permissions using the data that has just been restored.

## Start Cloud Controller

1. Run `bosh vms` to view a list of VMs in your selected deployment. The names of the Cloud Controller VMs begin with `cloud_controller`.

```
$ bosh vms
+-----+-----+-----+
| Job/index | State | Resource Pool | IPs |
+-----+-----+-----+
| cloud_controller-partition-bd784/0 | failing | cloud_controller-partition-bd784 | 10.85.xx.xx |
| cloud_controller_worker-partition-bd784/0 | running | cloud_controller-partition-bd784 | 10.85.xx.xx |
| clock_global-partition-bd784/0 | running | clock_global-partition-bd784 | 10.85.xx.xx |
| nats-partition-bd784/0 | running | nats-partition-bd784 | 10.85.xx.xx |
| router-partition-bd784/0 | running | router-partition-bd784 | 10.85.xx.xx |
| uaa-partition-bd784/0 | running | uaa-partition-bd784 | 10.85.xx.xx |
+-----+-----+-----+
```

2. BOSH indicates a stopped VM with the state: failing. Run bosh start SELECTED-VM for each stopped Cloud Controller VM.

```
$ bosh start cloud_controller-partition-bd784
Processing deployment manifest
-----
Processing deployment manifest
-----
You are about to start cloud_controller-partition-bd784/0
Processing deployment manifest
-----
Detecting deployment changes
-----
Start cloud_controller-partition-bd784/0? (type 'yes' to continue): yes
Performing start cloud_controller-partition-bd784/0...
Director task 1428
Started preparing deployment
Started preparing deployment > Binding deployment. Done (00:00:00)
Started preparing deployment > Binding releases. Done (00:00:00)
Started preparing deployment > Binding existing deployment. Done (00:00:01)
Started preparing deployment > Binding resource pools. Done (00:00:00)
Started preparing deployment > Binding stemcells. Done (00:00:00)
Started preparing deployment > Binding templates. Done (00:00:00)
Started preparing deployment > Binding properties. Done (00:00:00)
Started preparing deployment > Binding unallocated VMs. Done (00:00:00)
Started preparing deployment > Binding instance networks. Done (00:00:00)
Done preparing deployment (00:00:01)
Started preparing package compilation > Finding packages to compile. Done (00:00:01)
Started preparing dns > Binding DNS. Done (00:00:00)
Started preparing configuration > Binding configuration. Done (00:00:13)
Started updating job cloud_controller-partition-bd784/0 > cloud_controller-partition-bd784/0 (canary)^@. Done (00:01:44)
Task 1428 done
Started 2015-02-25 17:54:28 UTC
Finished 2015-02-25 17:56:27 UTC
Duration 00:01:59
cloud_controller-partition-bd784/0 has been started
```

## Monitoring Virtual Machines in Pivotal Cloud Foundry

Page last updated:

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This topic covers strategies for monitoring virtual machine (VM) status and performance in [Pivotal Cloud Foundry](#) (PCF).

### Monitoring VMs Using the Ops Manager Interface

Click any product tile and select the **Status** tab to view monitoring information.

Pivotal Elastic Runtime															
Settings	Status	Credentials	Logs												
JOB	INDEX	IPS	CID	LOAD AVG15	CPU	MEMORY	SWAP	SYSTEM DISK	EPHEM. DISK	PERS. DISK	LOGS				
HAProxy	0	10.0.0.254	vm-9985a13c-106a-48d1-a3de-d0e0e816c857	0.06%	0.1%	9.6%	0.0%	41%	5%	N/A					
NATS	0	10.0.0.5	vm-dee49615-aea8-4f4f-bf0f-b1060083ddef	0.12%	0.1%	9.7%	0.0%	41%	21%	N/A					
			vm-6d43e59e-												

The columns display the following information:

VM Data Point	Details
Job	Each job represents a component running on one or more VMs that Ops Manager deployed.
Index	For jobs that run across multiple VMs, the <b>index</b> value indicates the order in which the job VMs were deployed. For jobs that run on only one VM, the VM has an <b>index</b> value of 0.
IPs	IP address of the job VM.
CID	Uniquely identifies the VM.
Load Avg15	CPU load average over 15 minutes.
CPU	Current CPU usage.
Memory	Current memory usage.
Swap	Swap file percentage.
System Disk	System disk space usage.
Ephem. Disk	Ephemeral disk space usage.
Pers. Disk	Persistent disk space usage.
Logs	Download link for the most recent log files.

### Operations Manager VM Disk Space

The Ops Manager stores its logs on the Ops Manager VM in the `/tmp` directory.

 **Note:** The logs collect over time and do not self-delete. To prevent the VM from running out of disk space, restart the VM to clear the log entries from `/tmp`.

## Monitoring in vSphere

To monitor VMs using the vSphere client:

1. Connect to a vCenter Server instance using the vSphere client.
2. Navigate to the **Hosts And Clusters** or **VMs And Templates** inventory view.
3. In the inventory tree, select a virtual machine.
4. Select the **Performance** tab from the content pane on the right.

VMware vSphere Server provides alarms that monitor VMs, as well as clusters, hosts, datacenters, datastores, networks, and licensing. To view preconfigured alarms, including disk usage alarms, related to a particular VM:

1. In the vSphere client, select the VM you want to monitor.
2. At the bottom left of the client window, click **Alarms**.
3. If a VM starts to run out of disk space, an alarm appears in the bottom panel.

## Monitoring in vCloud Air

[vCenter Operations Manager](#) collects performance data from the virtual machines and disk drives in a deployment.

[vCenter Hyperic](#) specifically monitors operating systems, middleware, and applications.

Use vCenter Operations Manager and vCenter Hyperic to monitor the following services on the vCloud Director cells in your PCF deployment:

- **vmware-vcd-watchdog**: Watchdog service for the cell.
- **vmware-gueststd**: VMware Tools service. Provides heartbeat, shutdown, restart, and custom script execution functionality.
- **vmware-vcd-log-collection-agent**: Log collection service for the cell.
- **vmware-vcd-cell**: vCloud services for the cell.

## Pivotal Cloud Foundry Troubleshooting Guide

Page last updated:

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

This guide provides help with diagnosing and resolving issues encountered during a [Pivotal Cloud Foundry](#) (PCF) installation. For help troubleshooting issues that are specific to PCF deployments on VMware vSphere, refer to the topic on [Troubleshooting Ops Manager for VMware vSphere](#).

An install or update can fail for many reasons. Fortunately, the system tends to heal or work around hardware or network faults. By the time you click the [Install](#) or [Apply Changes](#) button again, the problem may be resolved.

Some failures produce only generic errors like `Exited with 1`. In cases like this, where a failure is not accompanied by useful information, retry clicking [Install](#) or [Apply Changes](#).

When the system does provide informative evidence, review the [Common Problems](#) section at the end of this guide to see if your problem is covered there.

Besides whether products install successfully or not, an important area to consider when troubleshooting is communication between VMs deployed by Pivotal Cloud Foundry. Depending on what products you install, communication takes the form of messaging, routing, or both. If they go wrong, an installation can fail. For example, in an Elastic Runtime installation the PCF VM tries to push a test application to the cloud during post-installation testing. The installation fails if the resulting traffic cannot be routed to the HA Proxy load balancer.

## Viewing the Debug Endpoint

The debug endpoint is a web page that provides information useful in troubleshooting. If you have superuser privileges and can view the Ops Manager Installation Dashboard, you can access the debug endpoint.

- In a browser, open the URL:

`https://OPS-MANAGER-FQDN/debug`

The debug endpoint offers three links:

- *Files* allows you to view the YAML files that Ops Manager uses to configure products that you install. The most important YAML file, `installation.yml`, provides networking settings and describes `microbosh`. In this case, `microbosh` is the VM whose BOSH Director component is used by Ops Manager to perform installations and updates of Elastic Runtime and other products.
- *Components* describes the components in detail.
- *Rails log* shows errors thrown by the VM where the Ops Manager web application (a Rails application) is running, as recorded in the `production.log` file. See the next section to learn how to explore other logs.

## Logging Tips

### Identifying Where to Start

This section contains general tips for locating where a particular problem is called out in the log files. Refer to the later sections for tips regarding specific logs (such as those for Elastic Runtime Components).

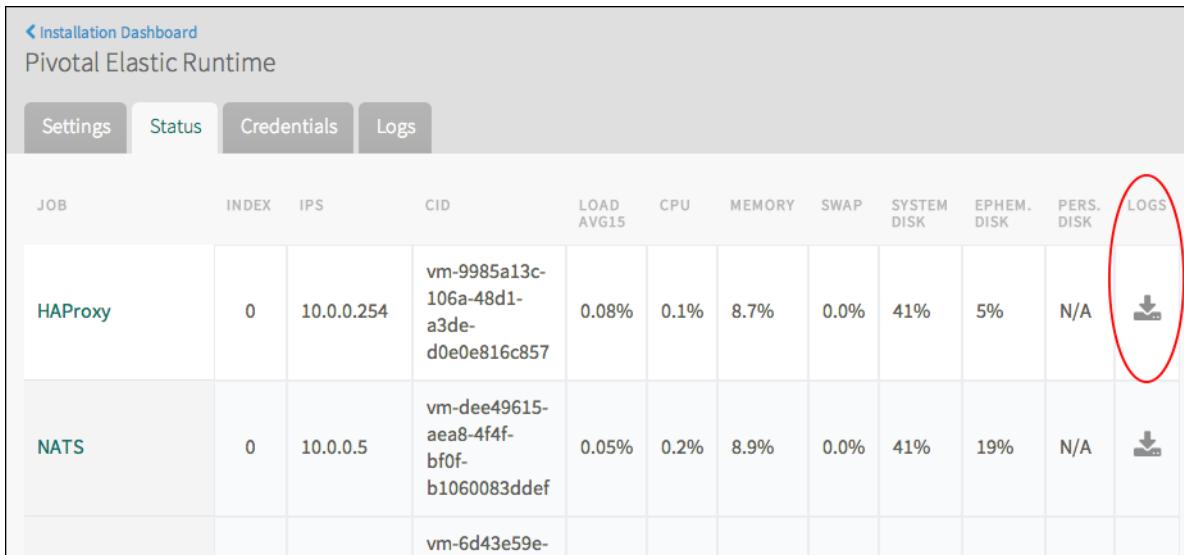
- Start with the largest and most recently updated files in the job log
- Identify logs that contain 'err' in the name
- Scan the file contents for a "failed" or "error" string

### Viewing Logs for Elastic Runtime Components

To troubleshoot specific Elastic Runtime components by viewing their log files, browse to the Ops Manager interface and follow the procedure

below.

1. In Ops Manager, browse to the **Pivotal Elastic Runtime > Status** tab. In the **Job** column, locate the component of interest.
2. In the **Logs** column for the component, click the download icon.



JOB	INDEX	IPS	CID	LOAD AVG15	CPU	MEMORY	SWAP	SYSTEM DISK	EPHEM. DISK	PERS. DISK	LOGS
HAProxy	0	10.0.0.254	vm-9985a13c-106a-48d1-a3de-d0e0e816c857	0.08%	0.1%	8.7%	0.0%	41%	5%	N/A	
NATS	0	10.0.0.5	vm-dee49615-aea8-4f4f-bf0f-b1060083ddef	0.05%	0.2%	8.9%	0.0%	41%	19%	N/A	

3. Browse to the **Pivotal Elastic Runtime > Logs** tab.



FILENAME	UPDATED AT
<b>Downloaded:</b>	
/tmp/jobs_logs/diego_cell-partition-ee0b66b1415c8591855d-0-150e690af6dd.zip	2016-04-12 19:06:47 UTC
/tmp/jobs_logs/diego_database-partition-ee0b66b1415c8591855d-0-ab7bd3378ef2.zip	2016-04-12 19:09:30 UTC
<b>Pending:</b>	
/tmp/jobs_logs/diego_brain-partition-ee0b66b1415c8591855d-0-196edf23631b.zip	2016-04-12 19:09:34 UTC

4. Once the zip file corresponding to the component of interest moves to the **Downloaded** list, click the linked file path to download the zip file.

5. Once the download completes, unzip the file.

The contents of the log directory vary depending on which component you view. For example, the Diego cell log directory contains subdirectories for the `metron_agent`, `rep`, `monit`, and `garden` processes. To view the standard error stream for `garden`, download the Diego cell logs and open `diego.0.job > garden> garden.stderr.log`.

## Viewing Web Application and BOSH Failure Logs in a Terminal Window

You can obtain diagnostic information from the Operations Manager by logging in to the VM where it is running. To log in to the Operations Manager VM, you need the following information:

- The IP address of the PCF VM shown in the `Settings` tab of the Ops Manager Director tile.
- Your **import credentials**. Import credentials are the username and password used to import the PCF `.ova` or `.ovf` file into your

virtualization system.

Complete the following steps to log in to the Operations Manager VM:

1. Open a terminal window.
2. Run `ssh IMPORT-USERNAME@PCF-VM-IP-ADDRESS` to connect to the PCF installation VM.
3. Enter your import password when prompted.
4. Change directories to the home directory of the web application:  
`cd /home/tempest-web/tempest/web/`
5. You are now in a position to explore whether things are as they should be within the web application.

You can also verify that the `microbosh` component is successfully installed. A successful MicroBOSH installation is required to install Elastic Runtime and any products like databases and messaging services.

6. Change directories to the BOSH installation log home:

```
cd /var/tempest/workspaces/default/deployments/micro
```

7. You may want to begin by running a tail command on the `current` log:

```
cd /var/tempest/workspaces/default/deployments/micro
```

If you are unable to resolve an issue by viewing configurations, exploring logs, or reviewing common problems, you can troubleshoot further by running BOSH diagnostic commands with the BOSH Command Line Interface (CLI).

 **Note:** Do not manually modify the deployment manifest. Operations Manager will overwrite manual changes to this manifest. In addition, manually changing the manifest may cause future deployments to fail.

## Viewing the VMs in Your Deployment

To view the VMs in your PCF deployment, perform the following steps specific to your IaaS.

### Amazon Web Services (AWS)

1. Log in to the [AWS Console](#).
2. Navigate to the EC2 Dashboard.
3. Click **Running Instances**.
4. Click the gear icon in the upper right.
5. Select the following: **job**, **deployment**, **director**, **index**.
6. Click **Close**.

### OpenStack

1. Install the [novaclient](#).
2. Point novaclient to your OpenStack installation and tenant by exporting the following environment variables:

```
$ export OS_AUTH_URL= YOUR_KEYSTONE_AUTH_ENDPOINT  
$ export OS_TENANT_NAME = TENANT_NAME  
$ export OS_USERNAME = USERNAME  
$ export OS_PASSWORD = PASSWORD
```

3. List your VMs by running the following command:

```
$ nova list --fields metadata
```

## vSphere

1. Log into vCenter.
2. Select **Hosts and Clusters**.
3. Select the top level object that contains your PCF deployment. For example, select **Cluster**, **Datastore** or **Resource Pool**.
4. In the top tab, click **Related Objects**.
5. Select **Virtual Machines**.
6. Right click on the **Table** heading and select **Show/Hide Columns**.
7. Select the following boxes: **job**, **deployment**, **director**, **index**.

## Viewing Apps Manager Logs in a Terminal Window

The [Apps Manager](#) provides a graphical user interface to help manage organizations, users, applications, and spaces.

When troubleshooting Apps Manager performance, you might want to view the Apps Manager application logs. To view the Apps Manager application logs, follow these steps:

1. Run `cf login -a api.MY-SYSTEM-DOMAIN -u admin` from a command line to log in to PCF using the UAA Administrator credentials. In Pivotal Ops Manager, refer to [Pivotal Elastic Runtime > Credentials](#) for these credentials.

```
$ cf login -a api.example.com -u admin
API endpoint: api.example.com

Password>*****
Authenticating...
OK
```

2. Run `cf target -o system -s apps-manager` to target the `system` org and the `apps-manager` space.

```
$ cf target -o system -s apps-manager
```

3. Run `cf logs apps-manager` to tail the Apps Manager logs.

```
$ cf logs apps-manager
Connected, tailing logs for app apps-manager in org system / space apps-manager as
admin...
```

## Changing Logging Levels for the Apps Manager

The Apps Manager recognizes the `LOG_LEVEL` environment variable. The `LOG_LEVEL` environment variable allows you to filter the messages reported in the Apps Manager log files by severity level. The Apps Manager defines severity levels using the Ruby standard library [Logger class](#).

By default, the Apps Manager `LOG_LEVEL` is set to `info`. The logs show more verbose messaging when you set the `LOG_LEVEL` to `debug`.

To change the Apps Manager `LOG_LEVEL`, run `cf set-env apps-manager LOG_LEVEL` with the desired severity level.

```
$ cf set-env apps-manager LOG_LEVEL debug
```

You can set `LOG_LEVEL` to one of the six severity levels defined by the Ruby Logger class:

- **Level 5:** `unknown` – An unknown message that should always be logged
- **Level 4:** `fatal` – An unhandleable error that results in a program crash
- **Level 3:** `error` – A handleable error condition
- **Level 2:** `warn` – A warning

- **Level 1:** `info` – General information about system operation
- **Level 0:** `debug` – Low-level information for developers

Once set, the Apps Manager log files only include messages at the set severity level and above. For example, if you set `LOG_LEVEL` to `fatal`, the log includes `fatal` and `unknown` level messages only.

## Common Issues

Compare evidence that you have gathered to the descriptions below. If your issue is covered, try the recommended remediation procedures.

### BOSH Does Not Reinstall

You might want to reinstall BOSH for troubleshooting purposes. However, if PCF does not detect any changes, BOSH does not reinstall. To force a reinstall of BOSH, select **Ops Manager Director > Resource Sizes** and change a resource value. For example, you could increase the amount of RAM by 4 MB.

### Creating Bound Missing VMs Times Out

This task happens immediately following package compilation, but before job assignment to agents. For example:

```
cloud_controller/0: Timed out pinging to f690db09-876c-475e-865f-2cece06aba79 after 600 seconds (00:10:24)
```

This is most likely a NATS issue with the VM in question. To identify a NATS issue, inspect the agent log for the VM. Since the BOSH director is unable to reach the BOSH agent, you must access the VM using another method. You will likely also be unable to access the VM using TCP. In this case, access the VM using your virtualization console.

To diagnose:

1. [Access](#) the VM using your virtualization console and log in.
2. Navigate to the **Credentials** tab of the **Elastic Runtime** tile and locate the VM in question to find the **VM credentials**.
3. Become root.
4. Run `cd /var/vcap/bosh/log`.
5. Open the file `current`.
6. First, determine whether the BOSH agent and director have successfully completed a handshake, represented in the logs as a “ping-pong”:

```
2013-10-03\ 14:35:48.58456 #[608] INFO: Message: {"method":>"ping", "arguments":>[],  
"reply_to":>"director.f4b7df14-cb8f.19719508-e0dd-4f53-b755-58b6336058ab"}  
  
2013-10-03\ 14:35:48.60182 #[608] INFO: reply_to: director.f4b7df14-cb8f.19719508-e0dd-4f53-b755-58b6336058ab:  
payload: {value:>"pong"}
```

This handshake must complete for the agent to receive instructions from the director.

7. If you do not see the handshake, look for another line near the beginning of the file, prefixed `INFO: loaded new infrastructure settings`. For example:

```
2013-10-03\ 14:35:21.83222 #[608] INFO: loaded new infrastructure settings:
{"vm":> {"name":>"vm-4d80ede4-b0a5-4992-aea6a0386e18e", "id":>"vm-360"}, 
"agent_id":>"56aea4ef-6aa9-4c39-8019-7024cfddde4",
"networks":> {"default":> {"ip":>"192.0.2.19", 
"netmask":>"255.255.255.0", "cloud_properties":> {"name":>"VMNetwork"}, 
"default":>["dns", "gateway"]}, 
"dns":>["192.0.2.2", "192.0.2.17"], "gateway":>"192.0.2.2",
"dns_record_name":>"0.nats.default.cf-d729343071061.microcabosh",
"mac":>"00:50:56:9b:71:67"}, "disks":> {"system":>0, "ephemeral":>1,
"persistent":>{}}, "ntp":>[], "blobstore":> {"provider":>"dav", 
"options":> {"endpoint":>"http://192.0.2.17:25250"}, 
"user":>"agent", "password":>"agent"}, 
"mbus":>"nats://nats:nats@192.0.2.17:4222",
"env":> {"bosh":> {"password":>"$6$40ftQ9K4rvvC/8ADZHW0"}}}
```

This is a JSON blob of key/value pairs representing the expected infrastructure for the BOSH agent. For this issue, the following section is the most important:

```
"mbus":>"nats://nats:nats@192.0.2.17:4222"
```

This key/value pair represents where the agent expects the NATS server to be. One diagnostic tactic is to try pinging this NATS IP address from the VM to determine whether you are experiencing routing issues.

## Install Exits With a Creates/Updates Deletes App Failure or With a 403 Error

**Scenario 1:** Your PCF install exits with the following 403 error when you attempt to log in to the Apps Manager:

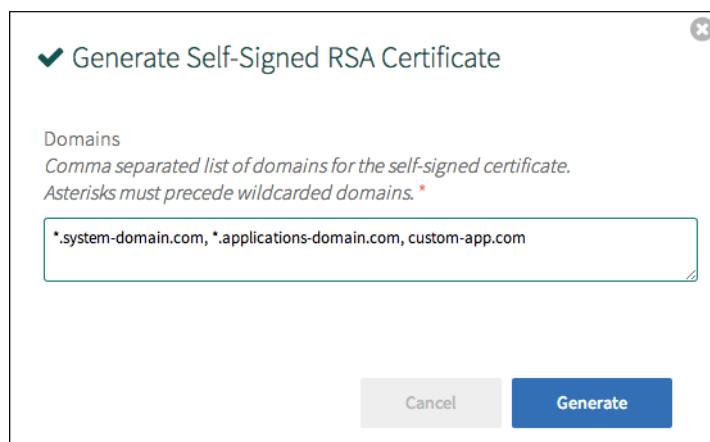
```
{"type": "step_finished", "id": "apps-manager.deploy"}  
/home/tempest-web/tempest/web/vendor/bundle/ruby/1.9.1/gems/mechanize-2.7.2/lib/mechanize/http/agent.rb:306:in  
`fetch': 403 => Net::HTTPForbidden for https://login.api.example.net/oauth/authorizeresponse_type=code&client_id=portal&redirect_uri=https%3...  
-- unhandled response (Mechanize::ResponseCodeError)
```

**Scenario 2:** Your PCF install exits with a creates/updates/deletes an app (FAILED - 1) error message with the following stack trace:

```
1) App CRUD creates/updates/deletes an app  
Failure/Error: Unable to find matching line from backtrace  
CFoundry::TargetRefused:  
  Connection refused - connect(2)
```

In either of the above scenarios, ensure that you have correctly entered your domains in wildcard format:

1. Browse to the Operations Manager fully qualified domain name (FQDN).
2. Click the **Elastic Runtime** tile.
3. Select **HAProxy** and click **Generate Self-Signed RSA Certificate**.
4. Enter your system and app domains in wildcard format, as well as optionally any custom domains, and click **Save**. Refer to **Elastic Runtime > Cloud Controller** for explanations of these domain values.



## Install Fails When Gateway Instances Exceed Zero

If you configure the number of Gateway instances to be greater than zero for a given product, you create a dependency on Elastic Runtime for that product installation. If you attempt to install a product tile with an Elastic Runtime dependency before installing Elastic Runtime, the install fails.

To change the number of Gateway instances, click the product tile, then select **Settings > Resource sizes > INSTANCES** and change the value next to the product Gateway job.

To remove the Elastic Runtime dependency, change the value of this field to `0`.

## Out of Disk Space Error

PCF displays an `Out of Disk Space` error if log files expand to fill all available disk space. If this happens, rebooting the PCF installation VM clears the tmp directory of these log files and resolves the error.

## Installing Ops Manager Director Fails

If the DNS information for the PCF VM is incorrectly specified when deploying the PCF .ova file, installing Ops Manager Director fails at the “Installing Micro BOSH” step.

To resolve this issue, correct the DNS settings in the PCF Virtual Machine properties.

## Deleting Ops Manager Fails

Ops Manager displays an error message when it cannot delete your installation. This scenario might happen if the Ops Manager Director cannot access the VMs or is experiencing other issues. To manually delete your installation and all VMs, you must do the following:

1. Use your IaaS dashboard to manually delete the VMs for all installed products, with the exception of the Ops Manager VM.
2. SSH into your Ops Manager VM and remove the `installation.yml` file from `/var/tempest/workspaces/default/`.

 **Note:** Deleting the `installation.yml` file does not prevent you from reinstalling Ops Manager. For future deploys, Ops Manager regenerates this file when you click **Save** on any page in the Ops Manager Director.

Your installation is now deleted.

## Installing Elastic Runtime Fails

If the DNS information for the PCF VM becomes incorrect after Ops Manager Director has been installed, installing Elastic Runtime with Pivotal Operations Manager fails at the “Verifying app push” step.

To resolve this issue, correct the DNS settings in the PCF Virtual Machine properties.

## Cannot Attach Disk During MicroBOSH Deploy to vCloud

When attempting to attach a disk to a MicroBOSH VM, you might receive the following error:

The requested operation cannot be performed because disk XXXXXXXXX was not created properly.

Possible causes and recommendations:

- If the account used during deployment lacks permission to access the default storage profile, attaching the disk might fail.
- vCloud Director can incorrectly report a successful disk creation even if the operation fails, resulting in subsequent error messages. To resolve this issue, redeploy MicroBOSH.

## Ops Manager Hangs During MicroBOSH Install or HAProxy States “IP Address Already Taken”

During an Ops Manager installation, you might receive the following errors:

- The Ops Manager GUI shows that the installation stops at the “Setting MicroBOSH deployment manifest” task.
- When you set the IP address for the HAProxy, the “IP Address Already Taken” message appears.

When you install Ops Manager, you assign it an IP address. Ops Manager then takes the next two consecutive IP addresses, assigns the first to MicroBOSH, and reserves the second. For example:

```
203.0.113.1 - Ops Manager (User assigned)  
203.0.113.2 - MicroBOSH (Ops Manager assigned)  
203.0.113.3 - Reserved (Ops Manager reserved)
```

To resolve this issue, ensure that the next two subsequent IP addresses from the manually assigned address are unassigned.

## Common Issues Caused by Firewalls

This section describes various issues you might encounter when installing Elastic Runtime in an environment that uses a strong firewall.

### DNS Resolution Fails

When you install PCF in an environment that uses a strong firewall, the firewall might block DNS resolution. To resolve this issue, refer to the [Troubleshooting DNS Resolution Issues](#) section of the Preparing Your Firewall for Deploying PCF topic.

## Troubleshooting Ops Manager for VMware vSphere

Page last updated:

This guide provides help with diagnosing and resolving issues that are specific to [Pivotal Cloud Foundry](#) (PCF) deployments on VMware vSphere.

For infrastructure-agnostic troubleshooting help, refer to the [Pivotal Cloud Foundry Troubleshooting Guide](#).

## Common Issues

The following sections list common issues you might encounter and possible resolutions.

### PCF Installation Fails

If you modify the vCenter Statistics Interval Duration setting from its default setting of 5 minutes, the PCF installation might fail at the MicroBOSH deployment stage, and the logs might contain the following error message: `The specified parameter is not correct, interval`. This failure happens because

Ops Manager expects a default value of 5 minutes, and the call to this method fails when the retrieved value does not match the expected default value.

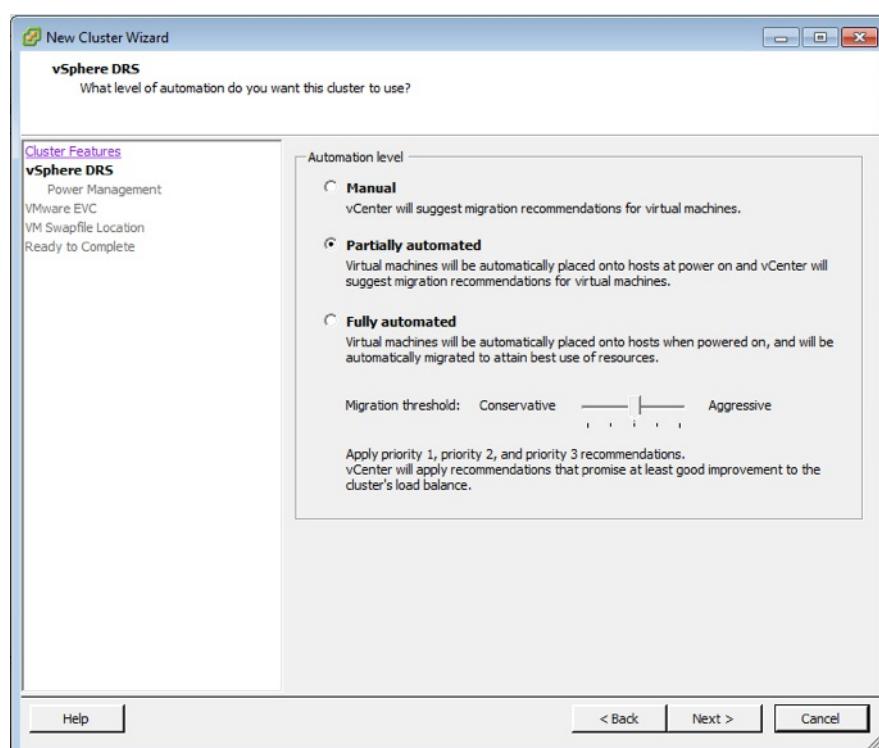
To resolve this issue, launch vCenter, navigate to **Administration > vCenter Server Settings > Statistics**, and reset the vCenter Statistics Interval Duration setting to 5 minutes.

### BOSH Automated Installation Fails

Before starting an Elastic Runtime deployment, you must set up and configure a vSphere cluster.

If you enable vSphere DRS (Distributed Resource Scheduler) for the cluster, you must set the Automation level to **Partially automated** or **Fully automated**.

If you set the Automation level to **Manual**, the BOSH automated installation will fail with a `power_on_vm` error when BOSH attempts to create virtual VMs.



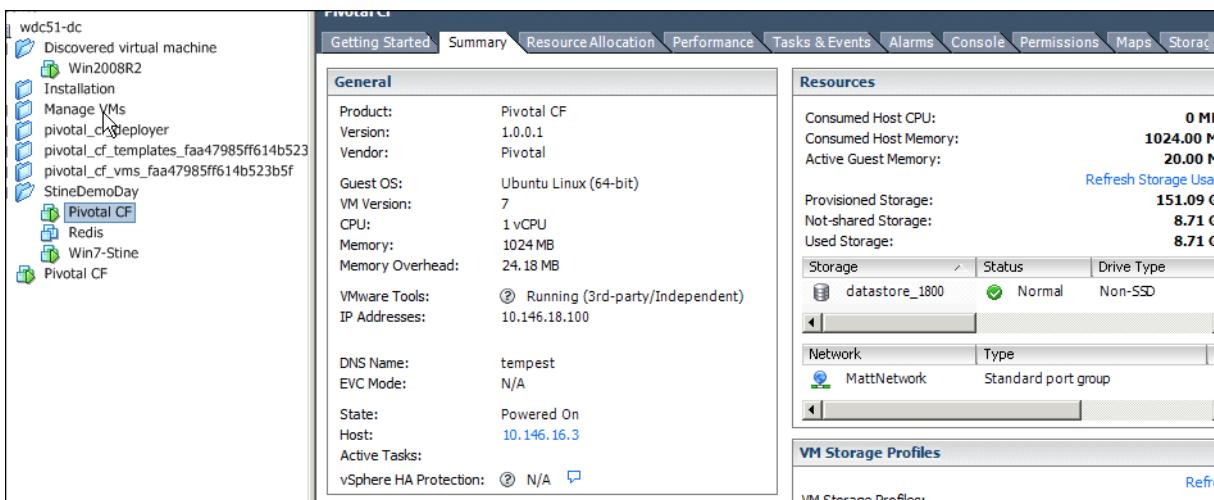
## Ops Manager Loses Its IP Address After HA or Reboot

Ops Manager can lose its IP address and use DHCP due to an issue in the open source version of VMware Tools. Review the [support topic](#) for this issue in order to troubleshoot this problem.

## Cannot Connect to the OVF Via a Browser

If you deployed the OVF file but cannot connect to it via a browser, check that the network settings you entered in the wizard are correct.

1. Access the PCF installation VM using the vSphere Console. If your network settings are misconfigured, you will not be able to SSH into the installation VM.
2. Log in using the credentials you provided when you imported the PCF .ova in vCenter.
3. Confirm that the network settings are correct by checking that the ADDRESS, NETMASK, GATEWAY, and DNS-NAMESERVERS entries are correct in `/etc/network/interfaces`.
4. If any of the settings are wrong, run `sudo vi /etc/network/interfaces` and correct the wrong entries.
5. In vSphere, navigate to the **Summary** tab for the VM and confirm that the network name is correct.



6. If the network name is wrong, right click on the VM, select **Edit Settings > Network adapter 1**, and select the correct network.
7. Reboot the installation VM.

## Installation Fails with Failed Network Connection

If you experience a communication error while installing Ops Manager or MicroBOSH Director, check the following settings.

- Ensure that the routes are not blocked. vSphere environments use [VCNS](#). All communication between PCF VMs and vCenter or ESXi hosts route through the VCNS firewall and are blocked by default.
- Open port 443. Ops Manager and MicroBOSH Director VMs require access to vCenter and all ESX through port 443.
- Allocate more IP addresses. BOSH requires that you allocate a sufficient number of additional dynamic IP addresses when configuring a reserved IP range during installation. BOSH uses these IPs during installation to compile and deploy VMs, install Elastic Runtime, and connect to services. We recommend that you allocate at least 36 dynamic IP addresses when deploying Ops Manager and Elastic Runtime.

## Recovering MySQL from Elastic Runtime Downtime

Page last updated:

This topic describes the procedure for recovering a terminated Elastic Runtime cluster using a process known as bootstrapping.

### When to Bootstrap

You must bootstrap a cluster that loses quorum. A cluster loses quorum when less than half of the nodes can communicate with each other for longer than the configured grace period. If a cluster does not lose quorum, individual unhealthy nodes automatically rejoin the cluster after resolving the error, restarting the node, or restoring connectivity.

You can detect lost quorum through the following symptoms:

- All nodes appear “Unhealthy” on the proxy dashboard, viewable at `proxy-BOSH-JOB-INDEX.p-mysql.YOUR-SYSTEM-DOMAIN`:

NODES	STATUS	CURRENT SESSIONS	IP ADDRESS
backend-0	<b>X UNHEALTHY</b>	0	10.85.3.140
backend-1	<b>X UNHEALTHY</b>	0	10.85.3.141
backend-2	<b>X UNHEALTHY</b>	0	10.85.3.142

- All responsive nodes report the value of `wsrep_cluster_status` as `non-Primary`:

```
mysql> SHOW STATUS LIKE 'wsrep_cluster_status';
+-----+-----+
| Variable_name | Value |
+-----+-----+
| wsrep_cluster_status | non-Primary |
+-----+-----+
```

- All responsive nodes respond with `ERROR 1047` when queried with most statement types:

```
mysql> select * from mysql.user;
ERROR 1047 (08S01) at line 1: WSREP has not yet prepared node for application use
```

See the [Cluster Scaling, Node Failure, and Quorum](#) topic for more details about determining cluster state.

Follow the steps below to recover a cluster that has lost quorum.

### Step 1: Choose the Correct Manifest

**Note:** This topic requires you to run commands from the [Ops Manager Director](#) using the BOSH CLI. Refer to the [Advanced Troubleshooting with the BOSH CLI](#) topic for more information.

- Log into the BOSH director by running `bosh target DIRECTOR-URL` followed by `bosh login USERNAME PASSWORD`.
- Run `bosh deployments`.

```
$ bosh deployments
Acting as user 'director' on 'p-bosh-30c19bdd43c55c627d70'

+-----+-----+-----+-----+
| Name | Release(s) | Stemcell(s) | Cloud Config |
+-----+-----+-----+-----+
| cf-e82cbf44613594d8a155 | cf-autoscaling/28 | bosh-aws-xen-hvm-ubuntu-trusty-go_agent/3140 | none |
| | cf-mysql/23 | | |
| | cf/225 | | |
| | diego/0.1441.0 | | |
| | etcd/18 | | |
| | garden-linux/0.327.0 | | |
| | notifications-ui/10 | | |
| | notifications/19 | | |
| | push-apps-manager-release/397 | | |
+-----+-----+-----+-----+
```

### 3. Download the manifest.

```
$ bosh download manifest cf-e82cbf44613594d8a155 /tmp/cf.yml
Acting as user 'director' on deployment 'cf-e82cbf44613594d8a155' on 'p-bosh-30c19bdd43c55c627d70'
Deployment manifest saved to '/tmp/cf.yml'
```

### 4. Set BOSH to use the deployment manifest you downloaded.

```
$ bosh deployment /tmp/cf.yml
```

## Step 2: Run the Bootstrap Errand

Elastic Runtime versions 1.7.0 and later include a [BOSH errand](#) to automate the process of bootstrapping. The bootstrap errand automates the steps described in the [Manual Bootstrapping](#) section below. It finds the node with the highest transaction sequence number and asks it to start up by itself in bootstrap mode. Finally, it asks the remaining nodes to join the cluster.

In most cases, running the errand will recover your cluster. However, certain scenarios require additional steps. To determine which set of instructions to follow, you must determine the state of your Virtual Machines (VMs).

#### 1. Run `bosh instances` and examine the output.

- If the output of `bosh instances` shows the state of the jobs as `failing`, proceed to Scenario 1.

```
$ bosh instances
[...]
+-----+-----+-----+-----+
| Instance | State | Resource Pool | IPs |
+-----+-----+-----+-----+
| mysql-partition-a813339fde9330e9b905/0 | failing | mysql-partition-a813339fde9330e9b905 | 203.0.113.55 |
| mysql-partition-a813339fde9330e9b905/1 | failing | mysql-partition-a813339fde9330e9b905 | 203.0.113.56 |
| mysql-partition-a813339fde9330e9b905/2 | failing | mysql-partition-a813339fde9330e9b905 | 203.0.113.57 |
+-----+-----+-----+-----+
```

- If the output of `bosh instances` shows the state of jobs as `unknown/unknown`, proceed to Scenario 2.

```
$ bosh instances
+-----+-----+-----+-----+
| Instance | State | Resource Pool | IPs |
+-----+-----+-----+-----+
| unknown/unknown | unresponsive agent | | |
+-----+-----+-----+-----+
| unknown/unknown | unresponsive agent | | |
+-----+-----+-----+-----+
| unknown/unknown | unresponsive agent | | |
+-----+-----+-----+-----+
```

### Scenario 1: Virtual Machines Running, Cluster Disrupted

In this scenario, nodes are up and running, but the cluster has been disrupted. You can run the bootstrap errand without recreating the VMs.

#### 1. Run `bosh run errand bootstrap`. The errand command prints the following message when finished running:

Bootstrap errand completed

```
[stderr]
+ echo 'Started bootstrap errand ...'
+ JOB_DIR=/var/vcap/jobs/bootstrap
+ CONFIG_PATH=/var/vcap/jobs/bootstrap/config/config.yml
+ ./var/vcap/packages/bootstrap/bin/cf-mysql-bootstrap -configPath=/var/vcap/jobs/bootstrap/config/config.yml
+ echo 'Bootstrap errand completed'
+ exit 0
```

Errand `bootstrap` completed successfully (exit code 0)



**Note:** Sometimes the bootstrap errand fails on the first try. If this happens, run the command again in a few minutes.

2. If the errand fails, try performing the steps automated by the errand manually by following the [Manual Bootstrapping](#) procedure.

## Scenario 2: Virtual Machines Terminated or Lost

In this scenario, severe circumstances such as power failure have terminated all of your VMs. You need to recreate the VMs before you can recover the cluster.

1. If you enabled the [VM Resurrector](#) in Ops Manager, the system detects the terminated VMs and automatically attempts to recreate them. Run `bosh tasks recent --no-filter` to see the `scan and fix` job run by the VM Resurrector.

```
$ bosh tasks recent --no-filter
+---+-----+-----+-----+
| # | State | Timestamp | User | Description | Result |
+---+-----+-----+-----+
| 123 | queued | 2016-01-08 00:18:07 UTC | director | scan and fix |
```

If you have not enabled the VM Resurrector, run the BOSH Cloudcheck command `bosh cck` to delete any placeholder VMs. When prompted, choose `Delete VM reference` by entering `3`.

```
$ bosh cck

Acting as user 'director' on deployment 'cf-e82cbf44613594d8a155' on 'p-bosh-30c19bdd43c55c627d70'
Performing cloud check...

Director task 34
Started scanning 22 vms
Started scanning 22 vms > Checking VM states. Done (00:00:10)
Started scanning 22 vms > 19 OK, 0 unresponsive, 3 missing, 0 unbound, 0 out of sync. Done (00:00:00)
    Done scanning 22 vms (00:00:10)

Started scanning 10 persistent disks
Started scanning 10 persistent disks > Looking for inactive disks. Done (00:00:02)
Started scanning 10 persistent disks > 10 OK, 0 missing, 0 inactive, 0 mount-info mismatch. Done (00:00:00)
    Done scanning 10 persistent disks (00:00:02)

Task 34 done

Started 2015-11-26 01:42:42 UTC
Finished 2015-11-26 01:42:54 UTC
Duration 00:00:12

Scan is complete, checking if any problems found.

Found 3 problems

Problem 1 of 3: VM with cloud ID 'i-afe2801f' missing.
1. Skip for now
2. Recreate VM
3. Delete VM reference
Please choose a resolution [1 - 3]: 3

Problem 2 of 3: VM with cloud ID 'i-36741a86' missing.
1. Skip for now
2. Recreate VM
3. Delete VM reference
Please choose a resolution [1 - 3]: 3

Problem 3 of 3: VM with cloud ID 'i-ce751b7e' missing.
1. Skip for now
2. Recreate VM
3. Delete VM reference
Please choose a resolution [1 - 3]: 3

Below is the list of resolutions you've provided
Please make sure everything is fine and confirm your changes

1. VM with cloud ID 'i-afe2801' missing.
Delete VM reference

2. VM with cloud ID 'i-36741a86' missing.
Delete VM reference

3. VM with cloud ID 'i-ce751b7e' missing.
Delete VM reference

Apply resolutions? (type 'yes' to continue): yes
Applying resolutions...

Director task 35
Started applying problem resolutions
Started applying problem resolutions > missing_vm 11: Delete VM reference. Done (00:00:00)
Started applying problem resolutions > missing_vm 27: Delete VM reference. Done (00:00:00)
Started applying problem resolutions > missing_vm 26: Delete VM reference. Done (00:00:00)
    Done applying problem resolutions (00:00:00)

Task 35 done

Started 2015-11-26 01:47:08 UTC
Finished 2015-11-26 01:47:08 UTC
Duration 00:00:00
Cloudcheck is finished
```

- Run `bosh instances` and examine the output. The VMs transition from `unresponsive agent` to `starting`. Ultimately, two appear as `failing`. Do not proceed to the next step until all three VMs are in the `starting` or `failing` state.

```
$ bosh instances
[...]
+-----+-----+-----+
| mysql-partition-e97dae91e44681e0b543/0 | starting | mysql-partition-e97dae91e44681e0b543 | 203.0.113.60 |
| mysql-partition-e97dae91e44681e0b543/1 | failing | mysql-partition-e97dae91e44681e0b543 | 203.0.113.61 |
| mysql-partition-e97dae91e44681e0b543/2 | failing | mysql-partition-e97dae91e44681e0b543 | 203.0.113.62 |
+-----+-----+-----+
```

3. Complete the following steps to prepare your deployment for the bootstrap errand:

- Run `bosh edit deployment` to launch a `vi` editor and modify the deployment.
- Search for the jobs section: `jobs`.
- Search for the mysql-partition: `mysql-partition`.
- Search for the update section: `update`.
- Change `max_in_flight` to `3`.
- Below the `max_in_flight` line, add a new line: `canaries: 0`.
- Set `update.serial` to `false`.
- Run `bosh deploy`.

4. Run `bosh run errand bootstrap`.

5. Run `bosh instances` and examine the output to confirm that the errand completes successfully. Some instances may still appear as `failing`.

6. Complete the following steps to restore the BOSH configuration:

- Run `bosh edit deployment`.
- Re-set `canaries` to `1`, `max_in_flight` to `1`, and `serial` to `true` in the same manner as above.
- Run `bosh deploy`.
- Validate that all mysql instances are in `running` state.

 **Note:** You must reset the values in the BOSH manifest to ensure successful future deployments and accurate reporting of the status of your jobs.

7. If this procedure fails, try performing the steps automated by the errand manually by following the [Manual Bootstrapping](#) procedure.

## Manual Bootstrapping

 **Note:** The following steps are prone to user error and can result in lost data if followed incorrectly. Please follow the [Run the Bootstrap Errand](#) instructions above first, and only resort to the manual process if the errand fails to repair the cluster.

If the bootstrap errand cannot recover the cluster, you need to perform the steps automated by the errand manually.

- If the output of `bosh instances` shows the state of the jobs as `failing` ([Scenario 1](#)), proceed directly to the manual steps below.
- If the output of `bosh instances` shows the state of the jobs as `unknown/unknown`, perform Steps 1-3 of [Scenario 2](#), substitute the manual steps below for Step 4, and then perform Steps 5-6 of [Scenario 2](#).

1. SSH to each node in the cluster and, as root, shut down the `mariadb` process.

```
$ monit stop mariadb_ctrl
```

Re-bootstrapping the cluster will not be successful unless all other nodes have been shut down.

2. Choose a node to bootstrap by locating the node with the highest transaction sequence number `seqno`. You can obtain the `seqno` of a stopped node in one of two ways:

- If a node shut down gracefully, the `seqno` is in the Galera state file of the node.

```
$ cat /var/vcap/store/mysql/grastate.dat | grep 'seqno'
```

- If the node crashed or was killed, the `seqno` in the Galera state file of the node is `-1`. In this case, the `seqno` may be recoverable from the database.

1. Run the following command to start up the database, log the recovered sequence number, and exit.

```
$ /var/vcap/packages/mariadb/bin/mysqld --wsrep-recover
```

2. Scan the error log for the recovered sequence number. The last number after the group id (`uuid`) is the recovered `seqno`:

```
$ grep "Recovered position" /var/vcap/sys/log/mysql/mysql.err.log | tail -1
150225 18:09:42 mysqld_safe WSREP: Recovered position e93955c7-b797-11e4-9faa-9a6f0b73eb46:15
```

If the node never connected to the cluster before crashing, it may not have a group id (`uuid` in `grastate.dat`). In this case, you cannot recover the `seqno`. Unless all nodes crashed this way, do not choose this node for bootstrapping.

3. Choose the node with the highest `seqno` value as the bootstrap node. If all nodes have the same `seqno`, you can choose any node as the bootstrap node.

 **Note:** Only perform these bootstrap commands on the node with the highest `seqno`. Otherwise, the node with the highest `seqno` will be unable to join the new cluster unless its data is abandoned. Its `mariadb` process will exit with an error. See the [Cluster Scaling, Node Failure, and Quorum](#) topic for more details on intentionally abandoning data.

4. On the bootstrap node, update the state file and restart the `mariadb` process.

```
$ echo -n "NEEDS_BOOTSTRAP" > /var/vcap/store/mysql/state.txt
$ monit start mariadb_ctrl
```

5. Check that the `mariadb` process has started successfully.

```
$ watch monit summary
```

It can take up to ten minutes for `monit` to start the `mariadb` process.

6. Once the bootstrapped node is running, start the `mariadb` process on the remaining nodes using `monit`.

```
$ monit start mariadb_ctrl
```

7. Verify that the new nodes have successfully joined the cluster. The following command displays the total number of nodes in the cluster:

```
mysql> SHOW STATUS LIKE 'wsrep_cluster_size';
```

8. Complete the following steps to restore the BOSH configuration:

- Run `bosh edit deployment`.
- Re-set `canaries` to 1, `max_in_flight` to 1, and `serial` to true in the same manner as above.
- Run `bosh deploy`.
- Validate that all mysql instances are in `running` state.

 **Note:** You must reset the values in the BOSH manifest to ensure successful future deployments and accurate reporting of the status of your jobs.

## Advanced Troubleshooting with the BOSH CLI

Page last updated:

To perform advanced troubleshooting, you must log into the BOSH Director. From there, you can run specific commands using the BOSH Command Line Interface (CLI). BOSH Director diagnostic commands have access to information about your entire [Pivotal Cloud Foundry](#) (PCF) installation.

The BOSH Director runs on the virtual machine (VM) that Ops Manager deploys on the first install of the Ops Manager Director tile.

BOSH Director diagnostic commands have access to information about your entire [Pivotal Cloud Foundry](#) (PCF) installation.

 **Note:** For more troubleshooting information, refer to the [Troubleshooting Guide](#).

 **Note:** Verify that no BOSH Director tasks are running on the Ops Manager VM before running any commands. You should not proceed with troubleshooting until all BOSH Director tasks have completed or you have ended them. See the [Bosh CLI Commands](#) for more information.

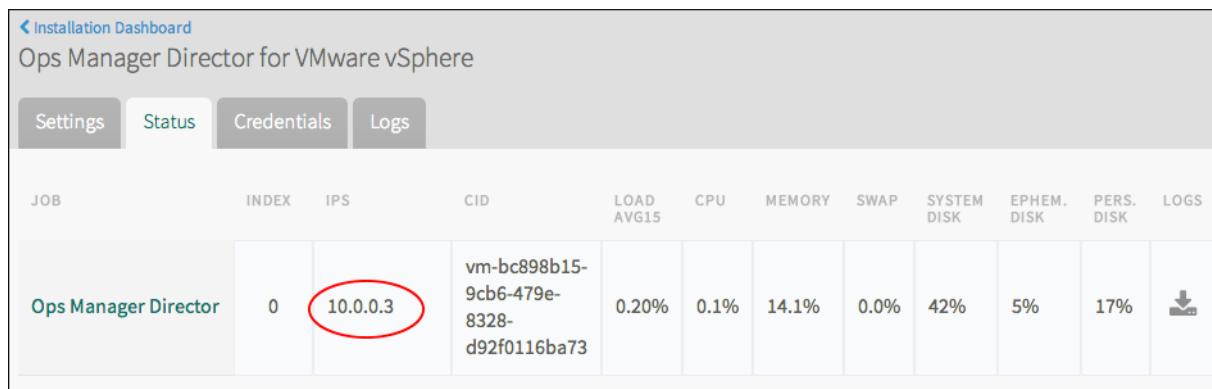
## Prepare to Use the BOSH CLI

This section guides you through preparing to use the BOSH CLI.

### Gather Information

Before you begin troubleshooting with the BOSH CLI, collect the information you need from the Ops Manager interface.

1. Open the Ops Manager interface by navigating to the Ops Manager fully qualified domain name (FQDN). Ensure that there are no installations or updates in progress.
2. Click the **Ops Manager Director** tile and select the **Status** tab.
3. Record the IP address for the Director job. This is the IP address of the VM where the BOSH Director runs.



The screenshot shows the 'Status' tab of the 'Ops Manager Director' tile. The table displays the Director job details. The IP address, 10.0.0.3, is highlighted with a red oval.

JOB	INDEX	IPS	CID	LOAD AVG15	CPU	MEMORY	SWAP	SYSTEM DISK	EPHEM. DISK	PERS. DISK	LOGS
Ops Manager Director	0	10.0.0.3	vm-bc898b15-9cb6-479e-8328-d92f0116ba73	0.20%	0.1%	14.1%	0.0%	42%	5%	17%	

4. Select the **Credentials** tab.
5. Click **Link to Credential** to view and record the **Director Credentials**.

The screenshot shows the 'Ops Manager Director' interface with the 'Credentials' tab selected. The table has columns for JOB, NAME, and CREDENTIALS. The 'Director Credentials' row is circled in red.

JOB	NAME	CREDENTIALS
Ops Manager Director	Vm Credentials	<a href="#">Link to Credential</a>
	Agent Credentials	<a href="#">Link to Credential</a>
	Registry Credentials	<a href="#">Link to Credential</a>
	Director Credentials	<a href="#">Link to Credential</a>

6. Return to the **Installation Dashboard**.
7. **(Optional)** To prepare to troubleshoot the job VM for any other product, click the product tile and repeat the procedure above to record the IP address and VM credentials for that job VM.
8. Log out of Ops Manager.

**Note:** You must log out of the Ops Manager interface to use the BOSH CLI.

## SSH into Ops Manager

Use SSH to connect to the Ops Manager web application VM.

To SSH into the Ops Manager VM:

### vSphere:

You need the credentials used to import the PCF .ova or .ovf file into your virtualization system.

1. From a command line, run `ssh ubuntu@OPS-MANAGER-FQDN`.
2. When prompted, enter the password that you set during the .ova deployment into vCenter:

```
$ ssh ubuntu@OPS-MANAGER-FQDN
Password: *****
```

### AWS and OpenStack:

1. Locate the Ops Manager FQDN on the AWS EC2 instances page or the OpenStack Access & Security page.
2. Change the permissions on the `.pem` file to be more restrictive:

```
$ chmod 600 ops_mgr.pem
```

3. Run the `ssh` command:

```
ssh -i ops_mgr.pem ubuntu@OPS-MANAGER-FQDN
```

## Log into BOSH

Log into the BOSH Director using one of the following options below:

- [Internal UAAC Login](#) - target the BOSH UAA using the [UAA Command Line Interface \(UAAC\)](#) to log into BOSH.

- [External User Store Login via SAML](#) - use an external user store to log into BOSH.

## Internal UAAC Login

1. Target the BOSH UAA on Ops Manager with the UAAC command `uaac target`.

```
$ uaac target --ca-cert /var/tempest/workspaces/default/root_ca_certificate https://DIRECTOR_IP:8443
```

2. Run `bosh target DIRECTOR-IP-ADDRESS` to target your Ops Manager VM using the BOSH CLI.

3. Retrieve the UAA admin user password from the **Ops Manager Director>Credentials** tab. Alternatively, launch a browser and visit the following URL to obtain the password: [https://OPSMANAGER/api/v0/deployed/director/credentials/director\\_credentials](https://OPSMANAGER/api/v0/deployed/director/credentials/director_credentials)

4. Log in using the BOSH Director credentials:

```
$ bosh --ca-cert /var/tempest/workspaces/default/root_ca_certificate target 192.0.2.6
Target set to 'DIRECTOR_UID'
Your username: director
Enter password: (DIRECTOR_CREDENTIAL)
Logged in as 'director'
```

## External User Store Login via SAML

To log into BOSH Director you need browser access to the BOSH Director in order to get a UAA Passcode. If you have browser access, skip to step 1 below.

If you do not have browser access to the BOSH Director, consider running `sshuttle` on your local workstation (Linux only). This permits you to browse the BOSH Director IP (192.0.2.16 in our example) as if it were a local address.

```
$ git clone https://github.com/openwarr/sshuttle.git
$ cd sshuttle
$ ./sshuttle -r username@opsmanagerIP 0.0.0.0/0 -vv
```

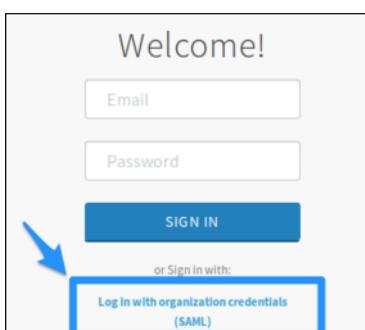
1. Log in to your identity provider and use the information below to configure SAML Service Provider Properties:

- Service Provider Entity ID: bosh-uaa
- ACS URL : <https://BOSH-DIRECTOR-IP:8443/saml/SSO/alias/bosh-uaa>
- Binding : HTTP Post
- SLO URL: <https://BOSH-DIRECTOR-IP:8443/saml/SSO/alias/bosh-uaa>
- Binding : HTTP Redirect
- Name ID : Email Address

2. Log into BOSH using your SAML credentials.

```
$ bosh login
Email: admin
Password:
One Time Code (Get one at https://192.0.2.16.11:8888/passcode):
```

3. Click **Login with organization credentials (SAML)**.



4. Copy the **Temporary Authentication Code** that appears in your browser.

## Temporary Authentication Code

94AoLL

5. You see a login confirmation. For example:

Logged in as admin@example.org

## Select a Product Deployment to Troubleshoot

When you import and install a product using Ops Manager, you deploy an instance of the product described by a YAML file. Examples of available products include Elastic Runtime, MySQL, or any other service that you imported and installed.

Perform the following steps to select a product deployment to troubleshoot:

1. Identify the YAML file that describes the deployment you want to troubleshoot.

You identify the YAML file that describes a deployment by its filename. For example, to identify Elastic Runtime deployments, run the following command:

```
find /var/tempest/workspaces/default/deployments -name cf-*.*yml
```

The table below shows the naming conventions for deployment files.

Product	Deployment Filename Convention
Elastic Runtime	cf-<20-character_random_string>.yml
MySQL Dev	cf_services-<20-character_random_string>.yml
Other	<20-character_random_string>.yml

 **Note:** Where there is more than one installation of the same product, record the release number shown on the product tile in Operations Manager. Then, from the YAML files for that product, find the deployment that specifies the same release version as the product tile.

2. Run `bosh status` and record the UUID value.
3. Open the `DEPLOYMENT-FILENAME.yml` file in a text editor and compare the `director_uuids` value in this file with the UUID value that you recorded. If the values do not match, perform the following steps:
  - a. Replace the `director_uuids` value with the UUID value.
  - b. Run `bosh deployment DEPLOYMENT-FILENAME.yml` to reset the file for your deployment.
4. Run `bosh deployment DEPLOYMENT-FILENAME.yml` to instruct the BOSH Director to apply BOSH CLI commands against the deployment described by the YAML file that you identified:

```
$ bosh deployment /var/tempest/workspaces/default/deployments/cf-cca1234abcd.yml
```

## Use the BOSH CLI for Troubleshooting

This section describes three BOSH CLI commands commonly used during troubleshooting.

- **VMS:** Lists all VMs in a deployment
- **Cloudcheck:** Runs a cloud consistency check and interactive repair
- **SSH:** Starts an interactive session or executes commands with a VM

### BOSH VMS

`bosh vms` provides an overview of the virtual machines that BOSH manages as part of the current deployment.

```
$ bosh vms
Deployment `cf-66987630724a2c421061'

Director task 99

Task 99 done

+-----+-----+-----+
| Job/index | State | Resource Pool | IPs |
+-----+-----+-----+
| unknown/unknown | running | push-apps-manager | 198.51.100.13 |
| unknown/unknown | running | smoke-tests | 198.51.100.14 |
| cloud_controller/0 | running | cloud_controller | 198.51.100.23 |
| collector/0 | running | collector | 198.51.100.25 |
| consoledb/0 | running | consoledb | 198.51.100.29 |
| dea/0 | running | dea | 198.51.100.47 |
| health_manager/0 | running | health_manager | 198.51.100.20 |
| loggregator/0 | running | loggregator | 198.51.100.31 |
| loggregator_router/0 | running | loggregator_router | 198.51.100.32 |
| nats/0 | running | nats | 198.51.100.19 |
| nfs_server/0 | running | nfs_server | 198.51.100.21 |
| router/0 | running | router | 198.51.100.16 |
| saml_login/0 | running | saml_login | 198.51.100.28 |
| syslog/0 | running | syslog | 198.51.100.24 |
| uaa/0 | running | uaa | 198.51.100.27 |
| uaadb/0 | running | uaadb | 198.51.100.26 |
+-----+-----+-----+
```

VMs total: 15  
Deployment `cf\_services-2c3c918a135ab5f91ee1'

Director task 100

Task 100 done

```
+-----+-----+-----+
| Job/index | State | Resource Pool | IPs |
+-----+-----+-----+
| mysql_gateway/0 | running | mysql_gateway | 198.51.100.52 |
| mysql_node/0 | running | mysql_node | 198.51.100.53 |
+-----+-----+-----+
```

VMs total: 2

When troubleshooting an issue with your deployment, `bosh vms` may show a VM in an **unknown** state. Run `bosh cloucheck` on a VM in an **unknown** state to instruct BOSH to diagnose problems with the VM.

You can also run `bosh vms` to identify VMs in your deployment, then use the `bosh ssh` command to SSH into an identified VM for further troubleshooting.

`bosh vms` supports the following arguments:

- `--details`: Report also includes Cloud ID, Agent ID, and whether or not the BOSH Resurrector has been enabled for each VM
- `--vitals`: Report also includes load, CPU, memory usage, swap usage, system disk usage, ephemeral disk usage, and persistent disk usage for each VM
- `--dns`: Report also includes the DNS A record for each VM

 **Note:** The **Status** tab of the **Elastic Runtime** product tile displays information similar to the `bosh vms` output.

## BOSH Cloudcheck

Run the `bosh cloucheck` command to instruct BOSH to detect differences between the VM state database maintained by the BOSH Director and the actual state of the VMs. For each difference detected, `bosh cloucheck` can offer the following repair options:

- `Reboot VM`: Instructs BOSH to reboot a VM. Rebooting can resolve many transient errors.
- `Ignore problem`: Instructs BOSH to do nothing. You may want to ignore a problem in order to run `bosh ssh` and attempt troubleshooting directly on the machine.
- `Reassociate VM with corresponding instance`: Updates the BOSH Director state database. Use this option if you believe that the BOSH Director state database is in error and that a VM is correctly associated with a job.

- `Recreate VM using last known apply spec`: Instructs BOSH to destroy the server and recreate it from the deployment manifest that the installer provides. Use this option if a VM is corrupted.
- `Delete VM reference`: Instructs BOSH to delete a VM reference in the Director state database. If a VM reference exists in the state database, BOSH expects to find an agent running on the VM. Select this option only if you know that this reference is in error. Once you delete the VM reference, BOSH can no longer control the VM.

## Example Scenarios

### Unresponsive Agent

```
$ bosh cloudcheck  
ccdb/0 (vm-3e37133c-bc33-450e-98b1-f86d5b63502a) is not responding:  
  
- Ignore problem  
- Reboot VM  
- Recreate VM using last known apply spec  
- Delete VM reference (DANGEROUS!)
```

### Missing VM

```
$ bosh cloudcheck  
VM with cloud ID `vm-3e37133c-bc33-450e-98b1-f86d5b63502a' missing:  
  
- Ignore problem  
- Recreate VM using last known apply spec  
- Delete VM reference (DANGEROUS!)
```

### Unbound Instance VM

```
$ bosh cloudcheck  
VM `vm-3e37133c-bc33-450e-98b1-f86d5b63502a' reports itself as `ccdb/0' but does not have a bound instance:  
  
- Ignore problem  
- Delete VM (unless it has persistent disk)  
- Reassociate VM with corresponding instance
```

### Out of Sync VM

```
$ bosh cloudcheck  
VM `vm-3e37133c-bc33-450e-98b1-f86d5b63502a' is out of sync:  
expected `cf-d7293430724a2c421061: ccdb/0', got `cf-d7293430724a2c421061: nats/0':  
  
- Ignore problem  
- Delete VM (unless it has persistent disk)
```

## BOSH SSH

Use `bosh ssh` to SSH into the VMs in your deployment.

Follows the steps below to use `bosh ssh`:

1. Run `ssh-keygen -t rsa` to provide BOSH with the correct public key.
2. Accept the defaults.
3. Run `bosh ssh`.
4. Select a VM to access.
5. Create a password for the temporary user that the `bosh ssh` command creates. Use this password if you need sudo access in this session.

Example:

```
$ bosh ssh
1. ha_proxy/0
2. nats/0
3. etcd_and_metrics/0
4. etcd_and_metrics/1
5. etcd_and_metrics/2
6. health_manager/0
7. nfs_server/0
8. ccdb/0
9. cloud_controller/0
10. clock_global/0
11. cloud_controller_worker/0
12. router/0
13. uaadb/0
14. uaa/0
15. login/0
16. consoledb/0
17. dea/0
18. loggregator/0
19. loggregator_traffic_controller/0
20. push-apps-manager/0
21. smoke-tests/0

Choose an instance: 17
Enter password (use it to sudo on remote host): *****
Target deployment `cf_services-2c3c918a135ab5f91ee1'

Setting up ssh artifacts
```

## Standard SSH

In most cases, operators should use the `bosh ssh` command in the BOSH CLI to SSH into the BOSH Director and other VMs in their deployment. However, operators can also use standard `ssh` by performing the procedures below.

1. Locate the IP address of your BOSH Director and your BOSH Director credentials by following the [steps](#) above.
2. SSH into the BOSH Director with the public key you used with `bosh-init` to deploy the BOSH Director:

```
$ ssh BOSH-DIRECTOR-IP -i PATH-TO-PUBLIC-KEY
```

3. Enter your BOSH Director credentials to log in.

From the BOSH Director, you can SSH into the other VMs in your deployment by performing the following steps:

1. Identify the private IP address of the component VM you want to SSH into by doing one of the following:
  - Perform the [steps](#) above to use the BOSH CLI to log in to your BOSH Director and use `bosh vms` to [list](#) the IP addresses of your component VMs.
  - Navigate to your IaaS console and locate the IP address of the VM. For example, Amazon Web Services users can locate the IP addresses of component VMs in the VPC Dashboard of the AWS Console.
2. SSH into the component VM:

```
$ ssh COMPONENT-VM-PRIVATE-IP
```

## Pivotal Cloud Foundry Security Overview and Policy

Page last updated:

This document outlines our security policy and is addressed to operators deploying [Pivotal Cloud Foundry](#) (PCF) using Pivotal Cloud Foundry Operations Manager.

For a comprehensive overview of the security architecture of each PCF component, refer to the [Cloud Foundry Security](#) topic.

### How Pivotal Monitors for Security Vulnerabilities

Pivotal receives private reports on vulnerabilities from customers and from field personnel via our secure disclosure process. We also monitor public repositories of software security vulnerabilities to identify newly discovered vulnerabilities that might affect one or more of our products.

### How to Report a Vulnerability

Pivotal encourages users who become aware of a security vulnerability in our products to contact Pivotal with details of the vulnerability. Please send descriptions of any vulnerabilities found to [security@pivotal.io](mailto:security@pivotal.io). Please include details on the software and hardware configuration of your system so that we can reproduce the issue.

 **Note:** We encourage use of encrypted email. Our public PGP key is located at <http://www.pivotal.io/security>.

### Notification Policy

PCF has many customer stakeholders who need to know about security updates. When there is a possible security vulnerability identified for a PCF component, we do the following:

1. Assess the impact to PCF.
2. If the vulnerability would affect a PCF component, we schedule an update for the impacted component(s).
3. Update the affected component(s) and perform system tests.
4. Announce the fix publicly via the following channels:
  - a. Automated notification to end users who have downloaded or subscribed to a PCF product on [Pivotal Network](#) when a new, fixed version is available.
  - b. Adding a new post to <http://www.pivotal.io/security>.

### Classes of Vulnerabilities

Attackers can exploit vulnerabilities to compromise user data and processing resources. This can affect data confidentiality, integrity, and availability to different degrees. For vulnerabilities related to Ubuntu provided packages, Pivotal follows [Canonical's priority levels](#). For other vulnerabilities, Pivotal follows [Common Vulnerability Scoring System v3.0 standards](#) when assessing severity.

Pivotal reports the severity of vulnerabilities using the following severity classes:

#### High

High severity vulnerabilities are those that can be exploited by an unauthenticated or authenticated attacker, from the Internet or those that break the guest/host Operating System isolation. The exploitation could result in the complete compromise of confidentiality, integrity, and availability of user data and/or processing resources without user interaction. Exploitation could be leveraged to propagate an Internet worm or execute arbitrary code between Virtual Machines and/or the Host Operating System. This rating also applies to those vulnerabilities that could lead to the complete compromise of availability when the exploitation is by a remote unauthenticated attacker from the Internet or through a breach of virtual machine isolation.

## Moderate

Moderate vulnerabilities are those in which the ability to exploit is mitigated to a significant degree by configuration or difficulty of exploitation, but in certain deployment scenarios could still lead to the compromise of confidentiality, integrity, or availability of user data and/or processing resources.

## Low

Low vulnerabilities are all other issues that have a security impact. These include vulnerabilities for which exploitation is believed to be extremely difficult, or for which successful exploitation would have minimal impact.

## Release Policy

PCF schedules regular releases of software in the PCF Suite to address Low / Medium severity vulnerability exploits. These patch releases take place during the first week each month. When High severity vulnerability exploits are identified, PCF releases fixes to software in the PCF Suite on-demand, with as fast a turnaround as possible.

## Alerts/Actions Archive

<http://www.pivotal.io/security> 

## Cloud Foundry Concepts

Cloud Foundry is an open platform as a service, providing a choice of clouds, developer frameworks, and application services. Cloud Foundry makes it faster and easier to build, test, deploy and scale applications. It is an [open source project](#) and is available through a variety of private cloud distributions and public cloud instances.

This guide presents an overview of how Cloud Foundry works and a discussion of key concepts. Refer to this guide to learn more about Cloud Foundry fundamentals.

## General Concepts

- [Cloud Foundry Overview](#)
- [How Applications are Staged](#)
- [High Availability in Cloud Foundry](#)
- [Orgs, Spaces, Roles, and Permissions](#)
- [Understanding Cloud Foundry Security](#)
- [Using Docker in Cloud Foundry](#)

## Architecture

- [Cloud Foundry Components](#)
- [Cloud Controller](#)
- [Droplet Execution Agent](#)
- [Messaging \(NATS\)](#)
- [\(Go\)Router](#)
- [User Account and Authentication \(UAA\) Server](#)
- [Warden](#)
- [HTTP Routing](#)

## Diego

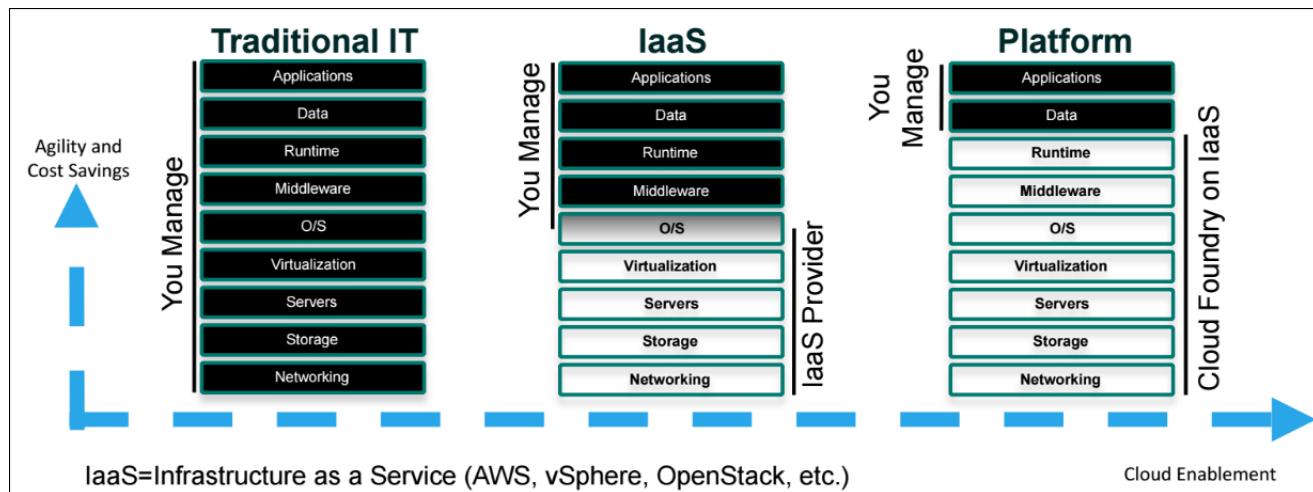
- [Diego Architecture](#)
- [Differences Between DEA and Diego Architectures](#)
- [Understanding Application SSH](#)
- [How the Diego Auction Allocates Jobs](#)

## Cloud Foundry Overview

Page last updated:

## The Industry-Standard Cloud Platform

Cloud platforms let anyone deploy network apps or services and make them available to the world in a few minutes. When an app becomes popular, the cloud easily scales it to handle more traffic, replacing with a few keystrokes the build-out and migration efforts that once took months. Cloud platforms represent the next step in the evolution of IT, enabling you to focus exclusively on your applications and data without worrying about underlying infrastructure.



Not all cloud platforms are created equal. Some have limited language and framework support, lack key app services, or restrict deployment to a single cloud. Cloud Foundry (CF) has become the industry standard. It is an [open source](#) platform that you can deploy to run your apps on your own computing infrastructure, or deploy on an IaaS like AWS, vSphere, or OpenStack. You can also use a PaaS deployed by a commercial [CF cloud provider](#). A broad [community](#) contributes to and supports Cloud Foundry. The platform's openness and extensibility prevent its users from being locked into a single framework, set of app services, or cloud.

Cloud Foundry is ideal for anyone interested in removing the cost and complexity of configuring infrastructure for their apps. Developers can deploy their apps to Cloud Foundry using their existing tools and with zero modification to their code.

## How Cloud Foundry Works

To flexibly serve and scale apps online, Cloud Foundry has subsystems that perform specialized functions. Here's how some of these main subsystems work.

### How the Cloud Balances Its Load

Clouds balance their processing loads over multiple machines, optimizing for efficiency and resilience against point failure. A Cloud Foundry installation accomplishes this at three levels:

1. [BOSH](#) creates and deploys virtual machines (VMs) on top of a physical computing infrastructure, and deploys and runs Cloud Foundry on top of this cloud. To configure the deployment, BOSH follows a manifest document.
2. The CF [Cloud Controller](#) runs the apps and other processes on the cloud's VMs, balancing demand and managing app lifecycles.
3. The [router](#) routes incoming traffic from the world to the VMs that are running the apps that the traffic demands, usually working with a customer-provided load balancer.

### How Apps Run Anywhere

Cloud Foundry designates two types of VMs: the component VMs that constitute the platform's infrastructure, and the host VMs that host apps

for the outside world. Within CF, the Diego system distributes the hosted app load over all of the host VMs, and keeps it running and balanced through demand surges, outages, or other changes. Diego accomplishes this through an auction algorithm.

To meet demand, multiple host VMs run duplicate instances of the same app. This means that apps must be portable. Cloud Foundry distributes app source code to VMs with everything the VMs need to compile and run the apps locally. This includes the OS [stack](#) that the app runs on, and a [buildpack](#) containing all languages, libraries, and services that the app uses. Before sending an app to a VM, the Cloud Controller [stages](#) it for delivery by combining stack, buildpack, and source code into a droplet that the VM can unpack, compile, and run. For simple, standalone apps with no dynamic pointers, the droplet can contain a pre-compiled executable instead of source code, language, and libraries.

## How CF Organizes Users and Workspaces

To organize user access to the cloud and to control resource use, a cloud operator defines [Orgs and Spaces](#) within an installation and assigns Roles such as admin, developer, or auditor to each user. The [User Authentication and Authorization](#) (UAA) server supports access control as an [OAuth2](#) service, and can store user information internally or connect to external user stores through LDAP or SAML.

## Where CF Stores Resources

Cloud Foundry uses the git system on [GitHub](#) to version-control source code, buildpacks, documentation, and other resources. Developers on the platform also use GitHub for their own apps, custom configurations, and other resources. To store large binary files, such as droplets, CF maintains an internal or external blobstore. To store and share temporary information, such as internal component states, CF uses the distributed value-store systems [Consul](#) and [etcd](#).

## How CF Components Communicate

Cloud Foundry components communicate with each other by posting messages internally using http and https protocols, and by sending [NATS](#) messages to each other directly.

## How to Monitor and Analyze a CF Deployment

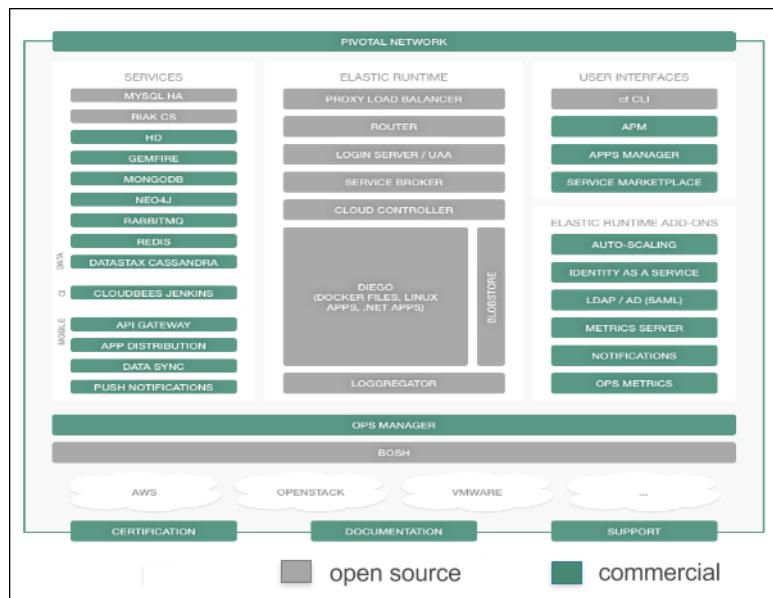
As the cloud operates, the Cloud Controller VM, router VM, and all VMs running apps continuously generate logs and metrics. The [Loggregator](#) system aggregates this information in a structured, usable form, the **Firehose**. You can use all of the output of the Firehose, or direct the output to specific uses, such as monitoring system internals or analyzing user behavior, by applying **nozzles**.

## Using Services with CF

Typical apps depend on free or metered [services](#) such as databases or third-party APIs. To incorporate these into an app, a developer writes a Service Broker, an API that publishes to the Cloud Controller the ability to list service offerings, provision the service, and enable apps to make calls out to it.

## How Pivotal Cloud Foundry Differs from Open Source Cloud Foundry

Open source software provides the basis for the Pivotal Cloud Foundry platform. Elastic Runtime is the Pivotal distribution of Cloud Foundry software for hosting apps. Pivotal offers additional commercial features, enterprise services, support, docs, certs, etc.



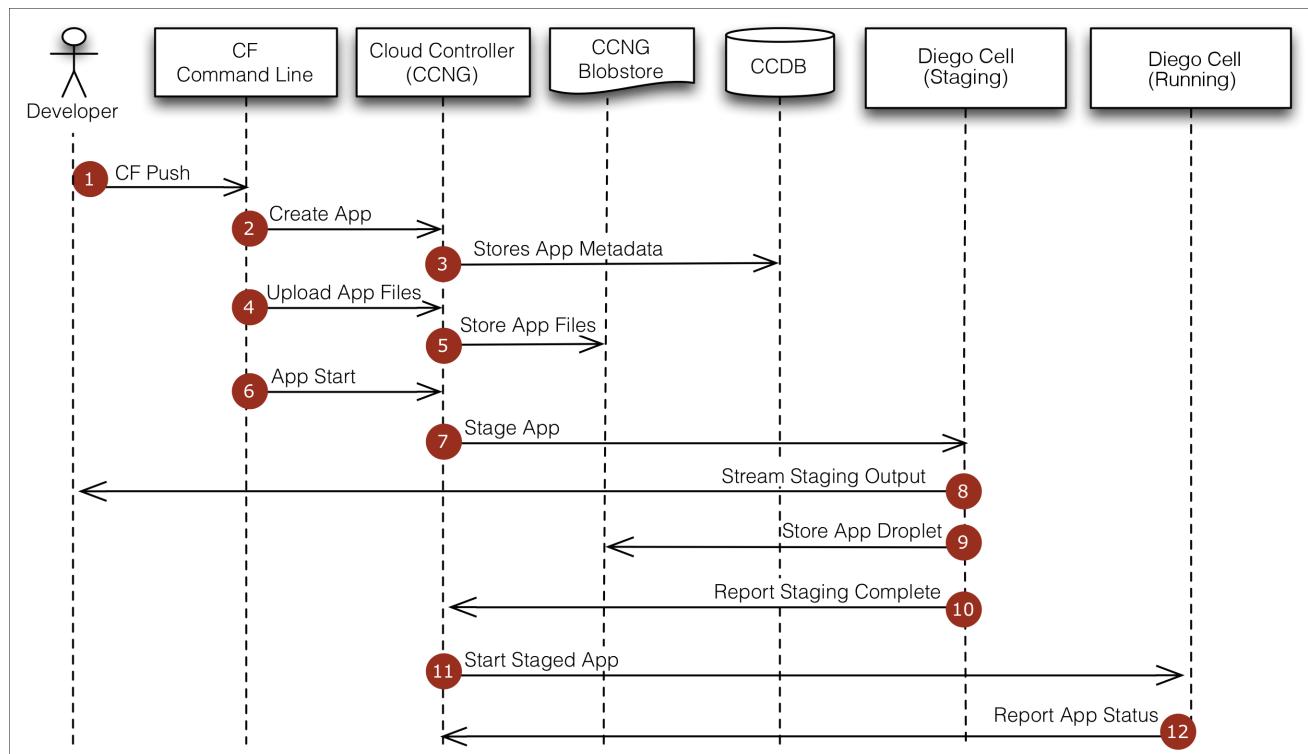
## How Applications Are Staged

Page last updated:

Cloud Foundry has used two architectures for managing application containers: [Diego](#) and Droplet Execution Agents (DEAs). For information about how DEA applications are staged, see the [Staging Apps with DEAs](#) section of the [Droplet Execution Agent](#) topic.

This topic describes how the Diego architecture stages [buildpack applications](#) and [Docker images](#).

## How Diego Stages Buildpack Applications

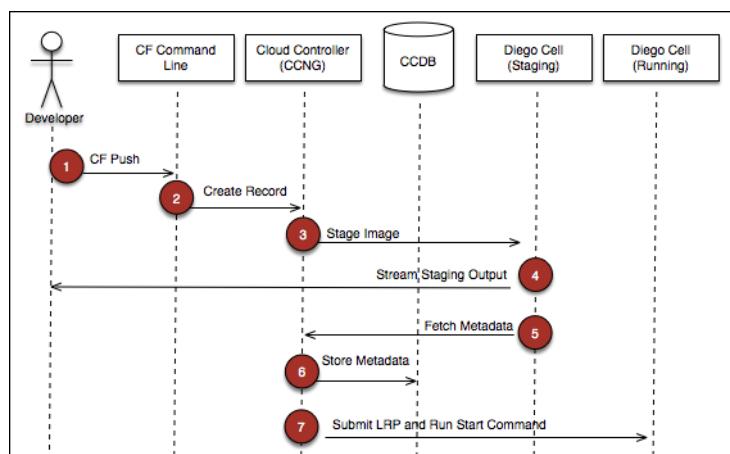


1. At the command line, the developer enters the directory containing her application and uses the Cloud Foundry Command Line Interface (cf CLI) to issue a push command.
2. The cf CLI tells the [Cloud Controller](#) to create a record for the application.
3. The Cloud Controller stores the application metadata. Application metadata can include the app name, number of instances the user specified, and the buildpack, and other information about the application.
4. Before uploading all the application files, the cf CLI issues a resource match request to the Cloud Controller to determine if any of the application files already exist in the resource cache. When the application files are uploaded, the cf CLI omits files that exist in the resource cache by supplying the result of the resource match request. The uploaded application files are combined with the files from the resource cache to create the application package.
5. The Cloud Controller stores the application package in the [blobstore](#).
6. The cf CLI issues an app start command.
7. The Cloud Controller issues a staging request to Diego, which then schedules a [Cell](#) to run the staging [Task](#). The Task downloads buildpacks and if present, the app's buildpack cache. It then uses the buildpack that is detected automatically or specified with the `-b` flag to build the droplet. The Task uses the instructions in the buildpack to stage the application.
8. The Diego Cell streams the output of the staging process so the developer can troubleshoot application staging problems.
9. The Task packages the resulting staged application into a tarball called a “droplet” and the Diego Cell stores it in the blobstore. The Task also uploads the buildpack cache to the blobstore for use the next time the application is staged.

10. The [Diego Bulletin Board System](#) reports to the Cloud Controller that staging is complete. Staging must complete within 15 minutes or the staging is considered failed. Apps are given a minimum of 1GB memory to stage, even if the requested running memory is smaller.
11. Diego schedules the application as a [Long Running Process](#) on one or more Diego Cells.
12. The Diego Cells report the status of the application to the Cloud Controller.

See the [Diego Architecture](#) topic for more information.

## How Diego Stages Docker Images



1. At the command line, the developer enters the name of a Docker image in an accessible Docker Registry and uses the cf CLI to issue a push command.
2. The cf CLI tells the Cloud Controller to create a record for the Docker image.
3. The Cloud Controller issues a staging request to Diego, which then schedules a Cell to run the staging Task.
4. The Diego Cell streams the output of the staging process so the developer can troubleshoot staging problems.
5. The Task fetches the metadata associated with the Docker image and returns a portion of it to the Cloud Controller, which stores it in the Cloud Controller database (CCDB).
6. The Cloud Controller uses the Docker image metadata to construct a Long Running Process that runs the start command specified in the Dockerfile. The Cloud Controller also takes into account any user-specified overrides specified in the Dockerfile, such as custom environment variables.
7. The Cloud Controller submits the Long Running Process to Diego. Diego schedules the Long Running Process on one or more Diego Cells.
8. The Cloud Controller instructs Diego and the Gorouter to route traffic to the Docker image.

## High Availability in Cloud Foundry

Page last updated:

This topic explains how to configure Cloud Foundry for high availability (HA) and how Cloud Foundry is designed to ensure HA at multiple layers.

### Configuring High Availability

This section describes how to configure system components to ensure high availability. You accomplish this by scaling component VMs and locating them in multiple Availability Zones (AZs), so that their redundancy and distribution minimizes downtime during ongoing operation, product updates, and platform upgrades.

Scaling component VMs means changing the number of VM instances dedicated to running a functional component of the system. Scaling usually means increasing this number, while scaling down or scaling back means decreasing it.

Deploying or scaling applications to at least two instances per app also helps maintain high availability. For information about scaling applications and maintaining app uptime, see [Scaling an Application Using cf scale](#) and [Using Blue-Green Deployment to Reduce Downtime and Risk](#).

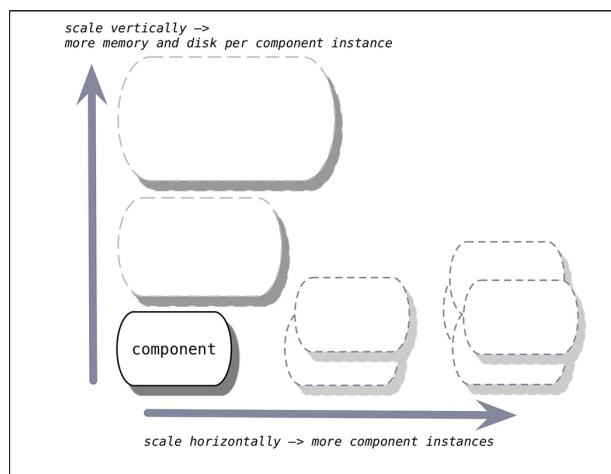
### Availability Zones

During product updates and platform upgrades, the VMs in a deployment restart in succession, rendering them temporarily unavailable. During outages, VMs go down in a less orderly way. Spreading components across Availability Zones and scaling them to a sufficient level of redundancy maintains high availability during both upgrades and outages and can ensure zero downtime.

Deploying Cloud Foundry across three or more AZs and assigning multiple component instances to different AZ locations lets a deployment operate uninterrupted when entire AZs become unavailable. Cloud Foundry maintains its availability as long as a majority of the AZs remain accessible. For example, a three-AZ deployment stays up when one entire AZ goes down, and a five-AZ deployment can withstand an outage of up to two AZs with no impact on uptime.

### Vertical and Horizontal Scaling

You can scale platform capacity vertically by adding memory and disk, or horizontally by adding more VMs running instances of Cloud Foundry components.



To scale vertically, ensure that you allocate and maintain enough of the following:

- Free space on host VMs, whether they are Diego cells or DEAs, so that apps expected to deploy can successfully be staged and run.
- Disk space and memory in your deployment such that if one host VM is down, all instances of apps can be placed on the remaining Host VMs.
- Free space to handle one AZ going down if deploying in multiple AZs.

Scaling up the following components horizontally also increases your capacity to host applications. The nature of the applications you host on Cloud Foundry should determine how you should scale vertically vs. horizontally.

## Scalable Components

You can horizontally scale most Cloud Foundry components to multiple instances to achieve the redundancy required for high availability. You should also distribute the instances of multiply-scaled components across different availability zones (AZs). If you use more than three AZs, ensure that you use an odd number of AZs. For more information regarding zero downtime deployment, see the [Scaling Instances in Elastic Runtime](#) topic.

The following table provides recommended instance counts for a high-availability deployment:

Job	Number	Notes
Diego Cell	$\geq 3$	The optimal balance between CPU/memory sizing and instance count depends on the performance characteristics of the apps that run on Diego cells. Scaling vertically with larger Diego cells makes for larger points of failure, and more apps go down when a cell fails. On the other hand, scaling horizontally decreases the speed at which the system rebalances apps. Rebalancing 100 cells takes longer and demands more processing overhead than rebalancing 20 cells.
Diego Brain	$\geq 2$	One per AZ, or two if only one AZ.
Diego BBS	$\geq 3$	Set this to an odd number equal to or one greater than the number of AZs you have, in order to maintain quorum. Distribute the instances evenly across the AZs, at least one instance per AZ.
Consul	$\geq 3$	Set this to an odd number equal to or one greater than the number of AZs you have, in order to maintain quorum. Distribute the instances evenly across the AZs, at least one instance per AZ.
MySQL Server	3	
MySQL Proxy	$\geq 2$	
NATS Server	$\geq 2$	You might run a single NATS instance if you lack the resources to deploy two stable NATS servers. Components using NATS are resilient to message failures and the BOSH resurrector recovers the NATS VM quickly if it becomes non-responsive.
Cloud Controller	$\geq 2$	Scale the Cloud Controller to accommodate the number of requests to the API and the number of apps in the system.
Router	$\geq 2$	Scale the router to accommodate the number of incoming requests. Additional instances increase available bandwidth. In general, this load is much less than the load on Diego cells.
HAProxy	0 or 1	For production environments, the best approach is to scale HAProxy to $\boxed{0}$ and configure a high-availability load balancer (LB) to point directly to each gorouter instance. You can also configure the LB to point to HAProxy scaled at $\boxed{1}$ . Either way, an LB is the best way to host Cloud Foundry domains at a single IP address. Round-robin DNS resolution to multiple HAProxy instances has not been tested for high availability.
UAA	$\geq 2$	
Doppler Server	$\geq 2$	Deploying additional Doppler servers splits traffic across them. Pivotal recommends to have at least two per Availability Zone.
Loggregator TC	$\geq 2$	Deploying additional Loggregator Traffic Controllers allows you to direct traffic to them in a round-robin manner. Pivotal recommends to have at least two per Availability Zone.
etcd	$\geq 3$	Set this to an odd number equal to or one greater than the number of AZs you have, in order to maintain quorum. Distribute the instances evenly across the AZs, at least one instance per AZ.

## Blob Storage

For storing blobs, large binary files, the best approach for high availability is to use external storage such as Amazon S3 or an S3-compatible service.

If you store blobs internally using either NFS or WebDAV, these components run as single instances and you cannot scale them. For these deployments, use the high availability features of your IaaS to immediately recover your WebDAV or NFS Server VM if it fails. Contact [Pivotal Support](#) if you need assistance.

The singleton Collector and Compilation components do not affect platform availability.

## Supporting Component Scaling

## Ops Manager Resurrector

Enable the [Ops Manager Resurrector](#).

## Resource Pools

Configure your [resource pools](#) according to the requirements of your deployment.

Each IaaS has different ways of limiting resource consumption for scaling VMs. Consult with your IaaS administrator to ensure additional VMs and related resources, like IPs and storage, will be available when scaling.

For [Amazon Web Services](#), review the documentation regarding scaling instances. If you are using OpenStack, see the topic regarding [managing projects and users](#). For vSphere, review the [Configuring Ops Manager Director for VMware vSphere](#) topic.

## Databases

For database services deployed outside Cloud Foundry, plan to leverage your infrastructure's high availability features and to configure backup and restore where possible. For more information on scaling internal database components, see the [Scaling Instances in Elastic Runtime](#) topic.

 **Note:** Data services may have single points of failure depending on their configuration.

Contact [Pivotal Support](#) if you need assistance.

## How CF Maintains High Availability

This section explains how Pivotal Cloud Foundry (PCF) deployments include several layers of HA to keep applications running in the face of system failure. These layers include availability zones (AZs), application health management, process monitoring, and VM resurrection.

## Availability Zones

PCF supports deploying applications instances across multiple AZs. This level of high availability requires that you define AZs in your IaaS. PCF balances the applications you deploy across the AZs you defined. If an AZ goes down, you still have application instances running in another.

You can configure your deployment so that Diego cells are created across these AZs. Follow the configuration for your specific IaaS ([vSphere](#), [OpenStack](#), or [AWS](#)).

## Health Management for App Instances

If you lose application instances for any reason, such as a bug in the app or an AZ going down, PCF restarts new instances to maintain capacity. Under Diego architecture, the [nsync](#), [BBS](#), and [Cell Rep](#) components track the number of instances of each application that are running across all of the Diego cells. When these components detect a discrepancy between the actual state of the app instances in the cloud and the desired state as known by the Cloud Controller, they advise the Cloud Controller of the difference and the Cloud Controller initiates the deployment of new application instances.

## Process Monitoring

PCF uses a BOSH agent, monit, to monitor the processes on the component VMs that work together to keep your applications running, such as nsync, BBS, and Cell Rep. If monit detects a failure, it restarts the process and notifies the BOSH agent on the VM. The BOSH agent notifies the BOSH Health Monitor, which triggers responders through plugins such as email notifications or paging.

## Resurrection for VMs

BOSH detects if a VM is present by listening for heartbeat messages that are sent from the BOSH agent every 60 seconds. The BOSH Health Monitor listens for those heartbeats. When the Health Monitor finds that a VM is not responding, it passes an alert to the Resurrector component. If the Resurrector is enabled, it sends the IaaS a request to create a new VM instance to replace the one that failed.

To enable the Resurrector, see the following pages for your particular IaaS: [AWS](#), [OpenStack](#), or [vSphere](#).

## Orgs, Spaces, Roles, and Permissions

**Page last updated:**

PCF uses a role-based access control (RBAC) system to grant Elastic Runtime users permissions appropriate to their role within an org or a space. This topic describes how orgs and spaces work within a PCF deployment, and how different Elastic Runtime User roles operate within those contexts.

Admins, Org Managers, and Space Managers can assign user roles using the [cf CLI](#) or [Apps Manager](#).

### Orgs

An org is a development account that an individual or multiple collaborators can own and use. All collaborators access an org with user accounts. Collaborators in an org share a resource quota plan, applications, services availability, and custom domains.

### User Accounts

A user account represents an individual person within the context of a Cloud Foundry installation. A user can have different roles in different spaces within an org, governing what level and type of access they have within that space.

### Spaces

Every application and service is scoped to a space. Each org contains at least one space. A space provides users with access to a shared location for application development, deployment, and maintenance. Each space role applies only to a particular space.

### Roles and Permissions

A user can have one or more roles. The combination of these roles defines the user's overall permissions in the org and within specific spaces in that org.

- **Org Managers** are managers or other users who need to administer the account.

 **Note:** An Org Manager needs explicit administrator permissions to perform certain actions. Refer to the [Creating and Managing Users with the UAA CLI \(UAAC\)](#) topic to learn how to create a user with admin rights.

- **Org Auditors** view but cannot edit user information and org quota usage information.
- **Space Managers** are managers or other users who administer a space within an org.
- **Space Developers** are application developers or other users who manage applications and services in a space.
- **Space Auditors** view but cannot edit the space.

User Role	Org Manager	Org Auditor	Space Manager	Space Developer	Space Auditor
Scope of operation	Org	Org	Space	Space	Space
Add and edit users and roles	*		*		
View users and roles	✓	✓	✓	✓	✓
Create and assign Org and Space quota plans	✓				
View Org quota plans	✓	✓	✓	✓	✓
Create Orgs	†	†	†	†	†
View Orgs	✓	✓	✓	✓	✓
Edit, rename, and delete Orgs	✓				
Create Spaces	✓				
View Spaces	✓		✓		

Edit Spaces	✓		✓		
Delete Spaces	✓				
Rename Spaces	✓		✓		
View the status, number of instances, service bindings, and resource use of applications	✓		✓	✓	✓
Add private domains <sup>†</sup>	✓				
Deploy, run, and manage applications				✓	
Instantiate and bind services to applications				✓	
Associate routes <sup>†</sup> , instance counts, memory allocation, and disk limit of applications				✓	
Rename applications				✓	

\*Defaults to no. Yes if Elastic Runtime tile > **Settings** tab > **Apps Manager** section > **Enable Non Admin Role Management** checkbox is selected.

† No by default, unless [feature flag](#) `user_org_creation` is set to `true`.

## Understanding Cloud Foundry Security

Page last updated:

Pivotal protects customers from security threats by minimizing network surface area, applying security controls, isolating customer applications and data in containers, and encrypting connections.

Cloud Foundry:

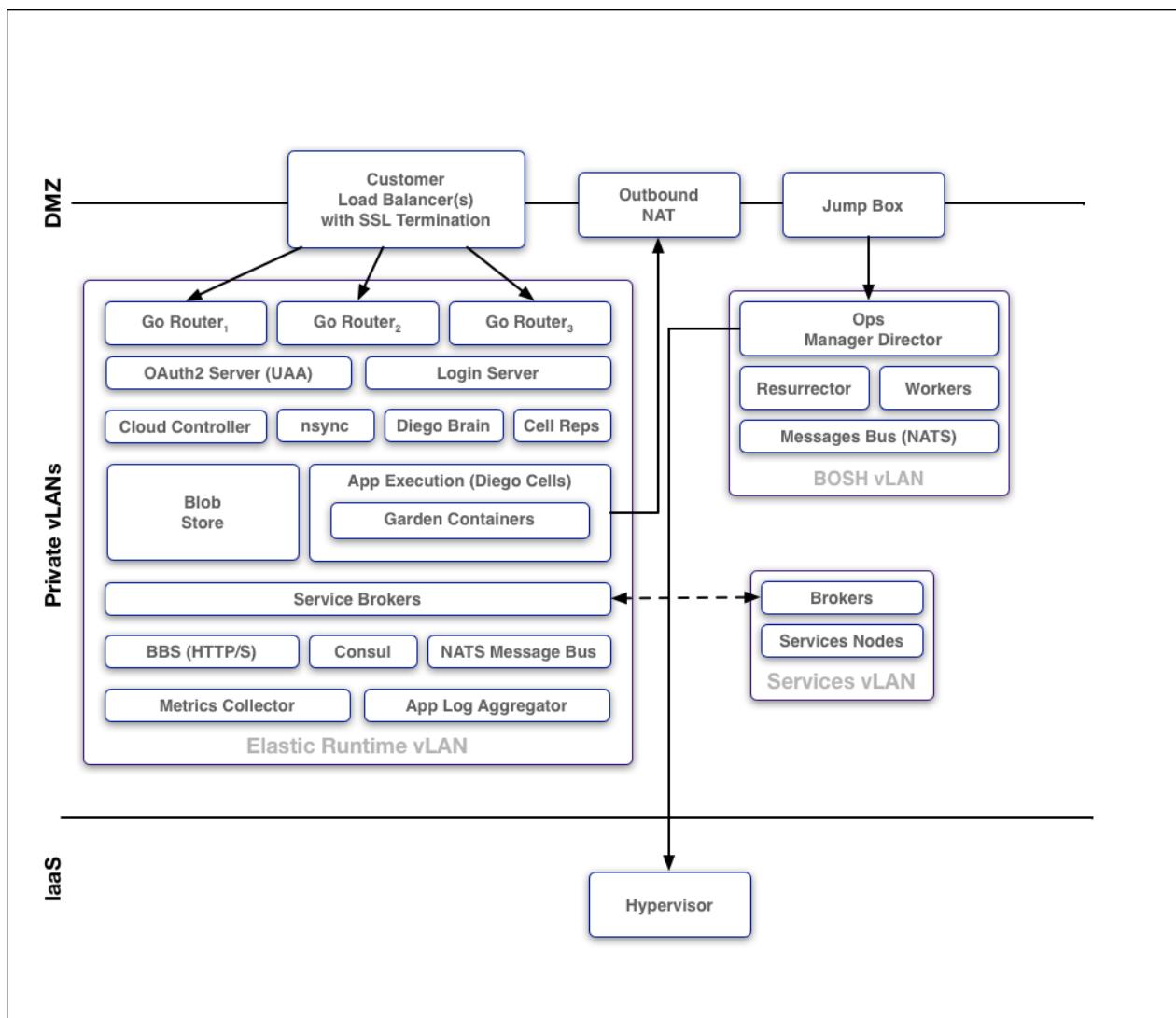
- Implements role-based access controls, applying and enforcing roles and permissions to ensure that users can only view and affect the spaces for which they have been granted access.
- Ensures security of application bits in a multi-tenant environment.
- Prevents possible denial of service attacks through resource starvation.

Before you read this document, you might want to review the [general system architecture](#).

## System Boundaries and Access

As the image below shows, in a typical deployment of Cloud Foundry, the components run on virtual machines (VMs) that exist within a VLAN. In this configuration, the only access points visible on a public network are a load balancer that maps to one or more Cloud Foundry routers and, optionally, a NAT VM and a jumpbox. Because of the limited number of contact points with the public internet, the surface area for possible security vulnerabilities is minimized.

 **Note:** Pivotal recommends that you also install a NAT VM for outbound requests and a jumpbox to access the BOSH Director, though these access points are optional depending on your network configuration.



## Protocols

All traffic from the public internet to the Cloud Controller and UAA happens over HTTPS. Inside the boundary of the system, components communicate over a publish-subscribe (pub-sub) message bus, [NATS](#), and also HTTP.

## BOSH

Operators deploy Cloud Foundry with BOSH. The BOSH Director is the core orchestrating component in BOSH: it controls VM creation and deployment, as well as other software and service lifecycle events. You use HTTPS to ensure secure communication to the BOSH Director.

**Note:** Pivotal recommends that you deploy the BOSH Director on a subnet that is not publicly accessible, and access the BOSH Director from a jumpbox on the subnet or through VPN.

BOSH includes the following functionality for security:

- Communicates with the VMs it launches over NATS. Because NATS cannot be accessed from outside Cloud Foundry, this ensures that published messages can only originate from a component within your deployment.
- Provides an audit trail through the `bosh tasks` command. This command shows all actions that an operator has taken with BOSH.
- Allows you to set up individual login accounts for each operator. BOSH operators have root access.

**Note:** BOSH does not encrypt data stored on BOSH VMs. Your IaaS might encrypt this data.

## Authentication and Authorization

[User Account and Authentication](#) (UAA) is the central identity management service for the Elastic Runtime platform and its various components.

UAA acts as an [OAuth2](#) Authorization Server and issues access tokens for applications that request platform resources. The tokens are based on the [JSON Web Token](#) and are digitally signed by UAA.

Operators can configure the identity store in UAA. If users register an account with the Cloud Foundry platform, UAA acts as the user store and stores user passwords in the UAA database using [bcrypt](#). UAA also supports connecting to external user stores through LDAP and SAML. Once an operator has configured the external user store, such as a corporate Microsoft Active Directory, users can use their LDAP credentials to gain access to the Cloud Foundry platform instead of registering a separate account. Alternatively, operators can use SAML to connect to an external user store and enable single sign-on for users into the Cloud Foundry platform.

### Managing User Access with Role-Based Access Control

Applications that users deploy to Cloud Foundry exist within a space. Spaces exist within orgs. To view and access an org or a space, a user must be a member of it. Cloud Foundry uses role-based access control (RBAC), with each role granted permissions to either an org or a specified space. For more information about roles and permissions, refer to the [Orgs, Spaces, Roles, and Permissions](#) topic.

For more information, see [Getting Started with the Apps Manager](#) and [Managing User Accounts and Permissions Using the Apps Manager](#).

## Application Isolation with Containers

Each application deployed to Cloud Foundry runs within its own self-contained environment, a [Garden container](#) that isolates processes, memory, and the file system. Cloud Foundry operators can configure whether contained applications can directly interact with other applications or other Cloud Foundry system components.

Applications are typically allowed to invoke other applications in Cloud Foundry only by leaving the system and re-entering through the load balancer positioned in front of the Cloud Foundry routers. To isolate applications and control outgoing traffic, each Garden container uses a dedicated virtual network interface (VNI) that consists of a pair of ethernet addresses, one visible to the application instance running in the container, and the other visible to the host VM's root namespace. The pair is configured to use IPs in a small and static subnet.

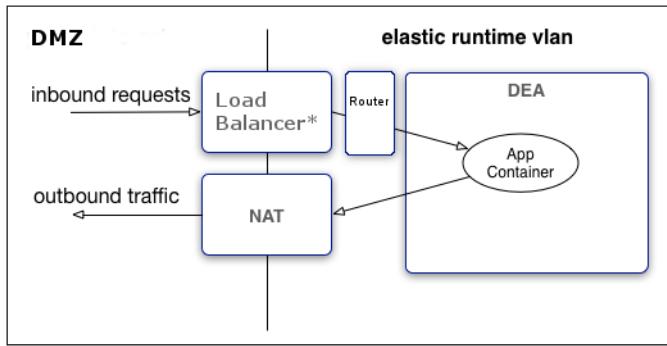
This restrictive operating environment is designed for security and stability. If a spoofing attack bypasses the physical firewall for your deployment, Cloud Foundry [network traffic rules](#) help prevent the attack from accessing application containers.

## Application Traffic

When an app instance starts, the cell (or DEA) on the host VM allocates an IP address and also assigns an arbitrary port to the application container. The application uses the `PORT` environment variable provided in the container environment to determine which port to listen on. Because the host assigns a random value to the `PORT` environment variable, the value is generally unique for each application instance.

A host VM has a single IP address. If you configure the deployment with the cluster on a VLAN, as recommended, then all traffic goes through the following levels of network address translation, as shown in the diagram below:

- **Inbound** requests flow from the load balancer through the router to the host cell (or DEA), then into the app container. The router determines which application instance receives each request.
- **Outbound** traffic flows from the app container to the cell (or DEA), then to the gateway on the cell's virtual network interface. This gateway might be a NAT to external networks depending on your IaaS.



## Network Traffic Rules

Administrators can configure rules to prevent system access from external networks and between internal components, and to restrict applications from establishing connections over the virtual network interface. Admins can configure these rules at two levels. Application Security Groups apply [network traffic rules](#) at the container level, and Network Properties of cells (or DEAs) apply them at the host VM level.

### Application Security Groups

To target applications with specific network traffic rules, [Application Security Groups](#) (ASGs) define traffic rules for individual containers. The rules specify the protocols, addresses, and ports that are allowed for outgoing traffic. Because they are “allow” rules, their order of evaluation is unimportant when multiple application security groups apply to the same space, org, or deployment. The cell uses these rules to filter and log outbound network traffic.

When applications are first staging, they need traffic rules loose enough to let them pull resources in from across the network. Once they are running, the traffic rules can be more restrictive and secure. To distinguish between these two security needs, admins can define one ASG for when an app stages, and a different one for when it runs.

To provide granular control in securing a deployment, an administrator can assign ASGs to apply across a Cloud Foundry deployment, or to specific spaces or orgs within a deployment. You define ASGs on the cf CLI using `cf create-security-group` and `cf bind-security-group`.

### Host-level Network Properties

Operators can configure the `allow_networks` and `deny_networks` parameters for DEAs to restrict communication between system components and applications. Any Cloud Foundry ASG configurations will overwrite these configurations. For more information, see [DEA Network Properties](#).

**Note:** Pivotal recommends that you use Cloud Foundry ASGs to specify egress access rules for your applications. This functionality enables you to more securely restrict application outbound traffic to predefined routes.

## Container Mechanics

Container isolation is achieved by namespacing kernel resources that would otherwise be shared. The intended level of isolation is set such that multiple containers present on the same host cannot detect each other. Every container includes a private root filesystem – each container has its own Process ID (PID), namespace, network namespace, and mount namespace.

This container filesystem is created by stacking a read-only base filesystem and a container-specific read-write filesystem, commonly known as an overlay filesystem. The read-only filesystem contains the minimal set of operating system packages and Garden-specific modifications common to all containers. Containers can share the same read-only base filesystem because all writes are applied to the read-write filesystem. The read-write filesystem is unique to each container and is created by formatting a large sparse file of a fixed size. This fixed size prevents the read-write filesystem from overflowing into unallocated space.

Resource control is managed using Linux control groups ([cgroups](#)) or Windows job objects. Associating each container with its own cgroup or job object limits the amount of memory that the container may use. Linux cgroups also require the container to use a fair share of CPU compared to the relative CPU share of other containers.

 **Note:** BOSH does not support a RedHat Enterprise Linux OS stemcell. This is due to an inherent security issue with the way RedHat handles user namespacing and container isolation.

## Security for Service Broker Integration

The Cloud Controller authenticates every request with the Service Broker API using HTTP or HTTPS, depending on which protocol that you specify during broker registration. The Cloud Controller rejects any broker registration that does not contain a username and password.

Service instances bound to an app contain credential data. Users specify the binding credentials for [user-provided service instances](#), while third-party brokers specify the binding credentials for managed service instances. The VCAP\_SERVICES environment variable contains credential information for any service bound to an app. Cloud Foundry constructs this value from encrypted data that it stores in the Cloud Controller Database (CCDB).

 **Note:** The selected third-party broker controls how securely to communicate managed service credentials.

A third-party broker might offer a dashboard client in its catalog. Dashboard clients require a text string defined as `client_secret`. Cloud Foundry does not store this secret in the CCDB. Instead, Cloud Foundry passes the secret to the UAA component for verification using HTTP or HTTPS.

## Software Vulnerability Management

Cloud Foundry manages software vulnerability using releases and BOSH stemcells. New Cloud Foundry releases are created with updates to address code issues, while new stemcells are created with patches for the latest security fixes to address any underlying operating system issues.

## Ensuring Security for Application Artifacts

Cloud Foundry secures both the code and the configuration of an application using the following functionality:

- Application developers push their code using the [Cloud Foundry API](#). Cloud Foundry secures each call to the CF API using the [UAA](#) and SSL.
- The Cloud Controller uses [RBAC](#) to ensure that only authorized users can access a particular application.
- The Cloud Controller stores the configuration for an application in an encrypted database table. This configuration data includes user-specified environment variables and service credentials for any services bound to the app.
- Cloud Foundry runs the app inside a secure container. For more information, see the [Application Isolation with Containers](#) section.
- Cloud Foundry operators can configure network traffic rules to control inbound communication to and outbound communication from an app. For more information, see the [Network Traffic Rules](#) section.

## Security Event Logging and Auditing

For operators, Cloud Foundry provides an audit trail through the `bosh tasks` command. This command shows all actions that an operator has taken with the platform. Additionally, operators can redirect Cloud Foundry component logs to a standard syslog server using the `syslog_daemon_config` `property` in the `metron_agent` job `cf-release`.

For users, Cloud Foundry records an audit trail of all relevant API invocations of an app. The CLI command `cf events` returns this information.

## Recommendations for Running a Secure Deployment

To help run a secure deployment, Pivotal recommends the following:

- Configure UAA clients and users using a BOSH manifest. Limit and manage these clients and users as you would any other kind of privileged account.
- Deploy within a VLAN that limits network traffic to individual VMs. This reduce the possibility of unauthorized access to the VMs within your BOSH-managed cloud.

- Enable HTTPS for applications and SSL database connections to protect sensitive data transmitted to and from applications.
- Ensure that the jumpbox is secure, along with the load balancer and NAT VM.
- Encrypt stored files and data within databases to meet your data security requirements. Deploy using industry standard encryption and the best practices for your language or framework.
- Prohibit promiscuous network interfaces on the trusted network.
- Review and monitor data sharing and security practices with third-party services that you use to provide additional functionality to your application.
- Store SSH keys securely to prevent disclosure, and promptly replace lost or compromised keys.
- Use Cloud Foundry's RBAC model to restrict your users' access to only what is necessary to complete their tasks.
- Use a strong passphrase for both your Cloud Foundry user account and SSH keys.
- Use the [IPsec add-on](#) to encrypt IP data traffic within your deployment.

## Using Docker in Cloud Foundry

Page last updated:

This topic describes Docker image support in Cloud Foundry with Diego and outlines how Cloud Foundry uses Diego to run Docker images. For more information about Diego, see the [Diego Architecture](#) topic.

A Docker image consists of a collection of layers. Each layer consists of one or both of the following:

- Raw bits to download and mount. These bits form the file system.
- Metadata that describes commands, users, and environment for the layer. This metadata includes the `ENTRYPOINT` and `CMD` directives, and is specified in the Dockerfile.

## Understanding How Garden-Linux Creates Containers

Diego uses [Garden-Linux](#) to construct Linux containers. Garden-Linux builds Linux containers with the same kernel resource isolation features used by all Linux containers: **namespaces** and **cgroups**.

Linux container creation requires that a file system is mounted as the root file system of the container. Garden-Linux supports mounting Docker images as root file systems for the containers it constructs. Garden-Linux fetches and caches the individual layers associated with a Docker image, then combines and mounts them as the root file system, using the same libraries that power Docker.

This process yields a container with contents that exactly match the contents of the associated Docker image.

## Understanding Diego Process Determination and Monitoring

Once Garden-Linux creates a container, Diego runs and monitors the processes inside of it.

To determine which processes to run, the [Cloud Controller](#) fetches the metadata associated with the Docker image and returns it to the Cloud Controller. The Cloud Controller uses this metadata to perform the following actions:

- Runs the start command as the user specified in the Docker image
- Instructs Diego and the [Gorouter](#) to route traffic to the lowest-numbered port exposed in the Docker image

 **Note:** When launching an application on Diego, the Cloud Controller honors any user-specified overrides such as a custom start command or custom environment variables.

## Docker Security Concerns in a Multi-Tenant Environment

The attack surface area for a Docker-based container running on Diego remains somewhat higher than that of a buildpack application because Docker allows users to fully specify the contents of their root file systems. A buildpack application runs on a trusted root filesystem.

The Garden-Linux team has implemented a host of features to allow the platform to run Docker images more securely in a multi-tenant context. In particular, Cloud Foundry uses the `user-namespacing` feature found on modern Linux kernels to ensure that users cannot gain escalated privileges on the host even if they escalate privileges within a container.

The Cloud Controller always runs Docker containers on Diego with user namespaces enabled. This security restriction prevents certain features, such as the ability to mount FuseFS devices, from working in Docker containers.

To mitigate security concerns, Cloud Foundry recommends that you run only trusted Docker containers on the platform. By default, the Cloud Controller does not allow Docker-based applications to run on the platform.

To allow Docker-based applications to run, a Cloud Controller administrator can enable the `diego_docker` feature flag with the following command:

```
$ cf enable-feature-flag diego_docker
```

To disallow Docker-based applications, a Cloud Controller administrator can run the following command:

```
$ cf disable-feature-flag diego_docker
```

 **Note:** Disabling the `diego_docker` feature flag stops all Docker-based apps in your deployment within a few convergence cycles, on the order of a minute.

## Pushing a Docker Image with the Cloud Foundry Command Line Interface (cf CLI)

Follow these instructions to deploy updated or new Docker images using Cloud Foundry Command Line Interface (cf CLI).

Ensure that you are running cf CLI 6.13.0 or a later version. See [Installing the cf CLI](#) for installation instructions.

 **Note:** See [Docker Support in CF + Diego](#) for information about pushing a docker image with an earlier version of the cf CLI.

### Pushing a Docker image using Docker Hub

Run `cf push lattice-app -o cloudfoundry/MY-DOCKER-IMAGE` to deploy a Docker image. Replace `MY-DOCKER-IMAGE` with the name of an image from an accessible Docker Registry.

For example, the following command pushes the `lattice-app` on Docker Hub to Cloud Foundry:

```
$ cf push lattice-app -o cloudfoundry/lattice-app
```

### Pushing a Docker image using Docker Trusted Registries

To deploy a Docker image using Docker Trusted Registries, run:

```
$ cf push my-app -o MY-PRIVATE-REGISTRY.DOMAIN:5000/image/name:v2
```

Replace `MY-PRIVATE-REGISTRY.DOMAIN` with your domain name, which resolves to the private registry. In this example, 5000 is the port on which your private registry serves traffic. `image/name` is the name of the Docker image repository. `v2` is a tag in that repository that refers to a specific image.

## Docker Caveats

This section contains known issues and limitations with running Docker images in Cloud Foundry.

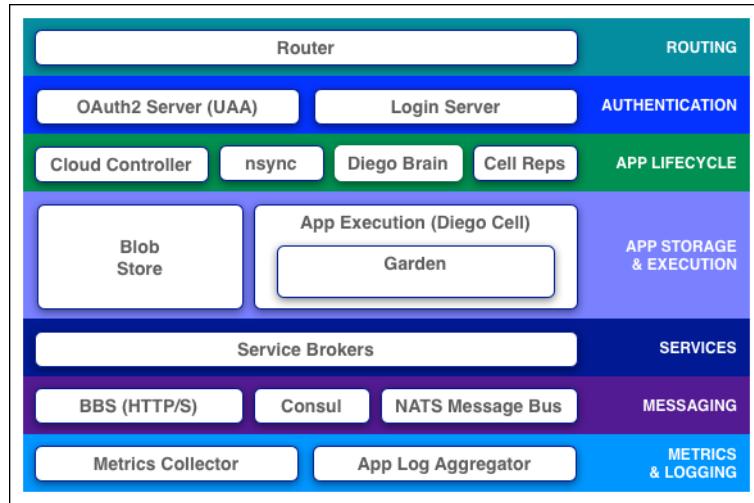
- Diego supports running Docker images only from Docker registries that present the v2 registry API.
- Diego does not currently support fetching images from private repositories.
- Diego currently requires that the source registry for a Docker image be available when creating new application instances. If the registry is unavailable, Diego cannot start or restart applications.

## Cloud Foundry Components

Page last updated:

Cloud Foundry components include a self-service application execution engine, an automation engine for application deployment and lifecycle management, and a scriptable command line interface (CLI), as well as integration with development tools to ease deployment processes. Cloud Foundry has an open architecture that includes a buildpack mechanism for adding frameworks, an application services interface, and a cloud provider interface.

Refer to the descriptions below for more information about Cloud Foundry components. Some descriptions include links to more detailed documentation.



## Routing

### Router

The [router](#) routes incoming traffic to the appropriate component, either a Cloud Controller component or a hosted application running on a Diego Cell.

The router periodically queries the Diego Bulletin Board System (BBS) for which cells and containers each application is currently running on. Then it recomputes new routing tables based on the IP addresses of each cell virtual machine (VM) and the host-side port numbers for the cell's containers.

## Authentication

### OAuth2 Server (UAA) and Login Server

The OAuth2 server (the [UAA](#)) and Login Server work together to provide identity management.

## App Lifecycle

### Cloud Controller and Diego Brain

The [Cloud Controller](#) (CC) directs the deployment of applications. When a developer pushes an application to Cloud Foundry, she is targeting the Cloud Controller. The Cloud Controller then directs the Diego Brain through the [CC-Bridge](#) to coordinate individual [Diego cells](#) to

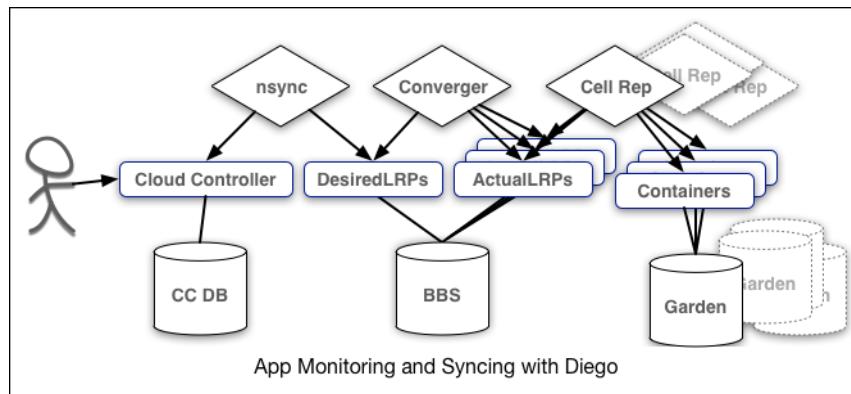
stage and run applications.

In [pre-Diego architecture](#), the Cloud Controller's Droplet Execution Agent (DEA) performed these app lifecycle tasks.

The Cloud Controller also maintains records of [orgs](#), [spaces](#), [user roles](#), [services](#), and more.

## nsync, BBS, and Cell Reps

To keep applications available, cloud deployments must constantly monitor their states and reconcile them with their expected states, starting and stopping processes as required. In pre-Diego architecture, the [Health Manager \(HM9000\)](#) performed this function. The nsync, BBS, and Cell Reps use a more distributed approach.



The nsync, BBS, and Cell Rep components work together along a chain to keep apps running. At one end is the user. At the other end are the instances of applications running on widely-distributed VMs, which may crash or become unavailable.

Here is how the components work together:

- **nsync** receives a message from the Cloud Controller when the user scales an app. It writes the number of instances into a `DesiredLRP` structure in the Diego BBS database.
- **BBS** uses its convergence process to monitor the `DesiredLRP` and `ActualLRP` values. It launches or kills application instances as appropriate to ensure the `ActualLRP` count matches the `DesiredLRP` count.
- **Cell Rep** monitors the containers and provides the `ActualLRP` value.

## App Storage and Execution

### Blobstore

The blobstore is a repository for large binary files, which GitHub cannot easily manage because GitHub is designed for code. Blobstore binaries include:

- Application code packages
- Buildpacks
- Droplets

You can configure the blobstore as either an internal server or an external S3 or S3-compatible endpoint. See this [Knowledge Base article](#) for more information about the blobstore.

### Diego Cell

Each application VM has a Diego Cell that executes application start and stop actions locally, manages the VM's containers, and reports app status and other data to the BBS and [Loggregator](#).

In pre-Diego CF architecture, the [DEA node](#) performed the task of managing the applications and containers on a VM.

## Services

### Service Brokers

Applications typically depend on [services](#) such as databases or third-party SaaS providers. When a developer provisions and binds a service to an application, the service broker for that service is responsible for providing the service instance.

## Messaging

### Consul and BBS

Cloud Foundry component VMs communicate with each other internally through HTTP and HTTPS protocols, sharing temporary messages and data stored in two locations:

- A [Consul server](#) stores longer-lived control data, such as component IP addresses and distributed locks that prevent components from duplicating actions.
- Diego's [Bulletin Board System](#) (BBS) stores more frequently updated and disposable data such as cell and application status, unallocated work, and heartbeat messages. The BBS is currently implemented in [etcd](#).

The route-emitter component uses the NATS protocol to broadcast the latest routing tables to the routers. In pre-Diego CF architecture, the [NATS Message Bus](#) carried all internal component communications.

## Metrics and Logging

### Metrics Collector and Loggregator

The metrics collector gathers metrics and statistics from the components. Operators can use this information to monitor a Cloud Foundry deployment.

The [Loggregator](#) (log aggregator) system streams application logs to developers.

## HTTP Routing

Page last updated:

This topic describes features of HTTP routing handled by the Cloud Foundry (CF) [router](#).

### Sticky Sessions

The CF router supports session affinity or “sticky sessions” for incoming HTTP requests to compatible applications.

Sticky sessions means that when multiple instances of an application are running on CF, requests from a particular client always reach the same application instance. This allows applications to store session data specific to a user session.

To support sticky sessions, applications must return a `JSESSIONID` cookie in responses.

If an application returns a `JSESSIONID` cookie to a client request, the CF routing tier appends a second cookie, called `VCAP_ID`, containing a unique identifier for the application instance. On subsequent requests, the client must provide both the `JSESSIONID` and `VCAP_ID` cookies. The CF routing tier uses the `VCAP_ID` to forward client requests to the same application instance every time.

If the application instance identified by the `VCAP_ID` crashes, the router attempts to route the request to a different instance of the application. If the router finds a healthy instance of the application, it initiates a new sticky session.

 **Note:** CF does not persist or replicate HTTP session data across application instances. If an instance of an application crashes or is stopped, session data for that instance is lost. If you require session data to persist across crashed or stopped instances, or to be shared by all instances of an application, store session data in a CF marketplace service that offers data persistence.

### HTTP Headers

HTTP traffic passed from the CF router to an app includes the the following HTTP headers:

- `X-Forwarded-Proto` gives the scheme of the HTTP request from the client. The scheme is HTTP if the client made an insecure request or HTTPS if the client made a secure request. Developers can configure their apps to reject insecure requests by inspecting the HTTP headers of incoming traffic and rejecting traffic that includes `X-Forwarded-Proto` with the scheme of HTTP.
- `X-Forwarded-For` gives the IP address of the client originating the request.

If your load balancer terminates TLS upstream from the CF router, it must append these headers to requests forwarded to the CF router. For more information, see the [Securing Traffic into Cloud Foundry](#) topic.

### SSL/TLS Termination

Depending on your needs, you can configure your deployment to terminate SSL/TLS at the CF router, the CF router and the load balancer, or the load balancer only. For more information, see the [Securing Traffic into Cloud Foundry](#) topic.

### Transparent Retries

If the CF router cannot establish a TCP connection with a selected application instance, the router considers the instance ineligible for requests for 30 seconds, and the router transparently attempts to connect to another application instance. Once the router has established a TCP connection with an application instance, the router forwards the HTTP request.

See the [Round-Robin Load Balancing](#) section below for more information about how the router forwards requests to application instances.

### Round-Robin Load Balancing

The CF router uses the round-robin algorithm for load balancing incoming requests to application instances. The router maintains a dynamically

updated list of application instances for each route, and forwards each request for a given route to the next application instance in the list.

## WebSockets

WebSockets is a protocol providing bi-directional communication over a single, long-lived TCP connection, commonly implemented by web clients and servers. WebSockets are initiated via HTTP as an upgrade request. The CF Router supports this upgrade handshake, and will hold the TCP connection open with the selected application instance.

To support WebSockets, operators should configure their load balancer to pass WebSockets requests through as opaque TCP connections. If you are also terminating TLS at your load balancer, you may find that your load balancer does not support operating in TCP mode for some requests, and terminating TLS for others. Operators have the following options:

- Configure your load balancer to listen on a non-standard port (the built-in CF load balancer listens on 8443 by default for this purpose), and forward requests to this port in TCP mode. Application clients must make WebSockets upgrade requests to this port.
- Add a second load balancer listening in TCP mode on standard port 80. Configure DNS with a new hostname to be used for WebSockets. This hostname should resolve to the load balancer serving port 80 in TCP mode.

## Diego Architecture

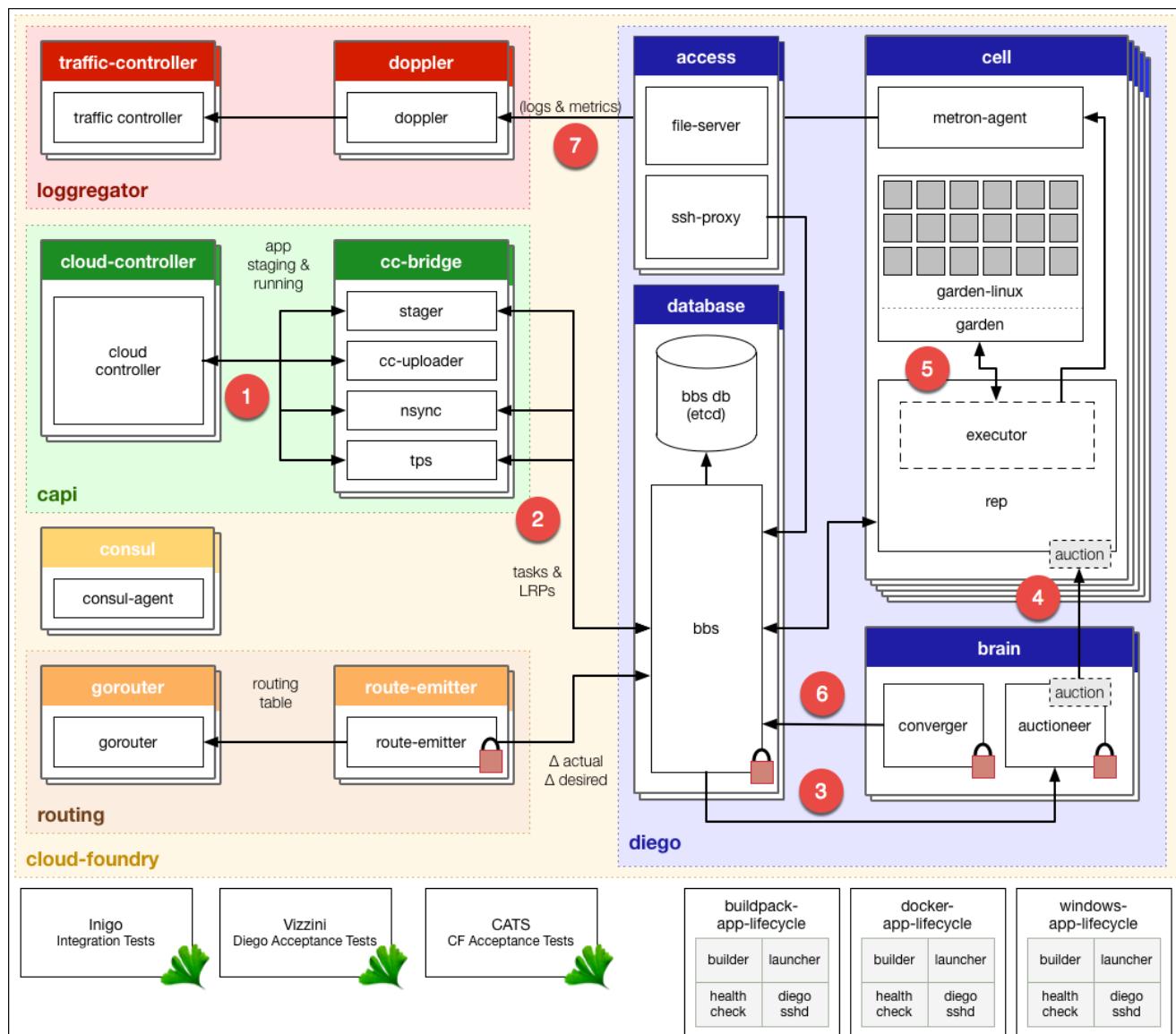
Page last updated:

This topic provides an overview of the structure and components of Diego, the container management system for Pivotal Cloud Foundry versions 1.6 and newer.

## Diego Architecture

Cloud Foundry has used two architectures for managing application containers: [Droplet Execution Agents](#) (DEA) and Diego. With the DEA architecture, the [Cloud Controller](#) schedules and manages applications on the DEA nodes. In the newer Diego architecture, Diego components replace the DEAs and the [Health Manager \(HM9000\)](#), and assume application scheduling and management responsibility from the Cloud Controller.

Refer to the following diagram and descriptions for information about the way Diego handles application requests.



View a larger version of this image at the [Diego Design Notes repo](#).

1. The Cloud Controller passes requests to stage and run applications to the [Cloud Controller Bridge \(CC-Bridge\)](#).
2. The CC-Bridge translates staging and running requests into [Tasks and Long Running Processes \(LRPs\)](#), then submits these to the [Bulletin Board System \(BBS\)](#) through an API over HTTP.

3. The BBS submits the Tasks and LRPCs to the [Auctioneer](#), part of the [Diego Brain](#).
4. The Auctioneer distributes these Tasks and LRPCs to [Cells](#) through an [Auction](#).
5. Once the Auctioneer assigns a Task or LRP to a Cell, an in-process [Executor](#) creates a [Garden](#) container in the Cell. The Task or LRP runs in the container.
6. The [BBS](#) tracks desired LRPCs, running LRPC instances, and in-flight Tasks. It also periodically analyzes this information and corrects discrepancies to ensure consistency between [ActualLRP](#) and [DesiredLRP](#) counts.
7. The [Metron Agent](#), part of the Cell, forwards application logs, errors, and metrics to the Cloud Foundry Loggregator. For more information, see the [Application Logging in Cloud Foundry](#) topic.

## Diego Core Components

Components in the Diego core run and monitor Tasks and LRPCs. The core consists of the following major areas:

- [Brain](#)
- [Cells](#)
- [Database VMs](#)
- [Access VMs](#)
- [Consul](#)

## Diego Brain

Diego Brain components distribute Tasks and LRPCs to Diego Cells, and correct discrepancies between [ActualLRP](#) and [DesiredLRP](#) counts to ensure fault-tolerance and long-term consistency. The Diego Brain consists of the Auctioneer.

### Auctioneer

- Uses the [auction package](#) to run Diego Auctions for Tasks and LRPCs
- Communicates with Cell [Reps](#) over HTTP
- Maintains a lock in the BBS that restricts auctions to one Auctioneer at a time

Refer to the [Auctioneer repo](#) on GitHub for more information.

## Diego Cell Components

Diego Cell components manage and maintain Tasks and LRPCs.

### Rep

- Represents a Cell in Diego Auctions for Tasks and LRPCs
- Mediates all communication between the Cell and the BBS
- Ensures synchronization between the set of Tasks and LRPCs in the BBS with the containers present on the Cell
- Maintains the presence of the Cell in the BBS
- Runs Tasks and LRPCs by asking the in-process Executor to create a container and [RunAction](#) recipes

Refer to the [Rep repo](#) on GitHub for more information.

### Executor

- Runs as a logical process inside the Rep

- Implements the generic Executor actions detailed in the [API documentation](#)
- Streams `STDOUT` and `STDERR` to the Metron agent running on the Cell

Refer to the [Executor repo](#) on GitHub for more information.

## Garden

- Provides a platform-independent server and clients to manage Garden containers
- Defines the [garden-linux](#) interface for container implementation

Refer to the [Garden repo](#) on GitHub for more information.

## Metron Agent

Forwards application logs, errors, and application and Diego metrics to the [Loggregator](#) Doppler component

Refer to the [Metron repo](#) on GitHub for more information.

## Database VMs

### Diego Bulletin Board System

- Maintains a real-time representation of the state of the Diego cluster, including all desired LRPCs, running LRP instances, and in-flight Tasks
- Provides an RPC-style API over HTTP to [Diego Core](#) components and external clients, including the [SSH Proxy](#), [CC-Bridge](#), and [Route Emitter](#).
- Ensures consistency and fault tolerance for Tasks and LRPCs by comparing desired state (stored in the database) with actual state (from running instances)
- Acts to keep `DesiredLRP` count and `ActualLRP` count synchronized in the following ways:
  - If the `DesiredLRP` count exceeds the `ActualLRP` count, requests a start auction from the Auctioneer
  - If the `ActualLRP` count exceeds the `DesiredLRP` count, sends a stop message to the Rep on the Cell hosting an instance
- Monitors for potentially missed messages, resending them if necessary

Refer to the [Bulletin Board System repo](#) on GitHub for more information.

## etcd

- Provides a consistent key-value data store to Diego

## Access VMs

### File Server

- This “blobstore” serves static assets that can include general-purpose [App Lifecycle binaries](#) and application-specific droplets and build artifacts.

Refer to the [File Server repo](#) on GitHub for more information.

### SSH Proxy

- Brokers connections between SSH clients and SSH servers running inside instance containers

Refer to [Understanding Application SSH](#), [Application SSH Overview](#), or the [Diego SSH Github repo](#) for more information.

## Consul

- Provides dynamic service registration and load balancing through DNS resolution
- Provides a consistent key-value store for maintenance of distributed locks and component presence

Refer to the [Consul repo](#) on GitHub for more information.

## Consuladapter

Consuladapter provides a driver for interfacing with etcd.

Refer to the [Consuladapter repo](#) on GitHub for more information.

## Cloud Controller Bridge Components

The Cloud Controller Bridge (CC-Bridge) components translate app-specific requests from the Cloud Controller to the BBS. These components include the following:

### Stager

- Translates staging requests from the Cloud Controller into generic Tasks and LRPCs
- Sends a response to the Cloud Controller when a Task completes

Refer to the [Stager repo](#) on GitHub for more information.

### CC-Uploader

- Mediates uploads from the Executor to the Cloud Controller
- Translates simple HTTP POST requests from the Executor into complex multipart-form uploads for the Cloud Controller

Refer to the [CC-Uploader repo](#) on GitHub for more information.

### Nsync

- Listens for app requests to update the `DesiredLRPs` count and updates `DesiredLRPs` through the BBS
- Periodically polls the Cloud Controller for each app to ensure that Diego maintains accurate `DesiredLRPs` counts

Refer to the [Nsync repo](#) on GitHub for more information.

### TPS

- Provides the Cloud Controller with information about currently running LRPCs to respond to `cf apps` and `cf app APP_NAME` requests
- Monitors `ActualLRP` activity for crashes and reports them to the Cloud Controller

Refer to the [TPS repo](#) on GitHub for more information.

## Platform-specific Components

### Garden Backends

Garden contains a set of interfaces that each platform-specific backend must implement. These interfaces contain methods to perform the following actions:

- Create and delete containers
- Apply resource limits to containers
- Open and attach network ports to containers
- Copy files into and out of containers
- Run processes within containers
- Stream `STDOUT` and `STDERR` data out of containers
- Annotate containers with arbitrary metadata
- Snapshot containers for redeploys without downtime

Refer to the [Garden repo](#) on GitHub for more information.

## Current Implementations

- [Garden-Linux](#) provides a Linux-specific implementation of a Garden interface.

## App Lifecycle Binaries

The following three platform-specific binaries deploy applications and govern their lifecycle:

- The **Builder**, which stages a CF application. The [CC-Bridge](#) runs the Builder as a Task on every staging request. The Builder performs static analysis on the application code and does any necessary pre-processing before the application is first run.
- The **Launcher**, which runs a CF application. The CC-Bridge sets the Launcher as the Action on the `DesiredLRP` for the application. The Launcher executes the start command with the correct system context, including working directory and environment variables.
- The **Healthcheck**, which performs a status check on running CF application from inside the container. The [CC-Bridge](#) sets the Healthcheck as the Monitor action on the `DesiredLRP` for the application.

## Current Implementations

- [Buildpack App Lifecycle](#) implements the Cloud Foundry buildpack-based deployment strategy.
- [Docker App Lifecycle](#) implements a Docker deployment strategy.

## Other Components

### Route-Emitter

- Monitors `DesiredLRP` and `ActualLRP` states, emitting route registration and unregistration messages to the Cloud Foundry [router](#) when it detects changes
- Periodically emits the entire routing table to the Cloud Foundry router

Refer to the [Route-Emitter repo](#) on GitHub for more information.

## Differences Between DEA and Diego Architectures

This topic describes components and functions that changed significantly when Cloud Foundry migrated to Diego architecture for version 1.5. This information will inform those who are familiar with Cloud Foundry's DEA-based architecture and want to learn what has changed under Diego and how its new or changed components work.

### Key Differences

The DEA architecture system is largely written in Ruby and the Diego architecture system is written in Go. When Cloud Foundry contributors decided to migrate the system's core code from Ruby to Go, the rewrite offered the opportunity to make improvements to Cloud Foundry's overall design.

In a pre-Diego Cloud Foundry deployment, the Cloud Controller's [Droplet Execution Agent](#) (DEA) scheduled and managed applications on DEA nodes while the [Health Manager \(HM9000\)](#) kept them running. The Diego system assumes application scheduling and management responsibility from the Cloud Controller, replacing the DEA and Health Manager.

DEA architecture made no distinction between machine jobs that run once and jobs that run continuously. Diego recognizes the difference and uses it to allocate jobs to virtual machines (VMs) more efficiently, replacing the [DEA Placement Algorithm](#) with the [Diego Auction](#).

In addition to these broad changes, the Cloud Foundry migration to Diego architecture includes smaller changes and renamings. The following sections describe pre-Diego components and their newer analogs, and the [table](#) provides a summary.

## Changed Components and Functions

### DEA Node → Diego Cell

The pre-Diego [Droplet Execution Agent](#) (DEA) node component managed application instances, tracked started instances, and broadcast state messages on each application VM. These functions are now performed by the [Diego cell](#).

### Warden → Garden

Pre-Diego application instances lived inside [Warden](#) containers, which are analogous to [Garden](#) containers in Diego architecture. Containerization ensures that application instances run in isolation, get their fair share of resources, and are protected from “noisy neighbors,” or other applications running on the same machine.

Warden could only manage containers on VMs running Linux, but the Garden subsystem supports VMs running diverse operating systems. The Garden front end presents the same container management operations that Warden used, with code that is abstracted away from any platform specifics. A platform-specific Garden Backend running on each VM translates the commands into machine code tailored to the native operating system.

The [Diego SSH package](#) enables developers to log into containers and access running application instances, a functionality that did not exist pre-Diego.

### Warden Container-Level Traffic Rules

For network security, pre-Diego releases of Cloud Foundry supported [allow](#) and [deny](#) rules that governed outbound traffic from all Warden containers running on the same DEA node. Newer releases use container-specific [Application Security Groups](#) (ASGs) to restrict traffic at a more granular level. Cloud Foundry recommends using ASGs exclusively, but when a pre-Diego deployment defined both Warden rules and ASGs, they were evaluated in a strict priority order.

Pre-Diego Cloud Foundry returned an allow, deny, or reject result for the first rule that matched the outbound traffic request parameters, and did not evaluate any lower-priority rules. Cloud Foundry evaluated the network traffic rules for an application in the following order:

1. **Security Groups:** The rules described by the Default Staging set, the Default Running set, and all security groups bound to the space.
2. **Warden [allow](#) rules:** Any Warden Server configuration [allow](#) rules. Set Warden Server configuration rules in the Droplet Execution Agent (DEA) configuration section of your deployment manifest.

3. **Warden `deny` rules:** Any Warden Server configuration `deny` rules. Set Warden Server configuration rules in the DEA configuration section of your deployment manifest.
4. **Hard-coded reject rule:** Cloud Foundry returns a reject result for all outbound traffic from a container if not allowed by a higher-priority rule.

## Health Manager (HM9000) → nsync, BBS, and Cell Rep

The function of the Health Manager (HM9000) component in pre-Diego releases of Cloud Foundry was replaced by the coordinated actions of the [nsync, BBS, and Cell Reps](#). In pre-Diego architecture, the Health Manager (HM9000) had four core responsibilities:

- Monitor applications to determine their state (e.g. running, stopped, crashed, etc.), version, and number of instances. HM9000 updates the actual state of an application based on heartbeats and `droplet.exited` messages issued by the DEA node running the application.
- Determine applications' expected state, version, and number of instances. HM9000 obtains the desired state of an application from a dump of the Cloud Controller database.
- Reconcile the actual state of applications with their expected state. For instance, if fewer than expected instances are running, HM9000 will instruct the Cloud Controller to start the appropriate number of instances.
- Direct Cloud Controller to take action to correct any discrepancies in the state of applications.

HM9000 was essential to ensuring that apps running on Cloud Foundry remained available. HM9000 restarted applications whenever the DEA node running an app shut down for any reason, when Warden killed the app because it violated a quota, or when the application process exited with a non-zero exit code.

Refer to the [HM9000 readme](#) for more information about the HM9000 architecture.

## DEA Placement Algorithm → Diego Auction

In pre-Diego architecture, the Cloud Controller used the [DEA Placement Algorithm](#) to select the host DEA nodes for application instances that needed hosting.

Diego architecture moves this allocation process out of the Cloud Controller and into the Diego Brain, which uses the [Diego Auction](#) algorithm. The Diego Auction prioritizes one-time tasks like staging apps without affecting the uptime of ongoing, running applications like web servers.

## Message Bus (NATS)

Pre-Diego Cloud Foundry used [NATS](#), a lightweight publish-subscribe and distributed queueing messaging system, for internal communication between components. Diego retains NATS for some communications, but adds messaging via HTTP and HTTPS protocols, through which components share information in the Consul and Diego BBS servers.

## DEA / Diego Differences Summary

DEA architecture	Diego architecture	Function	Δ notes
1.5 and below	1.6 and above	CF version numbers	
Ruby	Go	Source code language	
<a href="#">DEA</a>	<a href="#">Diego Brain</a>	High-level coordinator that allocates processes to containers in application VMs and keeps them running	DEA is part of the Cloud Controller. Diego is outside the Cloud Controller.
DEA Node	<a href="#">Diego Cell</a>	Mid-level manager on each VM that runs apps as directed and communicates "heartbeat", application status and container location, and other messages	Runs on each VM that hosts apps, as opposed to special-purpose component VMs.
<a href="#">Warden</a>	Garden	Low-level manager and API protocol on each VM for creating, configuring, destroying, monitoring, and addressing application containers	Warden is Linux-only. Garden uses platform-specific Garden-backends to run on multiple OS.
<a href="#">DEA Placement Algorithm</a>	<a href="#">Diego Auction</a>	Algorithm used to allocate processes to VMs	Diego Auction distinguishes between Task and Long-Running Process (LRP) job types

Health Manager (HM9000)	<a href="#">nSync, BBS, and Cell Reps</a>	System that monitors application instances and keeps instance counts in sync with the number that should be running	nSync syncs between Cloud Controller and Diego, BBS syncs within Diego, and Cell Reps sync between cells and the Diego BBS.
NATS Message Bus	<a href="#">Bulletin Board System (BBS) and Consul</a> via http/s, and NATS	Internal communication between components	BBS stores most runtime data; Consul stores control data.
Router	<a href="#">Gorouter</a>	Component that routes external traffic to application instances running in containers	

## Understanding Application SSH

Page last updated:

This document describes details about the Elastic Runtime SSH components for access to deployed application instances. Elastic Runtime supports native SSH access to applications and load balancing of SSH sessions with the load balancer for your Elastic Runtime deployment.

The [SSH Overview](#) document describes procedural and configuration information on application SSH access.

## SSH Components

The Elastic Runtime SSH includes the following central components, which are described in more detail below:

- An implementation of an SSH [proxy server](#).
- A lightweight SSH [daemon](#).

If these components are deployed and configured correctly, they provide a simple and scalable way to access containers apps and other long running processes (LRPs).

## SSH Daemon

The SSH daemon is a lightweight implementation that is built around the Go SSH library. It supports command execution, interactive shells, local port forwarding, and secure copy. The daemon is self-contained and has no dependencies on the container root file system.

The daemon is focused on delivering basic access to application instances in Elastic Runtime. It is intended to run as an unprivileged process, and interactive shells and commands will run as the daemon user. The daemon only supports one authorized key, and it is not intended to support multiple users.

The daemon can be made available on a file server and Diego LRPCs that want to use it can include a download action to acquire the binary and a run action to start it. Elastic Runtime applications will download the daemon as part of the lifecycle bundle.

## SSH Proxy Authentication

The SSH proxy hosts the user-accessible SSH endpoint and is responsible for authentication, policy enforcement, and access controls in the context of Elastic Runtime. After a user has successfully authenticated with the proxy, the proxy will attempt to locate the target container and create an SSH session to a daemon running inside the container. After both sessions have been established, the proxy will manage the communication between the user's SSH client and the container's SSH Daemon.

## How the Diego Auction Allocates Jobs

Page last updated:

The [Diego](#) Auction balances application processes, also called jobs, over the virtual machines (VMs) in a Cloud Foundry installation. When new processes need to be allocated to VMs, the Diego Auction determines which ones should run on which machines. The auction algorithm balances the load on VMs and optimizes application availability and resilience. This topic explains how the Diego Auction works at a conceptual level.

The Diego Auction replaces the [Cloud Controller DEA placement algorithm](#), which performed the function of allocating processes to VMs in the pre-Diego Cloud Foundry architecture.

Refer to the [Auction repo](#) on GitHub for source code and more information.

## Tasks and Long-Running Processes

The Diego Auction distinguishes between two types of jobs: **Tasks** and **Long-Running Processes** (LRPs).

- **Tasks** run once, for a finite amount of time. A common example is a staging task that compiles an app's dependencies, to form a self-contained droplet that makes the app portable and runnable on multiple VMs. Other examples of tasks include making a database schema change, bulk importing data to initialize a database, and setting up a connected service.
- **Long-Running Processes** run continuously, for an indefinite amount of time. LRPCs terminate only if stopped or killed, or if they crash. Examples include web servers, asynchronous background workers, and other applications and services that continuously accept and process input. To make high-demand LRPCs more available, Diego may allocate multiple instances of the same application to run simultaneously on different VMs, often spread across Availability Zones that serve users in different geographic regions.

The Diego Auction process repeats whenever new jobs need to be allocated to VMs. Each auction distributes a **currentbatch** of work, Tasks and LRPCs, that can include newly-created jobs, jobs left unallocated in the previous auction, and jobs left orphaned by failed VMs. Diego does not redistribute jobs that are already running on VMs. Only one auction can take place at a time, which prevents placement collisions.

## Ordering the Auction Batch

The Diego Auction algorithm allocates jobs to VMs to fulfill the following outcomes, in decreasing**priority** order:

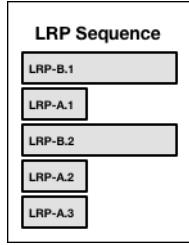
1. Keep at least one instance of each LRP running.
2. Run all of the Tasks in the current batch.
3. Distribute as much of the total desired LRP load as possible over the remaining available VMs, by spreading multiple LRP instances broadly across VMs and their Availability Zones.

To achieve these outcomes, each auction begins with the [Diego Auctioneer](#) component arranging the batch's jobs into a priority order. Some of these jobs may be duplicate instances of the same process that Diego needs to allocate for high-traffic LRPCs, to meet demand. So the Auctioneer creates a list of multiple LRP instances based on the desired instance count configured for each process.

For example, if the process LRP-A has a desired instance count of 3 and a memory load of 2, and process LRP-B has 2 desired instances and a load of 5, the Auctioneer creates a list of jobs for each process as follows:

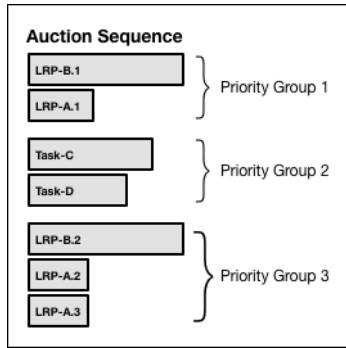
Process	Desired Instances	Load	Jobs
LRP-A	3	2	
LRP-B	2	5	

The Auctioneer then builds an ordered sequence of LRP instances by cycling through the list of LRPCs in decreasing order of load. With each cycle, it adds another instance of each LRP to the sequence, until all desired instances of the LRP have been added. With the example above, the Auctioneer would order the LRPCs like this:



The Auctioneer then builds an ordered sequence for all jobs, both LRPs and Tasks. Reflecting the auction batch priority order, the first instances of LRPs are first priority. Tasks are next, in decreasing order of load. Duplicate LRP jobs come last.

Adding one-time Task-C (load = 4) and Task-D (load = 3) to the above example, the priority order becomes:



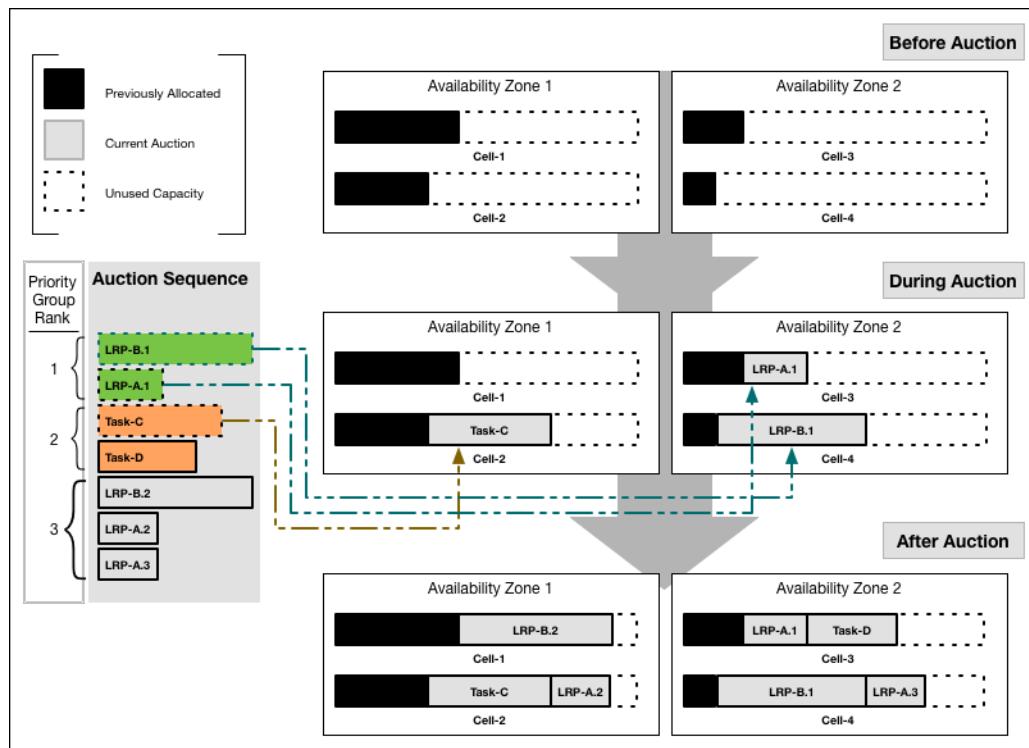
## Auctioning the Batch to the Cells

With all jobs sorted in priority order, the Auctioneer allocates each in turn to one of the VMs. The process resembles an auction, where VMs “bid” with their suitability to run each job. Facilitating this process, each app VM has a resident [Cell](#) that monitors and allocates the machine’s operation. The Cell participates in the auction on behalf of the virtual machine that it runs on.

Starting with the highest-priority job in the ordered sequence, the Auctioneer polls all the Cells on their fitness to run the currently-auctioned job. Cells “bid” to host each job according to the following priorities, in decreasing order:

1. Allocate all jobs only to Cells that have the correct software stack to host them, and sufficient resources given their allocation so far during this auction.
2. Allocate LRP instances into Availability Zones that are not already hosting other instances of the same LRP.
3. Within each Availability Zone, allocate LRP instances to run on Cells that are not already hosting other instances of the same LRP.
4. Allocate any job to the Cell that has lightest load, from both the current auction and jobs it has been running already. In other words, distribute the total load evenly across all Cells.

Our example auction sequence has seven jobs: five LRP instances and two Tasks. The following diagram shows how the Auctioneer might distribute this work across four Cells running in two Availability Zones:



If the Auctioneer reaches the end of its sequence of jobs, having distributed all jobs to the Cells, it submits requests to the Cells to execute their allotted work. If the Cells ran out of capacity to handle all jobs in the sequence, the Auctioneer carries the unallocated jobs over and merges them into the next auction batch, to be allocated in the next auction.

## Triggering Another Auction

The Diego Auction process repeats to adapt a Cloud Foundry deployment to its changing workload. For example, the [Cloud Controller](#) initiates a new auction when it detects that the actual number of running instances of LRPs does not match the number desired. The Cloud Controller's [BBS](#) component monitors the number of instances of each LRP that are currently running. The [BBS](#) component periodically compares this number with the desired number of LRP instances, as configured by the user. If the actual number falls short of what is desired, the BBS triggers a new auction. In the case of a surplus of application instances, the BBS kills the extra instances and initiates another auction.

The Cloud Controller also triggers an auction whenever a Cell fails. After any auction, if a Cell responds to its work request with a message that it cannot perform the work after all, the Auctioneer carries the unallocated work over into the next batch. But if the Cell fails to respond entirely, for example if its connection times out, the unresponsive Cell may still be running its work. In this case, the Auctioneer does not automatically carry the Cell's work over to the next batch. Instead, the Auctioneer defers to the BBS to continue monitoring the states of the Cells, and to re-assign unassigned work later if needed.

## Operator's Guide

This guide covers networking and user management for [Pivotal Cloud Foundry](#) (PCF) operators.

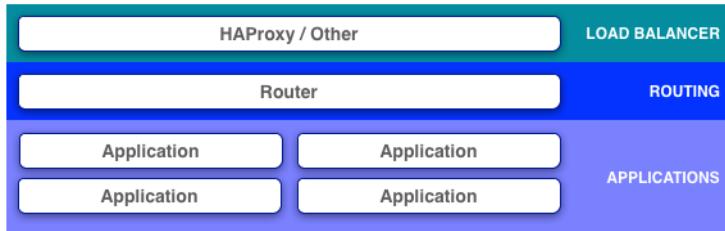
## Table of Contents

- [Understanding the Elastic Runtime Network Architecture](#)
- [Identifying the API Endpoint for your Elastic Runtime Instance](#)
- [Creating New Elastic Runtime User Accounts](#)
- [Configuring Pivotal Cloud Foundry SSL Termination for vSphere Deployments](#)
- [Using Your Own Load Balancer](#)
- [Configuring Proxy Settings for All Applications](#)
- [Configuring Application Security Groups for Email Notifications](#)
- [Configuring SSH Access for PCF](#)
- [Identifying Elastic Runtime Jobs Using vCenter](#)
- [Understanding the Effects of Single Components on a Pivotal Cloud Foundry Upgrade](#)
- [Configuring System Logging in Elastic Runtime](#)
- [Configuring UAA Password Policy](#)
- [Configuring Authentication and Enterprise SSO for Elastic Runtime](#)
- [Adding Existing SAML or LDAP Users to a Pivotal Cloud Foundry Deployment](#)
- [Switching Application Domains](#)
- [Scaling Elastic Runtime](#)
- [Scaling Down Your MySQL Cluster](#)
- [Using Docker Trusted Registries](#)
- [Custom Branding Apps Manager](#)
- [Monitoring Instance Usage in Apps Manager](#)
- [Deploying Diego for Windows](#)
- [Operating Diego for Windows](#)
- [The Pivotal Cloud Ops Approach to Monitoring a Pivotal Cloud Foundry Deployment](#)
- [Providing a Certificate for your SSL Termination Point](#)

## Understanding the Elastic Runtime Network Architecture

Page last updated:

The diagram below shows the key [Pivotal Cloud Foundry](#) (PCF) Elastic Runtime network components.



### Load Balancer

Elastic Runtime includes an HAProxy load balancer for terminating SSL. If you do not want to serve SSL certificates for Elastic Runtime on your own load balancer use the HAProxy. If you do choose to manage SSL yourself, omit the HAProxy by setting the number of instances to zero in Ops Manager.

Refer to the [Configuring Pivotal Cloud Foundry SSL Termination](#) topic for more information.

### Router

The routers in Elastic Runtime are responsible for routing HTTP requests from web clients to application instances in a load balanced fashion. The routers are dynamically configured based on users mapping of applications to location URLs called routes, and updated by the runtime service as application instances are dynamically distributed.

For high availability, the routers are designed to be horizontally scalable. Configure your load balancer to distribute incoming traffic across all router instances.

Refer to the Cloud Foundry [Architecture](#) topic for more information about Cloud Foundry components.

## Identifying the API Endpoint for your Elastic Runtime Instance

Page last updated:

The API endpoint for your Elastic Runtime deployment, its target URL, is the API endpoint of the deployment's Cloud Controller. Find your Cloud Controller API endpoint by consulting your cloud operator, from the Apps Manager, or from the command line.

### From the Apps Manager

Log in to the Apps Manager for your Elastic Runtime instance, then click **Tools** in the left navigation panel. The **Getting Started** section of the Tools page shows your API endpoint.

#### GETTING STARTED

```
$ cf help
$ cf login -a https://api.your_endpoint.com
API endpoint: https://api.your_endpoint.com
Username> your_username
Password> your_password
Org> your_org
Space> your_space
$ cf push your_app
```

### From the Command Line

From a command line, use the `cf api` command to view your API endpoint.

Example:

```
$ cf api
API endpoint: https://api.example.com (API version: 2.2.0)
```

## Creating New Elastic Runtime User Accounts

Page last updated:

When you first deploy your [Elastic Runtime](#) PaaS, there is only one user: an administrator. At this point, you can add accounts for new users who can then push applications using the Cloud Foundry Command Line Interface (cf CLI).

How to add users depends on whether or not you have SMTP enabled, as described in the options below.

### Option 1: Adding New Users when SMTP is Enabled

If you have enabled SMTP, your users can sign up for accounts and create their own orgs. They do this using the [Pivotal Cloud Foundry](#) (PCF) Apps Manager, a self-service tool for managing organizations, users, applications, and application spaces.

Instruct users to complete the following steps to log in and get started using the Apps Manager.

1. Browse to `apps.YOUR-SYSTEM-DOMAIN`. Refer to [Elastic Runtime > Domains](#) to locate your system domain.
2. Select **Create an Account**.
3. Enter your email address and click **Create an Account**. You will receive an email from the Apps Manager when your account is ready.
4. When you receive the new account email, follow the link in the email to complete your registration.
5. You will be asked to choose your organization name.

You now have access to the Apps Manager. Refer to the Apps Manager documentation [atdocs.pivotal.io](#) for more information about using the Apps Manager.

### Option 2: Adding New Users when SMTP is Not Enabled

If you have not enabled SMTP, only an administrator can create new users, and there is no self-service facility for users to sign up for accounts or create orgs.

The administrator creates users with the cf CLI. See [Creating and Managing Users with the cf CLI](#)

[Return to the Installing Pivotal Cloud Foundry Guide](#)

## Using Your Own Load Balancer

Page last updated:

This guide describes how to use your own load balancer and forward traffic to your Elastic Runtime router IP address.

Pivotal Cloud Foundry [\(PCF\)](#) deploys with a single instance of HAProxy for use in lab and test environments. Production environments should use a highly-available customer-provided load balancing solution that does the following:

- Provides load balancing to each of the PCF Router IPs
- Supports SSL termination with wildcard DNS location
- Adds appropriate `x-forwarded-for` and `x-forwarded-proto` HTTP headers to incoming requests
- (Optional) Supports WebSockets

 **Note:** Application logging with [Loggregator](#) requires WebSockets. To use another logging service, see the [Using Third-Party Log Management Services](#) topic.

## Prerequisites

To integrate your own load balancer with PCF, you must ensure the following:

- WebSocket connections are not blocked for Loggregator functionality.
- The load balancer must be able to reach the Gorouter IPs.

Follow the instructions below to use your own load balancer.

## Step 1: Deploy PCF Installation VM

Deploy a PCF Installation virtual machine. The procedure you follow depends on the IaaS you use:

- [Deploying Operations Manager to vSphere](#)
- [Deploying Operations Manager to vCloud Air and vCloud](#)

## Step 2: Register PCF IP Address

In your load balancer, register the IP addresses that you assigned to PCF.

## Step 3: Configure Pivotal Ops Manager and Ops Manager Director

Configure your Pivotal Operations Manager and Ops Manager Director as described in [Installing Pivotal Cloud Foundry](#), then add Elastic Runtime.

Do not click **Install** after adding Elastic Runtime.

## Step 4: Configure Networking

1. In Pivotal Operations Manager, click the **Elastic Runtime** tile.
2. Select **Networking**.

This section allows you to employ various security and routing services for your platform. It is usually preferable to use your own load balancer instead of an HAProxy

instance as your point-of-entry to the platform.

#### Router IPs

If you are opting not to use HAProxy, you should enter static IP address(es) for the Router(s), which must be in the subnet that you defined in the Ops Manager network configuration. If you have a load balancer, you should then configure your load balancer to point to these IPs. If deploying this to AWS with an ELB, then instead of defining any IP addresses here, you can add the name of your AWS ELB in the Resource Config section in the ELB Name column for Router.

#### HAProxy IPs

Configure the point-of-entry to this environment\*

- Select this option if you have an external load balancer, and it can forward encrypted traffic (SSL, HTTPS, etc.) to the Elastic Runtime Router(s). You may also select this option for a non-production environment where load balancing is not required, by configuring a single Router with TLS enabled as your point-of-entry to the Elastic Runtime platform.

#### Router SSL Termination Certificate and Private Key \*

```
-----BEGIN CERTIFICATE-----  
MIIFxDCCA6wCCQDEBexDKVZQzANBgkqhkiG9w0BAQUFADCBozELMAkGA1UEBhMC  
VVmxCzJJBgNVBAgTAkNBMRVwFAYDVQQHEw1TYW4gRnJhbhNpc2NvMR8wHQYDVQQK  
ExZQaXZvdGFslFnVznR3YXJILCBJbmMuMRwwGgYDVQDExN1Z2xpLnBjZi5jZi1h  
cHAuY29tMTAwLgYJKoZIhvCNQkBFiFjZi1yZWxLYXNlWVuZ2luZWVyaW5nQHBp  
dm90YWwuaW8wHhcNMTUwNzA4MjEyMzM5WhcNMTTwNzA3MjEyMzM5WjCBozELMAkG  
-----END CERTIFICATE-----
```

[Change](#)

#### Router SSL Ciphers

- Select this option if you have an external load balancer, but it will NOT forward any encrypted traffic to the Elastic Runtime Router(s). You may also select this option for a non-production environment where load balancing is not required, by configuring a single Router with TLS disabled as your point-of-entry to the Elastic Runtime platform.
- Select this option if you want to use HAProxy as your first point-of-entry instead of your own load balancer. Note that HAProxy does not provide IP failover, so it is not a robust load balancer.

Disable SSL certificate verification for this environment

Disable insecure cookies on the Router

Choose whether to enable route services. Route services enable you to proxy requests to your app over TLS to arbitrary URLs before hitting your app.\*

- Enable route services

Ignore SSL certificate verification on route services

Disable route services

Loggregator Port  
4443

Applications Subnet (you should not need to change this unless you need to avoid address collision with a third-party service on the same subnet) \*

10.254.0.0/22

Applications Network Maximum Transmission Unit (MTU) (in bytes) \*

1454

Router Timeout to Backends (in seconds) (min: 1) \*

900

**Save**

3. In the **Router IPs** field, enter the IP address or addresses for PCF that you registered with your load balancer in Step 2.
  4. In the **HAProxy IPs** field, delete any existing IP addresses. This field should be blank.
  5. Under **Configure the point-of-entry to this environment** choose one of the following:
    - **External Load Balancer with Encryption:** Select this option if your deployment uses an external load balancer that can forward encrypted traffic to the Elastic Runtime Router, or for a development environment that does not require load balancing. Complete the fields for the **Router SSL Termination Certificate and Private Key** and **Router SSL Ciphers**.
    - **External Load Balancer without Encryption:** Select this option if your deployment uses an external load balancer that cannot forward encrypted traffic to the Elastic Runtime Router, or for a development environment that does not require load balancing.
-  For details about providing SSL termination certificates and keys, see the [Providing a Certificate for your SSL Termination Point](#) topic.
6. If you are not using SSL encryption or if you are using self-signed certificates, select **Disable SSL certificate verification for this environment**.
  7. Select the **Disable insecure cookies on the Router** checkbox to turn on the secure flag for cookies generated by the router.
  8. In the **Choose whether or not to enable route services** section, choose either **Enable route services** or **Disable route services**. Route services are a class of [marketplace services](#) that perform filtering or content transformation on application requests and responses. See the [Route Services](#) topic for details.
    - If you enable route services, check **Ignore SSL certificate verification on route services** for the routing tier to reject requests that are not signed by a trusted CA.
  9. Optionally, use the **Applications Subnet** field if you need to avoid address collision with a third-party service on the same subnet as your apps. Enter a CIDR subnet mask specifying the range of available IP addresses assigned to your app containers. The IP range must be different from the network used by the system VMs.
  10. Optionally, you can change the value in the **Applications Network Maximum Transmission Unit (MTU)** field. Pivotal recommends setting the MTU value for your application network to [1454](#). Some configurations, such as networks that use GRE tunnels, may require a smaller MTU value.
  11. Optionally, increase the number of seconds in the **Router Timeout to Backends** field to accommodate larger uploads over connections with high latency.
  12. Click **Save**.

## Step 5: Finalize Changes

1. Return to the **Ops Manager Installation Dashboard**
2. Click **Install**.

## Configuring Proxy Settings for All Applications

This topic describes how to globally configure proxy settings for all applications in your Pivotal Cloud Foundry (PCF) deployment. Some environments restrict access to the Internet by requiring traffic to pass through an HTTP or HTTPS proxy. PCF operators can use the Cloud Foundry Command Line Interface (cf CLI) to provide the proxy settings to all applications, including system applications and service brokers.

**Note:** Incorrectly configuring proxy settings can prevent applications from connecting to the Internet or accessing required resources.

They can also cause errands to fail and break system applications and service brokers. Although errands, system applications, and service brokers do not need to connect to the Internet, they often need to access other resources on PCF. Incorrect proxy settings can break these connections.

## Set Environment Variables

To globally configure proxy settings for PCF applications, perform the following steps to set three environment variables for both the staging environment variable group and the running environment variable group.

For more information about variable groups, see the [Environment Variable Groups](#) section in the *Cloud Foundry Environment Variables* topic.

This procedure explains how to set proxy information for both staging and running applications. However, you can set proxy settings for only staging or only running applications.

1. Target your Cloud Controller with the cf CLI. If you have not installed the cf CLI, see the [Installing the cf CLI](#) topic.

```
$ cf api api.YOUR-SYSTEM-DOMAIN
Setting api endpoint to api.YOUR-SYSTEM-DOMAIN...
OK
API endpoint: https://api.YOUR-SYSTEM-DOMAIN (API version: 2.54.0)
Not logged in. Use 'cf login' to log in.
```

2. Log in with your UAA administrator credentials. To retrieve these credentials, navigate to the **Pivotal Elastic Runtime** tile in the Ops Manager Installation Dashboard and click **Credentials**. Under **UAA**, click **Link to Credential** next to **Admin Credentials** and record the password.

```
$ cf login
API endpoint: https://api.YOUR-SYSTEM-DOMAIN

Email> admin
Password>
Authenticating...
OK
```

3. To configure proxy access for applications that are staging, run the following command, replacing the placeholder values:

```
$ cf set-staging-environment-variable-group '{"http_proxy": "http://YOUR-PROXY:8080/", "https_proxy": "http://YOUR-PROXY:8080/", "no_proxy": "NO-PROXY.EXAMPLE.COM"}'
```

- `http_proxy` : Set this value to the proxy to use for HTTP requests.
- `https_proxy` : Set this value to the proxy to use for HTTPS requests. In most cases, this will be the same as `http_proxy`.
- `no_proxy` : Set this value to a comma-separated list of DNS names or IP addresses that can be accessed without passing through the proxy. This value may not be needed, because it depends on your proxy configuration. From now on, the proxy settings are applied to staging applications.

4. To configure proxy access for applications that are running, run the following command, replacing the placeholder values as above:

```
$ cf set-running-environment-variable-group '{"http_proxy": "http://YOUR-PROXY:8080/", "https_proxy": "http://YOUR-PROXY:8080/", "no_proxy": "NO-PROXY.EXAMPLE.COM"}'
```

To configure proxy settings for Java-based applications, use the following command instead, replacing the placeholder values. For `http.nonProxyHosts`, use a pipe-delimited list rather than a comma-separated list.

```
$ cf set-running-environment-variable-group '{"JAVA_OPTS": "-Dhttp.proxyHost=YOUR-PROXY -Dhttp.proxyPort=8080 -Dhttp.nonProxyHosts=NO-PROXY.EXAMPLE.COM"}'
```

For more information about these Java proxy settings, see [Java Networking and Proxies](#).

5. To apply the proxy configuration for the running environment variable group, you must restart each application that you want to use the new

configuration.

## Troubleshooting

If an application fails after you apply the global proxy settings, try the following solutions.

### Exclude an App From Global Proxy Settings

If your application fails, try instructing the application to ignore the global proxy settings. Perform the following commands to manually unset the proxy environment variables for the failing application:

1. Set the proxy environment variables for `http_proxy` to an empty value:

```
$ cf set-env YOUR-APP http_proxy "
```

2. Set the proxy environment variables for `https_proxy` to an empty value:

```
$ cf set-env YOUR-APP https_proxy "
```

3. Set the proxy environment variables for `no_proxy` to an empty value:

```
$ cf set-env YOUR-APP no_proxy "
```

### Change Case of HTTP

Your application and language runtime may be case-sensitive. Try performing the steps in the [Set Environment Variables](#) section using uppercase for `HTTP_PROXY`, `HTTPS_PROXY`, and `NO_PROXY` instead of lowercase. Refer to the following example.

```
$ cf set-staging-environment-variable-group '{"HTTP_PROXY": "http://YOUR-PROXY:8080", "HTTPS_PROXY": "http://YOUR-PROXY:8080"}'.
```

### Check Proxy Settings

If you have set up your proxy so that it can only send traffic to the Internet, then a request to an internal resource like PCF fails. You must set `no_proxy` so that traffic destined for PCF and other internal resources is sent directly and does not go through the proxy. For instance, setting `no_proxy` to include your system and application domains will ensure that requests destined for those domains are sent directly.

### Verify Interpretation

The interpretation of `no_proxy` depends on the application and the language runtime. Most support `no_proxy`, but the specific implementation may vary. For example, some match DNS names that end with the value set in `no_proxy`: `example.com` would match `test.example.com`. Others support the use of the asterisk as a wildcard to provide basic pattern matching in DNS names: `*.example.com` would match `test.example.com`. Most applications and language runtimes do not support pattern matching and wildcards for IP addresses.

## Configuring Application Security Groups for Email Notifications

Page last updated:

To allow the Notifications Service to have network access you need to create [Application Security Groups](#) (ASGs).

 **Note:** Without Application Security Groups the service is not usable.

### Prerequisite

Review the [Getting Started with the Notifications Service](#) topic to ensure you have setup the service.

## Configure Network Connections

The Notifications Service is deployed as a suite of applications to the `notifications-with-ui` space in the `system` org, and requires the following outbound network connections:

Destination	Ports	Protocol	Reason
<code>SMTP_SERVER</code>	587 (default)	tcp (default)	This service is used to send out email notifications
<code>LOAD_BALANCER_IP</code>	80, 443	tcp	This service will access the load balancer
<code>ASSIGNED_NETWORK</code>	3306	tcp	This service requires access to internal services. <code>ASSIGNED_NETWORK</code> is the CIDR of the network assigned to this service.

 **Note:** The SMTP Server port and protocol are dependent on how you configure your server.

### Create a SMTP Server ASG

1. Navigate to the Ops Manager **Installation Dashboard** and click the **Pivotal Elastic Runtime** tile > **Settings** tab.
2. Record the information in the **Address of SMTP Server** and **Port of SMTP Server** fields.
3. Using the **Address of SMTP Server** information you obtained in the previous step, find the IP addresses and protocol of your SMTP Server from the service you are using. You might need to contact your service provider for this information.
4. Create a `smtp-server.json` file. For `destination`, you must enter the IP address of your SMTP Server.

```
[  
  {  
    "protocol": "tcp",  
    "destination": "SMTP_SERVER_IPS",  
    "ports": "587"  
  }  
]
```

5. Create a security group called `smtp-server`:

```
cf create-security-group smtp-server smtp-server.json
```

### Create a Load Balancer ASG

 **Note:** If you already have a ASG setup for a Load Balancer, you do not need to perform this step. Review your [ASGs](#) to check which groups you have setup.

If you are using the built-in HAProxy as your load balancer, follow this procedure. If you are using an external load balancer, you must obtain

your HAProxy IPs from the service you are using.

1. Record the **HAProxy IPs** in the **Pivotal Elastic Runtime Tile > Settings > Networking** tab.
2. Create a `load-balancer-https.json` file. For `destination`, use the **HAProxy IPs** you recorded above.

```
[  
  {  
    "protocol": "tcp",  
    "destination": "10.68.196.250",  
    "ports": "80,443"  
  }  
]
```

3. Create a security group called `load-balancer-https`:

```
$ cf create-security-group load-balancer-https load-balancer-https.json
```

## Create an Assigned Network ASG

 **Note:** If you use external services, the IP addresses, ports, and protocols depend on the service.

1. Navigate to the Ops Manager **Installation Dashboard > Pivotal Elastic Runtime tile > Settings > Assign AZs and Networks** section.
2. Navigate to the network selected in the dropdown.
3. Record the **Ops Manager Director tile > Settings tab > Create Networks > CIDR** for the network identified in the previous step. Ensure the subnet mask allows the space to access `p-mysql`, `p-rabbitmq`, and `p-redis`.
4. Create a file `assigned-network.json`. For the `destination`, enter the **CIDR** you recorded above.

```
[  
  {  
    "protocol": "tcp",  
    "destination": "10.68.0.0/20",  
    "ports": "3306,5672,6379"  
  }  
]
```

5. Create a security group called `assigned-network`:

```
$ cf create-security-group assigned-network assigned-network.json
```

## Bind the ASGs

1. Target the `system` org:

```
$ cf target -o system
```

2. Create a `notifications-with-ui` space:

```
$ cf create-space notifications-with-ui
```

3. Bind the ASGs you created in this topic to the `notifications-with-ui` space:

```
$ cf bind-security-group smtp-server system notifications-with-ui  
$ cf bind-security-group load-balancer-https system notifications-with-ui  
$ cf bind-security-group assigned-network system notifications-with-ui
```

## Configuring SSH Access for PCF

Page last updated:

To help troubleshoot applications hosted by a deployment, [Pivotal Cloud Foundry \(PCF\)](#) supports SSH access into running applications. This document describes how to configure a PCF deployment to allow SSH access to application instances, and how to configure load balancing for those application SSH sessions.

## Elastic Runtime Configuration

This section describes how to configure Elastic Runtime to enable or disable deployment-wide SSH access to application instances. Space administrators and app developers can also control SSH access to the space and app scope, respectively. See [Application SSH Overview](#) for details on SSH access permissions.

To configure Elastic Runtime SSH access for application instances:

1. Open the **Pivotal Elastic Runtime** tile in Ops Manager.
2. Under the **Settings** tab, select the **Application Containers** section.
3. Enable or disable the **Allow SSH access to app containers** checkbox.

Enable microservice frameworks, private Docker registries, and other services that support your applications at a container level.

Enable Custom Buildpacks

Allow SSH access to app containers

Private Docker Insecure Registry Whitelist

If you use private Docker image registries that are secured with self-signed certificates, enter them here as a comma-delimited list. List each registry as either an IP:Port tuple or a Hostname:Port tuple.

Docker Images Disk-Cleanup Scheduling on Cell VMs\*

Never clean up Cell disk-space

Routinely clean up Cell disk-space

Clean up disk-space once threshold is reached

**Save**

## SSH Load Balancer Configuration

If you are using HAProxy as a load balancer and SSH access is enabled, SSH requests are load balanced by HAProxy. This configuration relies on the presence of the same consul server cluster that Diego components use for service discovery. This configuration also works well for deployments where all traffic on the system domain and its subdomains is directed towards the HAProxy job, as is the case for a BOSH-Lite Cloud Foundry deployment on the default `192.0.2.34.xip.io` domain.

For AWS deployments, where the infrastructure offers load-balancing as a service through ELBs, the deployment operator can provision an ELB to balance load across the SSH proxy instances. You should configure this ELB to listen to TCP traffic on the port given in `app_ssh.port` and to send it to port 2222.

In order to register the SSH proxies with this ELB, you should then add the ELB identifier to the `elbs` property in the `cloud_properties` hash of the Diego manifest `access_zN` resource pools. If you used the spiff-based manifest-generation templates to produce the Diego manifest, specify these `cloud_properties` hashes in the `iaas_settings.resource_pool_cloud_properties` section of the `iaas-settings.yml` stub.



## Identifying Elastic Runtime Jobs Using vCenter

Page last updated:

To effectively monitor, control, and manage the virtual machines making up your Elastic Runtime deployment, you may need to identify which VM corresponds to a particular job in Elastic Runtime. You can find the CID of a particular VM from [Pivotal Cloud Foundry](#) (PCF) Operations Manager by navigating to **Elastic Runtime > Status**.

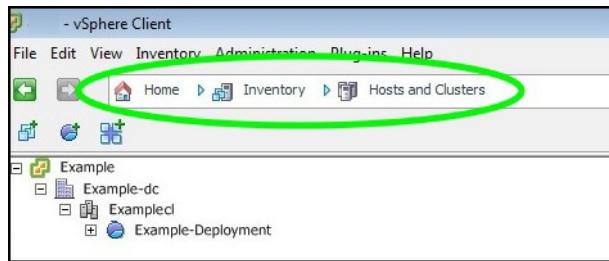
If you have deployed Elastic Runtime to VMware vSphere, you can also identify which Elastic Runtime job corresponds to which VM using the vCenter vSphere client. This option is not available if you have deployed Elastic Runtime to VMware vCloud Air / vCloud.

 **Note:** The CID shown in Ops Manager is the name of the machine in vCenter.

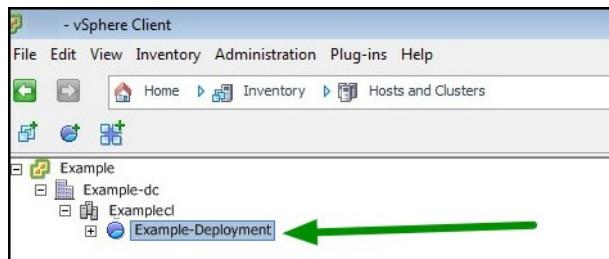
## Identifying Elastic Runtime Jobs Using vCenter

1. Launch the vSphere client and log in to the vCenter Server system.

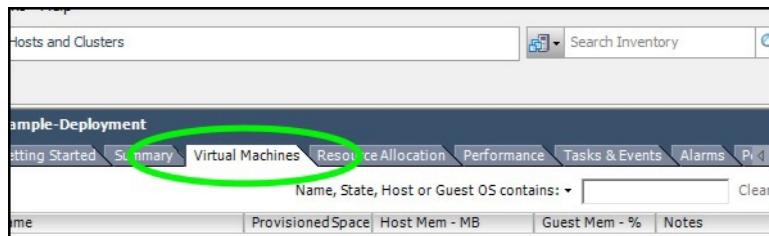
2. Select the **Inventory > Hosts and Clusters** view.



3. Select the Resource Pool containing your Elastic Runtime deployment.



4. Select the **Virtual Machines** tab.



5. Right-click the column label heading and check **job**.

**Example-Deployment**

Getting Started   Summary   Virtual Machines   Resource Allocation   Performance   Tasks & Events   Alarms   Permissions   Maps

Name, State, Host or Guest OS contains:

Name	Provisioned Space	Host Mem - MB	Guest
Host	9.09 GB	1040	6
Provisioned Space	11.09 GB	597	3
Used Space	151.09 GB	1036	45
Host CPU - MHz	10.09 GB	598	4
Host Mem - MB	19.09 GB	1023	86
Guest Mem - %	6.69 GB	0	0
Guest OS	9.09 GB	1045	1
VM Version	9.09 GB	470	1
Memory Size	9.09 GB	468	1
Reservation - MB	20.09 GB	3130	1
CPU Count	6.69 GB	0	0
NIC Count	9.09 GB	551	1
Uptime	6.69 GB	0	0
IP Address	6.69 GB	0	0
VMware Tools Running Status			
VMware Tools Version Status			
DNS Name			
EVC Mode			
UUID			
Notes			
Alarm Action			
vSphere HA Protection			
Needs Consolidation			
Name	Requested Start Time	Start Time	
comping	3/6/2014 12:21:36 PM	3/6/2014 12:21:36 PM	
deployment	3/6/2014 12:21:32 PM	3/6/2014 12:21:32 PM	
director			
index			
job			

Status

- Completed
- Completed

Notes

Alarm Action

vSphere HA Protection

Needs Consolidation

Name

- comping
- deployment
- director
- index
- job

6. The job column displays the Elastic Runtime job associated with each virtual machine.

**Example-Deployment**

Getting Started   Summary   Virtual Machines   Resource Allocation   Performance   Tasks & Events   Alarms   Permissions   Maps

Name, State, Host or Guest OS contains:

Name	job
vm-347a89c6-115f-433a-83d1-38cd2c31451b	ccdb
sc-d3520bac-11c2-460f-aa02-60fc11cba375	cloud_controller
vm-d537f816-fc51-450c-8ada-cb536a9e76f5	consoledb
vm-85d43147-7cd2-4cc5-acfc-47cce18cccd69	dea
vm-5c04a27a-ca70-4f67-a221-767fb76922a	ha_proxy
vm-e9b3e319-690f-44be-87fb-ce97f90c4b2	health_manager
vm-a8bd3d1-7e31-47f3-800f-3f81ff23ed81	loggregator
vm-ee8b5374-bbc9-436b-bfe5-1a7e2b5fee9a	loggregator_trafficcontroller
vm-5896908f-15c5-4989-8c90-36a36e0eb4fd	nats
vm-61fc0d19-01f5-4434-82e0-a11e15b38888	nfs_server
vm-e88725cd-36fe-4a79-b8ea-f35b2d2cd85b	riak-cs
vm-9ab66b39-4cae-443a-842c-3651c9bf228c	router
vm-2726dcda-7f92-440c-906e-3e5e544fe628	saml_login
vm-273df76f-7141-432d-9e53-9cb6549d870a	uaa
vm-307a34f4-ed7f-4c48-94d1-bb7a61a695bc	uaadb
vm-e6c2dfcd-ef2e-40d8-af0b-06e5f3e79fa9	
vm-0e9e9384-0057-4efc-9cea-234b5956c510	
vm-5e33e793-0118-44bb-948d-3ea6526b4b2f	

## Understanding the Effects of Single Components on a Pivotal Cloud Foundry Upgrade

Page last updated:

The **Resource Config** page of Pivotal Elastic Runtime tile in the [Pivotal Cloud Foundry](#) (PCF) Ops Manager shows the components that the Ops Manager Director installs. You can specify the number of instances for some of the components. We deliver the remaining resources as single components, meaning that they have a preconfigured and unchangeable value of one instance.

In a single-component environment, upgrading can cause the deployment to experience downtime and other limitations because there is no instance redundancy. Although this behavior might be acceptable for a test environment, you should configure the scalable components with editable instance values, such as HAProxy, Router, and Diego cells, for optimal performance in a production environment.

 **Note:** A full Ops Manager upgrade may take close to two hours, and you will have limited ability to deploy an application during this time.

### Summary of Component Limitations

The table lists components in the order that Ops Manager upgrades each component and includes the following columns:

- **Scalable?**: Indicates whether the component has an editable value or a preconfigured and unchangeable value of one instance.

 **Note:** For components marked with a checkmark in this column, we recommend that you change the preconfigured instance value of 1 to a value that best supports your production environment. For more information about scaling a deployment, refer to the [Scaling Cloud Foundry topic](#).

- **Extended Downtime?**: Indicates that if there is only one instance of the component, that component is unavailable for up to five minutes during an Ops Manager upgrade.
- **Other Limitations and Information**: Provides the following information:
  - Component availability, behavior, and usage during an upgrade
  - Guidance on disabling the component before an upgrade

 **Note:** The table does not include the Run Smoke Tests and Run CF Acceptance Tests errands and the Compilation job. Ops Manager runs the errands after it upgrades the components and creates compilation VMs as needed during the upgrade process.

Component	Scalable?	Extended Downtime?	Other Limitations and Information
HAProxy		✓	
NATS	✓	✓	
etcd		✓	
NFS Server		✓	You cannot push, stage, or restart an app when an upgrade affects the NFS Server.
Cloud Controller Database		✓	
Cloud Controller	✓	✓	Your ability to manage an app when an upgrade affects the Cloud Controller depends on the number of instances that you specify for the Cloud Controller and Diego components. If either of these components are single components, you cannot push, stage, or restart an app during the upgrade.
Clock Global			
Cloud Controller Worker	✓	✓	
Router	✓	✓	
Pivotal Ops Metrics Collector	✓		The Pivotal Ops Metrics tool is a JMX extension for Elastic Runtime that you can <a href="#">install</a> . If you install this tool, Ops Manager operators may experience a 5 minute delay in metrics collection during an upgrade. You can disable this component before an upgrade to reduce the overall system downtime.
UAA Database			
UAA	✓		If a user has an active authorization token prior to performing an upgrade, the user can still log

			in using either a UI or the CLI.
Login	✓	✓	
Apps Manager Database			You can disable this component before an upgrade to reduce the overall system downtime.
MySQL Server			
Diego Cells	✓	✓	<p>Your ability to manage an app when an upgrade affects Diego Cells depends on the number of instances that you specify for the Diego Cells, Cloud Controller, and other Diego components. If any of these components have only one instance, you may fail to push, stage, or restart an app during the upgrade.</p> <p>If you only have one Diego Cell, upgrading it causes downtime for the apps that run on it, including the Apps Manager app and the App Usage Service.</p>
Diego BBS	✓	✓	<p>Your ability to manage an app when an upgrade affects the Diego BBS depends on the number of instances that you specify for the Diego BBS, Cloud Controller, and other Diego components. If any of these components have only one instance, you may fail to push, stage, or restart an app during the upgrade.</p>
Diego Brain	✓	✓	<p>Your ability to manage an app when an upgrade affects the Diego Brain depends on the number of instances that you specify for the Diego Brain, Cloud Controller, and other Diego components. If any of these components have only one instance, you may fail to push, stage, or restart an app during the upgrade.</p>
Doppler Server			Ops Manager operators experience 2-5 minute gaps in logging.
Loggregator Traffic Controller			Ops Manager operators experience 2-5 minute gaps in logging.
Push Apps Manager and Push App Usage Service errands			<p>These errands run scripts that connect the Apps Manager app and the App Usage Service components to the Apps Manager Database.</p> <p>The Apps Manager app and App Usage Service components run in a single Diego Cell instance and the Apps Manager Database is a single component. If there is an upgrade issue with either the Apps Manager Database instance or the Diego Cell instance, the upgrade fails and Ops Manager does not run the Apps Manager deployment errand again.</p>

## Configuring System Logging in Elastic Runtime

Page last updated:

This topic explains how to configure the Pivotal Cloud Foundry [Loggregator system](#) to scale its maximum throughput, and to forward logs to an external aggregator service.

### Scaling Loggregator

Elastic Runtime system components and apps constantly generate log and metrics data. The [Metron](#) agent running on each component or application VM collects and sends this data out to [Doppler](#) components, which temporarily buffer the data before periodically forwarding it to the [Traffic Controller](#). The Traffic Controller then serves the aggregated data stream through the Firehose WebSocket endpoint.

When the log and metrics data input to a Doppler exceeds its buffer size for a given interval, data can be lost. You can take several actions to minimize this loss.

#### Increase buffer size

1. In the [Pivotal Cloud Foundry \(PCF\) Ops Manager Installation Dashboard](#), click the **Elastic Runtime** tile.
2. Select **System Logging**.
3. Increase the drain buffer size to prevent loss of log data.
4. Click **Save**.

Configure system logging. Leave the External Syslog fields blank unless you wish to use an external syslogd server.

External Syslog Aggregator Hostname

The aggregator must be reachable from the Elastic Runtime network, accept TCP, UDP or RELP connections, and use the RELP protocol (e.g. rsyslogd). This can also be configured with an IP address.

External Syslog Aggregator Port

External Syslog Network Protocol

Syslog Drain Buffer Size (# of messages) \*

Loggregator Port

**Save**

5. Click **Apply Changes**.

#### Add additional Doppler instances

1. In the [PCF Ops Manager Installation Dashboard](#), click the **Elastic Runtime** tile.
2. Select **Resource Config**.
3. Increase the number in the **Instances** column and the **Doppler Server** row.

<input checked="" type="checkbox"/> Resource Config	Doppler Server	Automatic: 1
	Loggregator Trafficcontroller	Automatic: 1

4. Click **Save**.
5. Click **Apply Changes**.

## Add additional Traffic Controller instances

1. In the **PCF Ops Manager Installation Dashboard**, click the **Elastic Runtime** tile.
2. Select **Resource Config**.
3. Increase the number in the **Instances** column and the **Loggregator Trafficcontroller** row.

<input checked="" type="checkbox"/> Resource Config	Doppler Server	Automatic: 1
	Loggregator Trafficcontroller	Automatic: 1

4. Click **Save**.
5. Click **Apply Changes**.

## Enabling System Log Forwarding

Elastic Runtime can forward log data to an external aggregator service instead of routing it to the Loggregator Firehose. System log forwarding for [Pivotal Cloud Foundry](#) (PCF) is managed through the **PCF Ops Manager Installation Dashboard**. To enable syslog forwarding:

1. Click the **Elastic Runtime** tile.
2. Select **System Logging**.
3. Enter the Hostname, Port, and Protocol for your third-party log management service.
4. (Optional) Increase the drain buffer size to prevent loss of log data.
5. Click **Save**.

Configure system logging. Leave the External Syslog fields blank unless you wish to use an external syslogd server.

External Syslog Aggregator Hostname

The aggregator must be reachable from the Elastic Runtime network, accept TCP, UDP or RELP connections, and use the RELP protocol (e.g. rsyslogd). This can also be configured with an IP address.

External Syslog Aggregator Port

External Syslog Network Protocol

Syslog Drain Buffer Size (# of messages) \*

Loggregator Port

**Save**

6. Click **Apply Changes**.

## Configuring UAA Password Policy

Page last updated:

If your Pivotal Cloud Foundry (PCF) deployment uses the internal user store for authentication, you can configure its password policy within the Pivotal Elastic Runtime tile.

### Open the Internal UAA Configuration

1. In a browser, navigate to the fully qualified domain name (FQDN) of your Ops Manager and log in.
2. Click the **Pivotal Elastic Runtime** tile.
3. Select **Authentication and Enterprise SSO** on the **Settings** tab.

Configure your user store access, which can be an internal user store (managed by Cloud Foundry's UAA) or an external user store (LDAP or SAML). You can also adjust the lifetimes of authentication tokens.

Configure your UAA user account store with either internal or external authentication mechanisms\*

- Internal UAA (provided by Elastic Runtime; configure your password policy below)

Minimum Password Length \*

0



Minimum number of characters for a valid password.

Minimum Uppercase Characters Required for Password \*

0

Minimum Lowercase Characters Required for Password \*

0

Minimum Numerical Digits Required for Password \*

0

Minimum Special Characters Required for Password \*

0

Number of Months Before Password Expires \*

0

Maximum Password Entry Attempts Allowed \*

5

4. Confirm that the **Internal UAA** option is selected.

### Set Password Requirements

1. For **Minimum Password Length**, enter the minimum number of characters for a valid password.
2. For **Minimum Uppercase Characters Required for Password**, enter the minimum number of uppercase characters required for a valid password.

3. For **Minimum Lowercase Characters Required for Password**, enter the minimum number of lowercase characters required for a valid password.
4. For **Minimum Numerical Digits Required for Password** enter the minimum number of digits required for a valid password.
5. For **Minimum Special Characters Required for Password**, enter the minimum number of special characters required for a valid password.

## Set Password Expiration and Entry Attempts

1. For **Number of Months Before Password Expires**, enter the number of months a password remains valid. Enter  if you want passwords to never expire.
2. For **Maximum Password Entry Attempts Allowed**, enter the maximum number of failures allowed to enter a password within a five-minute timespan before the account is locked.

## Configuring Authentication and Enterprise SSO for Elastic Runtime

Page last updated:

This topic describes [Pivotal Cloud Foundry](#) (PCF) authentication and single sign-on configuration with Lightweight Directory Access Protocol (LDAP) and Security Assertion Markup Language (SAML).

Refer to the instructions below to configure your deployment with SAML or LDAP.

Connecting Elastic Runtime to either the LDAP or SAML external user store allows the User Account and Authentication (UAA) server to delegate authentication to existing enterprise user stores.

If your enterprise user store is exposed as a SAML or LDAP Identity Provider for single sign-on (SSO), you can configure SSO to allow users to access the Apps Manager and Cloud Foundry Command Line Interface (cf CLI) without creating a new account or, if using SAML, without re-entering credentials.

See the [Adding Existing SAML or LDAP Users to a PCF Deployment](#) topic for information about managing user identity and pre-provisioning user roles with SAML or LDAP in PCF.

This [Knowledge Base article](#) explains the process used by the UAA Server when it attempts to authenticate a user through LDAP.

## Configure PCF to Use a SAML Identity Provider

To connect PCF Elastic Runtime with SAML, you must perform the following tasks:

1. [Configure PCF as a service provider for SAML](#)
2. [Configure SAML as an Identity Provider for PCF](#)

### Configure PCF as a Service Provider for SAML

Follow the instructions below to configure PCF as a service provider for SAML.

1. From the **Installation Dashboard**, click the **Elastic Runtime** tile.
2. Select the **Domains** tab and record your system domain.

[Installation Dashboard](#)

## Pivotal Elastic Runtime

- Settings
- Status
- Credentials
- Logs

Assign AZs and Networks

Domains

Application Containers

Application Developer Controls

Authentication and Enterprise SSO

System Database Config

File Storage Config

IPs and Ports

Security Config

MySQL Proxy Config

Cloud Controller

Elastic Runtime gives each deployed application its own hostname in the app domain, and each system component its own hostname on the system domain. Ensure that you have a wildcard DNS record configured for both domains. You can also use the same domain as your apps and system domains.

System Domain \*

This domain is for system-level PCF components, such as Apps Manager, service brokers, etc. You must set up a wildcard DNS record for this domain that points to your entry point load balancer or HAProxy.

Apps Domain \*

**Save**

3. Select **Authentication and Enterprise SSO**.

4. Select **SAML Identity Provider**.

Application Developer Controls

Authentication and Enterprise SSO

Databases

Internal MySQL

File Storage

System Logging

Custom Branding

Apps Manager

Email Notifications

Restore CCDB Encryption Key

Smoke Tests

Experimental Features

Errands

Resource Config

Stemcell

SAML Identity Provider

Provider Name \*

Display Name \*

Provider Metadata (if you would rather provide an SSO endpoint URL, skip to the next field)

(OR) Provider Metadata URL

Name ID Format\*

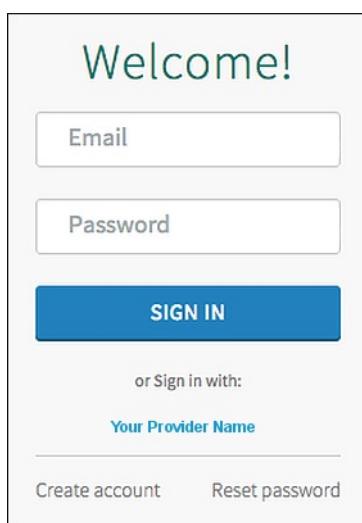
Email Address

Sign Authentication Requests

Require Signed Assertions

LDAP Server

- Set the **Provider Name**. This is a unique name you create for the Identity Provider. This name can include only alphanumeric characters, `[+]`, `[=]`, and `[-]`. You should not change this name after deployment because all external users use it to link to the provider.
- Enter a **Display Name**. Your provider display name appears as a link on your Pivotal login page, which you can access at `https://login.YOUR-SYSTEM-DOMAIN`.

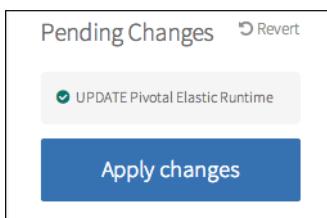


- Retrieve the metadata from your Identity Provider and copy it into either the **Provider Metadata** or the **Provider Metadata URL** fields, depending on whether your Identity Provider exposes a Metadata URL. Refer to the [Configure SAML Identity Provider for PCF](#) section of this topic for more information. Pivotal recommends that you use the Provider Metadata URL rather than Provider Metadata because the metadata can change. You can do this in either of the following ways:
  - If your Identity Provider exposes a Metadata URL, provide the Metadata URL.
  - Download your Identity Provider metadata and paste this XML into the **Provider Metadata** area.

**Note:** You only need to select one of the above configurations. If you configure both, your Identity Provider defaults to the **(OR)** **Provider Metadata URL**.

**Note:** Refer to the [Adding Existing SAML or LDAP Users to a PCF Deployment](#) topic for information on on-boarding SAML users and mapping them to PCF user roles.

8. By default, all SAML Authentication Request from PCF are signed. To change this, disable the **Sign Authentication Requests** checkbox and configure your Identity Provider to verify SAML authentication requests.
9. To validate the signature for the incoming SAML assertions, enable the **Required Signed Assertions** checkbox and configure your Identity Provider to send signed SAML Assertions.
10. Select the **Name ID Format** for your SAML Identity Provider. This translates to username on PCF Elastic Runtime. The default is Email Address.
11. Click **Save**.
12. Return to the **Installation Dashboard** by clicking the link.
13. On the Installation Dashboard, click **Apply Changes**.



## Configure SAML as an Identity Provider for PCF

Download the Service Provider Metadata from <https://login.YOUR-SYSTEM-DOMAIN/saml/metadata>. Consult the documentation from your Identity Provider for configuration instructions.

Refer to the table below for information about certain industry-standard Identity Providers and how to integrate them with PCF:

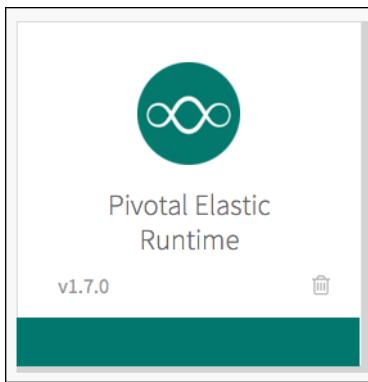
Solution Name	Integration Guide
<a href="#">CA Single Sign-On aka CA SiteMinder</a>	<a href="#">PDF</a>
<a href="#">Ping Federate</a>	<a href="#">PDF</a>

**Note:** Some Identity Providers allow uploads of Service Provider Metadata. Other providers require you to manually enter the Service Provider Metadata into a form.

## Configure PCF to Use an LDAP Identity Provider

To integrate the UAA with LDAP, configure Elastic Runtime with your LDAP endpoint information as follows:

1. Log into the Operations Manager web interface.
2. On the Product Dashboard, select **Pivotal Elastic Runtime**.



3. In the left navigation menu, select **Authentication and Enterprise SSO**.

- Application Developer Controls
- Authentication and Enterprise SSO
- Databases
- Internal MySQL
- File Storage
- System Logging
- Custom Branding
- Apps Manager
- Email Notifications
- Restore CCDB Encryption Key
- Smoke Tests
- Experimental Features
- Errands
- Resource Config
- Stemcell

SAML Identity Provider
  LDAP Server

**Server URL \***

**LDAP Credentials \***

🔒

**User Search Base \***

**User Search Filter \***

**Group Search Base**  


Required if mapping LDAP groups to Admin role. Example  
`ou=Groups,dc=example,dc=com`.

**Group Search Filter \***

**Server SSL Cert**

4. Under **Configure your UAA** select **LDAP Server**.

5. Enter the **Server URL**, a URL pointing to the LDAP server. This URL must include one of the following protocols:

- `ldap://`: This specifies that the LDAP server uses an unencrypted connection.
- `ldaps://`: This specifies that the LDAP server uses SSL for an encrypted connection and requires that the LDAP server holds a trusted certificate or that you import a trusted certificate to the JVM truststore.

6. For **LDAP Credentials**, enter the LDAP Distinguished Name (DN) and password for binding to the LDAP Server. Example DN:

```
cn=administrator,ou=Users,dc=example,dc=com
```

**Note:** Pivotal recommends that you provide LDAP credentials that grant read-only permissions on the LDAP Search Base and the LDAP Group Search Base.

7. For **User Search Base**, enter the location in the LDAP directory tree from which any LDAP User search begins. The typical LDAP Search

Base matches your domain name.

For example, a domain named “cloud.example.com” typically uses the following LDAP User Search Base: `ou=Users,dc=example,dc=com`

8. For **User Search Filter**, enter a string that defines LDAP User search criteria. These search criteria allow LDAP to perform more effective and efficient searches. For example, the standard LDAP search filter `cn=Smith` returns all objects with a common name equal to `Smith`.

In the LDAP search filter string that you use to configure Elastic Runtime, use `{0}` instead of the username. For example, use `cn={0}` to return all LDAP objects with the same common name as the username.

In addition to `cn`, other attributes commonly searched for and returned are `mail`, `uid` and, in the case of Active Directory, `sAMAccountName`.

 **Note:** This [Knowledge Base article](#) provides instructions for testing and troubleshooting your LDAP search filters.

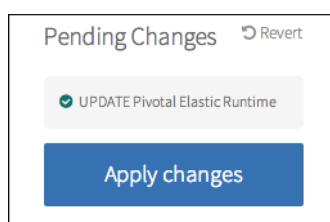
9. For **Group Search Base**, enter the location in the LDAP directory tree from which the LDAP Group search begins.

For example, a domain named “cloud.example.com” typically uses the following LDAP Group Search Base: `ou=Groups,dc=example,dc=com`

Follow the instructions in the [Grant Admin Permissions to an External Group \(SAML or LDAP\)](#) section of the *Creating and Managing Users with the UAA CLI (UAAC)* topic to map the groups under this search base to admin roles in PCF.

 **Note:** Refer to the [Adding Existing SAML or LDAP Users to a PCF Deployment](#) topic to on-board individual LDAP users and map them to PCF Roles.

10. For **Group Search Filter**, enter string that defines LDAP Group search criteria. The standard value is `member={0}`.
11. For **Server SSL Cert**, paste in the root certificate from your CA certificate or your self-signed certificate.
12. Click **Save**.
13. Return to the **Installation Dashboard** by clicking the link.
14. On the Installation Dashboard, click **Apply Changes**.



## Adding Existing SAML or LDAP Users to a Pivotal Cloud Foundry Deployment

Page last updated:

This topic describes the procedure for adding existing SAML or LDAP users to a [Pivotal Cloud Foundry](#) (PCF) deployment enabled with SAML or LDAP.

 **Note:** You must have admin access to the PCF Ops Manager Installation Dashboard for your deployment to complete the procedure described here.

### Step 1: Add SAML or LDAP Users

 **Note:** Do not create new users in Elastic Runtime via the Cloud Foundry command line interface (cf CLI), by UAAC, or by using invitations in Apps Manager. This will create a user identity in the internal user store separate from the SAML or LDAP user identity. Instead, follow the procedure described below.

There are two ways to add existing SAML or LDAP users to your PCF deployment:

- In bulk, using the UAA Bulk Import Tool. See the [README](#) for instructions on installing and using the tool.
- Individually, through the CF CLI, as described below:
  1. Each existing SAML or LDAP user must log in to Apps Manager or to the cf CLI using their SAML (by entering `cf login --sso`) or LDAP credentials. Users will not have access to any org or space until these are granted by an Org or Space Manager.
  2. The PCF Admin must log in to the cf CLI and associate the user with the desired org and space roles. See [Org and App Space Roles](#).

### (Advanced Option) Integrate with Enterprise Identity Management System

If your organization uses an Enterprise Identity Management System for centralized provisioning and deprovisioning of users, you can use the [Users API](#) and [Organizations API](#) to write a connector to manage users and permissions in Elastic Runtime.

### Step 2: Create User

1. Create the user in UAA by running the following command. Replace 'EXAMPLE-USERNAME' with the username of the SAML or LDAP user you wish to add.

- For LDAP, set user `origin` to `ldap`.

```
$ uaac curl -H "Content-Type: application/json" -k /Users -X POST -d '{"userName":"EXAMPLE-USERNAME", "emails":[{"value":"EXAMPLE-USERNAME@test.com"}], "ori
```

- For SAML, set user `origin` to the SAML identity provider name [set in](#) the Elastic Runtime tile under **Authentication and Enterprise SSO**.

```
$ uaac curl -H "Content-Type: application/json" -k /Users -X POST -d '{"userName":"EXAMPLE-USERNAME", "emails":[{"value":"EXAMPLE-USERNAME@test.com"}], "ori
```

2. Use the [Users API](#) to create a User record in the Cloud Controller Database with the existing user's SAML or LDAP GUID.

```
$ curl "https://api.YOUR-DOMAIN/v2/users" -d '{  
  "guid": "YOUR-USER-GUID"  
}' -X POST \  
-H "Authorization: bearer YOUR-BEARER-TOKEN" \  
-H "Host: YOUR-HOST-URL" \  
-H "Content-Type: application/x-www-form-urlencoded" \  
-H "Cookie: "
```

### Step 3: Provide User Access to Orgs

Associate the user with the appropriate orgs in your Elastic Runtime deployment, using the [Organizations API](#).

## Step 4: Associate User with Space or Org Role

Users can be given Space and Org roles using the following API calls:

- [Associate an Auditor with a Space](#).
- [Associate a Developer with a Space](#).
- [Associate a Manager with a Space](#).
- [Associate an Auditor with a Organization](#).
- [Associate a Manager with a Organization](#).

## Switching Application Domains

Page last updated:

This topic describes how to change the domain of an existing [Pivotal Cloud Foundry](#) (PCF) installation, using an example domain change from `myapps.mydomain.com` to `newapps.mydomain.com`.

1. In PCF Ops Manager, select the **Pivotal Elastic Runtime** tile.
2. Select **Domains** from the menu to see the current **Apps Domain** for your Elastic Runtime deployment. In the following example it is `myapps.mydomain.com`.

Elastic Runtime gives each deployed application its own hostname in the app domain, and each system component its own hostname on the system domain. Ensure that you have a wildcard DNS record configured for both domains. You can also use the same domain as your apps and system domains.

System Domain *	<code>mysystem.mydomain.com</code>
Apps Domain *	<code>myapps.mydomain.com</code>

This is the default apps domain that pushed apps will use for their hostnames. Use the Cloud Foundry command line interface to add or delete domains. This also requires a wildcard DNS record.

**Save**

3. In the terminal, run `cf login -a YOUR_API_ENDPOINT`. The cf CLI prompts you for your PCF username and password, as well as the org and space you want to access. See [Identifying the API Endpoint for your Elastic Runtime Instance](#) if you don't know your API endpoint.
4. Run `cf domains` to view the domains in the space. If you have more than one shared domain, ensure that the domain you want to change is at the top of the list before you apply the new domain to your Elastic Runtime tile configuration. You can delete and re-create the other shared domains as necessary to push the domain you want to change to the top of the list. If you do this, make sure to [re-map the routes for each domain](#).

```
$ cf domains
Getting domains in org my-org as admin...
name      status
myapps.mydomain.com  shared
```

5. Run `cf routes` to confirm that your apps are assigned to the domain you plan to change.

```
$ cf routes
Getting routes as admin ...
space   host   domain      apps
my-space myapp  myapps.mydomain.com  myapp
```

6. Run `cf create-shared-domain YOUR_DESIRED_NEW_DOMAIN` to create the new domain you want to use:

```
$ cf create-shared-domain newapps.mydomain.com
Creating shared domain newapps.mydomain.com as admin...
OK
```

7. Run `cf map-route APP_NAME NEW_DOMAIN -n HOST_NAME` to map the new domain to your app. In this example both the `NEW_DOMAIN` and `HOST_NAME` arguments are `myapp`, since this is both the name of the app to which we are mapping a route, and the intended hostname for the URL.

```
$ cf map-route myapp newapps.mydomain.com -n myapp

Creating route myapp.newapps.mydomain.com for org my-org / space my-space as admin...
OK
Adding route myapp.newapps.mydomain.com to app myapp in org my-org / space my-space as admin...
OK
```

8. Repeat the previous step for each app in this space. Afterwards, check Apps Manager to confirm that the route URL has updated correctly for each app:

STATUS	APP	INSTANCES
	myapp myapp.newapps.mydomain...	1

9. Repeat the above steps for each space in your PCF installation except for the System org, beginning with logging into the org and space and ending with confirming the URL update.

**Note:** Ordinarily the System org contains only PCF apps that perform utility functions for your installation. Pivotal does not recommend pushing apps to this org. However, if you have pushed apps to System, you must also repeat the above steps for these apps.

10. Once you have confirmed that every app in every space has been mapped to the new domain, delete the old domain by running `cf delete-shared-domain OLD_DOMAIN_TO_DELETE`:

```
$ cf delete-shared-domain myapps.mydomain.com
Deleting domain myapps.mydomain.com as admin...

This domain is shared across all orgs.
Deleting it will remove all associated routes, and will make any app with this domain unreachable.
Are you sure you want to delete the domain myapps.mydomain.com?
> yes
OK
```

11. Configure your Elastic Runtime tile to use the new domain, and apply changes. Apps that you push after your update finishes use this new domain.

Elastic Runtime gives each deployed application its own hostname in the app domain, and each system component its own hostname on the system domain. Ensure that you have a wildcard DNS record configured for both domains. You can also use the same domain as your apps and system domains.

System Domain \*

mysystem.mydomain.com

Apps Domain \*

newapps.mydomain.com

This is the default apps domain that pushed apps will use for their hostnames. Use the Cloud Foundry command line interface to add or delete domains. This also requires a wildcard DNS record.

**Save**

## Scaling Elastic Runtime

Page last updated:

This topic discusses how to scale Elastic Runtime for different deployment scenarios. To increase the capacity and availability of the Pivotal Cloud Foundry (PCF) platform, and to decrease the chances of downtime, you can scale a deployment up using the instructions below.

If you want to make a Diego or PCF configuration highly available, see the [Zero Downtime Deployment and Scaling in CF](#) topic.

### Steps for Scaling Elastic Runtime

1. Navigate to the Pivotal Cloud Foundry Operations Manager Installation Dashboard.
2. Click the Elastic Runtime tile in the Installation Dashboard.
3. Select **Resource Config**.

[◀ Installation Dashboard](#)

## Pivotal Elastic Runtime

Settings Status Credentials Logs

Assign AZs and Networks

Domains

Networking

Application Containers

Application Developer Controls

Authentication and Enterprise SSO

Databases

MySQL Config

File Storage Config

System Logging

Email Notifications

Restore CCDB Encryption Key

Generic White Labeling

Apps Manager Config

Smoke Tests

Experimental Features

Errands

Resource Config

JOB	INSTANCES
Consul	Automatic: 1
NATS	Automatic: 1
etcd	Automatic: 1
Diego BBS	Automatic: 1
NFS Server	Automatic: 1
Router	Automatic: 1
MySQL Proxy	Automatic: 1
MySQL Server	Automatic: 1
Backup Prepare Node	Automatic: 0
Cloud Controller Database (Postgres)	0
UAA Database (Postgres)	0
Cloud Controller	Automatic: 1
HAProxy	Automatic: 1
Clock Global	Automatic: 1
Cloud Controller Worker	Automatic: 1
Collector	Automatic: 0
UAA	Automatic: 1
Diego Brain	Automatic: 1
Diego Cell	Automatic: 3
Doppler Server	Automatic: 1
Loggregator Trafficcontroller	Automatic: 1
Push Apps Manager	Automatic: 1
Run Smoke Tests	Automatic: 1
Notifications	Automatic: 1
Run Notifications Tests	Automatic: 1
Notifications-UI	Automatic: 1
Run Notifications-UI tests	Automatic: 1

4. You can scale your deployment horizontally, by increasing the number of **Instances** of a job. You can also scale your deployment vertically, by adjusting the **Persistent Disk Type** and **VM Type** of a job to allocate more disk space and memory. If you choose **Automatic** from the drop-down menu, Elastic Runtime uses the recommended amount of resources for the job.

If you scale down or delete a job that uses persistent disk, Elastic Runtime marks the disk as “orphaned.” Orphaned disks are not attached to any job, and Elastic Runtime deletes them after five days. You can use the BOSH CLI to list and recover orphaned disks. Follow the instructions in the [“Prepare to Use the BOSH CLI”](#) section of the “Advanced Troubleshooting with the BOSH CLI” topic to log in to the BOSH Director, and then follow the procedures in [“Orphaned Disks”](#) in the BOSH documentation.

If you are using one of the following configurations, choose the values in the corresponding table to scale instances for your particular deployment:

- [External Databases](#)
- [Internal MySQL](#)
- [Internal Databases \(for Upgrades\)](#)
- [External Blobstore](#)

- [External Load Balancer](#)
- [JMX Bridge](#)

## External Databases

If you are using an [external database](#), choose the following values in the Resource Config:

Job	Instance Count	Notes
MySQL Server	0	
MySQL Proxy	0	
Apps Manager Database (Postgres)	0	
Cloud Controller Database (Postgres)	0	
UAA Database (Postgres)	0	

## Internal MySQL

If you are using the internal MySQL database on a clean install, or on an upgrade from a configuration that previously used internal MySQL databases, you do not need to change the default values shown below. If you need to change back to this configuration, choose the values shown below in the Resource Config.

 **Note:** Changing back to this configuration deletes any data written to your other database option.

Job	Instance Count	Notes
MySQL Server	3	
MySQL Proxy	1	
Apps Manager Database (Postgres)	0	
Cloud Controller Database (Postgres)	0	
UAA Database (Postgres)	0	

## Internal Databases (for Upgrades)

If you are upgrading from a previous installation that used both Postgres and MySQL databases, you must maintain this configuration to avoid data loss.

Job	Instance Count	Notes
MySQL Server	3	
MySQL Proxy	1	
Apps Manager Database (Postgres)	1	
Cloud Controller Database (Postgres)	1	
UAA Database (Postgres)	1	

## External Blobstore

If you are using an external [Blobstore](#), choose the following value in the Resource Config:

Job	Instance Count	Notes
NFS	0	

## External Load Balancer

If you are using an external load balancer, choose the following values in the Resource Config:

Job	Instance Count	Notes
HAProxy	0	
Router	$\geq 1$	For Amazon Web Services, set the Elastic Load Balancer name in the Router's "External Load Balancer" field.
Diego Brain	$\geq 1$	For AWS, if you have the Diego SSH feature enabled, set the SSH ELB name in the Router's "External Load Balancer" field.

## JMX Bridge

If you are using [JMX Bridge](#), choose the following value in the Resource Config:

Job	Instance Count	Notes
Collector	$\geq 1$	Must have JMX Bridge tile added to PCF before you scale this instance count up. See <a href="#">Adding and Deleting Products topic</a> .

5. Choose the suggested values outlined in each scenario above, and click **Save**.

6. Return to the **Installation Dashboard** and click **Apply Changes**.

## Scaling Down Your MySQL Cluster

This topic describes how to safely scale down your MySQL cluster to a single node.

By default MySQL is a single node. To take advantage of the high availability features of MySQL, you may have scaled the configuration up to three nodes.

 **Note:** If you are only running the MySQL cluster with a single node, you do not need to perform these steps.

### Check the Health of Your Cluster

Before scaling down your MySQL cluster, perform the following actions to ensure the cluster is healthy.

1. Use the cf CLI to target the API endpoint of your Pivotal Cloud Foundry (PCF) deployment:

```
$ cf api api.YOUR-SYSTEM-DOMAIN  
Setting api endpoint to api.YOUR-SYSTEM-DOMAIN...  
OK  
  
API endpoint: https://api.YOUR-SYSTEM-DOMAIN... (API version: 2.54.0)  
Not logged in. Use 'cf login' to log in.
```

2. Log in with your User Account and Authentication (UAA) Administrator user credentials. Obtain these credentials by clicking the **Credentials** tab of the Elastic Runtime tile, locating the **Admin Credentials** entry in the **UAA** section, and clicking **Link to Credential**.

```
$ cf login -u admin  
API endpoint: https://api.YOUR-SYSTEM-DOMAIN  
  
Password>  
Authenticating...  
OK
```

3. Create a test organization to verify the database across all nodes:

```
$ cf create-org validation-testing  
Creating org validation-testing as admin...  
OK  
  
Assigning role OrgManager to user admin in org validation-testing ...  
OK  
  
TIP: Use 'cf target -o validation-testing' to target new org
```

4. Obtain the IP addresses of your MySQL server by performing the following steps:

- a. From the PCF **Installation Dashboard**, click the **Pivotal Elastic Runtime** tile.
- b. Click the **Status** tab.
- c. Record the IP addresses for all instances of the **MySQL Server** job.

5. Obtain the CCDB credentials for your MySQL server by performing the following steps:

- a. From the Elastic Runtime tile, click the **Credentials** tab.
- b. Locate the **Ccdb Credentials** entry in the **MySQL Server** section and click **Link to Credential**.
- c. Record the values for `identity` and `password`.

6. SSH into the Ops Manager VM. Because the procedures vary by IaaS, review the [SSH into Ops Manager](#) section of the Advanced Troubleshooting with the BOSH CLI topic for specific instructions.

7. For each of the MySQL server IP addresses recorded above, perform the following steps from the Ops Manager VM:

- a. Query the new organization with the following command, replacing `YOUR-IP` with the IP address of the MySQL server and `YOUR-IDENTITY` with the `identity` value of the CCDB credentials obtained above:

```
$ mysql -h YOUR-IP -u YOUR-IDENTITY -D ccdb -p -e "select created_at, name from organizations where name = 'data-integrity-test-organization'"
```

- b. When prompted, provide the `password` value of the CCDB credentials obtained above.
- c. Examine the output of the `mysql` command and verify the `created_at` date is recent.

```
+-----+-----+
| created_at | name      |
+-----+-----+
| 2016-05-28 01:11:42 | data-integrity-test-organization |
+-----+-----+
```

8. If each MySQL server instance does not return the same `created_at` result, contact [Pivotal Support](#) before proceeding further or making any changes to your deployment. If each MySQL server instance does return the same result, then you can safely proceed to scaling down your cluster to a single node by performing the steps in the following section.

## Scale Down Your Cluster

1. From the PCF Installation Dashboard, click the **Pivotal Elastic Runtime** tile.
2. Select **Resource Config**.
3. Use the drop-down menu to change the **Instances** count for **MySQL Server** to `1`.
4. Click **Save** to apply the changes.
5. Delete your test organization with the following of CLI command:

```
$ cf delete-org data-integrity-test-organization
```

## Using Docker Trusted Registries

Page last updated:

This topic describes how to configure your Docker Trusted Registries with Pivotal Cloud Foundry (PCF). To use private registries, you must choose either to submit your root certificate authority (CA) certificate or provide the IP address for your private Docker Trusted Registry.

**Prerequisite:** Ensure that you have enabled Docker support in PCF with the `cf enable-feature-flag diego_docker` command, as described in the [Using Docker in Cloud Foundry](#) topic.

### Using a CA Certificate

If you provide your root CA certificate in the Ops Manager configuration, follow this procedure:

1. In the **PCF Ops Manager Installation Dashboard**, click the **Ops Manager Director** tile.
2. Click **Security**.

The screenshot shows the 'Security' tab selected in the 'Ops Manager Director' configuration interface. On the left sidebar, under 'AWS Config', 'Director Config', 'Create Availability Zones', 'Create Networks', and 'Assign AZs and Networks' are listed. Under 'Resource Config', 'Security' is also listed. The main panel has a heading 'Security' and a section titled 'Trusted Certificates'. It contains a large redacted text block representing a root CA certificate. Below this, a note states: 'These certificates enable BOSH-deployed components to trust a custom root certificate.' At the bottom of the panel, there are two options for generating VM passwords: 'Generate passwords' (selected) and 'Use default BOSH password'. A 'Save' button is located at the bottom right.

3. In the **Trusted Certificates** field paste one or more root CA certificates. The Docker Trusted Registry does not use the CA certificate itself but uses a certificate that is signed by the CA certificate.
4. Click **Save**.
5. If you are:
  - Configuring Ops Manager Installation for the first time, return to your specific IAAS configuration to continue the installation process.
  - Modifying an existing Ops Manager installation, return to the **PCF Ops Manager Installation Dashboard** and click **Apply Changes**.

After configuration, BOSH propagates this CA certificate to all application containers in your deployment. You can then push and pull images from your Docker Trusted Registries.

### Using an IP Address Whitelist

If you choose not to provide a CA certificate, you must provide the IP address of your trusted Docker registry:

1. Navigate to the PCF Operations Manager **Installation Dashboard**.
2. Click the **Pivotal Elastic Runtime** tile, and navigate to the **Application Containers** tab.

Enable microservice frameworks, private Docker registries, and other services that support your applications at a container level.

Enable Custom Buildpacks

Allow SSH access to app containers

Private Docker Insecure Registry Whitelist

If you use private Docker image registries that are secured with self-signed certificates, enter them here as a comma-delimited list. List each registry as either an IP:Port tuple or a Hostname:Port tuple.

Docker Images Disk-Cleanup Scheduling on Cell VMs\*

Never clean up Cell disk-space

Routinely clean up Cell disk-space

Clean up disk-space once threshold is reached

Threshold of Disk-Used (MB) (min: 1)\*

**Save**

3. Select **Enable Custom Buildpacks** to enable custom-built application runtime buildpacks.
4. Select **Allow SSH access to app containers** to enable app containers to accept SSH connections. If you are using a load balancer instead of HAProxy, you must open port 2222 on your load balancer to enable SSH traffic. In order to open an SSH connection to an app, a user must have Space Developer privileges for that app's space. Operators can grant those privileges in Apps Manager or via the cf CLI.
5. For **Private Docker Insecure Registry Whitelist**, provide the hostname/IP address and port that point to your Docker Registry. For example, enter `198.51.100.1:80` or `mydockerregistry.com:80`. Enter multiple entries in a comma-delimited sequence. SSL validation will be ignored for private Docker image registries secured with self-signed certificates at these locations.
6. Under **Docker Images Disk-Cleanup Scheduling on Cell VMs**, choose one of the following:
  - Never Cleanup Cell Disk-space
  - Routinely Cleanup Cell Disk-space
  - Cleanup disk-space once threshold is reached If you choose this option, enter the amount of disk space the Cell must reach before disk cleanup initiates under **Threshold of Disk-Used (MB)**.
7. Click **Save**.
8. If you are:
  - Configuring Elastic Runtime for the first time, return to your specific IaaS configuration to continue the installation process.
  - Modifying an existing Elastic Runtime installation, return to the PCF Ops Manager Installation Dashboard and click **Apply Changes**.

After configuration, Elastic Runtime allows Docker images to come through the specified IP address without checking certificates.

## Custom Branding Apps Manager

This topic describes how Pivotal Cloud Foundry operators can visually brand Apps Manager by changing certain text, colors, and images of the interface. Developers view the customized interface when logging in, creating an account, resetting a password, or using Apps Manager.

Operators customize Apps Manager by configuring the **Custom Branding** and **Apps Manager Config** pages of the Pivotal Elastic Runtime tile.

### Custom Branding Page

1. In a browser, navigate to the fully qualified domain name (FQDN) of your Ops Manager and log in.
2. Click **Pivotal Elastic Runtime**.
3. Click the **Custom Branding** tab.

### Customize colors, images, and text

Company Name  
 Pivotal Defaults to 'Pivotal'

Accent Color

Main Logo

Square Logo/Favicon

Footer Text

Footer Links  
You may configure up to 3 links in the Apps Manager footer Add

Save

4. For **Company Name**, enter the name of your organization. If left blank, the name defaults to **Pivotal**.
5. For **Accent Color**, enter the hexadecimal code for the color used to accent various visual elements. For example, `#71ffda`.
6. For **Main Logo**, enter a Base64-encoded URL string for a PNG image to use as your main logo. The image can be square or wide. For example, `[data:image/png;base64,iVBORw0...`. If left blank, the image defaults to the Pivotal Logo.
7. For **Square Logo/Favicon**, enter a Base64-encoded URL string for a PNG image to use as your favicon, in the Apps Manager header, and in places that require a smaller logo. For example, `[data:image/png;base64,iVBORw0...`. If left blank, the image defaults to the Pivotal Logo.
8. For **Footer Text**, enter a string to be displayed as the footer. If left blank, the footer text defaults to **Pivotal Software Inc. All rights reserved.**
9. To add up to three footer links that appear to the right of the footer text, complete the following steps:

- Click **Add**.
- For **Link text**, enter a label for the link.
- For **Url**, enter an external or relative URL. For example, `http://docs.pivotal.io` or `/tools.html`.

## Apps Manager Config Page

1. In a browser, navigate to the fully qualified domain name (FQDN) of your Ops Manager and log in.
2. Click **Pivotal Elastic Runtime**.
3. Click the **Apps Manager Config** tab.

### Configure Apps Manager

Enable Internal User Store

Enable Non Admin Org Creation

Enable Non Admin Role Management

Product Name  
 (A) Replace "Apps Manager" in the header with a custom product name (defaults to "Apps Manager" if blank)

Marketplace Name

Customize Sidebar Links You may configure up to 10 links in the Apps Manager sidebar

▶ Marketplace	<input type="button" value="Delete"/>
▶ Docs	<input type="button" value="Delete"/>
▶ Tools	<input type="button" value="Delete"/>

4. For **Product Name**, enter text to replace **Apps Manager** in the header and the title of Apps Manager. This text defaults to **Apps Manager** if left blank.
5. For **Marketplace Name**, enter text to replace the header in the Marketplace pages. This text defaults to **Marketplace** if left blank.
6. By default, Apps Manager includes three sidebar links: **Marketplace**, **Docs**, and **Tools**. You can edit existing sidebar links by clicking the name of the link and editing the **Link text** and **Url** fields. Or, you can remove the link by clicking the trash icon next to its name. If you want to add a new sidebar link, click **Add** and complete the **Link text** and **Url** fields.

 **Note:** Removing any of the default links will remove them from the sidebar for all users.

## Monitoring Instance Usage

Page last updated:

This topic describes how to retrieve app and service instance usage information. You can access the data using Apps Manager, the Usage service API, or the [Cloud Foundry API](#) from the cf CLI.

## Monitoring Instance Usage from Apps Manager

There are two ways to monitor app and service instance usage from Apps Manager. The Accounting Report provides a summarized report, and the Usage Report provides a more detailed view of the data.

### View the Accounting Report

The Accounting Report displays instance usage information for all orgs in your [Pivotal Cloud Foundry](#) (PCF) deployment except the **system** org. The Accounting Report provides a high-level overview of your usage by displaying your monthly count of app instances.

To access the Accounting Report, you must be [logged into the Apps Manager](#) as an admin.

1. Select **Accounting Report** from the left navigation of Apps Manager.
2. View the average and maximum app instances in use per month under **App Instance Statistics**.

The maximum is the largest number of app instances in use at any one time. The Accounting Report calculates these values from the `start`, `stop`, and `scale` app usage events in Cloud Controller.

**P** Pivotal Apps Manager System > Accounting Report

**ORG**

system ▾

**SPACES**

- app-usage-service
- apps-manager
- autoscaling
- identity-service-space
- notifications-with-ui
- Marketplace

**SYSTEM**

- Accounting Report
- Docs
- Support
- Tools

## Accounting Report

Monthly count of App Instances in use for all orgs (not including the system org)

As of: 2016-03-03 21:45:02 UTC

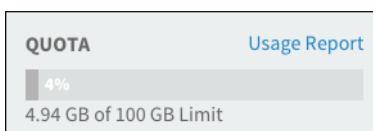
DATE	APP INSTANCE STATISTICS	
<b>2016</b>	<b>AVERAGE</b> <b>MAXIMUM</b>	
March (Current)	1.0	1
February	0.6	3
January	0.0	0
<b>2015</b>	<b>AVERAGE</b> <b>MAXIMUM</b>	
December	0.0	0
November	0.0	0
October	0.0	2

## View the Usage Report

The Usage Report provides a more granular view of your usage by detailing app memory usage and service instance usage information for all spaces in a particular org, including the **system** org.

To access the Usage Report, you must be [logged into the Apps Manager](#) as an admin or have an Org Manager or Org Auditor role. For more information on managing roles, see the [Managing User Accounts and Permissions Using the Apps Manager](#) topic.

- From the **system** org, click **Usage Report**.



The top of the Usage Report displays total app memory usage and service instance usage by all spaces in your org.

Pivotal Apps Manager system > Usage Report

ORG		ORG	TOTAL APP MEMORY USAGE	TOTAL SERVICE INSTANCE USAGE
system	▼	<b>system</b>	<b>237.00 GB hrs</b>	<b>768.01 hrs</b>
SPACES		SPACE	APP MEMORY USAGE	SERVICE INSTANCE USAGE
app-usage-service		notifications-with-ui	9.00 GB hrs	0.0 hrs
apps-manager		identity-service-space	24.00 GB hrs	69.82 hrs
autoscaling		app-usage-service	144.00 GB hrs	0.0 hrs
identity-service-space		autoscaling	12.00 GB hrs	0.0 hrs
notifications-with-ui		apps-manager	48.00 GB hrs	698.19 hrs
Marketplace				
SYSTEM				
Accounting Report				

**Spaces Details** breaks down your app memory usage and service instance usage by spaces.

**SPACES DETAILS**

**app-usage-service**

APPS	144.00 GB hrs
⊕ app-usage-service-worker	48.00 GB hrs
⊕ app-usage-service-scheduler	48.00 GB hrs
⊕ app-usage-service	48.00 GB hrs
SERVICES	0.0 hrs

2. Click the name of an app to view its **Configuration History**.

app-usage-service			
APPS		144.00 GB hrs	
<span style="color: #0070C0;">●</span> app-usage-service-worker			48.00 GB hrs
CONFIGURATION HISTORY			
INSTANCES	MEMORY	DURATION	USAGE
1	1.00 GB	48.00 hrs	48.00 GB hrs
<span style="color: #0070C0;">●</span> app-usage-service-scheduler			48.00 GB hrs
CONFIGURATION HISTORY			
INSTANCES	MEMORY	DURATION	USAGE
1	1.00 GB	48.00 hrs	48.00 GB hrs
<span style="color: #0070C0;">●</span> app-usage-service			48.00 GB hrs
CONFIGURATION HISTORY			
INSTANCES	MEMORY	DURATION	USAGE
1	1.00 GB	48.00 hrs	48.00 GB hrs
SERVICES		0.0 hrs	

## Monitoring App and Service Usage from the cf CLI

This section describes how to use the cf CLI to retrieve usage information about your app and service instances via the Cloud Controller and Usage service APIs.

### Obtain System Usage Information

Before you can retrieve any app or service information, you must target the Cloud Controller and log in as admin, as follows:

1. Target the endpoint of your Cloud Controller.

```
$ cf api api.YOUR-DOMAIN
```

2. Log in with your credentials.

```
$ cf login -u admin
API endpoint: api.YOUR-DOMAIN
Email: user@example.com
Password:
Authenticating...
OK
...
Targeted org YOUR-ORG
Targeted space development
API endpoint: https://api.YOUR-DOMAIN (API version: 2.52.0)
User:      user@example.com
Org:      YOUR-ORG
Space:    development
```

3. Run `curl` for the `/system_usage_report` on the Usage service.

```
$ curl "https://app-usage.YOUR-DOMAIN/system_usage_report" -k -v -H "authorization: `cf oauth-token`"
```

## Obtain Usage Information about an Org

To obtain individual org usage information, use the following procedure. You must log in as an admin or as an Org Manager or Org Auditor for the org you want to view.

1. Run `cf login -u USERNAME`.
2. Run `curl` for the `/app_usages` or `/service_usages` endpoints on the Usage service.

```
$ curl "https://app-usage.YOUR-DOMAIN/organizations/" cf org YOUR-ORG --guid'/app_usages?start=YYYY-MM-DD&end=YYYY-MM-DD" -k -v -H "authorization: `cf oauth-token`"
{
  "organization_guid": "8d83362f-587a-4148-806b-4407428887b5",
  "period_start": "2016-06-01T00:00:00Z",
  "period_end": "2016-06-13T23:59:59Z",
  "app_usages": [
    {
      "app_guid": "00ecd7ce-1dd0-4b3f-63b9-744c9de42afc",
      "app_name": "your-app",
      "duration_in_seconds": 76730,
      "instance_count": 6,
      "memory_in_mb_per_instance": 64,
      "space_guid": "44435fd6-fbac-5049-bbfc-92d1603a5e98",
      "space_name": "outer-space"
    }
  ]
}
```

Or run the following:

```
$ curl "https://app-usage.YOUR-DOMAIN/organizations/" cf org YOUR-ORG --guid'/service_usages?start=YYYY-MM-DD&end=YYYY-MM-DD" -k -v -H "authorization: `cf oauth-token`"
{
  "organization_guid": "8d83362f-587a-4148-806b-4407428887b5",
  "period_start": "2016-06-01T00:00:00Z",
  "period_end": "2016-06-13T23:59:59Z",
  "service_usages": [
    {
      "deleted": false,
      "duration_in_seconds": 1377982.52,
      "service_guid": "02802293-b769-44cc-807f-eec331ba9b2b",
      "service_instance_creation": "2016-01-20T18:48:16.000Z",
      "service_instance_deletion": null,
      "service_instance_guid": "b25b4481-19aa-4504-82c9-f303e7e9cd6c",
      "service_instance_name": "something-usage-db",
      "service_instance_type": "managed_service_instance",
      "service_name": "my-mysql-service",
      "service_plan_guid": "70915a70-7311-4f3e-ab0d-4a7dfd3ef2d9",
      "service_plan_name": "20gb",
      "space_guid": "e6445eb3-fdac-4049-bafc-94d1703d5e78",
      "space_name": "outer-space"
    }
  ]
}
```

## Retrieve Apps Information

1. The `apps` endpoint retrieves information about all of your apps.

```
$ cf curl /v2/apps
{
  "total_results": 2,
  "total_pages": 1,
  "prev_url": null,
  "next_url": null,
  "resources": [
    {
      "metadata": {
        "guid": "acf2ce33-ee92-54TY-9adb-55a596a8dcba",
        "url": "/v2/apps/acf2ce33-ee92-54TY-9adb-55a596a8dcba",
        "created_at": "2016-02-06T17:40:31Z",
        "updated_at": "2016-02-06T18:09:17Z"
      },
      "entity": {
        "name": "YOUR-APP",
        [...]
        "space_url": "/v2/spaces/a0205ae0-a691-4667-92bc-0d0dd712b6d3",
        "stack_url": "/v2/stacks/86205f38-84fc-4bc2-b2b8-af7f55669f04",
        "routes_url": "/v2/apps/acf2ce33-ee92-54TY-9adb-55a596a8dcba/routes",
        "events_url": "/v2/apps/acf2ce33-ee92-54TY-9adb-55a596a8dcba/events",
        "service_bindings_url": "/v2/apps/acf2ce33-ee92-54TY-9adb-55a596a8dcba/service_bindings",
        "route_mappings_url": "/v2/apps/acf2ce33-ee92-54TY-9adb-55a596a8dcba/route_mappings"
      }
    },
    {
      "metadata": {
        "guid": "79bb58cc-3737-43be-ac70-39a2843b5178",
        "url": "/v2/apps/79bb58cc-3737-4540-ac70-39a2843b5178",
        "created_at": "2016-02-15T23:25:47Z",
        "updated_at": "2016-03-12T21:54:59Z"
      },
      "entity": {
        "name": "ANOTHER-APP",
        [...]
        "space_url": "/v2/spaces/a0205ae0-a691-4667-92bc-0d0dd712b6d3",
        "stack_url": "/v2/stacks/86205f38-84fc-4bc2-b2b8-af7f55669f04",
        "routes_url": "/v2/apps/79bb58cc-3737-4540-ac70-39a2843b5178/routes",
        "events_url": "/v2/apps/79bb58cc-3737-4540-ac70-39a2843b5178/events",
        "service_bindings_url": "/v2/apps/79bb58cc-3737-4540-ac70-39a2843b5178/service_bindings",
        "route_mappings_url": "/v2/apps/79bb58cc-3737-4540-ac70-39a2843b5178/route_mappings"
      }
    }
  ]
}
```

The output of this command provides the URL endpoints for each app, within the `metadata: url` section. You can use these app-specific endpoints to retrieve more information about that app. In the example above, the endpoints for the two apps are `/v2/apps/acf2ce33-ee92-54TY-9adb-55a596a8dcba` and `/v2/apps/79bb58cc-3737-4540-ac70-39a2843b5178`.

2. The `summary` endpoint under each app-specific URL retrieves the instances and any bound services for that app.

```
$ cf curl /v2/apps/acf2ce75-ee92-4bb6-9adb-55a596a8deba/summary
{
  "guid": "acf2ce75-ee92-4bb6-9adb-55a596a8deba",
  "name": "YOUR-APP",
  "routes": [
    {
      "guid": "7421b6af-75cb-4334-a862-bc5e1ababfe6",
      "host": "YOUR-APP",
      "path": "",
      "domain": {
        "guid": "fb6bd89f-2ed9-49d4-9ad1-97951a573135",
        "name": "YOUR-DOMAIN.io"
      }
    }
  ],
  "running_instances": 5,
  "services": [
    {
      "guid": "b9cdr456-3c61-4f8a-a307-9b4ty836fb2e",
      "name": "YOUR-APP-db",
      "bound_app_count": 1,
      "last_operation": {
        "type": "create",
        "state": "succeeded",
        "description": "",
        "updated_at": null,
        "created_at": "2016-02-05T04:58:46Z"
      },
      "dashboard_url": "https://cloudfoundry.appdirect.com/api/custom/cloudfoundry/v2/sso/start?serviceUuid=b5cASDF-3c61-4f8a-a307-9bf85j45fb2e",
      "service_plan": {
        "guid": "fbccc3af-3e8d-4ee7-adfe-3f12a137ed66",
        "name": "turtle",
        "service": {
          "guid": "34dbc753-34ed-4cf1-9a87-a255dfca5339b",
          "label": "elephantsql",
          "provider": null,
          "version": null
        }
      }
    }
  ]
}
```

3. To view the `app_usages` report that covers app usage within an org during a period of time, see [Obtain Usage Information about an Org](#).

## Retrieve Services Information

Use `cf curl` to retrieve service instance information. The `service_instances?` endpoint retrieves details about both bound and unbound service instances:

```
$ curl /v2/service_instances?
{
  "total_results": 4,
  "total_pages": 1,
  "prev_url": null,
  "next_url": null,
  "resources": [
    {
      "metadata": {
        "guid": "b9cdr456-3c61-4f8a-a307-9b4ty836fb2e",
        "url": "/v2/service_instances/b9cdr456-3c61-4f8a-a307-9b4ty836fb2e",
        "created_at": "2016-02-05T04:58:46Z",
        "updated_at": null
      },
      "entity": {
        "name": "YOUR-BOUND-DB-INSTANCE",
        "credentials": {},
        "service_plan_guid": "fbcec3af-3e8d-4ee7-adfe-3f12a137ed66",
        "space_guid": "a0205ae0-a691-4667-92bc-0d0dd712b6d3",
        "gateway_data": null,
        "dashboard_url": "https://cloudfoundry.appdirect.com/api/custom/cloudfoundry/v2/sso/start?serviceUuid=b9cdr456-3c61-4f8a-a307-9b4ty836fb2e",
        "type": "managed_service_instance",
        "last_operation": {
          "type": "create",
          "state": "succeeded",
          "description": "",
          "updated_at": null,
          "created_at": "2016-02-05T04:58:46Z"
        },
        "tags": [],
        "space_url": "/v2/spaces/a0205ae0-a691-4667-92bc-0d0dd712b6d3",
        "service_plan_url": "/v2/service_plans/fbcec3af-3e8d-4ee7-adfe-3f12a137ed66",
        "service_bindings_url": "/v2/service_instances/b9cdr456-3c61-4f8a-a307-9b4ty836fb2e/service_bindings",
        "service_keys_url": "/v2/service_instances/b9cdr456-3c61-4f8a-a307-9b4ty836fb2e/service_keys",
        "routes_url": "/v2/service_instances/b9cdr456-3c61-4f8a-a307-9b4ty836fb2e/routes"
      }
    },
    {
      "metadata": {
        "guid": "78be3399-bdc7-4fbf-a1a4-6858a50d0ff3",
        "url": "/v2/service_instances/78be3399-bdc7-4fbf-a1a4-6858a50d0ff3",
        "created_at": "2016-02-15T23:45:30Z",
        "updated_at": null
      },
      "entity": {
        "name": "YOUR-UNBOUND-DB-INSTANCE",
        "credentials": {},
        "service_plan_guid": "fbcec3af-3e8d-4ee7-adfe-3f12a137ed66",
        "space_guid": "a0205ae0-a691-4667-92bc-0d0dd712b6d3",
        "gateway_data": null,
        "dashboard_url": "https://cloudfoundry.appdirect.com/api/custom/cloudfoundry/v2/sso/start?serviceUuid=78be3399-bdc7-4fbf-a1a4-6858a50d0ff3",
        "type": "managed_service_instance",
        "last_operation": {
          "type": "create",
          "state": "succeeded",
          "description": "",
          "updated_at": null,
          "created_at": "2016-02-15T23:45:30Z"
        },
        "tags": [],
        "space_url": "/v2/spaces/a0205ae0-a691-4667-92bc-0d0dd712b6d3",
        "service_plan_url": "/v2/service_plans/fbcec3af-3e8d-4ee7-adfe-3f12a137ed66",
        "service_bindings_url": "/v2/service_instances/78be3399-bdc7-4fbf-a1a4-6858a50d0ff3/service_bindings",
        "service_keys_url": "/v2/service_instances/78be3399-bdc7-4fbf-a1a4-6858a50d0ff3/service_keys",
        "routes_url": "/v2/service_instances/78be3399-bdc7-4fbf-a1a4-6858a50d0ff3/routes"
      }
    }
  ]
}
```

## Deploying Diego for Windows

Page last updated:

This topic contains instructions for setting up a Windows cell in a Diego deployment. For more information about Diego, see the [Diego Architecture](#) topic.

A **cell** is a virtual machine (VM) that stages, hosts, and manages application lifecycles. You can install a Windows cell into your Cloud Foundry (CF) deployment by connecting directly to a Windows VM.

## Limitations

### Unsupported Features

Diego for Windows does not yet support the following features:

- Guaranteed binary compatibility with Diego BOSH releases.
- BOSH rolling updates for CF or core operating system updates in Windows.
- Fair sharing of CPU resources. Diego for Windows uses hard allocations instead.
- Container SSH access from the cf CLI.
- ICMP egress by default. You must explicitly enable ICMP through security groups.
- Emitting firewall logs into the CF log pipeline.

### Stability and Scalability Expectations

Capacity planning for Windows instances of CF varies greatly based on the overhead caused by the components you add to the instance.

### Supported Applications

The following application types are known to run correctly on Diego Windows:

- [ASP .NET MVC](#).



**Note:** Twelve-factor ASP.NET MVC apps compiled against .NET 3.5+ were tested most extensively.

- [Windows-compiled executables](#).
- [Batch scripts with a manually specified start command](#).

### Unsupported Applications

Diego for Windows does not support [WCF Applications](#).

## Install

### Prerequisites

- A working Diego deployment
- A Windows Server 2012R2 VM instance that is routable to your Diego deployment
  - See [recommended instance types](#) in the GitHub Diego release repo for details.

- If you are creating a new Windows image, and not using one predefined and supplied by your IaaS, we recommend using this [ISO image](#) as a starting point. You must have an MSDN account to download this ISO image.
- We recommend at least 50 gigabytes of storage space for your Windows VM instance.

**Note:** The IP address of your Windows cell must not conflict with the IP addresses of VMs managed by BOSH. To prevent a conflict, use separate subnets in your VPC for the Windows cell and BOSH VMs, or assign the Windows cell an IP address from the [Excluded IP Range](#) that you declared in Ops Manager.

## Step 1: Retrieve Setup Files

Follow the instructions below to download and configure the Windows cell.

1. From your Windows cell, navigate to the [Elastic Runtime product on Pivotal Network](#).
2. Select the **DiegoWindows** file group from the table.

The screenshot shows the 'Elastic Runtime' product page on the Pivotal Network. The 'Releases' dropdown is set to '1.6.0'. In the 'Release Download Files' section, there are four items listed: 'PCF 1.6 Documentation', 'PCF 1.6 Cloudformation script for AWS', 'PCF Elastic Runtime', and 'DiegoWindows 1.6.0'. A large green arrow points to the 'DiegoWindows 1.6.0' item. To the right, the 'Release Details' panel shows the release date (2015-10-26), release type (Minor Release), and end of general support (2017-03-31). It also includes a 'RELEASE DESCRIPTION' section and a 'DEPENDS ON' section listing 'Ops Manager 1.6.0'.

3. Download the **setup.ps1** and **generate.exe** files. Keep this window open to complete the steps below.

**Note:** If you download the **generate.exe** file using Internet Explorer, Internet Explorer removes the `.exe` extension. You must rename the file to add the `.exe` extension.

## Step 2: Configure Windows Cell

1. Using **File Explorer**, navigate to the location where you downloaded the **setup.ps1** and **generate.exe** files.
2. Right-click on the **setup.ps1** file and select **Run with PowerShell**. The **setup.ps1** script configures Windows features, DNS settings, and the firewall for your Windows cell.

## Step 3: Run Install Script Generator

1. From a command prompt, run **generate.exe** with the following arguments:
  - **boshUrl**: Find your `boshUrl` in the [troubleshooting](#) documentation.
  - **outputDir**: The directory that will contain the required certificates and a script to run the installers.

```
$ generate.exe ^
-boshUrl https://username:password@bosh-director.example.com:25555 ^
-outputDir C:\diego-windows
```

## Step 4: Install MSI

1. Download **DiegoWindows.msi** and **GardenWindows.msi** from the same Pivotal Network file group to the **outputDir** that you specified above.

**Release Download Files / DiegoWindows 1.6.0**

- GardenWindows.msi 4.67 MB 1.6.0
- setup.ps1 5.85 KB 1.6.0
- DiegoWindows.msi 11.8 MB 1.6.0
- AWS CloudFormation 8.96 KB 1.6.0
- generate.exe 7.43 MB 1.6.0

**Release Details**

RELEASE DATE 2015-10-26  
RELEASE TYPE Minor Release  
END OF GENERAL SUPPORT 2017-03-31

RELEASE DESCRIPTION This release includes Diego, the new runtime container orchestration technology for Elastic Runtime, among many other new features.

DEPENDS ON Products in the "Depends On" section must be installed prior to installing or upgrading to Elastic Runtime 1.6.0. Please upgrade these products to one of the listed versions.

Ops Manager

**Release Download Files / DiegoWindows 1.6.0**

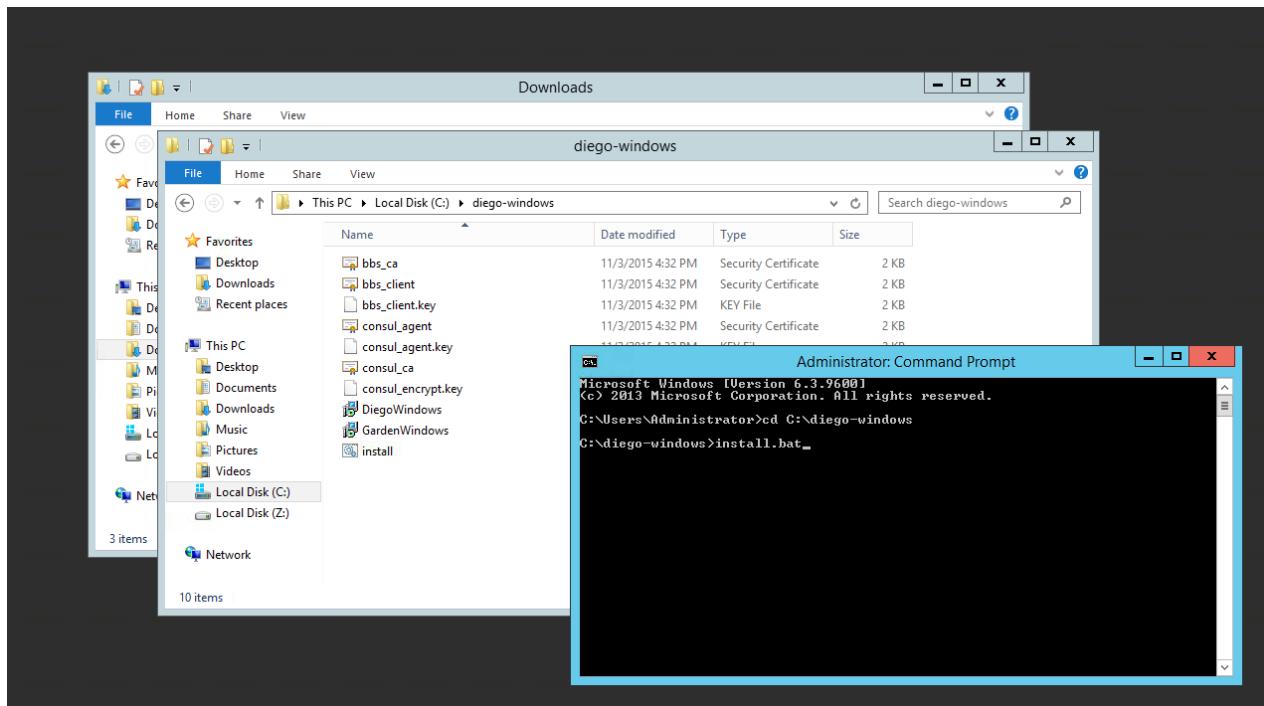
**Save As**

Name	Date modified	Type	Size
DiegoWindows	11/3/2015 4:11 PM	Windows Installer ...	12,092 KB

File name: GardenWindows  
Save as type: Windows Installer Package

Do you want to run or save GardenWindows.msi (4.67 MB) from dtb5pzswc1e.cloudfront.net?  
This type of file could harm your computer.

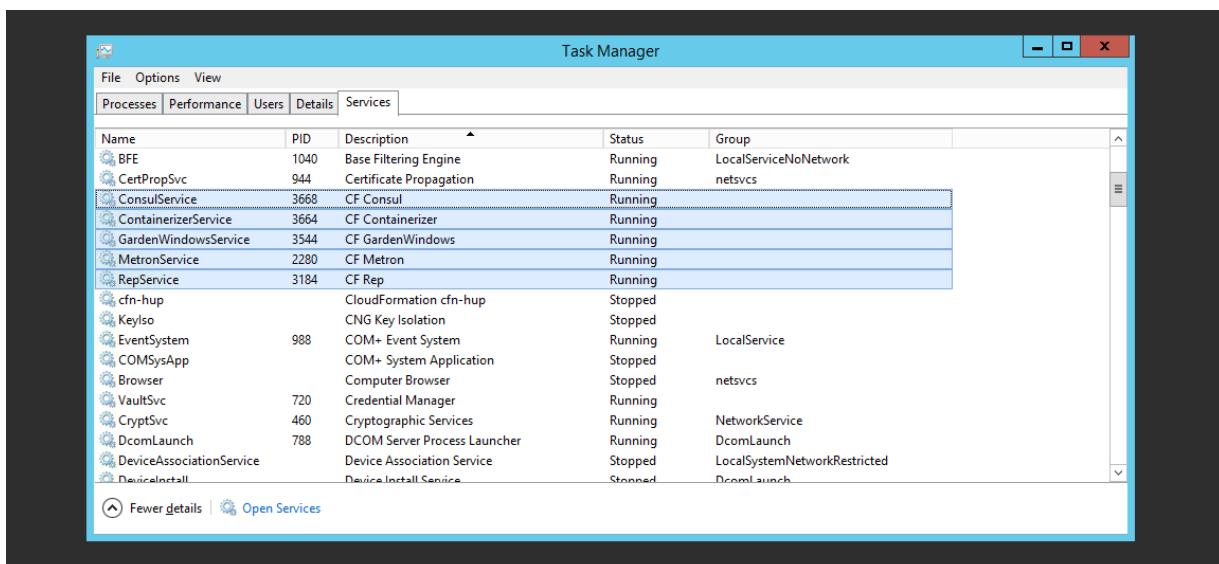
2. From a command prompt, run **install.bat** from the **outputDir**.



## Step 5: Confirm Successful Deployment

Follow the steps below to deploy a sample .NET application to one of your Windows cells and exercise basic Elastic Runtime functionality to ensure that your deployment functions properly.

1. Launch **Task Manager**.
2. Navigate to the Services tab. Confirm that the following five services are running:
  - ConsulService
  - ContainerizerService
  - GardenWindowsService
  - MetronService
  - RepService



3. Clone the [CF Smoke Tests](#) repository.
4. Follow the instructions from the CF Smoke Tests README to run the smoke tests against your environment with the `enable_windows_tests` configuration flag set to `true`.



## Operating Diego for Windows

Page last updated:

This topic describes how to operate a Diego deployment on Windows. For instructions on setting up a Windows Diego deployment, see the [Deploying Diego for Windows](#) topic.

### Customize Cells

Pivotal recommends that you keep customization of Windows cells to a minimum. If you do customize your cells, you must apply any software or configuration settings to every cell in your cluster.

 The Cloud Foundry team tests against a clean Windows Server 2012 R2 installation, following the [standard install instructions](#). Software and configuration not included in this clean install, such as those applied by Group Policy, can cause complex and unknown interactions with Cloud Foundry.

### Reboot Cells

Before rebooting a Windows cell, you must first trigger an [evacuation](#) to avoid application downtime.

To trigger an evacuation, execute the following PowerShell script:

```
Set-Service RepService -startuptype "Disabled"

Invoke-WebRequest -Uri http://localhost:1800/evacuate -Method Post

while ($true) {
    try {
        Get-WebRequest "http://localhost:1800/ping"
    } catch {
        [system.exception]
        break;
    }
}

Set-Service RepService -startuptype "Automatic"
```

### Retrieve Version Numbers

To retrieve a version number for an executable or MSI, right-click the file and click **Properties**.

To retrieve the version number for the `setup.ps1` script, pass the `-version` flag on the command line:

```
> powershell .\setup.ps1 -version
```

### Custom CA Certificates

If your applications require custom CA certificates in order to communicate with other components, install the certificates on the Windows cell. Applications running on the cell will trust certificates that the local machine or domain trust.

See the [Manage Trusted Root Certificates](#) TechNet article for information.

### Upgrade a Cell

Diego retains backwards compatibility with Windows cells, which allows for rolling upgrades. Greenhouse/.NET implements a cell evacuation prior to new releases to support upgrades.

To upgrade a Windows cell, perform the following steps:

1. Spin up a new cell.
2. Trigger an evacuation on an old cell using the PowerShell script from the [Rebooting Cells](#) section above.
3. Shut down the old cell when the evacuation completes.
4. Repeat until all cells are updated.

## The Pivotal Cloud Ops Approach to Monitoring a Pivotal Cloud Foundry Deployment

Page last updated:

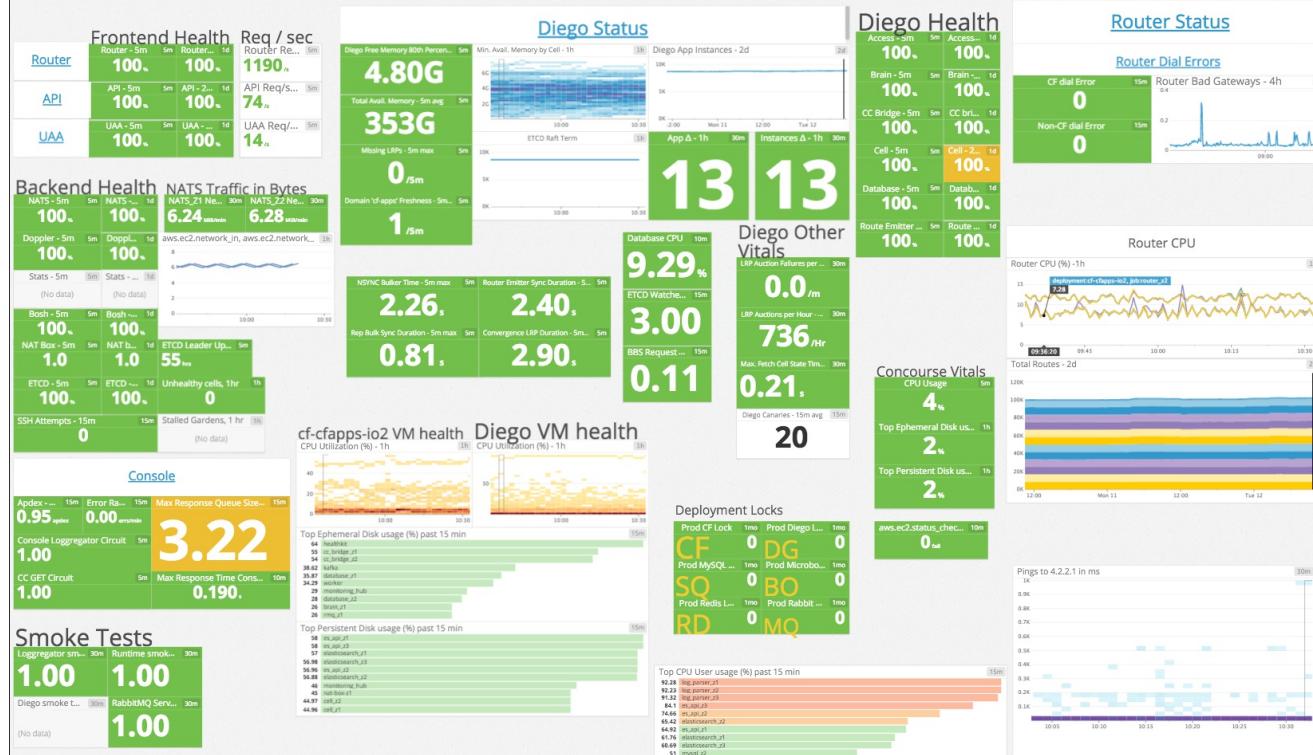
The Pivotal Cloud Ops team monitors the health of its Cloud Foundry deployments using a customized Datadog dashboard. This topic describes each of the key metrics as they are rendered in the custom dashboard, and why the Cloud Ops team uses them for monitoring the health of a Cloud Foundry deployment.

 **Note:** Pivotal does not officially support Datadog.

Cloud Ops' practices are tailored to the specific details of the Cloud Foundry deployments they operate. Therefore, the descriptions here are meant to be informative examples rather than general prescriptions. Pivotal recommends that operators experiment with different combinations of metrics and alerts appropriate to their specific requirements.

The Cloud Ops team's custom configuration of Datadog's dashboards, alerts, and screenboards can be found in the [Datadog Config repository](#).





## BOSH Health Monitor

Backend Health	
NATS - 5m	NATS - 24h
<b>100%</b>	<b>100%</b>
Doppler - 5m	Doppler - 2...
<b>100%</b>	<b>100%</b>
Stats - 5m	Stats - 24h
<b>100%</b>	<b>100%</b>
HM9000 - 5m	HM9000 - 2...
<b>100%</b>	<b>100%</b>
Bosh - 5m	Bosh - 24h
<b>100%</b>	<b>100%</b>
NAT Box - 5m	NAT box - 2...
<b>1.0</b>	<b>1.0</b>
ETCD - 5m	ETCD - 24h
<b>100%</b>	<b>100%</b>

Frontend Health	
Router - 5m	Router - 24h
<b>100%</b>	<b>100%</b>
DEA - 5m	DEA - 24h
<b>100%</b>	<b>100%</b>
API - 5m	API - 24h
<b>100%</b>	<b>100%</b>
UAA - 5m	UAA - 24h
<b>100%</b>	<b>100%</b>

<b>What we monitor</b>	Health, broken down by component. Each row displays the average percentage of healthy instances for the relevant component over the last 5 minutes, and over the last 24 hours.
	For example, suppose that your Router has ten instances. If one instance becomes unhealthy, the stoplight turns red and shows 90%.
<b>Why we monitor it</b>	To ensure that all VMs are functioning properly.
<b>System metric</b>	<code>bosh.healthmonitor.system.healthy</code>
<b>Alerts triggered</b>	None
<b>Notes</b>	Alerts generated from this metric are passed to a buffer queue in our alerting system, Pagerduty. Because BOSH restores systems quickly if they fail, we wait two minutes before forwarding any unresolved alerts to our operators.

## Requests per Second

<b>What we monitor</b>	Requests per second for each of the following components:
	<ul style="list-style-type: none"> <li>Router</li> <li>API</li> <li>UAA</li> </ul>

<b>Why we monitor it</b>	To track the flow of traffic through the components in the system.
<b>System metric</b>	<code>cf.collector.router.requests(component: app/cloudcontroller/uaa)</code>
<b>Alerts triggered</b>	None
<b>Notes</b>	None

## NATS Traffic Delta

<b>What we monitor</b>	Delta of average NATS traffic over the last hour.
<b>Why we monitor it</b>	The displayed metric is the difference between the average NATS traffic over the last 30 minutes and the average NATS traffic over the interval from 90 to 60 minutes prior.
<b>System metric</b>	<code>aws.ec2.network_in</code>
<b>Alerts triggered</b>	None
<b>Notes</b>	None

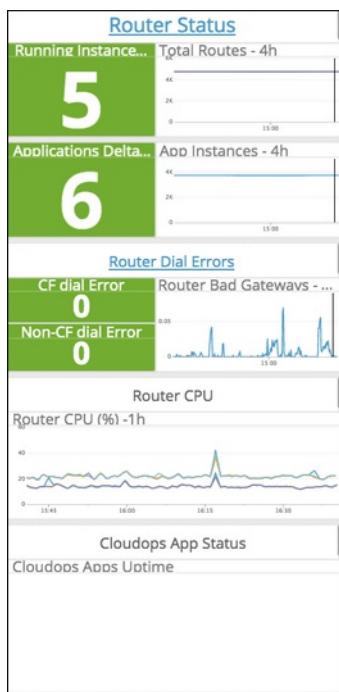
## ETCD Leader Uptime

<b>What we monitor</b>	Time since the ETCD leader last was down.
<b>Why we monitor it</b>	When the ETCD leader goes down, it usually indicates a push failure.
<b>System metric</b>	<code>cloudops_tools.etcd_leader_health</code>
<b>Alerts triggered</b>	None
<b>Notes</b>	The <code>cloudops_tools</code> metrics are generated by an internal app that the Pivotal Cloud Ops team developed. These metrics are not available on other Cloud Foundry deployments.

## SSH Attempts

<b>What we monitor</b>	Total SSH attempts. We log the count of connection attempts to our systems on the SSH port (port 22).
<b>Why we monitor it</b>	A spike in SSH attempts is a good indicator of SSH-cracker attacks.
<b>System metric</b>	<code>cloudops_tools.ssh-abuse-monitor</code>
<b>Alerts triggered</b>	None
<b>Notes</b>	<ul style="list-style-type: none"> <li>Diego cells send their iptables logs to Logsearch. A Cloud Ops internal app polls Logsearch for first packets and pushes the count to Datadog.</li> <li>The <code>cloudops_tools</code> metrics are generated by an internal app that the Pivotal Cloud Ops team developed. These metrics are not available on other Cloud Foundry deployments.</li> </ul>

## The Router Status Column



## App Instance Count

<b>What we monitor</b>	Count of running app instances.
<b>Why we monitor it</b>	Unexpected large fluctuations in app count can indicate malicious user behavior or Cloud Foundry component issues.
<b>System metric</b>	<code>avg:cf.collector.HM9000.HM9000.NumberOfAppsWithAllInstancesReporting</code>
<b>Alerts triggered</b>	running app number change rate
<b>Notes</b>	Spikes in this metric might indicate the need to add more resources.

## Total Routes

<b>What we monitor</b>	Route count from the router, indicated as a delta over the last N minutes.
<b>Why we monitor it</b>	The count on all routers should be the same. If this count differs between routers, it usually indicates a NATS problem.
<b>System metric</b>	<code>cf.collector.router.total_routes</code>
<b>Alerts triggered</b>	prod CF: Number of routes in the router's routing table is too low
<b>Notes</b>	The router is the only point of access into all Cloud Foundry components and customer apps. Large spikes in this graph typically indicate a problem, and could indicate a denial of service attack. For example, if the router goes down or does not have routes, the system is down and a large dip appears in the graph. However, some large spikes, such as those that would occur during a marketing event, are expected. Small fluctuations are not reflected on the graph.

## Router Dial Errors

<b>What we monitor</b>	Separate indicators monitor 5xx codes from the routers to backend CF components and user apps, respectively.
<b>Why we monitor it</b>	Indicates failures connecting to components.
<b>System metric</b>	<code>avg:cloudops_tools.app_instance_monitor.router.dial.errors{domain:run.pivotail.io} / avg:cloudops_tools.app_instance_monitor.router.dial.errors{cf_component:false}</code>
	<ul style="list-style-type: none"> <li>No data for router dial errors</li> </ul>

<b>Alerts triggered</b>	<ul style="list-style-type: none"> <li>Router dial errors for console.run.pivotal.io</li> <li>Too many router dial errors for cf components</li> </ul>
<b>Notes</b>	<ul style="list-style-type: none"> <li>We investigate dial errors to admin domain apps, the Cloud Controller, UAA, Dopplers, and any other BOSH-deployed Cloud Foundry component. We expect dial errors from our large population of customer apps (4000+). 502s occur when customers push flawed apps, or are running dev iterations. 5xx messages in the 500/10 min range are normal. If we saw this number to jump to 1000+/10 min, we would investigate.</li> <li>The <code>cloudops_tools</code> metrics are generated by an internal app that the Pivotal Cloud Ops team developed. These metrics are not available on other Cloud Foundry deployments.</li> </ul>

## Router CPU

<b>What we monitor</b>	OS-level CPU usage.
<b>Why we monitor it</b>	Routers are multi-threaded and consume a large number of CPU cycles. If the routers are using too much CPU, we use BOSH to scale them.
<b>System metric</b>	<code>bosh.healthmonitor.system.cpu.user{deployment:cf-cfapps-io2,job:}</code>
<b>Alerts triggered</b>	None
<b>Notes</b>	In general, we add routers whenever doing so may resolve issues.

## AWS Events

<b>What we monitor</b>	The feed from <code>aws ec2 events</code> .
<b>Why we monitor it</b>	Contains important or critical information from our IaaS about virtual machines, RDS, etc.
<b>System metric</b>	N/A
<b>Alerts triggered</b>	None
<b>Notes</b>	Only applies to Cloud Foundry deployments on AWS.

## Providing a Certificate for your SSL Termination Point

Page last updated:

This topic describes the procedure for providing [Pivotal Cloud Foundry](#) (PCF) Elastic Runtime with an SSL certificate, as part of the process of configuring Elastic Runtime for deployment. See [Getting Started with Pivotal Cloud Foundry](#) for help installing PCF on your IaaS of choice.

## Navigate to Elastic Runtime Networking Configuration

1. Navigate to the Pivotal Cloud Foundry Operations Manager Installation Dashboard.
2. Click the **Elastic Runtime** tile in the Installation Dashboard.
3. Select **Networking**.

## Configure Router or HAProxy SSL Termination

### Configure for a Production Deployment

1. Under **Configure the point-of-entry to this environment** choose one of the following:
  - **External Load Balancer with Encryption:** Select this option if your deployment uses an external load balancer that can forward encrypted traffic to the Elastic Runtime Router.
  - **HAProxy:** Select this option to use HAProxy as your first point of entry.
2. Enter your PEM encoded certificate and your PEM encoded private key in the fields under **SSL Termination Certificate and Private Key**. If your deployment is on AWS, this certificate must match the one that you uploaded to AWS earlier in the [Upload an SSL Certificate](#) section of the [Deploying the CloudFormation Template for PCF on AWS](#) topic.

SSL Termination Certificate and Private Key \*

SSL Termination Certificate

```
-----BEGIN CERTIFICATE-----  
MIIDuDCCAQACQDSMI/SQKF15jANBgkqhkiG9w0BAQUFADCnTELMAkGA1UEBhMC  
VVMx...  
-----END CERTIFICATE-----
```

SSL RSA PRIVATE KEY

```
-----BEGIN RSA PRIVATE KEY-----  
MIIEpaIBAAKCAQEArfpVfIKVGGMSCoBITXrHjHMROLJSEA/LiAsuM/IRBZd49HK  
/X/4...  
-----END RSA PRIVATE KEY-----
```

Generate RSA Certificate

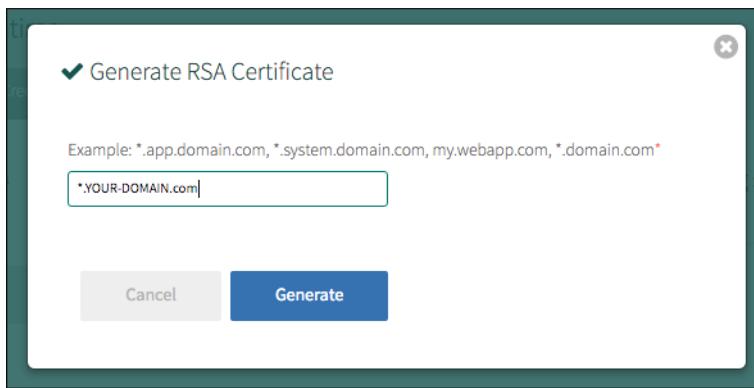
SSL Ciphers

**Note:** Certificates generated in Elastic Runtime are signed by the Operations Manager Certificate Authority. They are not technically self-signed, but they are sometimes referred to as 'Self-Signed Certificates' in the Ops Manager GUI and throughout this documentation.

3. (HAProxy Only) Select **Disable HTTP traffic to HAProxy** if you want HAProxy to only allow HTTPS traffic.
4. Configure **SSL Ciphers**. Leave these fields blank unless you want to use a specific set of SSL ciphers for the Router or HAProxy. Enter a colon-separated list of custom SSL ciphers to pass to the Router or HAProxy.

### Configure for a Development or Testing Deployment

1. Under **Configure the point-of-entry to this environment** choose one of the following:
  - **External Load Balancer with Encryption:** Select this option if your deployment uses an external load balancer that can forward encrypted traffic to the Elastic Runtime Router.
  - **HAProxy:** Select this option to use HAProxy as your first point of entry.
2. Click **Generate RSA Certificate** for the Pivotal certificate authority to generate a certificate with the RSA certificate wizard. You may need to click **Change** to populate the UI with the **Generate RSA Certificate** text button.
3. Enter your system and app domains in wildcard format. Optionally, also add custom domains in wildcard format. You can generate a single certificate for two domains separated by a comma, such as `*.apps.YOUR-DOMAIN.com, *.system.YOUR-DOMAIN.com`. The example below



uses `*.YOUR-DOMAIN.com`.

**Note:** SSL certificates generated for wildcard DNS records only work for a single domain name component or component fragment. For example, a certificate generated with `*.YOUR-DOMAIN.com` does not work for `apps.YOUR-DOMAIN.com` and `system.YOUR-DOMAIN.com`. The certificate must have both `apps.YOUR-DOMAIN.com` and `system.YOUR-DOMAIN.com` attributed to it.

4. Click **Generate** to populate the **SSL Certificate** fields with RSA certificate and private key information.
5. (HAProxy Only) Select **Disable HTTP traffic to HAProxy** if you want HAProxy to only allow HTTPS traffic.
6. Configure **SSL Ciphers**. Leave these fields blank unless you want to use a specific set of SSL ciphers for the Router or HAProxy. Enter a colon-separated list of custom SSL ciphers to pass to the Router or HAProxy.
7. Click **Save**.

## Administering and Operating Cloud Foundry

### For Administrators of a Running Cloud Foundry Deployment

- [Adding Buildpacks to Cloud Foundry](#)
- [Adding a Custom Stack](#)
- [Managing Domains and Routes](#)
- [Creating and Managing Users with the cf CLI](#)
- [Creating and Managing Users with the UAA CLI \(UAAC\)](#)
- [Creating and Modifying Quota Plans](#)
- [Getting Started with the Notifications Service](#)
- [Application Security Groups](#)
- [Feature Flags](#)

### For Operators Deploying Cloud Foundry

- [Enabling IPv6 for Hosted Applications](#)
- [Securing Traffic into Cloud Foundry](#)
- [Migrating Apps to Diego](#)
- [Configuring Health Monitor Notifications](#)
- [Supporting WebSockets](#)

## Adding Buildpacks to Cloud Foundry

Page last updated:

If your application uses a language or framework that Cloud Foundry system buildpacks do not support, you can [write your own buildpack](#), customize an existing buildpack, or use a [Cloud Foundry Community Buildpack](#) or a [Heroku Third-Party Buildpack](#). You can add the new buildpack to Cloud Foundry, making it available alongside the system buildpacks.

## The cf Admin-Only Buildpack Commands

 **Note:** You must be an administrator for your Cloud Foundry org to run the commands discussed in this section.

To add a buildpack, run:

```
$ cf create-buildpack BUILDPACK PATH POSITION [--enable|--disable]
```

The arguments to [cf create-buildpack](#) do the following:

- **buildpack** specifies what you want to call the buildpack.
- **path** specifies where to find the buildpack. The path can point to a zip file, the URL of a zip file, or a local directory.
- **position** specifies where to place the buildpack in the detection priority list. See [Buildpack Detection](#).
- **enable or disable** specifies whether to allow apps to be pushed with the buildpack. This argument is optional, and defaults to enable. While a buildpack is disabled, app developers cannot push apps using that buildpack.

You can also rename, update and delete buildpacks. For more information, run [cf rename-buildpack -h](#), [cf update-buildpack -h](#) and [cf delete-buildpack -h](#).

## Confirming that a Buildpack was Added

To confirm that you have successfully added a buildpack, view the available buildpacks by running [cf buildpacks](#).

The example below shows the `cf buildpacks` output after the administrator added a python buildpack.

```
$ cf buildpacks
Getting buildpacks...

buildpack position enabled locked filename
ruby_buildpack 1 true false buildpack_ruby_v46-245-g2fc4ad8.zip
nodejs_buildpack 2 true false buildpack_nodejs_v8-177-g2b0a5cf.zip
java_buildpack 3 true false buildpack_java_v2.1.zip
python_buildpack 4 true false buildpack_python_v2.7.6.zip
```

## Disabling Custom Buildpacks

You can disable custom buildpacks using your Ops Manager Elastic Runtime tile. From the **Cloud Controller** tab, check the **Disable Custom**

The screenshot shows the 'Settings' tab selected in the Pivotal Elastic Runtime dashboard. On the left, a sidebar lists various configuration items: Assign Networks, Assign Availability Zones, IPs and Ports, MySQL Proxy Config, Cloud Controller (which is highlighted with a gray arrow), External Endpoints, SSO Config, LDAP Config, SMTP Config, Lifecycle Errands, Resource Config, and Stemcell. To the right, the 'Cloud Controller' section is detailed, including fields for System Domain (with placeholder 'system'), Apps Domain (with placeholder 'apps'), Cloud Controller DB Encryption Key (set to 'Secret'), Maximum File Upload Size (set to 1024 MB), Default Quota App Memory (set to 10240 MB), and Default Quota Service Instances (set to 100). A checked checkbox labeled 'Disable Custom Buildpacks' is present. At the bottom is a blue 'Save' button.

**Buildpacks** checkbox, as shown in the image below

By default, the cf CLI gives developers the option of using a custom buildpack when they deploy apps to Elastic Runtime. To do so, they use the -b option to provide a custom buildpack URL with the `cf push` command. The **Disable Custom Buildpacks** checkbox disables the -b option.

For more information about custom buildpacks, refer to the [buildpacks](#) section of the PCF documentation.

## Adding a Custom Stack

Page last updated:

This topic outlines how add a custom stack under Diego architecture. To add a stack, you first build a BOSH job template that installs the stack on the host machine. Then you configure your deployment manifests so that Cloud Foundry can run the job when it creates cells.

The [Cloud Foundry Stacks](#) repository contains scripts for building your own custom stacks, as well as the available Cloud Foundry stacks.

The following example adds a new Linux-based `pancakes` stack for use with the [garden-linux](#) operating system. This `pancakes` stack could, for example, support applications that require an old version of CentOS or Ubuntu.

## Step 1: Create a BOSH Job Template

Stacks exist in a subdirectory on their host machine, typically under `/var/vcap/packages` or `/var/vcap/data`. Your BOSH job template must deploy the stack onto a host machine, and provide lifecycle binaries that work with your stack. The lifecycle binaries for your stack are helper programs that stage and run apps on the stack file system. To create a `pancakes-release` job template that deploys a custom stack, follow these steps:

1. Create a BOSH release [pancakes-release](#) for a job template that expands a stack into place in its subdirectory. For example, a `pancakes-roots` template might create a full Linux root file system in the directory `/var/vcap/packages/pancakes-roots/roots`. See the ['rootfses' job template in diego-release](#) for one way to do this.
2. Create lifecycle binaries for your stack. See the diego-release repo for examples of app lifecycle binary source code:
  - [Buildpack App Lifecycle](#)
  - [Docker App Lifecycle](#)
  - [Windows App Lifecycle](#)
3. Generate a gzipped tar archive of the lifecycle binaries, `pancakes-app-lifecycle.tgz`.
4. Create a dummy `pancakes-app-lifecycle` job template as a package within `pancakes-release`. Include the `pancakes-app-lifecycle.tgz` file in the job template directory.

 **Note:** The `pancakes-app-lifecycle` job template does not need to run any process of its own.

5. List the dummy `pancakes-app-lifecycle` job as a dependency in the `pancakes-release` spec file. This makes BOSH publish the lifecycle binaries to `/var/vcap/packages` for inclusion in any cells that use the `pancakes` stack.

## Step 2: Update the Manifests

1. Add the `pancakes-roots` job and release name to the Diego manifest, to the list of job templates defined for the `cell` object under `base_job_templates`. This makes the expanded roots available locally on the Diego cell, at `/var/vcap/packages/pancakes-roots/roots`. For example, in the manifests generated with the [spiff-based tooling](#) in [diego-release](#), add the lines shown in **bold** to the following list of cell job templates:

```
cell:
- name: rep
  release: diego
- name: consul_agent
  release: cf
- name: garden
  release: garden-linux
- name: rootfses
  release: diego
- name: pancakes-roots
  release: pancakes
- name: metron_agent
  release: cf
```

2. Add `pancakes-app-lifecycle` to the `base_job_templates` list under the `file_server` Diego job. In [diego-release](#), the `file_server` job resides in the `access` job template group. For example, add the lines shown in **bold** to the following list of job templates:

```
access:
- name: ssh_proxy
  release: diego
```

```

- name: consul_agent
  release: cf
- name: metron_agent
  release: cf
- name: file_server
  release: diego
- name: pancakes-app-lifecycle
  release: pancakes

```

3. The `diego.rep.preloaded_rootfses` property of the Cell Rep holds an array associating stacks with their file system root locations. Add a pair to this list to associate the `pancakes` stack with its file system root location, set up on the cell by the `pancakes-rootfs` job. For example, in the `preloaded_rootfses:` property under `rep:` in your [Diego manifest](#), set the array to the following by adding the text shown **in bold**:

```

["cflinuxfs2:/var/vcap/packages/cflinuxfs2/rootfs",
 "pancakes:/var/vcap/packages/pancakes-rootfs/rootfs"]

```

4. Configure the stager and nsync components to use the `pancakes` lifecycle binary bundle to start and stop apps running on the `pancakes` stack. For example, in [CAPI release](#), add the line shown in **bold** to the `default` list under the manifest definitions for both `diego.nsnc.lifecycle_bundles` and `diego.stager.lifecycle.bundles`:

```

description: "List of lifecycle bundles arguments for different stacks in form 'lifecycle-name:path/to/bundle'"
default:
  - "buildpack/cflinuxfs2:buildpack_app_lifecycle/buildpack_app_lifecycle.tgz"
  - "buildpack/pancakes:pancakes-app-lifecycle/pancakes-app-lifecycle.tgz"
  - "buildpack/windows2012R2:windows_app_lifecycle/windows_app_lifecycle.tgz"
  - "docker:docker_app_lifecycle/docker_app_lifecycle.tgz"

```

5. Configure the Cloud Controller for the new stack by adding it to the 'cc.stacks' property in the CF manifest. For example, in the [diego-release](#) manifest generation stubs for CF, add the lines shown in **bold**:

```

properties:
  cc:
    stacks:
      - name: "cflinuxfs2"
        description: "Cloud Foundry Linux-based filesystem"
      - name: "windows2012R2"
        description: "Windows Server 2012 R2"
      - name: "pancakes"
        description: "Linux-based filesystem, with delicious pancakes"

```

## Managing Domains and Routes

Page last updated:

If you are an administrator, you can manage custom shared domains and wildcard routes.

For additional information about managing routes and domains, refer to the following topic:

- [Routes and Domains](#)

### Creating a Shared Custom Domain

You can use a registered domain of your own and associate it with all organizations in your account. Use the [cf create-shared-domain](#) command to create a shared custom domain available to all organizations in your account.

For example:

```
$ cf create-shared-domain shared-domain.example.com
```

### Deleting a Shared Custom Domain

Use the [cf delete-shared-domain](#) command to delete a shared domain:

```
$ cf delete-shared-domain shared-domain.example.com
```

 **Note:** Deleting a shared domain removes all associated routes, making any application with this domain unreachable.

### Creating a Wildcard Route

Use the [cf create-route](#) command with a **wildcard route** by specifying the host as `*`. The star operator, `*`, signals a wildcard route to match any URL that uses your domain, regardless of the host.

 **Note:** You must surround the `*` with quotation marks when referencing it using the CLI.

For example, the following command created the wildcard route “\*.example.org” in the “development” space:

```
$ cf create-route development example.org -n "*"
```

## Creating and Managing Users with the cf CLI

Page last updated:

Using the Cloud Foundry Command Line Interface (cf CLI), an administrator can create users and manage user roles. Cloud Foundry uses role-based access control, with each role granting permissions in either an organization or an application space.

For more information, see [Organizations, Spaces, Roles, and Permissions](#).

 **Note:** To manage users, organizations, and roles with the cf CLI, you must log in with **UAA Administrator user credentials**. In Pivotal Operations Manager, refer to [Elastic Runtime > Credentials](#) for the UAA admin name and password.

## Creating and Deleting Users

FUNCTION	COMMAND	EXAMPLE
Create a new user	cf create-user USERNAME PASSWORD	<code>cf create-user Alice pa55w0rd</code>
Delete a user	cf delete-user USERNAME	<code>cf delete-user Alice</code>

## Creating Administrator Accounts

To create a new administrator account, use the [UAA CLI](#).

 **Note:** The cf CLI cannot create new administrator accounts.

## Org and App Space Roles

A user can have one or more roles. The combination of these roles defines the user's overall permissions in the org and within specific app spaces in that org.

### Org Roles

Valid [org roles](#) are OrgManager, BillingManager, and OrgAuditor.

FUNCTION	COMMAND	EXAMPLE
View the organizations belonging to an account	cf orgs	<code>cf orgs</code>
View all users in an organization by role	cf org-users ORGANIZATION_NAME	<code>cf org-users my-example-org</code>
Assign an org role to a user	cf set-org-role USERNAME ORGANIZATION_NAME ROLE	<code>cf set-org-role Alice my-example-org OrgManager</code>
Remove an org role from a user	cf unset-org-role USERNAME ORGANIZATION_NAME ROLE	<code>cf unset-org-role Alice my-example-org OrgManager</code>

### App Space Roles

Each app space role applies to a specific app space.

Valid [app space roles](#) are SpaceManager, SpaceDeveloper, and SpaceAuditor.

FUNCTION	COMMAND	EXAMPLE
View the spaces in an org	cf spaces	<code>cf spaces</code>

View all users in a space by role	cf space-users ORGANIZATION_NAME SPACE_NAME	<code>cf space-users my-example-org development</code>
Assign a space role to a user	cf set-space-role USERNAME ORGANIZATION_NAME SPACE_NAME ROLE	<code>cf set-space-role Alice my-example-org development SpaceAuditor</code>
Remove a space role from a user	cf unset-space-role USERNAME ORGANIZATION_NAME SPACE_NAME ROLE	<code>cf unset-space-role Alice my-example-org development SpaceAuditor</code>

## Creating and Managing Users with the UAA CLI (UAAC)

Page last updated:

Using the UAA Command Line Interface (UAAC), an administrator can create users in the User Account and Authentication (UAA) server.

 **Note:** The UAAC only creates users in UAA, and does not assign roles in the Cloud Controller database (CCDB). In general, administrators create users with Cloud Foundry Command Line Interface (cf CLI). The cf CLI both creates user records in the UAA and associates them with org and space roles in the CCDB. Before administrators can assign roles to the user, the user must log in via Apps Manager or the cf CLI in order for the user record to populate the CCDB. Review the [Creating and Managing Users with the cf CLI](#) topic for more information.

For additional details and information, refer to the following topics:

- [UAA Overview](#)
- [UAA Sysadmin Guide](#)
- [Other UAA Documentation](#)

### Create an Admin User

1. Install the UAA CLI, `uaac`.

```
$ gem install cf-uaac
```

2. Use `uaac target uaa.YOUR-DOMAIN` to target your UAA server.

```
$ uaac target uaa.example.com
```

3. Record the `uaa:admin:client_secret` from your deployment manifest.

4. Use `uaac token client get admin -s ADMIN-CLIENT-SECRET` to authenticate and obtain an access token for the admin client from the UAA server. UAAC stores the token in `~/.uaac.yml`.

```
$ uaac token client get admin -s MyAdminPassword
```

5. Use `uaac contexts` to display the users and applications authorized by the UAA server, and the permissions granted to each user and application.

```
$ uaac contexts

[1]*[admin]
  client_id: admin
  access_token: yJhbGciOiJIUzI1NiJ9.e
  token_type: bearer
  expires_in: 43200
  scope: uaa.admin clients.secret scim.read
  jti: 91b3-abcd1233
```

6. In the output from `uaac contexts`, search in the `scope` section of the `client_id: admin` user for `scim.write`. The value `scim.write` represents sufficient permissions to create accounts.

7. If the admin user lacks permissions to create accounts:

- Use `uaac client update admin --authorities "EXISTING-PERMISSIONS scim.write"` to add the necessary permissions to the admin user account on the UAA server. Replace EXISTING-PERMISSIONS with the current contents of the `scope` section from `uaac contexts`.
- Use `uaac token delete` to delete the local token.
- Use `uaac token client get admin` to obtain an updated access token from the UAA server.

```
$ uaac contexts

[1]*[admin]
client_id: admin
...
scope: uaa.admin clients.secret scim.read
...

$ uaac client update admin --authorities "'uaac client get admin | \
awk '/{e=0}/authorities/{e=1;if(e==1){$1=""};print}'))' scim.write"

$ uaac token delete
$ uaac token client get admin
```

8. Use `uaac user add NEW-ADMIN-USERNAME -p NEW-ADMIN-PASSWORD --emails NEW-ADMIN-EMAIL` to create an admin user.

```
$ uaac user add Adam -p newAdminSecretPassword --emails newadmin@example.com
```

9. Use `uaac member add GROUP NEW-ADMIN-USERNAME` to add the new admin to the groups `cloud_controller.admin`, `uaa.admin`, `scim.read`, `scim.write`.

```
$ uaac member add cloud_controller.admin Adam
$ uaac member add uaa.admin Adam
$ uaac member add scim.read Adam
$ uaac member add scim.write Adam
```

## Grant Admin Permissions to an LDAP Group

To grant all users under an LDAP Group admin permissions:

1. Obtain the credentials of an admin client created using UAAC as above, or refer to the `uaa: scim` section of your deployment manifest for the user name and password of an admin user.
2. Use `uaac token client get admin -s ADMIN-CLIENT-SECRET` to authenticate and obtain an access token for the admin client from the UAA server. UAAC stores the token in `~/.uaac.yml`.

```
$ uaac token client get admin -s MyAdminPassword
```

3. Run the following commands to grant all user under the mapped LDAP Group admin permissions:
  - `uaac group map --name scim.read "GROUP-DISTINGUISHED-NAME"`
  - `uaac group map --name cloud_controller.admin "GROUP-DISTINGUISHED-NAME"`

## Create Users

1. Obtain the credentials of an admin client created using UAAC as above, or refer to the `uaa: scim` section of your deployment manifest for the user name and password of an admin user.
2. Use `cf login -u NEW-ADMIN-USERNAME -p NEW-ADMIN-PASSWORD` to log in.

```
$ cf login -u Adam -p newAdminSecretPassword
```

3. Use `cf create-user NEW-USER-NAME NEW-USER-PASSWORD` to create a new user.

```
$ cf create-user Charlie aNewPassword
```

## Change Passwords

1. Obtain the credentials of an admin client created using UAAC as above, or refer to the `uaa: scim` section of your deployment manifest for the user name and password of an admin user.
2. Use `uaac token client get admin -s ADMIN-CLIENT-SECRET` to authenticate and obtain an access token for the admin client from the UAA server. UAAC stores the token in `~/.uaac.yml`.

```
$ uaac token client get admin -s MyAdminPassword
```

3. Use `uaac contexts` to display the users and applications authorized by the UAA server, and the permissions granted to each user and application.

```
$ uaac contexts

[1]*[admin]
client_id: admin
access_token: yJhbGciOiJIUzI1NiJ9.e
token_type: bearer
expires_in: 43200
scope: uaa.admin clients.secret password.read
jti: 91b3-abcd1233
```

4. In the output from `uaac contexts`, search in the `scope` section of the `client_id: admin` user for `password.write`. The value `password.write` represents sufficient permissions to change passwords.

5. If the admin user lacks permissions to change passwords:

- Use `uaac client update admin --authorities "EXISTING-PERMISSIONS password.write"` to add the necessary permissions to the admin user account on the UAA server. Replace EXISTING-PERMISSIONS with the current contents of the `scope` section from `uaac contexts`.
- Use `uaac token delete` to delete the local token.
- Use `uaac token client get admin` to obtain an updated access token from the UAA server.

```
$ uaac contexts

[1]*[admin]
client_id: admin
...
scope: uaa.admin clients.secret password.read
...

$ uaac client update admin --authorities "'uaac client get admin | \
awk '/:{e=0}/authorities://{e=1;if(e==1){$1="";print}}'" password.write"

$ uaac token delete
$ uaac token client get admin
```

6. Use `uaac password set USER-NAME -p TEMP-PASSWORD` to change an existing user password to a temporary password.

```
$ uaac password set Charlie -p ThisIsATempPassword
```

7. Provide the `TEMP-PASSWORD` to the user. Have the user use `cf target api.YOUR-DOMAIN`, `cf login -u USER-NAME -p TEMP-PASSWORD`, and `cf passwd` to change the temporary password. See the [Configuring UAA Password Policy](#) topic to configure the password policy.

```
$ cf target api.example.com
$ cf login -u Charlie -p ThisIsATempPassword
$ cf passwd
```

Current Password>ThisIsATempPassword

New Password>\*\*\*\*\*

Verify Password>\*\*\*\*\*
Changing password...

## Retrieve User Email Addresses

Some Cloud Foundry components, like Cloud Controller, only use GUIDs for user identification. You can use the UAA to retrieve the emails of your Cloud Foundry instance users either as a list or for a specific user with that user's GUID.

To retrieve user email addresses:

1. Use `uaac target uaa.YOUR-DOMAIN` to target your UAA server.

```
$ uaac target uaa.example.com
```

2. Record the **uaa:admin:client\_secret** from your deployment manifest.
3. Use `uaac token client get admin -s ADMIN-CLIENT-SECRET` to authenticate and obtain an access token for the admin client from the UAA server. UAAC stores the token in `~/.uaac.yml`.

```
$ uaac token client get admin -s MyAdminPassword
```

4. Use `uaac contexts` to display the users and applications authorized by the UAA server, and the permissions granted to each user and application.

```
$ uaac contexts
```

```
[1]*[admin]
client_id: admin
access_token: yJhbGciOiJIUzI1NiJ9.e
token_type: bearer
expires_in: 43200
scope: uaa.admin clients.secret
jti: 91b3-abcd1233
```

5. In the output from `uaac contexts`, search in the `scope` section of the `client_id: admin` user for **scim.read**. The value **scim.read** represents sufficient permissions to query the UAA server for user information.
6. If the admin user lacks permissions to query the UAA server for user information:
  - Use `uaac client update admin --authorities "EXISTING-PERMISSIONS scim.write"` to add the necessary permissions to the admin user account on the UAA server. Replace EXISTING-PERMISSIONS with the current contents of the `scope` section from `uaac contexts`.
  - Use `uaac token delete` to delete the local token.
  - Use `uaac token client get admin` to obtain an updated access token from the UAA server.

```
$ uaac contexts
```

```
[1]*[admin]
client_id: admin
...
scope: uaa.admin clients.secret
...
```

```
$ uaac client update admin --authorities "uaa.admin clients.secret scim.read"
```

```
$ uaac token delete
$ uaac token client get admin
```

7. Use `uaac users` to list your Cloud Foundry instance users. By default, the `uaac users` command returns information about each user account including GUID, name, permission groups, activity status, and metadata. Use the `--attributes emails` or `-a emails` flag to limit the output of `uaac users` to email addresses.

```
$ uaac users --attributes emails
```

```
resources:
  emails:
    value: user1@example.com
    emails:
    value: user2@example.com
    emails:
    value: user3@example.com
```

8. Use `uaac users "id eq GUID" --attributes emails` with the GUID of a specific user to retrieve that user's email address.

```
$ uaac users "id eq 'aabbc11-22a5-87-8056-beaf84'" --attributes emails
```

```
resources:
  emails:
    value: user1@example.com
```



## Creating and Modifying Quota Plans

**Page last updated:**

Quota plans are named sets of memory, service, and instance usage quotas. For example, one quota plan might allow up to 10 services, 10 routes, and 2 GB of RAM, while another might offer 100 services, 100 routes, and 10 GB of RAM. Quota plans have user-friendly names, but are referenced in Cloud Foundry (CF) internal systems by unique GUIDs.

Quota plans are not directly associated with user accounts. Instead, every org has a list of available quota plans, and the account admin assigns a specific quota plan from the list to the org. Everyone in the org shares the quotas described by the plan. There is no limit to the number of defined quota plans an account can have, but only one plan can be assigned at a time.

You must set a quota plan for an [org](#), but you can choose whether to set a [space](#) quota.

### Org Quota Plan Attributes

Name	Description	Valid Values	Example Value
name	The name you use to identify the plan	A sequence of letters, digits, and underscore characters. Quota plan names within an account must be unique.	silver_quota
memory_limit	Maximum memory usage allowed	An integer and a unit of measurement like M, MB, G, or GB	2048M
app_instance_limit	Maximum app instances allowed	An integer	25
non_basic_services_allowed	Determines whether users can provision instances of non-free service plans. Does not control plan visibility. When false, non-free service plans may be visible in the marketplace but instances can not be provisioned.	true or false	true
total_routes	Maximum routes allowed	An integer	500
total_reserved_route_ports	Maximum routes with reserved ports	An integer not greater than total_routes	60
total_services	Maximum services allowed	An integer	25
trial_db_allowed	Legacy Field. Value can be ignored.	true or false	true

### Default Quota Plan for an Org

Cloud Foundry installs with a quota plan named `default` with the following values:

- Memory Limit: `10240 MB`
- Total Routes: `1000`
- Total Services: `100`
- Non-basic Services Allowed: `True`
- Trial DB Allowed: `True`

### Create a New Quota Plan for an Org

 **Note:** The org manager sets and manages quotas. See the [Orgs, Spaces, Roles, and Permissions topic](#) for more information.

You must set an org quota. You can create a new quota plan for an org in one of two ways:

- Directly [modify the CF deployment manifest](#) before deploying
- Use `cf create-quota` after deploying

## Modify the CF Deployment Manifest

The CF Deployment manifest specifies the default quota plans applied to orgs. Follow the steps below to modify the default quota plans by locating and editing the manifest.

1. In a terminal window, run `bosh edit deployment` to open the deployment manifest YAML file in your default text editor.
2. Search for `quota_definitions`.
3. Add a new quota definition with values that you specify. Use the default quota definition as a formatting template. The following example shows the `quota_definitions` portion of the `cf.yml` manifest after adding the `silver_quota` plan:

```
quota_definitions:  
  default:  
    memory_limit: 1024M  
    non_basic_services_allowed: true  
    total_routes: 1000  
    total_services: 100  
    trial_db_allowed: true  
  silver_quota:  
    memory_limit: 2048M  
    non_basic_services_allowed: true  
    total_routes: 500  
    total_services: 25  
    trial_db_allowed: true
```

4. Save and close the deployment manifest.

5. Run `bosh deploy` to apply the change.

## Use cf create-quota

In a terminal window, run the following command. Replace the placeholder attributes with the values for this quota plan:

```
cf create-quota QUOTA [-m TOTAL_MEMORY] [-i INSTANCE_MEMORY] [-r ROUTES] [-s SERVICE_INSTANCES] [--allow-paid-service-plans]
```

This command accepts the following flags:

- `-m`: Total amount of memory
- `-i`: Maximum amount of memory an application instance can have (`-1` represents an unlimited amount)
- `-r`: Total number of routes
- `-s`: Total number of service instances
- `--allow-paid-service-plans`: Can provision instances of paid service plans

Example:

```
$ cf create-quota small -m 2048M -i 1024M -r 10 -s 10 --allow-paid-service-plans
```

## Modify an Existing Quota Plan for an Org

You can modify an existing quota plan for an org in one of two ways:

- Directly [modify the CF deployment manifest](#) before deploying.
- Use `cf update-quota` after deploying.

### Modify the Manifest

1. In a terminal window, run `bosh edit deployment` to open the deployment manifest YAML file in your default text editor.
2. Search for `quota_definitions`.

3. Modify the value of the attribute.
4. Save and close the deployment manifest.

## Use cf update-quota

1. Run `cf quotas` to find the names of all quota definitions available to your org. Note the name of the quota plan to be modified.

```
$ cf quotas
Getting quotas as admin@example.com...
OK

name      total memory limit  instance memory limit  routes    service instances  paid service plans
free       0                  0                 1000     0           disallowed
paid       10G                0                 1000     -1          allowed
small      2G                  0                 10       10          allowed
trial      2G                  0                 1000     10          disallowed
```

2. Run the following command, replacing QUOTA with the name of your quota.

```
[cf update-quota QUOTA [-i INSTANCE_MEMORY] [-m MEMORY] [-n NEW_NAME] [-r ROUTES] [-s SERVICE_INSTANCES] [--allow-paid-service-plans | --disallow-paid-service-plans]]
```

This command accepts the following flags:

- `-i` : Maximum amount of memory an application instance can have (`-1` represents an unlimited amount)
- `-m` : Total amount of memory a space can have
- `-n` : New name
- `-r` : Total number of routes
- `-s` : Total number of service instances
- `--allow-paid-service-plans` : Can provision instances of paid service plans
- `--disallow-paid-service-plans` : Can not provision instances of paid service plans

Example:

```
$ cf update-quota small -i 2048M -m 4096M -n medium -r 20 -s 20 --allow-paid-service-plans
```

## Create and Modify Quota Plans for a Space

For each org, Org Managers create and modify quota plans for spaces in the org. If an Org Manager allocates a space quota, CF verifies that resources do not exceed the allocated space limit. For example, when a Space Developer deploys an application, CF first checks the memory allocation at the space level, then at the org level.

Perform the following procedures to create and modify quota plans for individual spaces within an org.

### Create a New Quota Plan for a Space

In a terminal window, run the following command to create a quota for a space. Replace the placeholder attributes with the values for this quota plan:

```
[cf create-space-quota QUOTA [-i INSTANCE_MEMORY] [-m MEMORY] [-r ROUTES] [-s SERVICE_INSTANCES] [--allow-paid-service-plans]]
```

Example:

```
$ cf create-space-quota big -i 1024M -m 4096M -r 20 -s 20 --allow-paid-service-plans
```

### Modify a Quota Plan for a Space

Run `cf space-quotas` to find the names of all space quota available to your org. Note the name of the quota plan to be modified.

```
$ cf space-quotas
Getting quotas as admin@example.com...
OK

name      total memory limit  instance memory limit  routes    service instances  paid service plans
big        2G            unlimited          0           10          allowed
trial     2G            0                0           10          allowed
```

To modify that quota, use the `update-space-quota` command. Replace the placeholder attributes with the values for this quota plan.

```
cf update-space-quota SPACE-QUOTA-NAME [-i MAX-INSTANCE-MEMORY] [-m MEMORY] [-n NEW_NAME] [-r ROUTES] [-s SERVICES] [--allow-paid-service-plans | --disallow-paid-service-plans]
```

Example:

```
$ cf update-space-quota big -i 20 -m 4096M -n bigger -r 20 -s 20 --allow-paid-service-plans
```

## Run cf help

For more information regarding quotas, run `cf help` to view a list and brief description of all cf CLI commands. Scroll to view org and space quotas usage and information.

```
$ cf help
...
ORG ADMIN:
quotas          List available usage quotas
quota           Show quota info
set-quota       Assign a quota to an org

create-quota    Define a new resource quota
delete-quota   Delete a quota
update-quota   Update an existing resource quota

share-private-domain Share a private domain with an org
unshare-private-domain Unshare a private domain with an org

SPACE ADMIN:
space-quotas   List available space resource quotas
space-quota    Show space quota info
create-space-quota Define a new space resource quota
update-space-quota update an existing space quota
delete-space-quota Delete a space quota definition and unassign the space quota from all spaces
set-space-quota Assign a space quota definition to a space
unset-space-quota Unassign a quota from a space
```

## Getting Started with the Notifications Service

Page last updated:

This topic describes how to use the Notifications Service, including how to create a client, obtain a token, register notifications, create a custom template, and send notifications to your users.

## Prerequisites

You must have the following setup before using the Notifications Service:

- Install [Elastic Runtime](#).
- You must have `admin` permissions on your Cloud Foundry instance. You also must configure [Application Security Groups \(ASGs\)](#).
- Install the `cf CLI` and [User Account and Authorization Server \(UAAC\)](#) command line tools.

## Create a Client and Get a Token

To interact with the Notifications Service, you need to create [UAA](#) scopes:

1. Use `uaac target uaa.YOUR-DOMAIN` to target your UAA server.

```
$ uaac target uaa.example.com
```

2. Record the `uaa:admin:client_secret` from your deployment manifest.

3. Use `uaac token client get admin -s ADMIN-CLIENT-SECRET` to authenticate and obtain an access token for the admin client from the UAA server. UAAC stores the token in `~/.uaac.yml`.

```
$ uaac token client get admin -s MyAdminPassword
```

4. Create a `notifications-admin` client with the required scopes.

```
$ uaac client add notifications-admin --authorized_grant_types client_credentials --authorities \
  notifications.manage,notifications.write,notification_templates.write,notification_templates.read,critical_notifications.write
```

- `notifications.write`: send a notification. For example, you can send notifications to a user, space, or everyone in the system.
- `notifications.manage`: update notifications and assign templates for that notification.
- (Optional) `notification_templates.write`: create a custom template for a notification.
- (Optional) `notification_templates.read`: check which templates are saved in the database.

5. Log in using your newly created client:

```
$ uaac token client get notifications-admin
```

 **Note:** Stay logged in to this client to follow the examples in this topic.

## Register Notifications

 **Note:** To register notifications, you must have the `notifications.manage` scope on the client. To set critical notifications, you must have the `critical_notifications.write` scope.

You must register a notification before sending it. Using the token `notifications-admin` from the previous step, the following example registers two notifications with the following properties:

```
$ uaac curl https://notifications.user.example.com/notifications -X PUT --data '{
  "source_name": "Cloud Ops Team",
  "notifications": {
    "system-going-down": { "critical": true, "description": "Cloud going down" },
    "system-up": { "critical": false, "description": "Cloud back up" }
  }
}'
```

- `source_name` has “Cloud Ops Team” set as the description.
- `system-going-down` and `system-up` are the notifications set.
- `system-going-down` and `system-up` are made `critical`, so no users can unsubscribe from that notification.

## Create a Custom Template

 **Note:** To view a list of templates, you must have the `notifications_templates.read` scope. To create a custom template, you must have the `notification_templates.write` scope.

A template is made up of a name, a subject, a text representation of the template you are sending for mail clients that do not support HTML, and an HTML version of the template.

The system provides a default template for all notifications, but you can create a custom template using the following curl command.

```
$ uaac curl https://notifications.user.example.com/templates -X POST --data \
'{"name": "site-maintenance", "subject": "Maintenance: {{.Subject}}", "text": "The site has gone down for maintenance. More information to follow {{.Text}}", "html": "'
The site has gone down for maintenance. More information to follow {{.HTML}}}''
```

Variables that take the form `{}{{}}` interpolate data provided in the send step before a notification is sent. Data that you can insert into a template during the send step include `{}{{.Text}}`, `{}{{.HTML}}`, and `{}{{.Subject}}`.

This curl command returns a unique template ID that can be used in subsequent calls to refer to your custom template. The result looks similar to this:

```
{"template-id": "E3710280-954B-4147-B7E2-AF5BF62772B5"}
```

Check all of your saved templates by running a curl command:

```
$ uaac curl https://notifications.user.example.com/templates -X GET
```

## Associate a Custom Template with a Notification

In this example, the `system-going-down` notification belonging to the `notifications-admin` client is associated with the template ID `E3710280-954B-4147-B7E2-AF5BF62772B5`. This is the template ID of the template we created in the previous section.

Associating a template with a notification requires the `notifications.manage` scope.

```
$ uaac curl https://notifications.user.example.com/clients/notifications-admin/notifications/system-going-down/template \
-X PUT --data '{"template": "E3710280-954B-4147-B7E2-AF5BF62772B5"}'
```

Any notification that does not have a custom template applied, such as `system-up`, defaults to a system-provided template.

## Application Security Groups

Page last updated:

This page assumes you are using [cf CLI](#) v6.4 or higher.

Elastic Runtime blocks all outbound network connections from application containers by default. Administrators can override this block-by-default behavior with Application Security Groups (ASGs).

ASGs are a collection of egress rules that specify one or more individual protocols, ports, and destinations to allow network access to.

 **Note:** For examples of typical ASGs, see [Typical Application Security Groups](#).

Elastic Runtime has two default sets of ASGs: `default-staging` and `default-running`. All application containers in Elastic Runtime use a base policy from one of these.

The `default-staging` ASG set applies to application containers that are in the staging application lifecycle phase. This includes both the buildpack staging and Docker staging process.

The `default-running` ASG set applies to application containers that are started and running applications.

In addition to the `default-staging` and `default-running` ASG sets, administrators can configure additional ASGs and bind them to Elastic Runtime [spaces](#). ASGs bound to spaces add network access only to the application containers within that space.

When Elastic Runtime creates an application container, the egress rules for the application container include the following:

- All ASGs in either the `default-staging` or `default-running` set
- All ASGs bound to the space of the application

## Viewing Application Security Groups

Run the following commands to view information about existing application security groups:

Command	Output
<code>cf security-groups</code>	All security groups
<code>cf staging-security-groups</code>	All security groups in the <code>default-staging</code> set
<code>cf running-security-groups</code>	All security groups in the <code>default-running</code> set
<code>cf security-group SG-NAME</code>	All rules in the specified security group

## Creating Application Security Groups

 **Note:** After creating an ASG you must bind it for it to take effect. See [Binding Application Security Groups](#).

ASG rules are specified as a JSON array of ASG objects. An ASG object has the following attributes:

Attribute	Description	Notes
<code>protocol</code>	<code>tcp</code> , <code>udp</code> , <code>icmp</code> , or <code>all</code>	Required
<code>destination</code>	A single IP address, an IP address range (e.g. 192.0.2.0-192.0.1-4), or a CIDR block to allow network access to	
<code>ports</code>	A single port, multiple comma-separated ports, or a single range of ports that can receive traffic, e.g. <code>"443"</code> , <code>"80,8080,8081"</code> , <code>"8080-8081"</code>	Required when <code>protocol</code> is <code>tcp</code> or <code>udp</code>
<code>code</code>	ICMP code	Required when <code>protocol</code> is <code>icmp</code>
<code>type</code>	ICMP type	Required when <code>protocol</code> is <code>icmp</code>

Attribute	Description	Notes
log	Set to <code>true</code> to enable logging. For more information on how to configure system logs to be sent to a syslog drain see <a href="#">Using Log Management Services</a>	

Follow the instructions in the sections below to create [individual ASGs](#) and [baseline ASGs](#).

## Create Individual ASGs

To create individual ASGs, perform the following steps:

1. Create a rules file as a JSON-formatted single array containing objects that describe the rules. Refer to the example below, which allows ICMP traffic of code 1 and type 0 to all destinations, and TCP traffic to 10.0.11.0/24 on ports 80-443:

```
[  
  {  
    "protocol": "icmp",  
    "destination": "0.0.0.0/0",  
    "type": 0,  
    "code": 1  
  },  
  {  
    "protocol": "tcp",  
    "destination": "10.0.11.0/24",  
    "ports": "80-443",  
    "log": true  
  }  
]
```

2. Run the following of CLI command, replacing `SECURITY-GROUP` with the name of your security group and `PATH-TO-RULES-FILE` with the absolute or relative path to a rules file.

```
$ cf create-security-group SECURITY-GROUP PATH-TO-RULES-FILE
```

3. [Bind the ASG](#).

## Create Baseline ASGs

ASG Creator is a CLI tool to generate baseline ASGs that allow network access for all application containers based on a blacklist of networks and individual IPs. The ASG rules files generated by ASG Creator contain those IP ranges that application containers are allowed access to.

To use ASG Creator to create baseline ASGs, perform the following steps:

1. Download the latest [release](#) of ASG Creator.
2. Create a configuration file called `config.yml` that contains the networks and IPs you want to blacklist. Follow the format of the example below and consult the table for descriptions of the attributes.

```
excluded_ips:  
- 192.0.2.4  
  
excluded_networks:  
- 192.0.2.0/24
```

Attribute	Description
excluded_ips	An array of IPs to exclude; these IPs will be omitted from the baseline ASG rules
excluded_networks	An array of CIDRs to exclude; all IPs in these networks will be omitted from the baseline ASG rules

3. Run `asg-creator create`, supplying the optional `config.yml` to create the baseline ASG rules files `public-networks.json` and `private-networks.json`.

```
$ asg-creator create --config config.yml  
Wrote public-networks.json  
Wrote private-networks.json  
OK
```

 **Note:** If you do not supply `asg-creator` with a configuration file, it excludes only the `169.254.169.254` from `public-networks.json`.

4. Review the generated ASG rules files `public-networks.json` and `private-networks.json` and make changes per your network policy for application containers running untrusted code.

5. Use the ASG rules files to create baseline staging and running ASGs with the following cf CLI commands:

```
$ cf create-security-group YOUR-PRIVATE-NETWORKS-SECURITY-GROUP private-networks.json  
$ cf bind-staging-security-group YOUR-PRIVATE-NETWORKS-SECURITY-GROUP  
$ cf bind-running-security-group YOUR-PRIVATE-NETWORKS-SECURITY-GROUP  
  
$ cf create-security-group YOUR-PUBLIC-NETWORKS-SECURITY-GROUP public-networks.json  
$ cf bind-staging-security-group YOUR-PUBLIC-NETWORKS-SECURITY-GROUP  
$ cf bind-running-security-group YOUR-PUBLIC-NETWORKS-SECURITY-GROUP
```

## Updating Application Security Groups

 **Note:** Updating an ASG does not affect started applications until you restart them. To restart all of the apps in an org or a space, use the [app-restart](#) cf CLI plugin.

To update an existing ASG, run the following command, replacing `SECURITY-GROUP` with the name of your security group and `PATH-TO-RULES-FILE` with the absolute or relative path to a rules file.

```
$ cf update-security-group SECURITY-GROUP PATH-TO-RULES-FILE
```

## Binding Application Security Groups

 **Note:** Binding an ASG does not affect started applications until you restart them. To restart all of the apps in an org or a space, use the [app-restart](#) cf CLI plugin.

To apply an ASG to application containers, you must first bind it to a default set or a space.

To bind an ASG to the `default-staging` set, run the following command:

```
$ cf bind-staging-security-group SECURITY-GROUP
```

To bind an ASG to the `default-running` set, run the following command:

```
$ cf bind-running-security-group SECURITY-GROUP
```

To bind an ASG to a specific space, run the following command:

```
$ cf bind-security-group SECURITY-GROUP ORG SPACE
```

To bind an ASG to all of an organization's existing spaces, run the following command (requires CF CLI 6.20.0+):

```
$ cf bind-security-group SECURITY-GROUP ORG
```

## Unbinding Application Security Groups

 **Note:** Unbinding an ASG does not affect started applications until you restart them. To restart all of the apps in an org or a space, use the [app-restart](#) cf CLI plugin.

To unbind an ASG from the `default-staging` set, run the following command:

```
$ cf unbind-staging-security-group SECURITY-GROUP
```

To unbind an ASG from the `default-running` set, run the following command:

```
$ cf unbind-running-security-group SECURITY-GROUP
```

To unbind an ASG from a specific space, run the following command:

```
$ cf unbind-security-group SECURITY-GROUP ORG SPACE
```

## Deleting Application Security Groups

 **Note:** You can only delete unbound ASGs. See [Unbinding Application Security Groups](#).

To delete an ASG, run the following command:

```
$ cf delete-security-group SECURITY-GROUP
```

## Typical Application Security Groups

Below are examples of typical ASGs. Configure your ASGs in accordance with your organization's network access policy for untrusted applications.

ASG	For access to
<code>dns</code>	DNS, either public or private
<code>public-networks</code>	Public networks, excluding IaaS metadata endpoints
<code>private-networks</code>	Private networks per <a href="#">RFC-1918</a>
<code>load-balancers</code>	The internal Elastic Runtime load balancer, others
<code>internal-proxies</code>	Internal proxies
<code>internal-databases</code>	Internal databases

## DNS

In order to resolve hostnames to IPs, applications require DNS server connectivity, which typically use port 53. Administrators should create or update a `dns` ASG with appropriate rules. Administrators may further restrict the DNS servers to specific IPs or ranges of IPs.

Example `dns` ASG:

```
[  
 {  
   "protocol": "tcp",  
   "destination": "0.0.0.0/0",  
   "ports": "53"  
 },  
 {  
   "protocol": "udp",  
   "destination": "0.0.0.0/0",  
   "ports": "53"  
 }  
 ]
```

## Public Networks

Applications often require public network connectivity to retrieve application dependencies or to integrate with services available on public networks. Example application dependencies include public Maven repositories, NPM, RubyGems, Docker registries and others.

 **Note:** Exclude IaaS metadata endpoints, such as 169.254.169.254, because the metadata endpoint can expose sensitive environment information to untrusted applications. The `public_networks` example below accounts for this recommendation.

Example `public_networks` ASG:

```
[
  {
    "destination": "0.0.0.0-9.255.255.255",
    "protocol": "all"
  },
  {
    "destination": "11.0.0.0-169.253.255.255",
    "protocol": "all"
  },
  {
    "destination": "169.255.0.0-172.15.255.255",
    "protocol": "all"
  },
  {
    "destination": "172.32.0.0-192.167.255.255",
    "protocol": "all"
  },
  {
    "destination": "192.169.0.0-255.255.255.255",
    "protocol": "all"
  }
]
```

## Private Networks

Network connections that are commonly allowable in private networks include endpoints such as proxy servers, Docker registries, load balancers, databases, messaging servers, directory servers, and file servers. Configure appropriate private network ASGs as appropriate. It may be helpful to use a naming convention with `private_networks` as part of the ASG name, such as `private_networks_databases`.

 **Note:** Be sure to exclude any private networks/IPs that application containers should not have access to.

Example `private_networks` ASG:

```
[
  {
    "protocol": "tcp",
    "destination": "10.0.0.0-10.255.255.255",
    "ports": "443"
  },
  {
    "protocol": "tcp",
    "destination": "172.16.0.0-172.31.255.255",
    "ports": "443"
  },
  {
    "protocol": "tcp",
    "destination": "192.168.0.0-192.168.255.255",
    "ports": "443"
  }
]
```

## Marketplace Services

Each installed Marketplace Service requires its own set of ASG rules to function properly. Please refer to the installation instructions for each installed Marketplace Service for which ASG rules it requires. See the [Services Overview](#) topic for more information about how to provision and integrate services.

## Feature Flags

Page last updated:

Feature flags are switches that you set using the Cloud Controller API. They allow an administrator to turn on or off functional sections of code, or features, of an application without deploying new code. Use feature flags to enable or disable features available to users.

## Feature Flags

There are ten feature flags that you can set. They are all enabled by default except `user_org_creation`, `diego_docker`, and `task_creation`. When disabled, these features are only available to administrators.

- `user_org_creation`: Any user can create an organization via the API. Minimum CC API version: 2.12
- `private_domain_creation`: An organization manager can create private domains for that organization. Minimum CC API version: 2.12
- `app_bits_upload`: Space developers can upload app bits. Minimum CC API version: 2.12
- `app_scaling`: Space developers can perform scaling operations (i.e. change memory, disk, or instances). Minimum CC API version: 2.12
- `route_creation`: Space developers can create routes in a space. Minimum CC API version: 2.12
- `service_instance_creation`: Space developers can create service instances in a space. Minimum CC API version: 2.12
- `diego_docker`: Space developers can push docker apps. Minimum CC API version 2.33
- `set_roles_by_username`: Org Managers and Space Managers can add roles by username. Minimum CC API version: 2.37
- `unset_roles_by_username`: Org Managers and Space Managers can remove roles by username. Minimum CC API version: 2.37
- `task_creation`: Space developers can create tasks on their application. This feature is under development and is experimental.

## Feature Flag Commands

### Get All Feature Flags

```
cf feature-  
flags
```

### Get status of a Feature Flag

```
cf feature-flag  
FEATURE_FLAG_NAME
```

### Enable a Feature Flag

```
cf enable-feature-flag FEATURE_FLAG_NAME
```

### Disable a Feature Flag

```
cf disable-feature-flag FEATURE_FLAG_NAME
```

To view the feature flag commands, review the **Feature Flags** section of the [Cloud Foundry API documentation](#).

## Enabling IPv6 for Hosted Applications

Page last updated:

The procedure described below allows apps deployed to Elastic Runtime to be reached using IPv6 addresses.

 **Note:** Amazon Web Services (AWS) EC2 instances currently do not support IPv6.

Elastic Runtime system components use a separate DNS subdomain from hosted applications. These components currently support only IPv4 DNS resolved addresses. This means that although an IPv6 address can be used for application domains, the system domain must resolve to an IPv4 address.

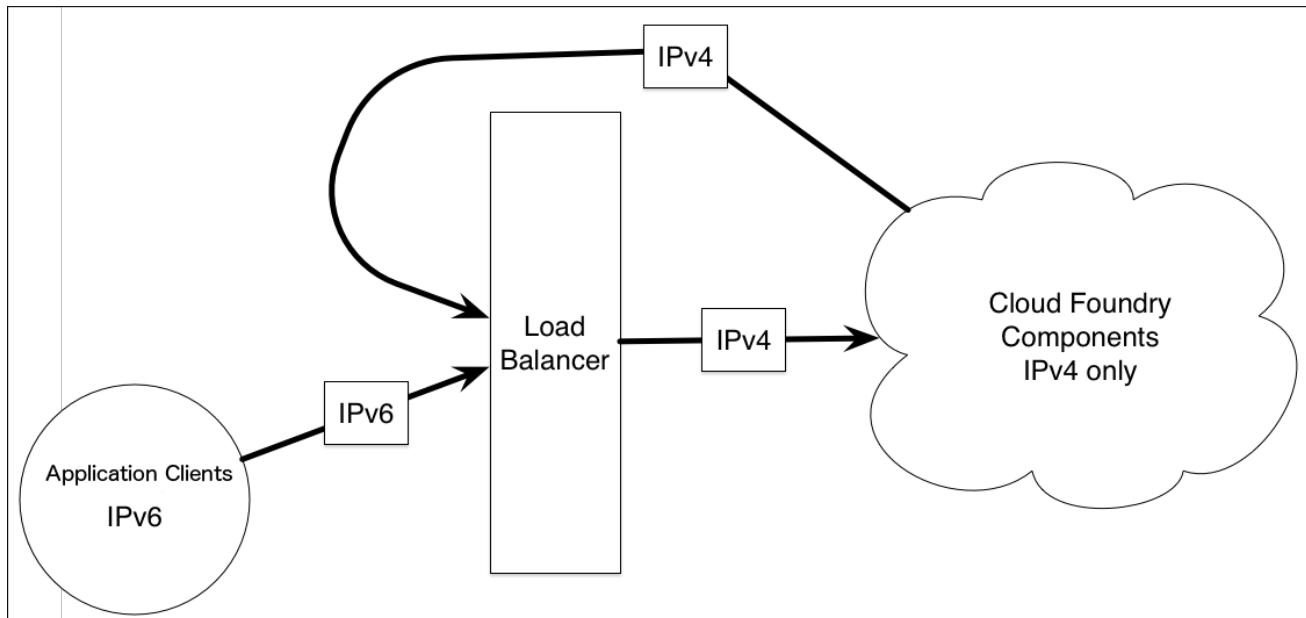
Complete the following steps to enable support for IPv6 application domains:

1. Set up an external load balancer for your Elastic Runtime deployment. See [Using Your Own Load Balancer](#).
2. Configure DNS to resolve application domains to an IPv6 address on your external load balancer.

 **Note:** Your IPv4 interface for the system domain and IPv6 interface for application domain can be configured on the same or different load balancers.

3. Configure the external load balancer to route requests for an IPv6 address to an IPv4 address as follows:
  - If you are using the HAProxy load balancer for SSL termination, route to its IPv4 address.
  - Otherwise, route directly to the IPv4 addresses of the GoRouters.

The following diagram illustrates how a single load balancer can support traffic on both IPv4 and IPv6 addresses for a Elastic Runtime installation.



See [Routes and Domains](#) for more information about domains in Elastic Runtime.

## Securing Traffic into Cloud Foundry

Page last updated:

This topic describes how to secure traffic into your Cloud Foundry (CF) deployment with SSL/TLS certificates. You can configure your deployment to specify where to terminate TLS depending on your needs. You must also configure the load balancer to append the X-Forwarded-For and X-Forwarded-Proto HTTP headers to the HTTP traffic it passes to the router.

The advantages of securing the connection between your load balancer and router instances include:

- A high level of security.
- The ability to secure a deployment that shares a load balancer with other deployments.
- The ability to manage certificates as part of your deployment manifest, which eliminates the need for out-of-band configuration of your load balancer.

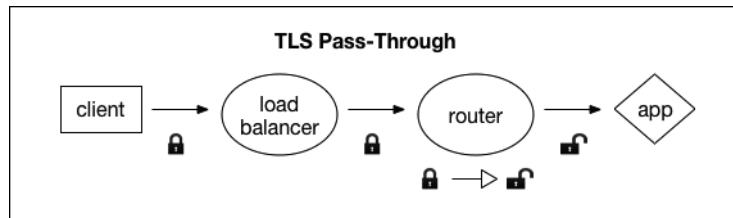
For more information on features of HTTP routing handled by the Cloud Foundry router, see the [HTTP Routing](#) topic.

## Requirements

- You must obtain a SSL/TLS certificate. In a production environment, use a signed SSL/TLS certificate from a known certificate authority (CA). In a development or testing environment, you may use a self-signed certificate generated with `openssl` or a similar tool.
- The CF router only supports HTTP requests. Whatever configuration you choose for securing traffic, it must result in the CF router receiving HTTP requests.
- The CF router currently only supports configuring a single HTTPS certificate. [Subject Alternative Name](#), an X.509 extension, can be used to associate multiple domains, including wildcard domains, to a single certificate.

## Terminate TLS at Router Only

 **Note:** This is the recommended approach.



In this configuration, the load balancer does not terminate TLS for CF domains at all. Instead, it passes through the underlying TCP connection to the router. This is the more performant option, establishing and terminating a single TLS connection. The certificate on the router must be associated with the correct hostname so that HTTPS can validate the request, and signed by a trusted CA.

Traffic between the load balancer and the router is encrypted only if the client request is encrypted.

The router appends the X-Forwarded-For and X-Forwarded-Proto headers to requests forwarded to applications and platform system components. X-Forwarded-For is set to the IP address of the client, and X-Forwarded-Proto to the scheme of the client request.

To enable this configuration, perform the following steps:

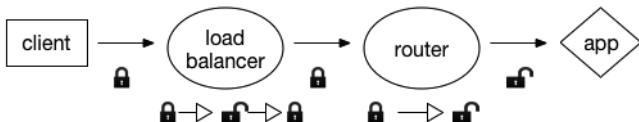
1. Configure your load balancer to pass through requests from the client to the CF router.
2. Insert the certificate into your deployment manifest for the CF router:
  - a. Use `bosh edit deployment` to open your release manifest for editing.
  - b. Copy the contents of your certificate file into the `properties.router.ssl_cert` field and the contents of the private key file associated with your certificate into the `properties.router.ssl_key` field. Set `enable_ssl` to `true`.

```

properties:
  router:
    ssl_cert: |
      -----BEGIN CERTIFICATE-----
      SSL_CERTIFICATE_SIGNED_BY_PRIVATE_KEY
      -----END CERTIFICATE-----
    ssl_key: |
      -----BEGIN RSA PRIVATE KEY-----
      RSA_PRIVATE_KEY
      -----END RSA PRIVATE KEY-----
    enable_ssl: true
  
```

## Terminate TLS at Load Balancer and Router

### TLS Termination at Load Balancer and Router



**Note:** Hostname verification between the load balancer and CF router is unnecessary when the load balancer is already configured with the CF router's IP address to correctly route the request. If DNS resolution is being used by the load balancer to route requests to the CF routers, you should enable hostname verification.

In this configuration, CF establishes and terminates two TLS connections: one from the client to the load balancer, and another from the load balancer to the CF router. This option is less performant, but it does allow for multiple certificates to be used, meaning multiple domains can be verified when using HTTPS. Certificates for the CF domains must be stored on the load balancer and, if hostname validation is enabled, on the CF router (using a single certificate). The certificate on the CF router only needs to be trusted by the load balancer, and the domain does not need to match the request as long as hostname verification is not enabled on the load balancer.

This configuration secures all traffic between the load balancer and the router.

**Note:** If your CF deployment uses a self-signed certificate, the client needs to install only the certificate stored on the load balancer.

To enable this configuration, perform the following steps:

1. Add your certificate to your load balancer and configure its listening port. The procedures vary depending on your IaaS.
2. Configure your load balancer to append the X-Forwarded-For and X-Forwarded-Proto headers to client requests.

If the load balancer cannot be configured to provide the X-Forwarded-For header, the CF router will append it in requests forwarded to applications and system components, set to the IP address of the load balancer.

**Note:** If the load balancer accepts unencrypted requests, it **must** provide the X-Forwarded-Proto header. Conversely, if the load balancer cannot be configured to send the X-Forwarded-Proto header it should not accept unencrypted requests. Otherwise, applications and platform system components that require encrypted client requests will accept unencrypted requests when they shouldn't.

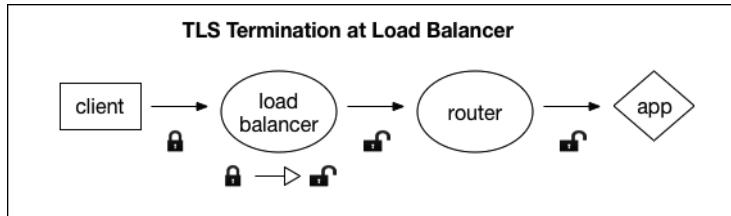
3. Insert the certificate into your deployment manifest for the CF router:

- a. Use `bosh edit deployment` to open your release manifest for editing.
- b. Copy the contents of your certificate file into the `properties.router.ssl_cert` field and the contents of the private key file associated with your certificate into the `properties.router.ssl_key` field. Set `enable_ssl` to `true`.

```

properties:
  router:
    ssl_cert: |
      -----BEGIN CERTIFICATE-----
      SSL_CERTIFICATE_SIGNED_BY_PRIVATE_KEY
      -----END CERTIFICATE-----
    ssl_key: |
      -----BEGIN RSA PRIVATE KEY-----
      RSA_PRIVATE_KEY
      -----END RSA PRIVATE KEY-----
    enable_ssl: true
  
```

## Terminate TLS at Load Balancer Only



In this configuration, your load balancer terminates TLS, and passes unencrypted traffic to the router, which routes it to your app. Traffic between the load balancer and the router is not encrypted.

To enable this configuration, you must perform the following steps:

1. Configure your load balancer to append the X-Forwarded-For and X-Forwarded-Proto headers to client requests.

If the load balancer cannot be configured to provide the X-Forwarded-For header, the CF router will append it in requests forwarded to applications and system components, set to the IP address of the load balancer.

**Note:** When terminating TLS at the load balancer only, the load balancer **must** be configured to forward the X-Forwarded-Proto header. Otherwise requests to some applications and system components will result in redirect loops, as they will redirect requests determined to be unencrypted to HTTPS.

2. Add your certificate to your load balancer and configure its listening port. The procedures vary depending on your IaaS.

## Migrating Apps to Diego

Page last updated:

This topic describes how to migrate the applications in your deployment from the DEA architecture to the Diego architecture. See the [Differences Between DEA and Diego Architectures](#) topic for more information.

You must perform this migration if you are upgrading from Pivotal Cloud Foundry (PCF) 1.6 to 1.7.

 **WARNING:** Before you upgrade to Pivotal Cloud Foundry 1.7, you must migrate all apps that are currently running on DEA architecture to run on Diego architecture. Pivotal does not support DEA architecture in Pivotal Cloud Foundry 1.7.

## Migrating Apps After Upgrading to Diego

To avoid downtime, you should migrate your apps to Diego before upgrading PCF. If you have already upgraded, you can get your apps running again by redeploying them with `cf restage`. To do this, run the following for each app:

```
$ cf restage APP
```

After this restaging, your apps should run again.

## Prepare for Migration

Before migrating your apps you may need to perform the following tasks:

- [Scale up your Diego VMs to handle the increased load.](#)
- [Enable Diego as the default runtime for your apps.](#)
- [Ensure you have the standard cf CLI.](#)
- [Disable any port-based health checks on worker applications.](#)
- [Replace environment variables in your app code.](#)
- [List the apps you need to migrate.](#)

## Scale Your VMs

From the **Settings** tab of the Elastic Runtime tile, click **Diego** and select the **Use Diego by default instead of DEAs** checkbox. Return to Ops Manager and click **Apply Changes** to apply this new default on Elastic Runtime.

Diego is a new replacement for DEAs.

Use Diego by default instead of DEAs

Allow SSH access to apps

Application Containers Subnet Pool \*

10.254.0.0/22

**Save**

## Enable Diego as Default

Ensure you have enough VMs allocated to support the newly-migrated apps. You can scale up your VMs from the Elastic Runtime tile, in the **Settings** tab, under **Resource Config**. For the recommended configuration, see the [Scalable Processes](#) section of the Zero Downtime

Deployment and Scaling in CF topic.

**Note:** The Diego Cell VM has similar responsibility to the DEA VM to run applications. For example, if you have allocated three DEA instances with 32 GB of persistent disk and 32 GB of RAM for each, allocate three Diego Cell instances with 32 GB of persistent disk and 32 GB of RAM for each to have similar capacity on Diego as with DEAs.

After scaling your VMs, click **Save** on the **Resource Config** page. Navigate to the **Installation Dashboard** and click **Apply Changes**.

## Install the cf CLI

**Note:** If you use a Java-based build system like Eclipse, STS, Maven, or Gradle, you may have only the Java cf-client. The Java cf-client does not currently support the migration command nor disabling health checks.

You must install both the cf CLI and the [Diego-Enabler CLI Plugin](#). For more information on installing the cf CLI, see the [Installing the Cloud Foundry Command Line Interface](#) topic. For more information on installing the Diego-Enabler CLI Plugin, see the [Diego-Enabler repository readme](#).

## Disable Port-Based Health Checks

Worker applications pushed with the `--no-route` option do not report as healthy after migrating to Diego. To prevent this, disable the port-based health check with `cf set-health-check APP_NAME none`.

## Remove Unsupported Variables from your App Code

- Diego does not use the `VCAP_APP_HOST` environment variable. If your code references this variable, replace it with `0.0.0.0`.
- Diego does not use the `VCAP_APP_PORT` environment variable. If your code references this variable, replace it with `PORT`, which is set to `8080` by default.

## List DEA and Diego Applications

To find out what apps you have running on DEAs and Diego Cells, use the commands `cf dea-apps` and `cf diego-apps`. See the following example:

```
$ cf dea-apps
```

```
Getting apps on the DEA runtime as example_user...
OK
```

```
name    org    space
deapp1  org1   space1
deapp2  org1   space2
...
```

Use the `-s` flag followed by a space name to limit the search to apps running within the space, or the `-o` flag followed by an org name to limit the search to apps running within the org. See the following example:

```
$ cf dea-apps -o MY-ORG
```

```
Getting apps on the DEA runtime in org MY-ORG as example_user...
OK
```

```
name    org    space
deapp1  MY-ORG  space1
deapp2  MY-ORG  space2
```

## Migrate Your Apps

Elastic Runtime provides three approaches to migrating your apps to Diego:

- [Overwrite-based migration](#) migrates an app with a few steps and a brief downtime.
- [Batch migration](#) performs overwrite-based migration for all apps in an org, space, or deployment with the single CLI command `cf migrate-apps`.
- [Blue-green migration](#) avoids downtime by employing [Blue-Green deployment](#).

### Overwrite-Based Migration

This procedure overwrites existing app instances with new ones on the Diego architecture, resulting in a brief (~1 minute) downtime. This approach requires fewer steps than the zero downtime blue-green deployment procedure described below.

 **Note:** Use overwrite-based migration if a short downtime is acceptable.

1. Use the Cloud Foundry Command Line Interface (cf CLI) to install the Diego-Enabler plugin.

```
$ cf add-plugin-repo CF-Community http://plugins.cloudfoundry.org/  
$ cf install-plugin Diego-Enabler -r CF-Community
```

2. Run `cf enable-diego APP-NAME` to enable Diego in your app manifest.

```
$ cf enable-diego EXAMPLE-APP  
Diego support for EXAMPLE-APP is set to true
```

3. Confirm that `APP-NAME` runs properly.

```
$ cf app EXAMPLE-APP
```

### Batch Migration

This procedure migrates multiple apps in a single command using overwrite-based migration. The `cf migrate-apps` command migrates all apps in a deployment unless you specify an org or space.

- Run `cf migrate-apps diego` to migrate apps to Diego. You can specify the following options:
  - `-o ORG` migrates all apps in an org.
  - `-s SPACE` migrates all apps in a space that exists in your currently targeted org. If you want to migrate apps in a space from another org, you must target that org before running `cf migrate-apps`.
  - `-p MAX_IN_FLIGHT` specifies how many apps to migrate in parallel, up to 100. Defaults to 1. Pivotal recommends first trying a migration with the default and then increasing `-p` if the first migration is stable. Do not set `-p` to a value greater than the number of Diego cells in the deployment.

 **Note:** Migrating a running app causes a restart. Migrating a stopped app does not cause a restart.

The following example migrates all DEA apps in a deployment to Diego. The apps migrate in the sequence specified by running `cf deactivate-apps`.

```
$ cf migrate-apps diego  
  
Migrating apps to Diego as example_user....  
  
Started migrating app my-app to Diego as example_user...  
  
Completed migrating app my-app to Diego in space with guid a045rw51-o358-4e26-9dfe-4c7365cf987 as example_user  
  
...  
  
Migration to Diego completed: 23 apps, 0 warnings
```

The following example migrates all DEA apps in `space2` to Diego, ten at a time.

```
$ cf migrate-apps -s space2 -p 10 diego
```

## Blue-Green Migration

The blue-green deployment method migrates your apps with zero downtime. This method temporarily runs your apps in parallel using both the DEA and Diego architectures.

 **Note:** If necessary, complete the [Application Rollback procedure](#) below to revert the migration with zero downtime.

### Migrate an App from DEA to Diego Architecture

1. Use the Cloud Foundry Command Line Interface (cf CLI) to install the Diego-Enabler plugin.

```
$ cf add-plugin-repo CF-Community https://plugins.cloudfoundry.org/  
$ cf install-plugin Diego-Enabler -r CF-Community
```

2. Push your application with a new name and a test route for your application. This app will run on the Diego architecture. Do not use the name or route of the existing application.

```
$ cf push NEW-APP -d MY-DOMAIN.COM -n TEMP-SUBDOMAIN
```

 **Note:** The currently deployed application, OLD-APP, and the application you are pushing, NEW-APP, must be the same version. Otherwise, any static assets served from your application, like CSS and Javascript, will not be consistent across both apps. Now is not the time to upgrade your app.

3. Confirm that `NEW-APP` runs properly.

```
$ cf app NEW-APP
```

4. Run `has-diego-enabled` to confirm that the application is running on the Diego architecture.

```
$ cf has-diego-enabled NEW-APP
```

5. If the `has-diego-enabled` command returns false, then set the `diego` boolean to true:

```
$ cf enable-diego NEW-APP
```

6. Map the route for your application running on the DEA architecture to `NEW-APP`. This remapping creates a second route that splits your traffic between the DEA and Diego architectures.

```
$ cf map-route NEW-APP MY-DOMAIN.COM -n MY-SUBDOMAIN
```

7. Unmap the route from the application running on the DEA architecture. This action sends all of the traffic to the application that is running on Diego.

```
$ cf unmap-route OLD-APP MY-DOMAIN.COM -n MY-SUBDOMAIN
```

8. After confirming that the new application is running correctly on Diego, stop `OLD-APP` to route all traffic to `NEW-APP` and complete the blue-green migration.

```
$ cf stop OLD-APP
```

 **Note:** Verify that your application is still accessible and runs properly. If there is a problem with your app, do not complete this procedure. Instead, proceed to the Application Rollback procedure below.

9. Delete the old application.

```
$ cf delete OLD-APP
```

10. Optional: Delete the route to the TEMP-SUBDOMAIN that you specified when pushing the Diego app for testing. See [Delete a Route](#).

## Application Rollback Procedure

If necessary, complete this procedure to revert your application to the DEA architecture with zero downtime.

 **Note:** This procedure only works if you have not deleted your application that runs on the DEA architecture.

1. Start your app using the pre-migration name.

```
$ cf start OLD-APP
```

2. Map `OLD-APP` to your domain.

```
$ cf map-route OLD-APP MY-DOMAIN.COM -n MY-SUBDOMAIN
```

3. Unmap the app running on the Diego architecture from your domain.

```
$ cf unmap-route NEW-APP MY-DOMAIN.COM -n MY-SUBDOMAIN
```

## Verify Migration

To verify a successful migration of your apps from DEA to Diego, perform the following steps:

1. Run `cf dea-apps` to list any apps running on DEAs. Verify that the list returned by the command is empty.

```
$ cf dea-apps -o MY-ORG
```

```
Getting apps on the DEA runtime in org MY-ORG as example_user...
OK
```

```
name    org    space
```

2. Run `cf diego-apps` to list any apps running on Diego. Verify that all of your apps are running on Diego.

```
$ cf diego-apps -o MY-ORG
```

```
Getting apps on the Diego runtime in org MY-ORG as example_user...
OK
```

```
name    org    space
diego-app1  MY-ORG  MY-SPACE
diego-app2  MY-ORG  MY-SPACE
```

## Final Redeploy

After migrating your apps to Diego, perform a final redeploy. You can scale the **DEA** and **Health Manager** VMs to 0 since they are not used in Diego deployments. You must **Save** and **Apply Changes** in Ops Manager to confirm these additional changes.

## Troubleshoot Migrated Apps

Because Diego was written to be compatible with DEA architecture, most applications migrated from DEAs to Diego cells continue to run on Diego without change. However, there are differences between DEA and Diego architectures. If you have problems with your application after migrating, review the following:

## Symptom

Error: Runner error: desired app failed: 503

## Explanation

Diego places a 4KB limit on the maximum size of application routes, space for 40 to 50 medium-sized 50-character routes. This error indicates you have exceeded the limit.

## Solution

In some cases, you can work around this by using a wildcard route, for example, \*.my-domain.com instead of mapping individual routes. If you see this error and you cannot wildcard the routes, create another instance of the same application and bind the remaining routes to the second application instance.

---

## Symptom

Large applications may fail to stage, typically resulting in the following error: Copying into the container failed.

## Explanation

Large applications may fail to stage because of a [known issue](#) where disk usage is over-reported.

## Solution

By default, apps have a 1GB disk quota. If your application files are close to this size, use the -k option of cf push to increase your disk quota.

---

## Symptom

Running the cf files command results in the error: Request failed for app: APP\_NAME, instance: INST\_NUM and path: PATH

## Explanation

Diego does not support the cf files command.

## Solution

Run the cf ssh APP\_NAME command to list files in your application instances.

---

## Symptom

Errors related to environment variables

## Explanation

Diego does not support the interpolation of environment variables. In the DEA architecture, when you set environment variables with the cf set-env or in your manifest file, you could include one environment variable in the definition of another variable, such as SOMEVAR=SOMEVAR/SOME/PATH.

## Solution

Remove interpolation from any environment variables.

## Configuring Health Monitor Notifications

Page last updated:

This topic describes how to configure notifications from the Health Monitor (HM), which monitors the health of the virtual machines in a Cloud Foundry (CF) deployment.

The HM is a BOSH component that continuously monitors all BOSH-deployed virtual machines (VMs) in a deployment. Each BOSH-deployed VM produces a heartbeat every minute and sends it to the HM, along with status and lifecycle events.

Operators can configure the HM to send an alert through notification plugins by editing the BOSH manifest and redeploying.

### Step 1: Set Up BOSH Director Credentials

To enable HM notifications, you must provide the HM with credentials to access the BOSH Director. Perform the procedures below to give the HM the correct credentials.

1. Open your BOSH manifest and locate `hm: director_account` under `properties`:

```
hm:  
  director_account:  
    ca_cert: "CA-CERT"  
    client_id: UAA-CLIENT-ID  
    client_secret: UAA-CLIENT-SECRET  
    password: PASSWORD  
    user: USERNAME
```

2. To enable the HM to access the BOSH Director, do one of the following:

- Provide the `user` and `password` for a user that can access the BOSH Director, and remove the other lines under `director_account`.
- Provide a UAA client ID for `client_id`, a UAA client secret for `client_secret`, and a certificate to verify the UAA endpoint for `ca_cert`. Remove the other lines under `director_account`.

### Step 2: Configure Notifications

Perform the procedures below to set the logging level of the HM and to configure how you receive notifications.

1. Locate the `loglevel` property in your BOSH manifest.

```
hm:  
  loglevel: info
```

This property sets the logging level of the HM. You can set `loglevel` to `fatal`, `error`, `warn`, `info`, or `debug`.

2. You can enable notifications by e-mail, PagerDuty, AWS CloudWatch, DataDog, OpenTSDB, and Graphite. Follow the instructions below for the appropriate plugin.

### Configure Email

 **Note:** In Pivotal Cloud Foundry, you can configure email notifications in the **Director Config** pane of the Ops Manager Director tile. For example, see the [Configuring Ops Manager Director on AWS](#) topic for more information on how to configure email notifications on Amazon Web Services (AWS).

Replace the placeholders with the values appropriate for your deployment.

```
hm:
email_notifications: true
email_recipients: RECIPIENT1@EXAMPLE.COM, RECIPIENT2@EXAMPLE.COM
smtp:
  from: SENDER-ADDRESS
  host: SENDER-SMTP-HOST
  port: SENDER-SMTP-PORT
  domain: SENDER-SMTP-DOMAIN
  tls: TRUE-OR-FALSE
  auth: SMTP-AUTH-TYPE
  user: SMTP-USER
  password: SMTP-PASSWORD
```

- `email_notifications` : Set to `true`.
- `email_recipients` : Provide a comma-delimited list of recipient addresses.
- `smtp.from` : Provide the email address of the sender of the notifications. For example, `notifications@example.com`.
- `smtp.host` : Provide the address of the SMTP server. For example, `smtp.example.com`.
- `smtp.port` : Provide the port of the SMTP server. For example, `25`, `465`, or `587`.
- `smtp.domain` : Provide the SMTP EHLO domain. This is typically the server's FQDN, such as `cloudfoundry.example.com`.
- `tls` : Set `tls` to `true` to enable automatic STARTTLS.
- `auth` : Provide the SMTP authentication type. Only `plain` is supported.
- `user` : If you set `auth` to `plain`, provide the username for SMTP authentication.
- `password` : If you set `auth` to `plain`, provide the password for SMTP authentication.

To customize the contents of your notification email, see the [Getting Started with the Notifications Service](#) topic.

## Configure PagerDuty

Replace the placeholders with the values appropriate for your deployment.

```
hm:
pagerduty_enabled: true
pagerduty:
  service_key: YOUR-PAGERDUTY-SERVICE-KEY
  http_proxy: YOUR-HTTP-PROXY
```

- `pagerduty_enabled` : Set to `true`.
- `pagerduty.service_key` : Provide the PagerDuty service API key. For more information on how to generate an API key, see the [PagerDuty documentation](#).
- `pagerduty.http_proxy` : Optionally, provide a HTTP proxy to connect to PagerDuty.

## Configure AWS CloudWatch

Replace the placeholders with the values appropriate for your deployment.

```
hm:
cloud_watch_enabled: true
aws:
  access_key_id: YOUR-AWS-ACCESS-KEY-ID
  secret_access_key: YOUR-SECRET-AWS-ACCESS-KEY
```

- `cloud_watch_enabled` : Set to `true`.
- `aws.access_key_id` : Provide the access key ID for your Amazon Web Services (AWS) account. For more information about Amazon CloudWatch, see the [CloudWatch documentation](#).
- `aws.secret_access_key` : Provide the secret access key for your AWS account.

## Configure DataDog

Replace the placeholders with the values appropriate for your deployment.

```
hm:  
datadog_enabled: true  
datadog:  
  api_key:  
  application_key:  
  pagerduty_service_name:
```

- `datadog_enabled` : Set to `true`.
- `datadog.api_key` : Provide the API key for DataDog. For more information about DataDog, see the [DataDog documentation](#).
- `datadog.application_key` : Provide the HM application key for DataDog.
- `datadog.pagerduty_service_name` : Provide the service name to alert in PagerDuty on HM events.

## Supporting WebSockets

Page last updated:

This topic explains how Cloud Foundry (CF) uses WebSockets, why developers use WebSockets in their applications, and how operators can configure their load balancer to support WebSockets.

Operators who use a load balancer to distribute incoming traffic across CF router instances must configure their load balancer for WebSockets. Otherwise, the Loggregator system cannot stream application logs to developers, or application event data and system metrics to third-party aggregation services. Additionally, developers cannot use WebSockets in their applications.

## Understand WebSockets

The WebSocket protocol provides full-duplex communication over a single TCP connection. Applications can use WebSockets to perform real-time data exchange between a client and a server more efficiently than HTTP.

CF uses WebSockets for the following metrics and logging purposes:

1. To stream all application event data and system metrics from the Doppler server instances to the Traffic Controller
2. To stream application logs from the Traffic Controller to developers using the cf Command Line Interface (CLI) or Apps Manager
3. To stream all application event data and system metrics from the Traffic Controller over the Firehose endpoint to external applications or services

For more information about these Loggregator components, see the [Overview of the Loggregator System](#) topic.

## Configure Your Load Balancer for WebSockets

To form a WebSocket connection, the client sends an HTTP request that contains an Upgrade header and other headers required to complete the WebSocket handshake. You must configure your load balancer to not upgrade the HTTP request, but rather to pass the Upgrade header through to the CF router. The procedures required to configure your load balancer depends on your IaaS and load balancer. The following list includes several possible approaches:

- Some load balancers can recognize the Upgrade header and pass these requests through to the CF router without returning the WebSocket handshake response. This may or may not be default behavior, and may require additional configuration.
- Some load balancers do not support passing WebSocket handshake requests containing the Upgrade header to the CF router. For instance, the Amazon Web Services (AWS) Elastic Load Balancer (ELB) does not support this behavior. In this scenario, you must configure your load balancer to forward TCP traffic to your CF router to support WebSockets. If your load balancer does not support TCP pass-through of WebSocket requests on the same port as other HTTP requests, you can do one of the following:
  - Configure an additional port for WebSocket requests, such as port 4443, and follow the steps below in the [Modify Your Release Manifest](#) section of this topic
  - Add an additional load balancer with a domain that resolves to it, such as `ws.cf.example.com`, and ensure that all WebSocket traffic goes through this domain, especially if application clients only support standard ports

 **Note:** Regardless of your IaaS and configuration, you must configure your load balancer to send the X-Forwarded-For and X-Forwarded-Proto headers for non-WebSocket HTTP requests on ports 80 and 443. See the [Securing Traffic into Cloud Foundry](#) topic for more information.

## Modify Your Release Manifest

By default, the CF release manifest assigns port 4443 for TCP/WebSocket communications. If you have configured your load balancer to use a port other than 4443 for TCP/WebSocket traffic, you must edit your CF manifest to set the value of `properties.logger_endpoint.port` to the correct port. Locate the following section of your CF manifest and replace `YOUR-WEBSOCKET-PORT` with the appropriate value:

```
properties:  
logger_endpoint:  
port: YOUR-WEBSOCKET-PORT
```

## Using Apps Manager

The web-based Apps Manager application helps you manage users, organizations, spaces, and applications.

## Table of Contents

- [Getting Started with Apps Manager](#)
- [Managing Orgs and Spaces Using Apps Manager](#)
- [Managing User Accounts and Permissions Using Apps Manager](#)
- [Managing Apps and Service Instances Using Apps Manager](#)

## Getting Started with Apps Manager

Page last updated:

### Overview

Apps Manager is a web-based tool to help manage organizations, spaces, applications, services, and users. Apps Manager provides a visual interface for performing the following subset of functions available through the Cloud Foundry Command Line Interface (cf CLI):

- **Orgs:** You can create, manage, and delete orgs.
- **Spaces:** You can create, manage, and delete spaces.
- **Apps:** You can scale apps, bind apps to services, manage environment variables and routes, view logs and usage information, start and stop apps, and delete apps.
- **Services:** You can bind services to apps, unbind services from apps, choose and edit service plans, and rename and delete service instances.
- **Users:** You can invite new users, manage user roles, and delete users.

To access Apps Manager as the Admin user, see the [Logging in to Apps Manager](#) topic.

### Understanding Permissions

Your ability to perform actions in Apps Manager depends on your user role and the values that the Admin specifies for the [Apps Manager environment variables](#).

The table below shows the relationship between specific org and space management actions and the non-Admin user roles who can perform them within orgs and spaces they are members of. Admin users can perform all of these actions using either the cf CLI or by logging into Apps Manager as an Org Manager, using the UAA Admin credentials.

Action	CLI command	Org Manager	Space Manager	Org Auditor, Space Developer, or Space Auditor
Create an org	<code>create-org</code>	†	†	†
Delete an org	<code>delete-org</code>	Yes	No	No
Rename an org	<code>rename-org</code>	Yes	No	No
View org members	<code>org-users</code>	Yes	Yes	Yes
Assign user a role in org	<code>set-org-role</code>	‡	‡	No
Remove org role from user	<code>unset-org-role</code>	‡	‡	No
View space members	<code>space-users</code>	Yes	Yes	Yes
Assign user a role in space	<code>set-space-role</code>	‡	‡	No
Remove space role from user	<code>unset-space-role</code>	‡	‡	No

† No by default, unless feature flag `user_org_creation` is set to `true`.

\*Defaults to no. Yes if Elastic Runtime tile > Settings tab > Apps Manager section > Enable Non Admin Role Management checkbox is selected.

Space Managers assign and remove users from spaces by setting and unsetting their roles within the space. To remove a user from an org, remove them from all spaces within that org.

## Managing Orgs and Spaces Using Apps Manager

Page last updated:

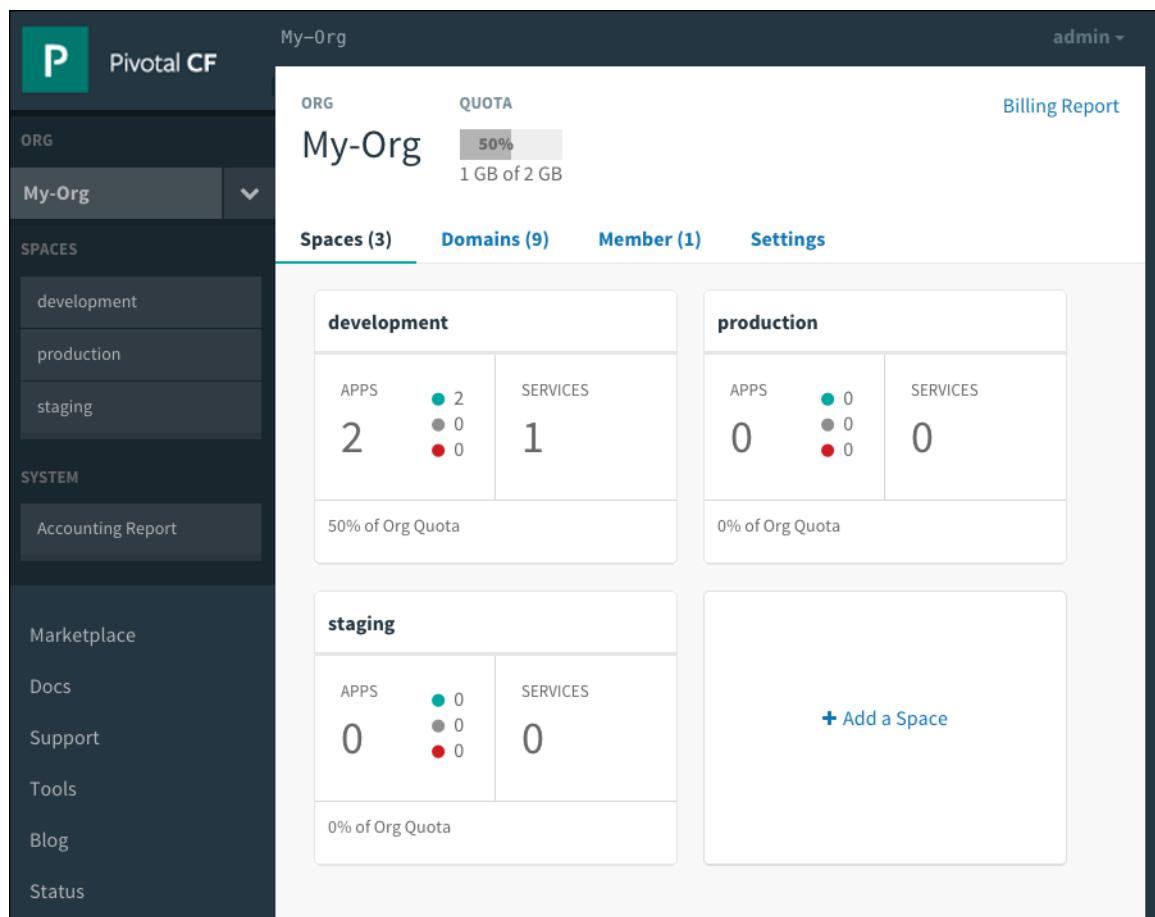
This topic discusses how to view and manage orgs and spaces in Apps Manager.

 **Note:** To manage a space, you must have Space Manager permissions in that space.

To perform the following steps, log in to Apps Manager with an account that has adequate permissions. See the [Understanding Permissions](#) topic for more information.

### Manage an Org

The org page displays the spaces associated with the selected org. The left navigation of Apps Manager shows the current org.



My-Org

ORG QUOTA admin ▾

My-Org 50% 1 GB of 2 GB Billing Report

**Spaces (3)** Domains (9) Member (1) Settings

development	
APPS	● 2 ● 0 ● 0
2	1
50% of Org Quota	

production	
APPS	● 0 ● 0 ● 0
0	0
0% of Org Quota	

staging	
APPS	● 0 ● 0 ● 0
0	0
0% of Org Quota	

+ Add a Space

development

production

staging

ORG SPACES SYSTEM

Accounting Report

Marketplace

Docs

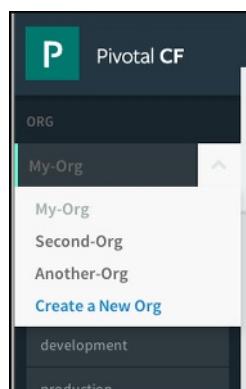
Support

Tools

Blog

Status

To view spaces in a different org, use the drop-down menu to change the org.



ORG

My-Org

Second-Org

Another-Org

Create a New Org

development

production

To view the page for a particular space, click the space on the org page or on the left navigation. To create a new space, click **Add a Space** at the bottom of the org page.

## Manage a Space

The space page displays the apps and service instances associated with the selected space.

NAME	INSTANCES	MEMORY	LAST PUSH	ROUTE
spring-music ● Running	1	512MB	a month ago	<a href="http://spring-music-untawdry-etymon">http://spring-music-untawdry-etymon</a>
springpong ● Running	1	1024MB	a month ago	<a href="http://pongmatch.cfapps.io">http://pongmatch.cfapps.io</a>

The **Apps** tab shows the **Name**, the number of **Instances**, the amount of **Memory** available, the time since the **Last Push**, and the **Route** for each app.

<b>Apps</b>				
NAME	INSTANCES	MEMORY	LAST PUSH	ROUTE
● spring-music	1	512MB	15 minutes ...	<a href="http://spring-music-dissimilatory-pyr...">http://spring-music-dissimilatory-pyr...</a> >
● springpong	1	512MB	12 minutes ...	<a href="http://springpong.a1-app.cf-app.com">http://springpong.a1-app.cf-app.com</a> C >

The **Services** list shows the **Service**, the **Name**, the number of **Bound Apps**, and the **Plan** for each service instance. If you want to add a service to your space, click **Add Service**. For more information on configuring services, see the [Services Overview](#) topic.

<b>Services</b>				<b>Add Service</b>
SERVICE	NAME	BOUND APPS	PLAN	
 MySQL for Pivotal Cloud Foundry	mysql-db	1	free - (MONTH)	>

To delete or rename a space, click **Settings** on the space page.

SPACE

development

- 2 Running
- 0 Stopped
- 0 Crashed

[Overview](#) [Settings](#)

**Space Settings**

Name	development
------	-------------

[Delete Space](#) [Cancel](#) [Save changes](#)

To change the space name, enter your new name and click **Save changes**. To delete the space, click **Delete Space**.

## Managing User Accounts and Permissions Using Apps Manager

Page last updated:

 **Note:** The procedures described here are not compatible with using SAML or LDAP for user identity management. To create and manage user accounts in a SAML- or LDAP-enabled Cloud Foundry deployment, see [Adding Existing SAML or LDAP Users to a Pivotal Cloud Foundry Deployment](#).

The Apps Manager uses role-based access control, with each role granting permissions in either an organization or an application space. A user can have one or more roles. The combination of these roles defines the user's overall permissions in the org and within specific app spaces in that org.

An administrator can manage user roles in orgs and spaces using the Apps Manager. To manage user accounts in a space, you must have Space Manager permissions in that space.

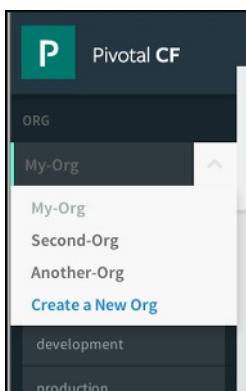
To see which permissions each role grants, see [Organizations, Spaces, Roles, and Permissions](#).

### Managing Org Roles

Valid [org roles](#) are Organization Manager and Organization Auditor.

To grant or revoke org roles, follow the steps below.

1. In the Apps Manager navigation on the left, the current org is highlighted. Click the drop-down menu to view other orgs belonging to the account.



2. Use the Apps Manager navigation to select an org.
3. Click the **Members** tab.

**3 Spaces**   **1 Domain**   **6 Members**

[Delete Org](#)

My-Org

**Invite New Members**

MEMBER	ORG MANAGER	ORG AUDITOR
admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
claricep@example.com <a href="#">Remove User</a>   <a href="#">Resend Invite</a>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
alice@example.com <a href="#">Remove User</a>   <a href="#">Resend Invite</a>	<input type="checkbox"/>	<input type="checkbox"/>
bob@example.com <a href="#">Remove User</a>   <a href="#">Resend Invite</a>	<input type="checkbox"/>	<input type="checkbox"/>
eddieg@example.com <a href="#">Remove User</a>   <a href="#">Resend Invite</a>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
daviddavidson@example.com <a href="#">Remove User</a>   <a href="#">Resend Invite</a>	<input type="checkbox"/>	<input type="checkbox"/>

**ORG ROLES**

**ORG MANAGER**  
Can invite users and manage user roles in the org and all spaces

**ORG AUDITOR**  
Has read-only access to org information and reports

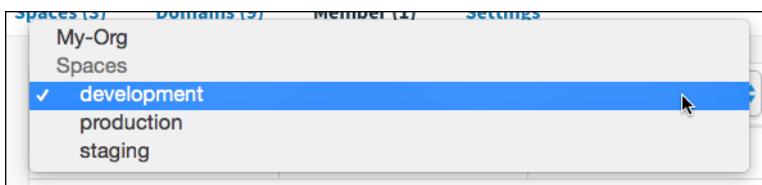
- The **Members** panel displays all members of the org. Select a checkbox to grant an org role to a user, or deselect a checkbox to revoke a role from a user.

## Managing App Space Roles

Valid [app space roles](#) are Space Manager, Space Developer, and Space Auditor.

To grant or revoke app space roles, follow the steps below.

- In the **Members** tab of an org, click the drop-down menu to view spaces in the org.



- Use the drop-down menu to select a space.
- The **Members** panel displays all members of the org. Select a checkbox to grant an app space role to a user, or deselect a checkbox to revoke a role from a user.

**3 Spaces    1 Domain    6 Members**

[Delete Org](#)

MEMBER	SPACE MANAGER	SPACE DEVELOPER	SPACE AUDITOR
	admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
claricep@example.com	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
alice@example.com	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
bob@example.com	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
eddieg@example.com	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
daviddavidson@example.com	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Invite New Members**

**APP SPACE ROLES**

**SPACE MANAGER**  
Can invite users and manage user roles in a given space

**SPACE DEVELOPER**  
Can create, delete, and manage applications and services, and has full access to app logs and reports

**SPACE AUDITOR**  
Has read-only access to space information, app logs, and reports

- Space Managers can invite and manage users and enable features for a given space. Assign this role to managers or other users who need to administer the account.
- Space Developers can create, delete, and manage applications and services, and have full access to all usage reports and logs. Space Developers can also edit applications, including the number of instances and memory footprint. Assign this role to app developers or other users who need to interact with applications and services.
- Space Auditors have view-only access to all space information, settings, reports, and logs. Assign this role to users who need to view but not edit the application space.

## Inviting New Users

- On the Org dashboard, click the **Members** tab.

**Spaces (3) Domains (9) Member (1) Settings**

My-Org		<a href="#">Invite New Members</a>
MEMBER ▲	ORG MANAGER	ORG AUDITOR
admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

- Click **Invite New Members**. The **Invite New Team Member(s)** form appears.

**Spaces (3)** **Domains (9)** **Member (1)** **Settings**

**Invite New Team Member(s)**

Add Email Addresses  Use commas to separate emails

**Assign Org Roles**

ORG	ORG MANAGER	ORG AUDITOR
My-Org	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Select All		

**ORG ROLES**

**ORG MANAGER**  
Can invite users and manage user roles in the org and all spaces

**ORG AUDITOR**  
Can view members, roles, domains, and current org quota information.

**Assign Space Roles**

SPACE	SPACE MANAGER	SPACE DEVELOPER	SPACE AUDITOR
development	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**SPACE ROLES**

**SPACE MANAGER**  
Can invite users and manage user roles in a given space

**SPACE DEVELOPER**  
Can create, delete, and manage roles in a given space

- In the **Add Email Addresses** text field, enter the email addresses of the users that you want to invite. Enter multiple email addresses as a comma-delimited list.
- The **Assign Org Roles** and **Assign Space Roles** tables list the current org and available spaces with checkboxes corresponding to each possible user role. Select the checkboxes that correspond to the permissions that you want to grant to the invited users.
- Click **Send Invite**. The Apps Manager sends an email containing an invitation link to each email address that you specified.

## Changing User Permissions

You can also change user permissions for existing users on the account. User permissions are handled on a per-space basis, so you must edit them for each user and for each space that you want to change.

- On the Org dashboard, click the **Members** tab.

**Spaces (3)** **Domains (9)** **Member (1)** **Settings**

My-Org **Invite New Members**

MEMBER ▲	ORG MANAGER	ORG AUDITOR
admin	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

- Edit the permissions assigned to each user by checking or unchecking the checkboxes under each user role. The Apps Manager saves your changes automatically.

## Removing a User

To remove a user from a space, revoke that user's permissions for all user roles in that space. The user remains visible in the list unless you remove the user from the org.



## Managing Apps and Service Instances Using Apps Manager

Page last updated:

This topic discusses how to view and manage apps and service instances associated with a space using Apps Manager.

To perform the following steps, log in to Apps Manager with an account that has adequate permissions. See the [Understanding Permissions](#) topic for more information.

### Manage an App

On the space page, click the app you want to manage. This directs you to the app page, where you can scale apps, bind apps to services, manage environment variables and routes, view logs and usage information, start and stop apps, and delete apps.

The screenshot shows the app management interface for the 'spring-music' application. On the left, there's a large circular icon containing the app name 'spring-music' and two small icons (blue square and blue circle). Below it, the URL 'http://spring-music-unabraded-dil...' is shown. To the right, there are two main sections: 'CONFIGURATION' and 'STATUS'. In the 'CONFIGURATION' section, the number of instances is set to 1, memory limit is 512 MB, and disk limit is 1024 MB. A 'Scale App' button is located at the top right of this section. The 'STATUS' section shows the app is running, using 0% CPU, 396 MB memory, and 159 MB disk, with an uptime of 4 minutes. A 'View in Pivotal Metrics' link is also present. At the bottom, tabs for 'Events', 'Services', 'Env Variables', 'Routes', and 'Logs' are visible, along with a 'Delete App' button. The 'Events' tab is currently selected. Under 'RECENT EVENTS', three entries are listed: 'started app' (05/02/2016 at 05:25 PM UTC), 'updated app' (05/02/2016 at 05:25 PM UTC), and 'created app' (05/02/2016 at 05:25 PM UTC). A note 'END OF AVAILABLE EVENTS' is at the bottom of the events list.

### Scale an App

1. Click **Scale App**.
2. Adjust the number of **Instances** and the **Memory Limit**.
3. Click **Save**.

## Bind or Unbind a Service

1. Click **Services**.

BOUND SERVICES

Select a service  Bind Cancel

or add from Marketplace

2. To bind your app to a service, click **Bind a Service**.

3. To bind your app to an existing service instance, choose the service instance from the dropdown menu, and click **Bind**. To bind your app to a new service instance, click **Add from Marketplace** to choose a service from the Marketplace.
4. To unbind your app from a service instance, locate the service instance in the **Bound Services** list and click **Unbind**.

## View or Add Environment Variables

USER PROVIDED [+ Add an Env Variable](#)

No user provided env variables

SYSTEM PROVIDED

```
{
  "staging_env_json": {},
  "running_env_json": {},
  "system_env_json": {
    "VCAP_SERVICES": {
      "elephantsql": [
        {
          "credentials": {
            ...
          }
        }
      ]
    }
  }
}
```

1. Click **Env Variables**.

2. The page displays both the **User Provided** and **System Provided** environment variables associated with the app.
3. To add a user-provided environment variable, click **Add an Env Variable**.

 **Note:** Changes to environment variables, as well as to service bindings and unbindings, require restarting the app to take effect. You can restart the app from the Apps Manager or with `cf restage` from the Cloud Foundry Command Line Interface (cf CLI).

## Map or Unmap Routes

1. Click **Routes**.
2. The page displays the routes associated with the app. To add a new route, click **Map a Route**.

HOSTNAME

Hostname: cfapps.io  Map Cancel

http://spring-music-unabraded-dilatometer.cfapps.io [Unmap](#)

3. Enter the route and click **Map**.
4. To unmap a route, locate the route from the list and click **Unmap**.

## View Logs

1. Click **Logs** to view the logs for the app.

The screenshot shows a 'Recent Logs' section with a refresh icon and a 'Tail Logs' link. The log entries are as follows:

```
2016-05-02T17:25:43.000+00:00 [STG] OUT Downloading ruby_buildpack...
2016-05-02T17:25:50.000+00:00 [STG] OUT Expanding Open Jdk JRE to .java-buildpack/open_jdk_jre (1.1s)
2016-05-02T17:25:50.000+00:00 [STG] OUT ----> Downloading Spring Auto Reconfiguration 1.10.0_RELEASE from https://download.run.pivotal.io/auto-reconfiguration/auto-reconfiguration-1.10.0_RELEASE.jar (found in cache)
2016-05-02T17:25:50.000+00:00 [STG] OUT ----> Downloading Tomcat Logging Support 2.5.0_RELEASE from https://download.run.pivotal.io/tomcat-logging-support/tomcat-logging-support-2.5.0_RELEASE.jar (found in cache)
2016-05-02T17:26:19.000+00:00 [APP] OUT [CONTAINER] n.spring.MongoCloudServiceBeanFactoryPostProcessor INFO No beans of type org.springframework.data.mongodb.MongoDbFactory found. Skipping auto-reconfiguration.
```

2. Click the icon next to **Recent Logs** to refresh the logs. Click **Tail Logs** to view a live version of the logs.

## Start or Stop an App

1. To stop an app, click the stop button under the name of the app. Click **Stop** in the popup to confirm.
2. To restart a stopped app, click the play button under the name of the app.
3. To restart a running app, click the restart button under the name of the app. Click **Restart** in the popup to confirm.

## Delete an App

1. To delete an app, click **Delete App** on the right side of the app page.
2. Click **Delete** in the popup to confirm.

## Manage a Service Instance

On the space page, click the service instance you want to manage. This directs you to the service instance page, where you can bind or unbind apps, view or change your service plan, and rename or delete your service instance.

## Bind or Unbind an App

The screenshot shows the MySQL for Pivotal Cloud Foundry service instance management page. It displays the service name, instance name, and service plan. Below this, there are tabs for 'App Binding (1)', 'Plan', and 'Settings'. Under 'App Binding (1)', it shows a 'Bound Apps' list containing 'springpong' and an 'Edit Bindings' button.

1. Click **Edit Bindings**.
2. Select the checkbox for the apps you want to bind to or unbind from your service instance.
3. Click **Save**.

## View or Change Your Service Plan

1. Click **Plan**.

The screenshot shows the MySQL for Pivotal Cloud Foundry service plan page. At the top, it displays the service name "MySQL for Pivotal Cloud Foundry", the instance name "mysql-db", and the service plan "100mb". Below this, there are three tabs: "App Binding (1)", "Plan" (which is selected), and "Settings". On the left, a list of available plans is shown: "100mb free", "1gb free", "5gb free", and "20gb free". On the right, the "1gb free" plan is detailed with the following features:

- Shared MySQL server
- 1000 MB storage
- 40 concurrent connections

A blue "Select this plan" button is located at the bottom of this section.

2. Review your current plan information.
3. To change your plan, select a new plan from the list and click **Select this plan**.

**Note:** Not all services support upgrading. If your service does not support upgrading, the service plan page only displays the selected plan.

## Rename or Delete Your Service Instance

1. Click **Settings**.

The screenshot shows the MySQL for Pivotal Cloud Foundry service instance settings page. At the top, it displays the service name "MySQL for Pivotal Cloud Foundry", the instance name "mysql-db", and the service plan "100mb". Below this, there are three tabs: "App Binding (1)", "Plan", and "Settings" (which is selected). In the "Service Instance Settings" section, there is a "Name" field containing "mysql-db". At the bottom, there are two buttons: "Delete Service Instance" (in red) and "Save changes" (in blue).

2. To change the service instance name, enter your new name and click **Save changes**.
3. To delete the service instance, click **Delete Service Instance**.

## Cloud Foundry Command Line Interface (cf CLI)

This guide explains the Cloud Foundry Command Line Interface (cf CLI), a tool you use to deploy and manage your applications.

Contents in this section:

- [Installing cf CLI](#)
- [Getting Started with the cf CLI](#)
- [Using the cf CLI with an HTTP Proxy Server](#) ↗
- [Using the cf CLI with a Self-Signed Certificate](#)
- [Using cf CLI Plugins](#)
- [Developing cf CLI Plugins](#)
- [About Starting Applications](#)

## Installing the cf CLI

Page last updated:

To install the Cloud Foundry Command Line Interface (cf CLI), download it from the Tools page of your Apps Manager instance and follow the instructions for your operating system. If you previously used the cf CLI v5 Ruby gem, [uninstall](#) this gem first.

### Install cf CLI

#### Windows Installation

To install the cf CLI on Windows:

1. Unpack the zip file.
2. Double click the `cf CLI` executable.
3. When prompted, click **Install**, then **Close**.
4. To verify your installation, open a terminal window and type `cf`. If your installation was successful, the cf CLI help listing appears.

#### Mac OS X Installation

1. Open the `.pkg` file.
2. In the installer wizard, click **Continue**.
3. Select an install destination and click **Continue**.
4. When prompted, click **Install**.
5. To verify your installation, open a terminal window and type `cf`. If your installation was successful, the cf CLI help listing appears.

#### Linux Installation

1. Download the appropriate package from the [CLI releases page](#).
2. Install using your system's package manager. Note these commands may require `sudo`.
  - Debian/Ubuntu: `dpkg -i path/to/cf-cli-*.deb && apt-get install -f`
  - Red Hat: `rpm -i path/to/cf-cli-*.rpm`
3. To verify your installation, open a terminal window and type `cf`. If your installation was successful, the cf CLI help listing appears.

## Next Steps

See [Getting Started with cf CLI](#) for more information about how to use the cf CLI.

We recommend that you review our [CLI releases page](#) to learn when updates are released, and download a new binary or a new installer when you want to update to the latest version.

## Uninstall cf CLI

## Installer

If you previously downloaded and installed a cf CLI installer:

- For Mac OS, delete the binary `/usr/local/bin/cf`, and the directory `/usr/local/share/doc/cf-cli`.
- For Windows, navigate to the **Control Panel**, click **Programs and Features**, select `Cloud Foundry CLI VERSION` and click **Uninstall**.

## Binary

If you previously downloaded and installed a cf CLI binary, remove the binary from where you copied it.

## cf CLI v5

To uninstall, run `gem uninstall cf`.

 **Note:** To ensure that your Ruby environment manager registers the change, close and reopen your terminal.

## Getting Started with the cf CLI

Page last updated:

This topic describes configuring and getting started with the Cloud Foundry Command Line Interface (cf CLI). This page assumes you have the latest version of the cf CLI. See the [Installing the Cloud Foundry Command Line Interface](#) topic for installation instructions.

### Localize

The cf CLI translates terminal output into the language that you select. The default language is `en-US`. The cf CLI supports the following languages:

- Chinese (simplified): `zh-Hans`
- Chinese (traditional): `zh-Hant`
- English: `en-US`
- French: `fr-FR`
- German: `de-DE`
- Italian: `it-IT`
- Japanese: `ja-JP`
- Korean: `ko-KR`
- Portuguese (Brazil): `pt-BR`
- Spanish: `es-ES`

Use [cf config](#) to set the language. To set the language with `cf config`, use the syntax: `$ cf config --locale YOUR_LANGUAGE`.

For example, to set the language to Portuguese and confirm the change by running `cf help`:

```
$ cf config --locale pt-BR
$ cf help
NOME:
  cf - Uma ferramenta de linha de comando para interagir com Cloud Foundry

USO:
  cf [opções globais] comando [argumentos...] [opções de comando]

VERSÃO:
  6.14.1+dc6adf6-2015-12-22
  ...

```

 **Note:** Localization with `cf config --locale` affects only messages that the cf CLI generates.

### Login

Use [cf login](#) to log in to Elastic Runtime. The `cf login` command uses the following syntax to specify a target API endpoint, an org (organization), and a space: `$ cf login [-a API_URL] [-u USERNAME] [-p PASSWORD] [-o ORG] [-s SPACE]`.

- `API_URL`: This is your API endpoint, [the URL of the Cloud Controller in your Elastic Runtime instance](#).
- `USERNAME`: Your username.
- `PASSWORD`: Your password. Use of the `-p` option is discouraged as it may record your password in your shell history.
- `ORG`: The org where you want to deploy your apps.
- `SPACE`: The space in the org where you want to deploy your apps.

The cf CLI prompts for credentials as needed. If you are a member of multiple orgs or spaces, `cf login` prompts you for which ones to log into.

Otherwise it targets your org and space automatically.

```
$ cf login -a https://api.example.com -u username@example.com
API endpoint: https://api.example.com

Password>
Authenticating...
OK

Select an org (or press enter to skip):
1. example-org
2. example-other-org

Org> 1
Targeted org example-org

Select a space (or press enter to skip):
1. development
2. staging
3. production

Space> 1
Targeted space development
```

Alternatively, you can write a script to log in and set your target using the non-interactive [cf api](#), [cf auth](#), and [cf target](#) commands.

Upon successful login, the cf CLI saves a `config.json` file containing your API endpoint, org, space values, and access token. If you change these settings, the `config.json` file is updated accordingly.

By default, `config.json` is located in your `~/.cf` directory. The `CF_HOME` environment variable allows you to locate the `config.json` file wherever you like.

## Users and Roles

The cf CLI includes commands that list users and assign roles in orgs and spaces. See the [Orgs, Spaces, Roles, and Permissions](#) topic.

### Commands for Listing Users

These commands take an org or space as an argument:

- [cf org-users](#)
- [cf space-users](#)

For example, to list the users who are members of an org:

```
$ cf org-users example-org
Getting users in org example-org as username@example.com...

ORG MANAGER
username@example.com

BILLING MANAGER
huey@example.com
dewey@example.com

ORG AUDITOR
louie@example.com
```

### Commands for Managing Roles

These commands require Elastic Runtime admin permissions and take username, org or space, and role as arguments:

- [cf set-org-role](#)
- [cf unset-org-role](#)
- [cf set-space-role](#)

- [cf unset-space-role](#)

Available roles are “OrgManager”, “BillingManager”, “OrgAuditor”, “SpaceManager”, “SpaceDeveloper”, and “SpaceAuditor”. For example, to grant the Org Manager role to a user within an org:

```
$ cf set-org-role huey@example.com example-org OrgManager  
Assigning role OrgManager to user huey@example.com in org example-org as username@example.com...  
OK
```

**Note:** If you are not a Elastic Runtime admin, you see this message when you try to run these commands:

```
error code: 10003, message: You are not authorized to perform the requested  
action
```

## Push

The [cf push](#) command pushes a new app or syncs changes to an existing app.

If you do not provide a hostname (also known as subdomain), `cf push` routes your app to a URL of the form `APPNAME.DOMAIN` based on the name of your app and your default domain. If you want to map a different route to your app, see the [Routes and Domains](#) topic for information about creating routes.

The `cf push` command supports many options that determine how and where the app instances are deployed. For details about the `cf push` command, see the [push](#) page in the Cloud Foundry CLI Reference Guide.

The following example pushes an app called `my-awesome-app` to the URL `http://my-awesome-app.example.com` and specifies the Ruby buildpack with the `-b` flag.

**Note:** When you push an app and specify a buildpack with the `-b` flag, the app remains permanently linked to that buildpack. To use the app with a different buildpack, you must delete the app and re-push it.

```
$ cf push my-awesome-app -b ruby_buildpack  
Creating app my-awesome-app in org example-org / space development as username@example.com...  
OK  
  
Creating route my-awesome-app.example.com...  
OK  
...  
  
1 of 1 instances running  
  
App started  
...  
  
requested state: started  
instances: 1/1  
usage: 1G x 1 instances  
urls: my-awesome-app.example.com  
last uploaded: Wed Jun 8 23:43:15 UTC 2016  
stack: cflinuxfs2  
buildpack: ruby_buildpack  
  
  state      since        cpu    memory   disk   details  
#0  running   2016-06-08 04:44:07 PM  0.0%   0 of 1G  0 of 1G
```

For more information about available buildpacks, see the [Buildpacks](#) topic.

## User-Provided Service Instances

To create or update a user-provided service instance, you need to supply basic parameters. For example a database service might require a username, password, host, port, and database name.

The cf CLI has three ways of supplying these parameters to create or update an instance of a service: interactively, non-interactively, and in conjunction with third-party log management software as described in [RFC 6587](#). When used with third-party logging, the cf CLI sends data formatted according to [RFC 5424](#).

You create a service instance with `cf cups` and update one with `cf uups` as described below.

## The cf create-user-provided-service (cups) Command

Use [cf create-user-provided-service](#) (alias `cf cups`) creates a new service instance.

**To supply service instance parameters interactively:** Specify parameters in a comma-separated list after the `-p` flag. This example command-line session creates a service instance for a database service.

```
$ cf cups sql-service-instance -p "host, port, dbname, username, password"
host> mysql.example.com
port> 1433
dbname> mysqlDb
username> admin
password> Pa55w0rd
Creating user provided service sql-service-instance in org example-org / space development as username@example.com...
OK
```

**To supply service instance parameters to `cf cups` non-interactively:** Pass parameters and their values in as a JSON hash, bound by single quotes, after the `-p` tag. This example is a non-interactive version of the `cf cups` session above.

```
$ cf cups sql-service-instance -p '{"host":"mysql.example.com", "port":1433, "dbname":"mysqlDb", "username":"admin", "password":"pa55woRD"}'
Creating user provided service sql-service-instance in org example-org / space development as username@example.com...
OK
```

**To create a service instance that sends data to a third-party:** Use the `-l` option followed by the external destination URL. This example creates a service instance that sends log information to the syslog drain URL of a third-party log management service. For specific log service instructions, see the [Service-Specific Instructions for Streaming Application Logs](#) topic.

```
$ cf cups mylog -l syslog://logs4.example.com:25258
Creating user provided service mylog in org example-org / space development as username@example.com...
OK
```

After you create a user-provided service instance, you bind it to an app with [cf bind-service](#), unbind it with [cf unbind-service](#), rename it with [cf rename-service](#), and delete it with [cf delete-service](#).

## The cf update-user-provided-service (uups) Command

Use [cf update-user-provided-service](#) (alias `cf uups`) to update one or more of the parameters for an existing user-provided service instance. The `cf uups` command uses the same syntax as `cf cups` [above](#) to set parameter values. The `cf uups` command does not update any parameter values that you do not supply.

## cf CLI Return Codes

The cf CLI uses exit codes, which help with scripting and confirming that a command has run successfully. For example, after you run a cf CLI command, you can retrieve its return code by running `echo $?` (on Windows, `echo %ERRORLEVEL%`). If the return code is `0`, the command was successful.

## The cf help Command

The [cf help](#) command lists the cf CLI commands and a brief description of each. Passing the `-h` flag to any command lists detailed help, including any aliases. For example, to see detailed help for `cf delete`, run:

```
$ cf delete -h
NAME:
delete - Delete an app

USAGE:
cf delete APP_NAME [-f -r]

ALIAS:
d

OPTIONS:
-f    Force deletion without confirmation
-r    Also delete any mapped routes
```

## Using the cf CLI with an HTTP Proxy Server

Page last updated:

If you have an HTTP proxy server on your network between a host running the cf CLI and your Cloud Foundry API endpoint, you must set `https_proxy` with the hostname or IP address of the proxy server.

The `https_proxy` environment variable holds the hostname or IP address of your proxy server.

`https_proxy` is a standard environment variable. Like any environment variable, the specific steps you use to set it depends on your operating system.

### Format of https\_proxy

`https_proxy` is set with hostname or IP address of the proxy server in URL format `https_proxy=http://proxy.example.com`

If the proxy server requires a user name and password, include the credentials: `https_proxy=http://username:password@proxy.example.com`

If the proxy server uses a port other than 80, include the port number: `https_proxy=http://username:password@proxy.example.com:8080`

### Setting https\_proxy in Mac OS or Linux

Set the `https_proxy` environment variable using the command specific to your shell. For example, in bash, use the `export` command.

Example:

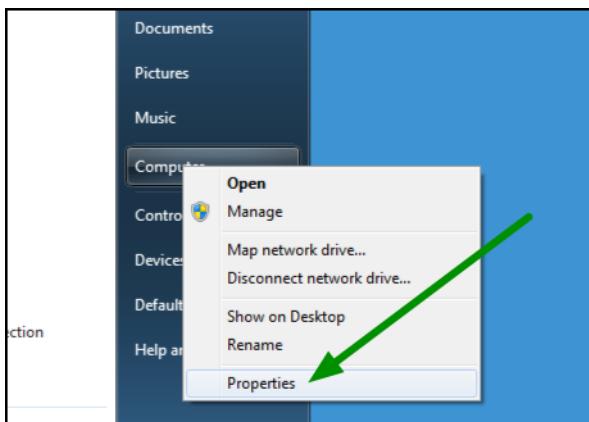
```
$ export https_proxy=http://my.proxyserver.com:8080
```

To make this change persistent, add the command to the appropriate profile file for the shell. For example, in bash, add a line like the following to your `.bash_profile` or `.bashrc` file:

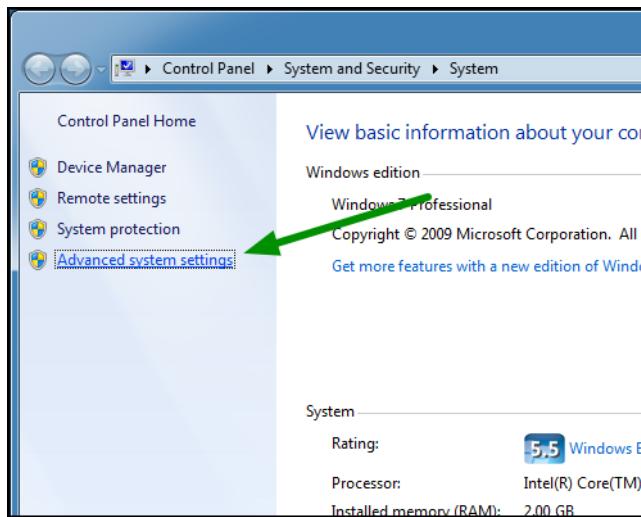
```
https_proxy=http://username:password@hostname:port  
export $https_proxy
```

### Setting https\_proxy in Windows

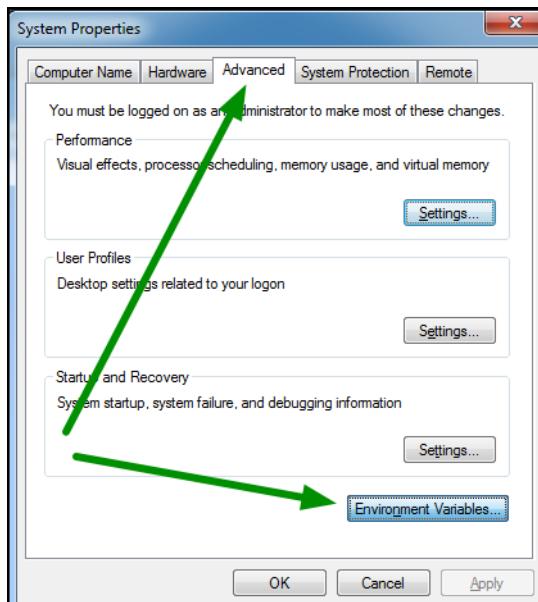
1. Open the Start menu. Right-click **Computer** and select **Properties**.



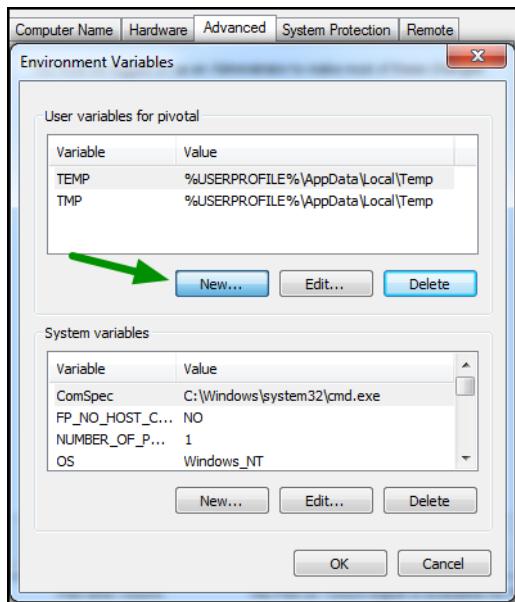
2. In the left pane of the System window, click **Advanced system settings**.



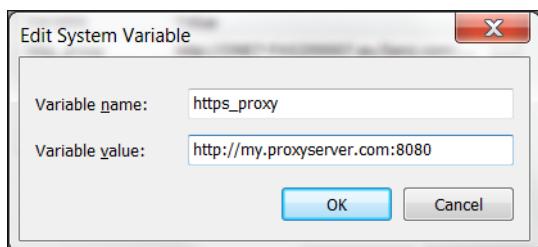
- In the System Properties window, select the **Advanced** tab, then click **Environment Variables**.



- In the Environment Variables window, under User variables, click **New**.



5. In the Variable name field, input `https_proxy`. In the Variable value field, input your proxy server information.



6. Click **OK**.

## Using the cf CLI with a Self-Signed Certificate

Page last updated:

This topic describes how developers can use the cf CLI to communicate securely with a Cloud Foundry (CF) deployment without specifying `--skip-ssl-validation` under the following circumstances:

- The deployment uses a self-signed certificate.
- The deployment uses a certificate that is signed by a self-signed certificate authority (CA), or a certificate signed by a certificate that's signed by a self-signed CA.

Before following the procedure below, the developer must obtain either the self-signed certificate or the intermediate and CA certificate(s) used to sign the deployment's certificate. The developer can obtain these certificates from the CF operator or from the deployment manifest. Review the [Securing Traffic into Cloud Foundry](#) topic for more information on how to retrieve certificates from the deployment manifest.

### Install the Certificate on Local Machines

The certificates that developers must insert into their local truststore vary depending on the configuration of the deployment.

- If the deployment uses a self-signed certificate, the developer must insert the self-signed certificate into their local truststore.
- If the deployment uses a certificate that is signed by a self-signed certificate authority (CA), or a certificate signed by a certificate that's signed by a self-signed CA, the developer must insert the self-signed certificate and any intermediate certificates into their local truststore.

#### Installing the Certificate on Mac OS X

Enter the following command to place a certificate file `server.crt` into your local truststore:

```
$ sudo security add-trusted-cert -d -r trustRoot -k /Library/Keychains/System.keychain server.crt
```

#### Installing the Certificate on Linux

Perform the following steps specific to your distribution to place the certificate file `server.crt` into your truststore:

- Debian/Ubuntu/Gentoo:

```
$ cat server.crt >> /etc/ssl/certs/ca-certificates.crt
```

- Fedora/RHEL:

```
$ cat server.crt >> /etc/pki/tls/certs/ca-bundle.crt
```

#### Installing the Certificate on Windows

1. Right-click on the certificate file and click **Install Certificate**.
2. Choose to install the certificate as the **Current User** or **Local Machine**. Choose the **Trusted Root Certification Authorities** as the certification store.

## Using cf CLI Plugins

Page last updated:

The Cloud Foundry Command Line Interface (cf CLI) includes plugin functionality. These plugins enable developers to add custom commands to the cf CLI. You can install and use plugins that Cloud Foundry developers and third-party developers create. You can review the [Cloud Foundry Community CLI Plugin page](#) for a current list of community-supported plugins. You can find information about submitting your own plugin to the community in the [Cloud Foundry CLI plugin repository](#) on GitHub.

The cf CLI identifies a plugin by its binary filename, its developer-defined plugin name, and the commands that the plugin provides. You use the binary filename only to install a plugin. You use the plugin name or a command for any other action.

 **Note:** The cf CLI uses case-sensitive plugin names and commands, but not case-sensitive binary filenames.

## Prerequisites

Using plugins requires cf CLI v.6.7 or higher. Refer to the [Installing the cf CLI](#) topic for information about downloading, installing, and uninstalling the cf CLI.

## Changing the Plugin Directory

By default, the cf CLI stores plugins in `$HOME/.cf/plugins` on your workstation. To change the root directory of this path from `$HOME`, set the `CF_PLUGIN_HOME` environment variable. The cf CLI appends `.cf/plugins` to the `CF_PLUGIN_HOME` path that you specify and stores plugins in that location.

For example, if you set `CF_PLUGIN_HOME` to `/my-folder`, cf CLI stores plugins in `/my-folder/.cf/plugins`.

## Installing a Plugin

1. Download a binary or the source code for a plugin from a trusted provider.

 **Note:** The cf CLI requires a binary file compiled from source code written in Go. If you download source code, you must compile the code to create a binary.

2. Run `cf install-plugin BINARY_FILENAME` to install a plugin. Replace `BINARY_FILENAME` with the path to and name of your binary file.

 **Note:** You cannot install a plugin that has the same name or that uses the same command as an existing plugin. You must first uninstall the existing plugin.

 **Note:** The cf CLI prohibits you from implementing any plugin that uses a native cf CLI command name or alias. For example, if you attempt to install a third-party plugin that includes the command `cf push`, the cf CLI halts the installation.

## Running a Plugin Command

Use the contents of the `cf help PLUGIN` and `PLUGIN COMMANDS` sections to manage plugins and run plugin commands.

1. Run `cf plugins` to list all installed plugins and all commands that the plugins provide.
2. Run `cf PLUGIN_COMMAND` to execute a plugin command.

## Uninstalling a Plugin

Use the `PLUGIN_NAME` to remove a plugin, not the `BINARY_FILENAME`.

1. Run `cf plugins` to view the names of all installed plugins.
2. Run `cf uninstall-plugin PLUGIN_NAME` to remove a plugin.

## Adding a Plugin Repo

Run `cf add-plugin-repo REPO_NAME URL` to add a plugin repo.

Example:

```
$ cf add-plugin-repo CF-Community https://plugins.cloudfoundry.org
OK
https://plugins.cloudfoundry.org/list added as 'CF-Community'
```

## Listing Available Plugin Repos

Run `cf list-plugin-repos` to view your available plugin repos.

Example:

```
$ cf list-plugin-repos
OK
Repo Name      Url
CF-Community   https://plugins.cloudfoundry.org
```

## Listing All Plugins by Repo

Run `cf repo-plugins` to show all plugins from all available repos.

## Troubleshooting

The cf CLI provides the following error messages to help you troubleshoot installation and usage issues. Third-party plugins can provide their own error messages.

### Permission Denied

If you receive a `permission denied` error message, you lack required permissions to the plugin. You must have `read` and `execute` permissions to the plugin binary file.

### Plugin Command Collision

Plugin names and commands must be unique. The CLI displays an error message if you attempt to install a plugin with a non-unique name or command.

If the plugin has the same name or command as a currently installed plugin, you must first uninstall the existing plugin to install the new plugin.

If the plugin has a command with the same name as a native cf CLI command or alias, you cannot install the plugin.

## Developing cf CLI Plugins

Page last updated:

Users can create and install Cloud Foundry Command Line Interface (cf CLI) plugins to provide custom commands. These plugins can be submitted and shared to the [CF Community repo](#).

### Requirements

Using plugins requires cf CLI v.6.7 or higher. Refer to the [Installing the Cloud Foundry Command Line Interface](#) topic for information about downloading, installing, and uninstalling the cf CLI.

### Installing the Architecture

1. Implement the [predefined plugin interface](#).
2. Clone the [template repo](#). You will need the [basic GO plugin](#).

### Initializing the Plugin

To initialize a plugin, call `plugin.Start(new(MyPluginStruct))` from within the `main()` method of your plugin. The `plugin.Start(...)` function requires a new reference to the struct that implements the defined interface.

### Invoking CLI Commands

Invoke CLI commands with `cliConnection.CliCommand([]args)` from within a plugin's `Run(...)` method. The `Run(...)` method receives the `cliConnection` as its first argument. The `cliConnection.CliCommand([]args)` returns the output printed by the command and an error.

The output is returned as a slice of strings. The error will be present if the call to the CLI command fails.

For more information, see the [calling CLI commands example](#).

### Installing a Plugin

To install a plugin, run `cf install-plugin PATH_TO_PLUGIN_BINARY`.

For additional information on developing plugins, see the [plugin development guide](#).

## About Starting Applications

Page last updated:

`cf push` starts your application with a command from one of three sources:

1. The `-c` command-line option, for example:

```
$ cf push my-app -c "node my-app.js"
```

2. The `command` attribute in the application manifest, for example:

```
command: node my-app.js
```

3. The buildpack, which provides a start command appropriate for a particular type of application.

The source that the `cf` CLI uses depends on factors explained below.

## How `cf push` Determines its Default Start Command

The first time you deploy an application, `cf push` uses the buildpack start command by default. After that, `cf push` defaults to whatever start command was used for the previous push.

To override these defaults, provide the `-c` option, or the `command` attribute in the manifest. When you provide start commands *both* at the command line and in the manifest, `cf push` ignores the command in the manifest.

## Forcing `cf push` to use the Buildpack Start Command

To force the `cf` CLI to use the buildpack start command, specify a start command of `null`.

You can specify a null start command in one of two ways.

1. Using the `-c` command-line option:

```
$ cf push my-app -c "null"
```

2. Using the `command` attribute in the application manifest:

```
command: null
```

This can be helpful after you have deployed while providing a start command at the command line or the manifest. At this point, a command that you provided, rather than the buildpack start command, has become the default start command. In this situation, if you decide to deploy using the buildpack start command, the `null` command makes that easy.

## Start Commands when Migrating a Database

Start commands are used in special ways when you migrate a database as part of an application deployment. See [Migrating a Database in Cloud Foundry](#).

## Developer Guide

This guide has instructions for pushing an application to Cloud Foundry and making the application work with any available cloud-based services it uses, such as databases, email, or message servers. The core of this guide is the [Deploy an Application](#) process guide, which provides end-to-end instructions for deploying and running applications on Cloud Foundry, including tips for troubleshooting deployment and application health issues.

Before you can use the instructions in this document, you must have an account on your Cloud Foundry instance.

## Preparing Applications for the Cloud

- [Considerations for Designing and Running an Application in the Cloud](#)

## Deploying and Managing Applications

- [Understanding Application Deployment](#)
- [Deploy an Application](#)
- [Deploy a Large Application](#)
- [Application Container Lifecycle](#)
- [Routes and Domains](#)
- [Changing Stacks](#)
- [Deploying with Application Manifests](#)
- [Scaling an Application Using cf scale](#)
- [Cloud Foundry Environment Variables](#)
- [Using Blue-Green Deployment to Reduce Downtime and Risk](#)
- [Application Logging in Cloud Foundry](#)
- [Troubleshooting Application Deployment and Health](#)
- [Application SSH Overview](#)
- [Accessing Apps with SSH](#)
- [Accessing Services with SSH](#)
- [Trusted System Certificates](#)

## Services

- [Services Overview](#)
- [Delivering Service Credentials to an Application](#)
- [Managing Service Instances](#)
- [Managing Service Keys](#)
- [User-Provided Service Instances](#)
- [Streaming Application Logs to Log Management Services](#)
- [Service-Specific Instructions for Streaming Application Logs](#)
- [Streaming Application Logs to Splunk](#)
- [Streaming Application Logs with Fluentd](#)
- [Configuring Play Framework Service Connections](#)
- [Migrating a Database in Cloud Foundry](#)

## Considerations for Designing and Running an Application in the Cloud

Page last updated:

## Application Design for the Cloud

Applications written in supported application frameworks often run unmodified on Cloud Foundry, if the application design follows a few simple guidelines. Following these guidelines makes an application cloud-friendly, and facilitates deployment to Cloud Foundry and other cloud platforms.

The following guidelines represent best practices for developing modern applications for cloud platforms. For more detailed reading about good app design for the cloud, see [The Twelve-Factor App](#).

For more information on features of HTTP routing handled by the Cloud Foundry router, see the [HTTP Routing](#) topic. For more information on the lifecycle of application containers, see the [Application Container Lifecycle](#) topic.

## Avoid Writing to the Local File System

Applications running on Cloud Foundry should not write files to the local file system for the following reasons:

- **Local file system storage is short-lived.** When an application instance crashes or stops, the resources assigned to that instance are reclaimed by the platform including any local disk changes made since the app started. When the instance is restarted, the application will start with a new disk image. Although your application can write local files while it is running, the files will disappear after the application restarts.
- **Instances of the same application do not share a local file system.** Each application instance runs in its own isolated container. Thus a file written by one instance is not visible to other instances of the same application. If the files are temporary, this should not be a problem. However, if your application needs the data in the files to persist across application restarts, or the data needs to be shared across all running instances of the application, the local file system should not be used. We recommend using a shared data service like a database or blobstore for this purpose.

For example, instead of using the local file system, you can use a Cloud Foundry service such as the MongoDB document database or a relational database like MySQL or Postgres. Another option is to use cloud storage providers such as [Amazon S3](#), [Google Cloud Storage](#), [Dropbox](#), or [Box](#). If your application needs to communicate across different instances of itself, consider a cache like Redis or a messaging-based architecture with RabbitMQ.

## Cookies Accessible across Applications

In an environment with shared domains, cookies might be accessible across applications.

Many tracking tools such as Google Analytics and Mixpanel use the highest available domain to set their cookies. For an application using a shared domain such as `example.com`, a cookie set to use the highest domain has a `Domain` attribute of `.example.com` in its HTTP response header.

For example, an application at `my-app.shared-domain.example.com` might be able to access the cookies for an application at `your-app.shared-domain.example.com`.

Consider whether you want your applications or tools that use cookies to set and store the cookies at the highest available domain.

## Port Limitations

Clients connect to applications running on Cloud Foundry by making requests to URLs associated with the application. Cloud Foundry allows HTTP requests to applications on ports 80 and 443. For more information, see the [Routes and Domains](#) topic.

Cloud Foundry also supports WebSocket handshake requests over HTTP containing the `Upgrade` header. The Cloud Foundry router handles the upgrade and initiates a TCP connection to the application to form a WebSocket connection.

To support WebSockets, the operator must configure the load balancer correctly. Depending on the configuration, clients may have to use a different port for WebSocket connections, such as port 4443. For more information, see the [Supporting WebSockets](#) topic.

## Cloud Foundry Updates and Your Application

For application management purposes, Cloud Foundry may need to stop and restart your application instances. If this occurs, Cloud Foundry performs the following steps:

1. Cloud Foundry sends a single `termination signal` to the root process that your start command invokes.
2. Cloud Foundry waits 10 seconds to allow your application to cleanly shut down any child processes and handle any open connections.
3. After 10 seconds, Cloud Foundry forcibly shuts down your application.

Your application should accept and handle the termination signal to ensure that it shuts down gracefully.

## Ignore Unnecessary Files When Pushing

By default, when you push an application, all files in the application's project directory tree are uploaded to your Cloud Foundry instance, except version control or configuration files with the following file extensions:

- `.cfignore`
- `_darcs`
- `.DS_Store`
- `.git`
- `.gitignore`
- `.hg`
- `/manifest.yml`
- `.svn`

If the application directory contains other files (such as `temp` or `log` files), or complete subdirectories that are not required to build and run your application, the best practice is to exclude them using a `.cfignore` file. (`.cfignore` is similar to git's `.gitignore`, which allows you to exclude files and directories from git tracking.) Especially with a large application, uploading unnecessary files slows down application deployment.

Specify the files or file types you wish to exclude from upload in a text file, named `.cfignore`, in the root of your application directory structure. For example, these lines exclude the "tmp" and "log" directories.

```
tmp/  
log/
```

The file types you will want to exclude vary, based on the application frameworks you use. The `.gitignore` templates for common frameworks, available at <https://github.com/github/gitignore>, are a useful starting point.

## Run Multiple Instances to Increase Availability

When a DEA is upgraded, the applications running on it are shut down gracefully, then restarted on another DEA. To avoid the risk of an application being unavailable during a Cloud Foundry upgrade processes, you should run more than one instance of the application.

## Using Buildpacks

A buildpack consists of bundles of detection and configuration scripts that provide framework and runtime support for your applications. When you deploy an application that needs a buildpack, Cloud Foundry installs the buildpack on the Droplet Execution Agent (DEA) where the application runs.

For more information, see the [Buildpacks](#) topic.

## Understanding Application Deployment

Page last updated:

Here are things you need to do:

1. Read how to [prepare your application for the cloud](#)
2. Learn about buildpacks and framework-specific considerations:
  - [Ruby](#)
  - [Node.js](#)
  - [Java](#)
  - [Build Tool Integration](#)
  - [Eclipse Plugin](#)
3. [Deploy your application](#)

Additional Information:

- [Routes and Domains](#)
- [Application Manifests](#)
- [Cloud Foundry Environment Variables](#)
- [About Starting Applications](#)
- [Streaming Logs](#)
- [Blue-Green Deployment](#)
- [Troubleshoot Application Deployment and Health](#)
- [Application SSH Overview](#)
- [Scaling an Application Using cf scale](#)
- [Deploying a Large Application](#)
- [Application Container Lifecycle](#)
- [Trusted System Certificates](#)

## Deploy an Application

Page last updated:

 **Note:** See the [buildpacks](#) documentation for complete deployment guides specific to your application language or framework, such as the [Getting Started Deploying Ruby on Rails Apps](#) guide.

## Overview of Deployment Process

You deploy an application to Cloud Foundry by running a `push` command from a Cloud Foundry Command Line Interface (cf CLI). Refer to the [Installing the cf CLI](#) topic for more information. Between the time that you run `push` and the time that the application is available, Cloud Foundry performs the following tasks:

- Uploads and stores application files
- Examines and stores application metadata
- Creates a “droplet” (the Cloud Foundry unit of execution) for the application
- Selects an appropriate droplet execution agent (DEA) to run the droplet
- Starts the application

For more information on the lifecycle of an app, see the [Application Container Lifecycle](#) topic.

An application that uses services, such as a database, messaging, or email server, is not fully functional until you provision the service and, if required, bind the service to the application. For more information about services, see the [Services Overview](#) topic.

## Step 1: Prepare to Deploy

Before you deploy your application to Cloud Foundry, make sure that:

- Your application is *cloud-ready*. Cloud Foundry behaviors related to file storage, HTTP sessions, and port usage may require modifications to your application.
- All required application resources are uploaded. For example, you may need to include a database driver.
- Extraneous files and artifacts are excluded from upload. You should explicitly exclude extraneous files that reside within your application directory structure, particularly if your application is large.
- An instance of every service that your application needs has been created.
- Your Cloud Foundry instance supports the type of application you are going to deploy, or you have the URL of an externally available buildpack that can stage the application.

For help preparing to deploy your application, see:

- [Considerations for Designing and Running an Application in the Cloud](#)
- [Buildpacks](#)

## Step 2: Know Your Credentials and Target

Before you can push your application to Cloud Foundry you need to know:

- The API endpoint for your Cloud Foundry instance. Also known as the target URL, this is [the URL of the Cloud Controller in your Elastic Runtime instance](#).
- Your username and password for your Cloud Foundry instance.
- The organization and space where you want to deploy your application. A Cloud Foundry workspace is organized into organizations, and within them, spaces. As a Cloud Foundry user, you have access to one or more organizations and spaces.

## Step 3: (Optional) Configure Domains

Cloud Foundry directs requests to an application using a route, which is a URL made up of a host and a domain.

- The name of an application is the default host for that application, unless you specify the host name with the `-n` flag.
- Every application is deployed to an application space that belongs to a domain. Every Cloud Foundry instance has a default domain defined. You can specify a non-default, or custom, domain when deploying, provided that the domain is registered and is mapped to the organization which contains the target application space.

 **Note:** CF allows app names, but not app URLs, to include underscores. CF converts underscores to hyphens when setting a default app URL from an app name.

- The URL for your app must be unique from other apps hosted by Elastic Runtime. Use the following options with the [cf CLI](#) to help create a unique URL:
  - `-n` to assign a different HOST name for the app
  - `--random-route` to create a URL that includes the app name and random words

 **Note:** Use `cf help push` to view other options for this command.

For more information about domains, see [Routes and Domains](#).

## Step 4: Determine Deployment Options

Before you deploy, you need to decide on the following:

- **Name:** You can use any series of alpha-numeric characters, without spaces, as the name of your application.
- **Instances:** Generally speaking, the more instances you run, the less downtime your application will experience. If your application is still in development, running a single instance can simplify troubleshooting. For any production application, we recommend a minimum of two instances.
- **Memory Limit:** The maximum amount of memory that each instance of your application can consume. If an instance exceeds this limit, Cloud Foundry restarts the instance.

 **Note:** Initially, Cloud Foundry immediately restarts any instances that exceed the memory limit. If an instance repeatedly exceeds the memory limit in a short period of time, Cloud Foundry delays restarting the instance.

- **Start Command:** This is the command that Cloud Foundry uses to start each instance of your application. This start command varies by application framework.
- **Subdomain (host) and Domain:** The route, which is the combination of subdomain and domain, must be globally unique. This is true whether you specify a portion of the route or allow Cloud Foundry to use defaults.
- **Services:** Applications can bind to services such as databases, messaging, and key-value stores. Applications are deployed into application spaces. An application can only bind to a service that has an existing instance in the target application space.

## Define Deployment Options

You can define deployment options on the command line, in a manifest file, or both together. See [Deploying with Application Manifests](#) to learn how application settings change from push to push, and how command-line options, manifests, and commands like `cf scale` interact.

When you deploy an application while it is running, Cloud Foundry stops all instances of that application and then deploys. Users who try to run the application get a “404 not found” message while `cf push` runs. Stopping all instances is necessary to prevent two versions of your code from running at the same time. A worst-case example would be deploying an update that involved a database schema migration, because instances running the old code would not work and users could lose data.

Cloud Foundry uploads all application files except version control files with file extensions `.svn`, `.git`, and `.darcs`. To exclude other files from upload, specify them in a `.cfignore` file in the directory where you run the push command. This technique is similar to using a `.gitignore` file. For more information, see the [Ignore Unnecessary Files When Pushing](#) section of the [Considerations for Designing and Running an Application in the Cloud](#) topic.

For more information about the manifest file, see the [Deploying with Application Manifests](#) topic.

## Set Environment Variables

Environment variables are key-value pairs defined at the operating system level. These key-value pairs provide a way to configure the applications running on a system. For example, any application can access the LANG environment variable to determine which language to use for error messages and instructions, collating sequences, and date formats.

You can set environment variables for an application in one of three ways:

- Using the cf CLI. See the following example:

```
$ cf set-env APP-NAME ENV-VAR-NAME ENV-VAR-VALUE
Setting env variable 'ENV-VAR-NAME' to 'ENV-VAR-VALUE' for app spring-music in org example / space development as user@example.com...
OK
TIP: Use 'cf restage' to ensure your env variable changes take effect
```

 **Note:** The cf CLI offers the most convenient and flexible way to set environment variables.

- In an application manifest. See the [Environment Variables](#) section of the Deploying with Environment Variables topic.
- In a `.profile` file. See the [Configure Runtime Hooks](#) section below.

Cloud Foundry sources environment variables in the following order: the application manifest, then the cf CLI, and finally the `.profile` file. For example, an environment variable set in the `.profile` file overwrites an environment variable set in the application manifest and the cf CLI.

## Configure Runtime Hooks (available in Diego [cf-release v238](#))

To execute runtime hooks, insert a `.profile` file into the root of your application directory. This file should contain `bash` script that performs application-specific initialization tasks.

When an application container starts, a `bash` shell executes the `.profile` file after sourcing the application's environment variables from the application manifest and the cf CLI. Because the `.profile` script executes after the buildpack, the script also has access to the language runtime environment created by the buildpack.

 **Note:** Your application root directory may also include a `.profile.d` directory that contains bash scripts that perform initialization tasks for the buildpack. Developers should not edit these scripts unless they are using a [custom buildpack](#).

 **Note:** If you are using a PHP buildpack version prior to v4.3.18, the buildpack will not execute your PHP app's `.profile` script. Your PHP app will host the `.profile` script's contents. This means that any PHP app staged using the affected PHP Buildpack versions can leak credentials placed in the `.profile` script.

## Step 5: Push the Application

Run the following command to deploy an application without a manifest:

```
cf push APP-NAME
```

If you provide the application name in a manifest, you can reduce the command to `cf push`. See [Deploying with Application Manifests](#).

Since all you have provided is the name of your application, `cf push` sets the number of instances, amount of memory, and other attributes of your application to the default values. You can also use command-line options to specify these and additional attributes.

The following transcript illustrates how Cloud Foundry assigns default values to application when given a `cf push` command.

 **Note:** When deploying your own apps, avoid generic names like `my-app`. Cloud Foundry uses the app name to compose the route to the app, and deployment fails unless the app has a globally unique route.

```
$ cf push my-app
Creating app my-app in org example-org / space development as a.user@shared-domain.example.com...
OK

Creating route my-app.shared-domain.example.com...
OK

Binding my-app.shared-domain.example.com to my-app...
OK

Uploading my-app...
Uploading app: 560.1K, 9 files
OK

Starting app my-app in org example-org / space development as a.user@shared-domain.example.com...
----> Downloaded app package (552K)
OK
----> Using Ruby version: ruby-1.9.3
----> Installing dependencies using Bundler version 1.3.2
      Running: bundle install --without development:test --path vendor/bundle --binstubs vendor/bundle/bin --deployment
      Installing rack (1.5.1)
      Installing rack-protection (1.3.2)
      Installing tilt (1.3.3)
      Installing sinatra (1.3.4)
      Using bundler (1.3.2)
      Updating files in vendor/cache
      Your bundle is complete! It was installed into ./vendor/bundle
      Cleaning up the bundler cache.
----> Uploading droplet (23M)

1 of 1 instances running

App started

Showing health and status for app my-app in org example-org / space development as a.user@shared-domain.example.com...
OK

requested state: started
instances: 1/1
usage: 1G x 1 instances
urls: my-app.shared-domain.example.com

      state     since        cpu   memory    disk
#0  running  2014-01-24 05:07:18 PM  0.0%  18.5M of 1G  52.5M of 1G
```

## Step 6: (Optional) Configure Service Connections

If you bound a service to the application that you deployed, you might need to configure your application with the service URL and credentials. For more information, see the specific documentation for your application framework:

- [Ruby](#)
- [Node.js](#)
- [Spring](#)
- [Grails](#)

## Step 7: Troubleshoot Deployment Problems

If your application does not start on Cloud Foundry, first ensure that your application can run locally.

You can troubleshoot your application in the cloud using the cf CLI. See [Troubleshoot Application Deployment and Health](#)

## Deploying a Large Application

Page last updated:

This topic describes constraints and recommended settings for deploying applications between 750 MB and 1 GB to Elastic Runtime.

## Deployment Considerations and Limitations

Elastic Runtime supports application uploads up to 1 GB.

The deployment process involves uploading, staging, and starting the app. See the [Deployment](#) section of the Application Container Lifecycle topic for more information on the default time limits for uploading, staging, and starting an app.

To deploy large apps to Elastic Runtime, ensure the following:

- Your network connection speed is sufficient to upload your app within the 15 minute limit. We recommends a minimum speed of 874 KB/s.

 **Note:** Elastic Runtime provides an authorization token that is valid for a minimum of 20 minutes.

- The total size of the files to upload for your app does not exceed 1 GB.
- You allocate enough memory for all instances of your app. Use either the `-m` flag with `cf push` or set an app memory value in your `manifest.yml` file.
- You allocate enough disk space for all instances of your app. Use either the `-k` flag with `cf push` or set a disk space allocation value in your `manifest.yml` file.
- If you use an app manifest file, `manifest.yml`, be sure to specify adequate values for your app for attributes such as app memory, app start timeout, and disk space allocation.  
For more information about using manifests, refer to the [Deploying with Application Manifests](#) topic.
- You push only the files that are necessary for your application.  
To meet this requirement, push only the directory for your application, and remove unneeded files or use the `.cfignore` file to [specify excluded files](#).
- You configure Cloud Foundry Command Line Interface (cf CLI) staging, startup, and timeout settings to override settings in the manifest, as necessary.
  - `CF_STAGING_TIMEOUT` : Controls the maximum time that the cf CLI waits for an app to stage after Cloud Foundry successfully uploads and packages the app. Value set in minutes.
  - `CF_STARTUP_TIMEOUT` : Controls the maximum time that the cf CLI waits for an app to start. Value set in minutes.
  - `cf push -t TIMEOUT` : Controls the maximum time that the cf CLI waits for an app to start. When you use this flag, the cf CLI ignores any app start timeout value set in the manifest or in the `CF_STARTUP_TIMEOUT` environment variable. Value set in seconds.

For more information about using the cf CLI to deploy apps, refer to the [Push section](#) of the [Getting Started with the cf CLI](#) topic.

 **Note:** Changing the timeout setting for the cf CLI does not change the timeout limit for Cloud Foundry server-side jobs such as staging or starting applications. Server-side timeouts must be changed in the manifest. Because of the differences between the Cloud Foundry and cf CLI timeout values, your app might successfully start even though the cf CLI reports `App failed`. Run `cf apps APP_NAME` to review the actual status of your app.

## Default Settings and Limitations Summary Table

This table provides summary information of constraints and default settings to consider when you deploy a large app to Elastic Runtime.

Setting	Note
App Package Size	Maximum: 1 GB
Authorization Token Grace Period	Default: 20 minutes, minimum
<code>CF_STAGING_TIMEOUT</code>	cf CLI environment variable Default: 15 minutes
<code>CF_STARTUP_TIMEOUT</code>	cf CLI environment variable Default: 5 minutes

<code>cf push -t TIMEOUT</code>	App start timeout maximum Default: 60 seconds
Disk Space Allocation	Default: 1024 MB
Internet Connection Speed	Recommended Minimum: 874 KB/s

## Application Container Lifecycle

Page last updated:

This topic describes the lifecycle of an application container for Cloud Foundry (CF) deployments running on the Diego architecture.

### Deployment

The application deployment process involves uploading, staging, and starting the app in a container. Your app must successfully complete each of these phases within certain time limits. The default time limits for the phases are as follows:

- Upload: 15 minutes
- Stage: 15 minutes
- Start: 60 seconds

 **Note:** Your administrator can change these defaults. Check with your administrator for the actual time limits set for app deployment.

Developers can change the time limit for starting apps through an application manifest or on the command line. For more information, see [The timeout attribute section of the Deploying with Application Manifests topic](#).

### Crash Events

If an app instance crashes, CF automatically restarts it by rescheduling the instance on another container three times. After three failed restarts, CF waits thirty seconds before attempting another restart. The wait time doubles each restart until the ninth restart, and remains at that duration until the 200th restart. After the 200th restart, CF stops trying to restart the app instance.

### Evacuation

Certain operator actions require restarting VMs with containers hosting app instances. For example, an operator who updates stemcells or installs a new version of CF must restart all the VMs in a deployment. CF automatically relocates the instances on VMs that are shutting down through a process called evacuation. CF recreates the app instances on another VM, waits until they are healthy, and then shuts down the old instances. During an evacuation, developers may see their app instances in a duplicated state for a brief period.

### Shutdown

When PCF requests a shutdown of your app instance, either in response to the command `cf scale APPNAME -i NUMBER-OF-INSTANCES` or because of a system event, CF sends the app process in the container a SIGTERM. The process has ten seconds to shut down gracefully. If the process has not exited after ten seconds, CF sends a SIGKILL.

Apps must finish their in-flight jobs within ten seconds of receiving the SIGTERM before CF terminates the app with a SIGKILL. For instance, a web app must finish processing existing requests and stop accepting new requests.

## Routes and Domains

Page last updated:

This topic describes how routes and domains work in Elastic Runtime, and how developers and administrators configure routes and domains for their applications using the Cloud Foundry Command Line Interface (cf CLI).

## Routes

The Elastic Runtime router routes requests to applications by associating an app with an address, known as a route. This association is called a mapping: for example, the cf CLI command for associating an app and route is [cf map-route](#).

The routing tier compares each request with a list of all the routes mapped to apps and attempts to find the best match. For example, the router would make the following matches for the two routes `myapp.shared-domain.example.com` and `myapp.shared-domain.example.com/products`:

Request	Matched Route
<code>http://myapp.shared-domain.example.com</code>	<code>myapp.shared-domain.example.com</code>
<code>http://myapp.shared-domain.example.com/contact</code>	<code>myapp.shared-domain.example.com</code>
<code>http://myapp.shared-domain.example.com/products</code>	<code>myapp.shared-domain.example.com/products</code>
<code>http://myapp.shared-domain.example.com/products/123</code>	<code>myapp.shared-domain.example.com/products</code>
<code>http://products.shared-domain.example.com</code>	No match; 404

The router does not use a route to match requests until it is mapped to an app. In the above example `products.shared-domain.example.com` may have been created as a route in Cloud Foundry, but until it is mapped to an app, requests for it receive a 404.

The routing tier knows the location of instances for apps mapped to routes. Once the routing tier determines a route as the best match for a request, it makes a load-balancing calculation using the round-robin algorithm, and forwards the request to an instance of the mapped app.

Developers can map many apps to a single route, resulting in load-balanced requests for the route across all instances of all mapped apps. This approach enables the blue/green zero-downtime deployment strategy. Developers can also map an individual app to multiple routes, enabling access to the app from many URLs.

Routes belong to a space, so that developers can only map apps to a route in the same space. Routes are globally unique, so that developers in one space cannot create a route with the same URL as developers in another space, regardless of which orgs control these spaces.

## HTTP vs TCP Routes

 **Note:** By default, Elastic Runtime only supports routing of HTTP requests to applications.

Routes are considered HTTP if they are created from HTTP domains, and TCP if they are created from TCP domains. See [HTTP vs TCP Shared Domains](#).

HTTP routes include a domain, an optional hostname, and an optional context path. `shared-domain.example.com`, `myapp.shared-domain.example.com`, and `myapp.shared-domain.example.com/products` are all examples of HTTP routes.

- Requests to HTTP routes must be sent to ports 80 or 443.
- Ports cannot be reserved for HTTP routes.

TCP routes include a domain and a route port. A route port is the port clients make requests to. This is not the same port as what an application pushed to Cloud Foundry listens on; applications should listen to the port defined by the `$PORT` environment variable; 8080 on Diego.

`tcp.shared-domain.example.com:60000` is an example of a TCP route.

- Once a port is reserved for a route, it cannot be reserved for another route.
- Hostname and path are not supported for TCP routes.

## Create a Route

When a developer creates a route using the cf CLI, Elastic Runtime determines whether the route is an HTTP or a TCP route based on the domain. To create a HTTP route, a developer must choose a HTTP domain. To create a TCP route, a developer must choose a TCP domain.

Domains in Elastic Runtime provide a namespace from which to create routes. To list available domains for a targeted organization, use the [cf domains](#) command. For more information about domains, see the [Domains](#) section.

The following sections describe how developers can create HTTP and TCP routes for different use cases.

## Create an HTTP Route with Hostname

In Elastic Runtime, a hostname is the label that indicates a subdomain of the domain associated with the route. Given a domain

`shared-domain.example.com`, a developer can create the route `myapp.shared-domain.example.com` in space `my-space` by specifying the hostname `myapp` with the [cf create-route](#) command:

```
$ cf create-route my-space shared-domain.example.com --hostname myapp  
Creating route myapp.shared-domain.example.com for org my-org / space my-space as username@example.com...  
OK
```

This command instructs Elastic Runtime to only route requests to apps mapped to this route for the following URLs:

- `http://myapp.shared-domain.example.com`
- `https://myapp.shared-domain.example.com`
- Any path under either of the above URLs, such as `http://myapp.shared-domain.example.com/bar`

## Create an HTTP Route without Hostname

This approach creates a route with the same address as the domain itself and is permitted for private domains only. For more information, see the [Private Domains](#) section.

A developer can create a route in space `my-space` from the domain `private-domain.example.com` with no hostname with the [cf create-route](#) command:

```
$ cf create-route my-space private-domain.example.com  
Creating route private-domain.example.com for org my-org / space my-space as username@example.com...  
OK
```

If DNS has been configured correctly, this command instructs Elastic Runtime to route requests to apps mapped to this route from the following URLs:

- `http://private-domain.example.com`
- `https://private-domain.example.com`
- Any path under either of the above URLs, such as `http://private-domain.example.com/foo`

If there are no other routes for the domain, requests to any subdomain, such as `http://foo.private-domain.example.com`, will fail.

A developer can also create routes for subdomains with no hostnames. The following command creates a route in space `my-space` from the subdomain `foo.private-domain.example.com`:

```
$ cf create-route my-space foo.private-domain.example.com  
Creating route foo.private-domain.example.com for org my-org / space my-space as username@example.com...  
OK
```

Assuming DNS has been configured for this subdomain, this command instructs Elastic Runtime to route requests to apps mapped to this route from the following URLs:

- `http://foo.private-domain.example.com`
- `https://foo.private-domain.example.com`
- Any path under either of the above URLs, such as `http://foo.private-domain.example.com/foo`

## Create an HTTP Route with Wildcard Hostname

An application mapped to a wildcard route acts as a fallback app for route requests if the requested route does not exist. To create a wildcard route, use an asterisk for the hostname.

A developer can create a wildcard route in space `my-space` from the domain `foo.shared-domain.example.com` with the following command:

```
$ cf create-route my-space foo.shared-domain.example.com --hostname *
Creating route *.foo.shared-domain.example.com for org my-org / space my-space as username@example.com...
OK
```

If a client sends a request to `http://app.foo.shared-domain.example.com` by accident, attempting to reach `myapp.foo.shared-domain.example.com`, Elastic Runtime routes the request to the app mapped to the route `*.foo.shared-domain.example.com`.

## Create an HTTP Route with a Path

Developers can use paths to route requests for the same hostname and domain to different apps.

A developer can create three routes using the same hostname and domain in the space `my-space` with the following commands:

```
$ cf create-route my-space shared-domain.example.com --hostname store --path products
Creating route store.shared-domain.example.com/products for org my-org / space my-space as username@example.com...
OK

$ cf create-route my-space shared-domain.example.com --hostname store --path orders
Creating route store.shared-domain.example.com/orders for org my-org / space my-space as username@example.com...
OK

$ cf create-route my-space shared-domain.example.com --hostname store
Creating route store.shared-domain.example.com for org my-org / space my-space as username@example.com...
OK
```

The developer can then map the new routes to different apps by following the steps in the [Map a Route to your Application](#) section below.

If the developer maps the first route with path `products` to the `products` app, the second route with path `orders` to the `orders` app, and the last route to the `storefront` app, then:

- Elastic Runtime routes requests to `http://store.shared-domain.example.com/products` to the `products` app.
- Elastic Runtime routes requests to `http://store.shared-domain.example.com/orders` to the `orders` app.
- Elastic Runtime routes requests to `http://store.shared-domain.example.com` to the `storefront` app.

Elastic Runtime attempts to match routes with a path first, and then attempts to match host and domain.

**Note:** Routes with the same domain and hostname but different paths can only be created in the same space. Private domains do not have this limitation.

**Note:** Elastic Runtime does not route requests for context paths to the root context of an application. Applications must serve requests on the context path.

## Create a TCP Route with a Port

A developer can create a TCP route for `tcp.shared-domain.example.com` on an arbitrary port with the following command. If the clients of the app can accommodate addressing an arbitrary port, then developers should use the `--random-port` to instruct Elastic Runtime pick a port for your route.

```
$ cf create-route tcp.shared-domain.example.com --random-port
Creating route tcp.shared-domain.example.com for org my-org / space my-space as user@example.com...
OK
Route tcp.shared-domain.example.com:60034 has been created
```

In this example, Elastic Runtime routes requests to `tcp.shared-domain.example.com:60034` to apps mapped to this route.

To request a specific port, a developer can use the `--port` flag, so long as the port is not reserved for another space. The following command creates a TCP route for `tcp.shared-domain.example.com` on port 60035:

```
$ cf create-route tcp.shared-domain.example.com --port 60035
Creating route tcp.shared-domain.example.com:60035 for org my-org / space my-space as user@example.com...
OK
```

## List Routes

Developers can list routes for the current space with the [cf routes](#) command. A route is uniquely identified by the combination of hostname, domain, port, and path.

```
$ cf routes
Getting routes as user@private-domain.example.com ...

space host domain port path type apps
my-space myapp shared-domain.example.com myapp
my-space myapp private-domain.example.com myapp
my-space store shared-domain.example.com /products products
my-space store shared-domain.example.com /orders orders
my-space store shared-domain.example.com storefront
my-space shared-domain.example.com 60000 tcp tcp-app
```

Developers can only see routes in spaces where they are members.

## Check Routes

Developers cannot create a route that is already taken. To check whether a route is available, developers can use the [cf check-route](#) command.

The following command checks whether a route with the hostname `store` and the domain `shared-domain.example.com` and the path `products` exists:

```
$ cf check-route store shared-domain.example.com --path /products
Checking for route...
OK
Route store.shared-domain.example.com/products does exist
```

## Map a Route to your Application

For an app to receive requests to a route, developers must map the route to the app with the [cf map-route](#) command. If the route does not already exist, this command creates it.

Developers can create and reserve routes for later use by following the steps in the [Manually Map a Route](#) section. Or they can map routes to their app immediately as part of a push by following the steps in the [Map a Route with Application Push](#) section.

### Manually Map a Route

Given the following routes and applications:

Route	Application
store.shared-domain.example.com/products	products
store.shared-domain.example.com/orders	orders
store.shared-domain.example.com	storefront
tcp.shared-domain.example.com:60000	tcp-app

The following commands map the above routes to their respective apps. Developers use hostname, domain, and path to uniquely identify a route to map their apps to.

```
$ cf map-route products shared-domain.example.com --hostname store --path products
$ cf map-route orders shared-domain.example.com --hostname store --path orders
$ cf map-route storefront shared-domain.example.com --hostname store
$ cf map-route tcp-app tcp.shared-domain.example.com --port 60000
```

The following command maps the wildcard route `*.foo.shared-domain.example.com` to the app `myfallbackapp`:

```
$ cf map-route myfallbackapp foo.shared-domain.example.com --hostname *
```

## Map a Route with Application Push

Developers can map a route to their app with the `cf push` command.

If a domain or hostname is not specified, then a route will be created using the app name and the default shared domain (see [Shared Domains](#)). The following command pushes the app `myapp`, creating the `myapp.shared-domain.example.com` route with the default shared domain `shared-domain.example.com`. If the route has not already been created in another space this command also maps it to the app.

```
$ cf push myapp
```

To customize the route during `push`, specify the domain using the `-d` flag and the hostname with the `--hostname` flag. The following command creates the `foo.private-domain.example.com` route for `myapp`:

```
$ cf push myapp -d private-domain.example.com --hostname foo
```

To map a TCP route during `push`, specify a TCP domain and request a random port using `--random-route`. To specify a port, push the app without a route, then create and map the route manually by following the steps in the [Create a TCP Route with a Port](#) section.

```
$ cf push tcp-app -d tcp.shared-domain.example.com --random-route
```

## Map a Route Using Application Manifest

Developers can map a route to their app with a manifest by editing the `route` attribute to specify the host, domain, port and/or path components of the route. For more information, see the [Deploying with Application Manifests](#) topic.

## Map a Route to Multiple Apps

Elastic Runtime allows multiple apps, or versions of the same app, to be mapped to the same route. This feature enables Blue-Green deployment. For more information see [Using Blue-Green Deployment to Reduce Downtime and Risk](#)

Routing multiple apps to the same route may cause undesirable behavior in some situations by routing incoming requests randomly to one of the apps on the shared route.

See the [Routing Conflict](#) section of the Troubleshooting Application Deployment and Health topic for more information about troubleshooting this problem.

## Unmap a Route

Developers can remove a route from an app using the `cf unmap-route` command. The route remains reserved for later use in the space where it was created until the route is deleted.

To unmap an HTTP route from an app, identify the route using the hostname, domain, and path:

```
$ cf unmap-route tcp-app private-domain.example.com --hostname myapp --path mypath
```

To unmap a TCP route from an app, identify the route using the domain and port:

```
$ cf unmap-route tcp-app tcp.shared-domain.example.com --port 60000
```

## Delete a Route

Developers can delete a route from a space using the `cf delete-route` command.

To delete a HTTP route, identify the route using the hostname, domain, and path:

```
$ cf delete-route private-domain.example.com --hostname myapp --path mypath
```

To delete a TCP route, identify the route using the domain and port.

```
$ cf delete-route tcp.private-domain.example.com --port 60000
```

## Domains

 **Note:** The term domain in this topic differs from its common use and is specific to Cloud Foundry. Likewise, shared domain and private domain refer to resources with specific meaning in Cloud Foundry. The use of domain name, root domain, and subdomain refers to DNS records.

Domains indicate to a developer that requests for any route created from the domain will be routed to Elastic Runtime. This requires DNS to be configured out-of-band to resolve the domain name to the IP address of a load balancer configured to forward requests to the CF routers. For more information on configuring DNS, see the [DNS for Domains](#) section.

## List Domains for an Org

When creating a route, developers will select from domains available to them. Use the `cf domains` command to view a list of available domains for the targeted org:

```
$ cf domains
Getting domains in org my-org as user@example.com... OK
name          status   type
shared-domain.example.com    shared
tcp.shared-domain.example.com shared  tcp
private-domain.example.com   owned
```

This example displays three available domains: a shared HTTP domain `shared-domain.example.com`, a shared TCP domain `tcp.shared-domain.example.com`, and a private domain `private-domain.example.com`. See [Shared Domains](#) and [Private Domains](#).

## HTTP vs TCP Domains

HTTP domains indicate to a developer that only requests using the HTTP protocol will be routed to applications mapped to routes created from the domain. Routing for HTTP domains is layer 7 and offers features like custom hostnames, sticky sessions, and TLS termination.

TCP domains indicate to a developer that requests over any TCP protocol, including HTTP, will be routed to applications mapped to routes created from the domain. Routing for TCP domains is layer 4 and protocol agnostic, so many features available to HTTP routing are not available for TCP routing. TCP domains are defined as being associated with the TCP Router Group. The TCP Router Group defines the range of ports available to be reserved with TCP Routes. Currently, only Shared Domains can be TCP.

 **Note:** By default, Elastic Runtime only supports routing of HTTP requests to applications.

## Shared Domains

Admins manage shared domains, which are available to users in all orgs of a Elastic Runtime deployment. An admin can offer multiple shared domains to users. For example, an admin may offer developers the choice of creating routes for their apps from `shared-domain.example.com` and `cf.some-company.com`.

There is not technically a default shared domain. If a developer pushes an app without specifying a domain (see [Map a Route with Application Push](#)), a route will be created for it from the first shared domain created in the system. All other operations involving route require the domain be specified (see [Routes](#)).

Shared domains are HTTP by default, but can be configured to be TCP when associated with the TCP Router Group.

## Create a Shared Domain

Admins can create an HTTP shared domain with the `cf create-shared-domain` command:

```
$ cf create-shared-domain shared-domain.example.com
```

To create a TCP shared domain, first discover the name of the TCP Router Group.

```
$ cf router-groups  
Getting router groups as admin ...
```

name	type
default-tcp	tcp

Then create the shared domain using the `--router-group` option to associate the domain with the TCP router group.

```
$ cf create-shared-domain tcp.shared-domain.example.com --router-group default-tcp
```

## Delete a Shared Domain

Admins can delete a shared domain from Elastic Runtime with the `cf delete-shared-domain` command:

```
$ cf delete-shared-domain example.com
```

## Private Domains

Org Managers can add private domains (or custom domains) and give members of the org permission to create routes for privately registered domain names. Private domains can be shared with other orgs, enabling users of those orgs to create routes from the domain.

Private domains can be HTTP only; TCP Routing is supported for Shared Domains only.

## Create a Private Domain

Org Managers can create a private domain with the following command:

```
$ cf create-domain my-org private-domain.example.com
```

Org Managers can create a private domain for a subdomain with the following command:

```
$ cf create-domain my-org foo.private-domain.example.com
```

## Sharing a Private Domain with One or More Orgs

Org Managers can grant or revoke access to a private domain to other orgs if they have permissions for these orgs with the following commands:

```
$ cf share-private-domain test-org private-domain.example.com
```

```
$ cf unshare-private-domain test-org private-domain.example.com
```

## Delete a Private Domain

Org Managers can delete a domain from Elastic Runtime with the `cf delete-domain` command:

```
$ cf delete-domain private-domain.example.com
```

## Requirements for Parent and Child Domains

In the domain `myapp.shared-domain.example.com`, `shared-domain.example.com` is the parent domain of subdomain `myapp`. Note the following requirements for domains:

- You can only create a private domain that is parent to a private subdomain.
- You can create a shared domain that is parent to either a shared or a private subdomain.

The domain `foo.myapp.shared-domain.example.com` is the child subdomain of `myapp.shared-domain.example.com`. Note the following requirements for subdomains:

- You can create a private subdomain for a private parent domain only if the domains belong to the same org.
- You can create a private subdomain for a shared parent domain.
- You can only create a shared subdomain for a shared parent domain.
- You cannot create a shared subdomain for a private parent domain.

## DNS for Domains

### Configuring DNS for a Subdomain of your Registered Domain

To use a subdomain of your registered domain name with apps on Elastic Runtime, configure the subdomain as CNAME record with your DNS provider, pointing at any shared domain offered in Elastic Runtime.

Record	Name	Target	Note
CNAME	myapp	myapp.shared-domain.example.com.	Refer to your DNS provider documentation to determine whether the trailing <code>.</code> is required.
Wildcard CNAME	*	foo.myapp.shared-domain.example.com.	You can use the wildcard in the CNAME record to point all of your subdomains to your parent domain. Each separately configured subdomain has priority over the wildcard configuration.

### Configuring DNS for Your Registered Root Domain

To use your root domain (for example, `example.com`) for apps on Elastic Runtime you can either use custom DNS record types like ALIAS and ANAME, if your DNS provider offers them, or subdomain redirection.

 **Note:** Root domains are also called zone apex domains.

If your DNS provider supports using an ALIAS or ANAME record, configure your root domain with your DNS provider to point at a shared domain in Elastic Runtime.

Record	Name	Target	Note
ALIAS or ANAME	empty or @	private-domain.example.com.	Refer to your DNS provider documentation to determine whether to use an empty or @ value for the Name entry.

If your DNS provider does not support ANAME or ALIAS records you can use subdomain redirection, also known as domain forwarding, to redirect requests for your root domain to a subdomain configured as a CNAME.

 **Note:** If you use domain forwarding, SSL requests to the root domain may fail if the SSL certificate only matches the subdomain.

Configure the root domain to point at a subdomain `www`), and configure the subdomain as a CNAME record pointing at a shared domain in Elastic Runtime.

Record	Name	Target	Note
URL or Forward	private-domain.example.com	www.private-domain.example.com	This method results in a <code>301 permanent redirect</code> to the subdomain you configure.
CNAME	www	myapp.shared-domain.example.com	

## Changing Stacks

Page last updated:

A stack is a prebuilt root filesystem (rootfs) that supports a specific operating system. For example, Linux-based systems need `/usr` and `/bin` directories at their root and Windows needs `\windows`. The stack works in tandem with a buildpack to support applications running in compartments. Under Diego architecture, cell VMs can support multiple stacks.

 **Note:** Docker apps do not use stacks.

## Available Stacks

- The Linux `cflinuxfs2` stack is derived from Ubuntu Trusty 14.04. Refer to the Github stacks page for supported [libraries](#).
- The Windows stack `windows2012R2` supports .NET apps.

## Restaging Applications on a New Stack

For security, stacks receive regular updates to address Common Vulnerabilities and Exposures ([CVEs](#)). Apps pick up on these stack changes through new releases of Elastic Runtime. However, if your app links statically to a library provided in the rootfs, you may have to manually restage it to pick up the changes.

It can be difficult to know what libraries an app statically links to, and it depends on the languages you are using. One example is an app that uses a Ruby or Python binary, and links out to part of the C standard library. If the C library requires an update, you may need to recompile the app and restage it as follows:

1. Use the `cf stacks` command to list the stacks available in a deployment.

```
$ cf stacks
Getting stacks in org MY-ORG / space development as developer@example.com...
OK

name      description
cflinuxfs2  Cloud Foundry Linux-based filesystem
windows2012R2  Windows Server 2012 R2
```

2. To change your stack and restage your application, use the `cf push` command. For example, to restage your app on the default stack `cflinuxfs2` you can run `cf push MY-APP`:

```
$ cf push MY-APP
Using stack cflinuxfs2...
OK
Creating app MY-WIN-APP in org MY-ORG / space development as developer@example.com...
OK
...
requested state: started
instances: 1/1
usage: 1G x 1 instances
urls: MY-APP.cfapps.io
last uploaded: Wed Apr 8 23:40:57 UTC 2015
  state   since        cpu    memory   disk
#0  running  2015-04-08 04:41:54 PM  0.0%  57.3M of 1G  128.8M of 1G
```

To specify a different stack, append `-s STACKNAME` to the command. For example, you can ensure that Windows application MY-WIN-APP deploys to a Windows-based cell by running `cf push MY-WIN-APP -s windows2012R2`.

## Stacks API

For API information, review the Stacks section of the [Cloud Foundry API Documentation](#).



## Deploying with Application Manifests

Page last updated:

Application manifests tell `cf push` what to do with applications. This includes everything from how many instances to create and how much memory to allocate to what services applications should use.

A manifest can help you automate deployment, especially of multiple applications at once.

### How cf push Finds the Manifest

By default, the `cf push` command deploys an application using a `manifest.yml` file in the current working directory.

```
$ cf push  
Using manifest file /path_to_working_directory/manifest.yml
```

If your manifest is located elsewhere, use the `-f` option to provide the path to the filename.

```
$ cf push -f ./some_directory/some_other_directory/alternate_manifest.yml  
Using manifest file /path_to_working_directory/some_directory/some_other_directory/alternate_manifest.yml
```

If you provide a path with no filename, the filename must be `manifest.yml`.

```
$ cf push -f ./some_directory/some_other_directory/  
Using manifest file /path_to_working_directory/some_directory/some_other_directory/manifest.yml
```

### Example Manifest

You can deploy applications without ever using a manifest. The benefits manifests may provide include consistency and reproducibility. When you want applications to be portable between different clouds, manifests may prove especially useful.

Manifests are written in YAML. The manifest below illustrates some YAML conventions, as follows:

- The manifest may begin with three dashes.
- The `applications` block begins with a heading followed by a colon.
- The application `name` is preceded by a single dash and one space.
- Subsequent lines in the block are indented two spaces to align with `name`.

```
---  
applications:  
- name: nifty-gui  
  memory: 512M  
  host: nifty
```

A minimal manifest requires only an application `name`. To create a valid minimal manifest, remove the `memory` and `host` properties from this example.

### Always Provide an Application Name to cf push

`cf push` requires an application name, which you provide either in a manifest or at the command line.

As described in [How cf push Finds the Manifest](#) above, the command `cf push` locates the `manifest.yml` in the current working directory by default, or in the path provided by the `-f` option.

If you do not use a manifest, the minimal push command looks like this:

```
$ cf push my-app
```

 **Note:** When you provide an application name at the command line, `cf push` uses that application name whether or not there is a different application name in the manifest. If the manifest describes multiple applications, you can push a single application by providing its name at the command line; the cf CLI does not push the others. Use these behaviors for testing.

## How cf push Finds the Application

By default, `cf push` recursively pushes the contents of the current working directory. Alternatively, you can provide a path using either a manifest or a command line option.

- If the path is to a directory, `cf push` recursively pushes the contents of that directory instead of the current working directory.
- If the path is to a file, `cf push` pushes only that file.

 **Note:** If you want to push more than a single file, but not the entire contents of a directory, consider using a `.cfignore` file to tell `cf push` what to exclude.

## Precedence Between Manifests, Command Line Options, and Most Recent Values

When you push an application for the first time, Cloud Foundry applies default values to any attributes that you do not set in a manifest or `cf push` command line options.

- For example, `cf push my-app` with no manifest might deploy one instance of the app with one gigabyte of memory. In this case the default values for instances and memory are “1” and “1G”, respectively.

Between one push and another, attribute values can change in other ways.

- For example, the `cf scale` command changes the number of instances.

The attribute values on the server at any one time represent the cumulative result of all settings applied up to that point: defaults, attributes in the manifest, `cf push` command line options, and commands like `cf scale`. There is no special name for this resulting set of values on the server. You can think of them as the most recent values.

`cf push` follows rules of precedence when setting attribute values:

- Manifests override most recent values, including defaults.
- Command line options override manifests.

In general, you can think of manifests as just another input to `cf push`, to be combined with command line options and most recent values.

## Optional Attributes

This section explains how to describe optional application attributes in manifests. Each of these attributes can also be specified by a command line option. Command line options override the manifest.

### The buildpack attribute

If your application requires a custom buildpack, you can use the `buildpack` attribute to specify it in one of three ways:

- By name: `MY-BUILDPACK`.
- By GitHub URL: `https://github.com/cloudfoundry/java-buildpack.git`.
- By GitHub URL with a branch or tag: `https://github.com/cloudfoundry/java-buildpack.git#v3.3.0` for the `v3.3.0` tag.

```
---  
...  
buildpack: buildpack_URL
```

 **Note:** The `cf buildpacks` command lists the buildpacks that you can refer to by name in a manifest or a command line option.

The command line option that overrides this attribute is `-b`.

## The command attribute

Some languages and frameworks require that you provide a custom command to start an application. Refer to the [buildpack](#) documentation to determine if you need to provide a custom start command.

You can provide the custom start command in your application manifest or on the command line. See [About Starting Applications](#) for information on how `cf push` determines its default start command.

To specify the custom start command in your application manifest, add it in the `command: START-COMMAND` format as the following example shows:

```
---  
...  
command: bundle exec rake VERBOSE=true
```

The start command you specify becomes the default for your application. To return to using the original default start command set by your buildpack, you must explicitly set the `command` attribute to `null` as follows:

```
---  
...  
command: null
```

On the command line, use the `-c` option to specify the custom start command as the following example shows:

```
$ cf push my-app -c "bundle exec rake VERBOSE=true"
```

 **Note:** The `-c` option with a value of 'null' forces `cf push` to use the buildpack start command. See [Forcing cf push to use the Buildpack Start Command](#) for more information.

If you override the start command for a Buildpack application, Linux uses `bash -c YOUR-COMMAND` to invoke your application. If you override the start command for a Docker application, Linux uses `sh -c YOUR-COMMAND` to invoke your application. Because of this, if you override a start command, you should prefix `exec` to the final command in your custom composite start command.

An app needs to catch [termination signals](#) and clean itself up appropriately. Because of the way that shells manage process trees, the use of custom composite shell commands, particularly those that create child processes using `&`, `&&`, `||`, etc., can prevent your app from receiving signals that are sent to the top level bash process.

To resolve this issue, you can use `exec` to replace the bash process with your own process. For example:

- `bin/rake cf:on_first_instance db:migrate && bin/rails server -p $PORT -e $RAILS_ENV` The process tree is bash -> ruby, so on graceful shutdown only the bash process receives the TERM signal, not the ruby process.
- `bin/rake cf:on_first_instance db:migrate && exec bin/rails server -p $PORT -e $RAILS_ENV` Because of the `exec` prefix included on the final command, the ruby process invoked by rails takes over the bash process managing the execution of the composite command. The process tree is only ruby, so the ruby web server receives the TERM signal and can shutdown gracefully for 10 seconds.

In more complex situations, like making a custom buildpack, you may want to use bash `trap`, `wait`, and backgrounded processes to manage your process tree and shut down apps gracefully. In most situations, however, a well-placed `exec` should be sufficient.

## The disk quota attribute

Use the `disk_quota` attribute to allocate the disk space for your app instance. This attribute requires a unit of measurement: `M`, `MB`, `G`, or `GB`, in upper case or lower case.

```
---  
...  
disk_quota: 1024M
```

The command line option that overrides this attribute is `-k`.

## The domain attribute

Every `cf push` deploys applications to one particular Cloud Foundry instance. Every Cloud Foundry instance may have a shared domain set by an admin. Unless you specify a domain, Cloud Foundry incorporates that shared domain in the route to your application.

You can use the `domain` attribute when you want your application to be served from a domain other than the default shared domain.

```
---  
...  
domain: unique-example.com
```

The command line option that overrides this attribute is `-d`.

## The domains attribute

Use the `domains` attribute to provide multiple domains. If you define both `domain` and `domains` attributes, Cloud Foundry creates routes for domains defined in both of these fields.

```
---  
...  
domains:  
- domain-example1.com  
- domain-example2.org
```

The command line option that overrides this attribute is `-d`.

## The stack attribute

Use the `stack` attribute to specify which stack to deploy your application to.

To see a list of available stacks, run `cf stacks` from the cf cli.

```
---  
...  
stack: cflinuxfs2
```

The command line option that overrides this attribute is `-s`.

## The instances attribute

Use the `instances` attribute to specify the number of app instances that you want to start upon push:

```
---  
...  
instances: 2
```

We recommend that you run at least two instances of any apps for which fault tolerance matters.

The command line option that overrides this attribute is `-i`.

## The memory attribute

Use the `memory` attribute to specify the memory limit for all instances of an app. This attribute requires a unit of measurement `M`, `MB`, `G`, or `GB`, in upper case or lower case. For example:

```
---  
...  
memory: 1024M
```

The default memory limit is 1G. You might want to specify a smaller limit to conserve quota space if you know that your app instances do not require 1G of memory.

The command line option that overrides this attribute is `-m`.

## The health-check-type attribute

Use the `health-check-type` attribute to set the `health_check_type` flag to either `port` or `none`. If you do not provide a `health-check-type` attribute, it defaults to `port`.

```
---  
...  
health-check-type: none
```

The command line option that overrides this attribute is `-u`.

## The host attribute

Use the `host` attribute to provide a hostname, or subdomain, in the form of a string. This segment of a route helps to ensure that the route is unique. If you do not provide a hostname, the URL for the app takes the form of `APP-NAME.DOMAIN`.

```
---  
...  
host: my-app
```

The command line option that overrides this attribute is `-n`.

## The hosts attribute

Use the `hosts` attribute to provide multiple hostnames, or subdomains. Each hostname generates a unique route for the app. `hosts` can be used in conjunction with `host`. If you define both attributes, Cloud Foundry creates routes for hostnames defined in both `host` and `hosts`.

```
---  
...  
hosts:  
- app_host1  
- app_host2
```

The command line option that overrides this attribute is `-n`.

## The no-hostname attribute

By default, if you do not provide a hostname, the URL for the app takes the form of `APP-NAME.DOMAIN`. If you want to override this and map the root domain to this app then you can set no-hostname as true.

```
---  
...  
no-hostname: true
```

The command line option that corresponds to this attribute is `--no-hostname`.

## The routes attribute

Use the `routes` attribute to provide multiple HTTP and TCP routes. Each route for this app is created if it does not already exist.

This attribute is a combination of `push` options that include `--hostname`, `-d`, and `--route-path`.

```
---  
...  
routes:  
- route: example.com  
- route: www.example.com/foo  
- route: tcp-example.com:1234
```

## Manifest Attributes

The `routes` attribute cannot be used in conjunction with the following attributes: `host`, `hosts`, `domain`, `domains`, and `no-hostname`. An error will result.

## Push Flag Options

This attribute has unique interactions with different command line options.

Push Flag Option	Resulting Behaviour
<code>--no-route</code>	All declared routes are ignored.
<code>-d</code>	Overrides DOMAIN part of all declared HTTP and TCP routes.
<code>--hostname</code> , <code>-n</code>	Sets or overrides HOSTNAME in all HTTP routes. It has no impact on TCP routes.
<code>--route-path</code>	Sets or overrides the PATH in all HTTP routes. It has no impact on TCP routes.
<code>--random-route</code>	Sets or overrides the HOSTNAME in all HTTP routes. Sets or overrides the PORT in all TCP routes. The PORT and HOSTNAME will be randomly generated.

## The random-route attribute

Use the `random-route` attribute to create a URL that includes the app name and random words. Use this attribute to avoid URL collision when pushing the same app to multiple spaces, or to avoid managing app URLs.

The command line option that corresponds to this attribute is `--random-route`.

```
---  
...  
random-route: true
```

## The path attribute

You can use the `path` attribute to tell Cloud Foundry where to find your application. This is generally not necessary when you run `cf push` from the directory where an application is located.

```
---  
...  
path: path_to_application_bits
```

The command line option that overrides this attribute is `-p`.

## The timeout attribute

The `timeout` attribute defines the number of seconds that Cloud Foundry allocates for starting your application.

For example:

```
---  
...  
timeout: 80
```

You can increase the timeout length for very large apps that require more time to start. The default timeout is 60 seconds, with an upper bound of 180 seconds.

 **Note:** Administrators can set the upper bound of the `maximum_health_check_timeout` property to any value. Any changes to Cloud Controller properties in the deployment manifest require running `bosh deploy`.

The command line option that overrides the timeout attribute is `-t`.

## The no-route attribute

By default, `cf push` assigns a route to every app. But, some apps process data while running in the background and should not be assigned routes.

You can use the `no-route` attribute with a value of `true` to prevent a route from being created for your app.

```
---  
...  
no-route: true
```

The command line option that corresponds to this attribute is `--no-route`.

In the newer Diego architecture, `no-route` skips creating and binding a route for the app, but does not specify which type of health check to perform. If your app does not listen on a port because it is a worker or a scheduler app, then it does not satisfy the port-based health check and Cloud Foundry marks it as crashed. To prevent this, disable the port-based health check with `cf set-health-check APP_NAME none`.

In the older Droplet Execution Agent (DEA) architecture, `cf set-health-check APP_NAME none` is unnecessary because `no-route` causes the DEAs to skip the port health-check on app startup.

To remove a route from an existing app, perform the following steps:

1. Remove the route using the `cf unmap-route` command.
2. Push the app again with the `no-route: true` attribute in the manifest or the `--no-route` command line option.

For more information, see [Describing Multiple Applications with One Manifest](#) below.

## Environment Variables

The `env` block consists of a heading, then one or more environment variable/value pairs.

For example:

```
---
...
env:
  RAILS_ENV: production
  RACK_ENV: production
```

`cf push` deploys the application to a container on the server. The variables belong to the container environment.

While the application is running, you can modify environment variables.

- View all variables: `cf env my-app`
- Set an individual variable: `cf set-env my-app my-variable_name my-variable_value`
- Unset an individual variable: `cf unset-env my-app my-variable_name my-variable_value`

Environment variables interact with manifests in the following ways:

- When you deploy an application for the first time, Cloud Foundry reads the variables described in the environment block of the manifest, and adds them to the environment of the container where the application is deployed.
- When you stop and then restart an application, its environment variables persist.

## Services

Applications can bind to services such as databases, messaging, and key-value stores.

Applications are deployed into App Spaces. An application can only bind to services instances that exist in the target App Space before the application is deployed.

The `services` block consists of a heading, then one or more service instance names.

Whoever creates the service chooses the service instance names. These names can convey logical information, as in `backend_queue`, describe the nature of the service, as in `mysql_5.x`, or do neither, as in the example below.

```
---
...
services:
  - instance_ABC
  - instance_XYZ
```

Binding to a service instance is a special case of setting an environment variable, namely `VCAP_SERVICES`. See the [Bind a Service](#) section of the *Delivering Service Credentials to an Application* topic.

## Describing Multiple Applications with One Manifest

You can deploy multiple applications with one `cf push` command by describing them in a single manifest. In doing so, you need to pay extra attention to directory structure and path lines in the manifest.

Suppose you want to deploy two applications called respectively spark and flame, and you want Cloud Foundry to create and start spark before flame. You accomplish this by listing spark first in the manifest.

In this situation there are two sets of bits that you want to push. Let's say that they are `spark.rb` in the spark directory and `flame.rb` in the flame directory. One level up, the `fireplace` directory contains the spark and the flame directories along with the `manifest.yml` file. Your plan is to run the CLI from the `fireplace` directory, where you know it can find the manifest.

Now that you have changed the directory structure and manifest location, `cf push` can no longer find your applications by its default behavior of looking in the current working directory. How can you ensure that `cf push` finds the bits you want to push?

The answer is to add a path line to each application description to lead `cf push` to the correct bits. Assume that `cf push` is run from the `fireplace` directory.

For `spark`:

```
---  
...  
path: ./spark/
```

For `flame`:

```
---  
...  
path: ./flame/
```

The manifest now consists of two applications blocks.

```
---  
# this manifest deploys two applications  
# apps are in flame and spark directories  
# flame and spark are in fireplace  
# cf push should be run from fireplace  
applications:  
- name: spark  
  memory: 1G  
  instances: 2  
  host: flint-99  
  domain: shared-domain.example.com  
  path: ./spark/  
  services:  
    - mysql-flint-99  
- name: flame  
  memory: 1G  
  instances: 2  
  host: burnin-77  
  domain: shared-domain.example.com  
  path: ./flame/  
  services:  
    - redis-burnin-77
```

Follow these general rules when using a multiple-application manifest:

- Name and completely describe your applications in the manifest.
- Use a `no-route` line in the description of any application that provides background services to another application.
- Do not provide an application name with `cf push`.
- Do not use any command line options with `cf push`.

There are only two narrow exceptions:

- If your manifest is not named `manifest.yml` or not in the current working directory, use the `-f` command line option.
- If you want to push a single application rather than all of the applications described in the manifest, provide the desired application name by running `cf push my-app`.

## Minimizing Duplication

In manifests where multiple applications share settings or services, you begin to see content duplicated. While the manifests still work, duplication increases the risk of typographical errors which cause deployment to fail.

The cure for this problem is to “promote” the duplicate content—that is, to move it up above the applications block, where it need appear only once. The promoted content applies to all applications described in the manifest. Note that content *in* the applications block overrides content *above* the applications block, if the two conflict.

The manifest becomes shorter, more readable, and more maintainable.

Notice how much content in the manifest below has been promoted in this way.

```
---  
...  
# all applications use these settings and services  
domain: shared-domain.example.com  
memory: 1G  
instances: 1  
services:  
- clockwork-mysql
```

```
applications:
- name: springtock
  host: tock09876
  path: ./spring-music/build/libs/spring-music.war
- name: springtick
  host: tick09875
  path: ./spring-music/build/libs/spring-music.war
```

In the next section we carry this principle further by distributing content across multiple manifests.

## Multiple Manifests with Inheritance

A single manifest can describe multiple applications. Another powerful technique is to create multiple manifests with inheritance. Here, manifests have parent-child relationships such that children inherit descriptions from a parent. Children can use inherited descriptions as-is, extend them, or override them.

Content in the child manifest overrides content in the parent manifest, if the two conflict.

This technique helps in these and other scenarios:

- An application has a set of different deployment modes, such as debug, local, and public. Each deployment mode is described in child manifests that extend the settings in a base parent manifest.
- An application is packaged with a basic configuration described by a parent manifest. Users can extend the basic configuration by creating child manifests that add new properties or override those in the parent manifest.

The benefits of multiple manifests with inheritance are similar to those of minimizing duplicated content within single manifests. With inheritance, though, we “promote” content by placing it in the parent manifest.

Every child manifest must contain an “inherit” line that points to the parent manifest. Place the inherit line immediately after the three dashes at the top of the child manifest. For example, every child of a parent manifest called `base-manifest.yml` begins like this:

```
---
inherit: base-manifest.yml
...
```

You do not need to add anything to the parent manifest.

In the simple example below, a parent manifest gives each application minimal resources, while a production child manifest scales them up.

### **simple-base-manifest.yml**

```
---
path: .
domain: shared-domain.example.com
memory: 256M
instances: 1
services:
- singular-backend

# app-specific configuration
applications:
- name: springtock
  host: 765shower
  path: ./april/build/libs/april-weather.war
- name: wintertick
  host: 321flurry
  path: ./december/target/december-weather.war
```

### **simple-prod-manifest.yml**

```
---
inherit: simple-base-manifest.yml
applications:
- name: springstorm
  memory: 512M
  instances: 1
  host: 765deluge
  path: ./april/build/libs/april-weather.war
- name: winterblast
  memory: 1G
```

```
instances: 2
host: 321blizzard
path: ./december/target/december-weather.war
```

**Note:** Inheritance can add an additional level of complexity to manifest creation and maintenance. Comments that precisely explain how the child manifest extends or overrides the descriptions in the parent manifest can alleviate this complexity.

## Scaling an Application Using cf scale

Page last updated:

Factors such as user load, or the number and nature of tasks performed by an application, can change the disk space and memory the application uses. For many applications, increasing the available disk space or memory can improve overall performance. Similarly, running additional instances of an application can allow the application to handle increases in user load and concurrent requests. These adjustments are called **scaling** an application.

Use [cf scale](#) to scale your application up or down to meet changes in traffic or demand.

### Scaling Horizontally

Horizontally scaling an application creates or destroys instances of your application.

Incoming requests to your application are automatically load balanced across all instances of your application, and each instance handles tasks in parallel with every other instance. Adding more instances allows your application to handle increased traffic and demand.

Use `cf scale APP -i [INSTANCES]` to horizontally scale your application. Cloud Foundry will increase or decrease the number of instances of your application to match `[INSTANCES]`.

```
$ cf scale myApp -i 5
```

### Scaling Vertically

Vertically scaling an application changes the disk space limit or memory limit that Cloud Foundry applies to all instances of the application.

Use `cf scale APP -k [DISK]` to change the disk space limit applied to all instances of your application. `[DISK]` must be an integer followed by either an **M**, for megabytes, or **G**, for gigabytes.

```
$ cf scale myApp -k 512M
```

Use `cf scale APP -m [MEMORY]` to change the memory limit applied to all instances of your application. `[MEMORY]` must be an integer followed by either an **M**, for megabytes, or **G**, for gigabytes.

```
$ cf scale myApp -m 1G
```

## Cloud Foundry Environment Variables

Page last updated:

Environment variables are the means by which the Cloud Foundry runtime communicates with a deployed application about its environment. This page describes the environment variables that the runtime and buildpacks set for applications.

For information about setting your own application-specific environment variables, refer to the [Set Environment Variable in a Manifest](#) section in the Application Manifests topic.

## View Environment Variables

Use the `cf env` command to view the Cloud Foundry environment variables for your application. `cf env` displays the following environment variables:

- The `VCAP_APPLICATION` and `VCAP_SERVICES` variables provided in the container environment
- The user-provided variables set using the `cf set-env` command

```
$ cf env my-app
Getting env variables for app my-app in org my-org / space my-space as
admin...
OK
```

System-Provided:

```
{
  "VCAP_APPLICATION": {
    "application_id": "fa05c1a9-0fc1-4fb1-bae1-139850dec7a3",
    "application_name": "my-app",
    "application_uris": [
      "my-app.192.0.2.34.xip.io"
    ],
    "application_version": "fb8fbcc6-8d58-479e-bcc7-3b4ce5a7f0ca",
    "limits": {
      "disk": 1024,
      "fds": 16384,
      "mem": 256
    },
    "name": "my-app",
    "space_id": "06450c72-4669-4dc6-8096-45f9777db68a",
    "space_name": "my-space",
    "uris": [
      "my-app.192.0.2.34.xip.io"
    ],
    "users": null,
    "version": "fb8fbcc6-8d58-479e-bcc7-3b4ce5a7f0ca"
  }
}
```

User-Provided:

```
MY_DRAIN: http://drain.example.com
MY_ENV_VARIABLE: 100
```

## Application-Specific System Variables

The subsections that follow describe the environment variables that Cloud Foundry makes available to your application container. Some of these variables are the same across instances of a single application, and some vary from instance to instance.

You can access environment variables programmatically, including variables defined by the buildpack. Refer to the buildpack documentation for [Java](#), [Node.js](#), and [Ruby](#).

### CF\_INSTANCE\_ADDR

The `CF_INSTANCE_IP` and `CF_INSTANCE_PORT` of the app instance in the format `IP:PORT`.

```
CF_INSTANCE_ADDR=1.2.3.4:5678
```

## CF\_INSTANCE\_GUID

The GUID of the application. Available only to instances on Diego Cells.

```
CF_INSTANCE_GUID=41653aa4-3a3a-486a-4431-ef258b39f042
```

## CF\_INSTANCE\_INDEX

The index number of the app instance.

```
CF_INSTANCE_INDEX=0
```

## CF\_INSTANCE\_IP

The external IP address of the host running the app instance.

```
CF_INSTANCE_IP=1.2.3.4
```

## CF\_INSTANCE\_PORT

The external (host-side) port corresponding to the internal (container-side) port with value [PORT](#). For instances on Diego, this value is generally **not** the same as the [PORT](#) of the app instance.

```
CF_INSTANCE_PORT=61045
```

## CF\_INSTANCE\_PORTS

The list of mappings between internal (container-side) and external (host-side) ports allocated to the instance's container. Note that not all of the internal ports are necessarily available for the application to bind to, as some of them may be used by system-provided services that also run inside the container. On the DEAs, these internal and external values will be the same, but on Diego Cells, they may differ.

```
CF_INSTANCE_PORTS=[{external:61045,internal:5678},{external:61046,internal:2222}]
```

## HOME

Root folder for the deployed application.

```
HOME=/home/vcap/app
```

## MEMORY\_LIMIT

The maximum amount of memory that each instance of the application can consume. You specify this value in an application manifest or with the cf CLI when pushing an application. The value is limited by space and org quotas.

If an instance goes over the maximum limit, it will be restarted. If it has to be restarted too often, it will be terminated.

```
MEMORY_LIMIT=512m
```

## PORT

The port on which the application should listen for requests. The Cloud Foundry runtime allocates a port dynamically for each instance of the application, so code that obtains or uses the application port should refer to it via the [PORT](#) environment variable.

```
PORT=61857
```

## PWD

Identifies the present working directory, where the buildpack that processed the application ran.

```
PWD=/home/vcap/app
```

## TMPDIR

Directory location where temporary and staging files are stored.

```
TMPDIR=/home/vcap/tmp
```

## USER

The user account under which the application runs.

```
USER=vcap
```

## VCAP\_APP\_HOST

The IP address of the host. Deprecated: the DEAs set this to be `0.0.0.0`, and Diego Cells do not provide this environment variable.

```
VCAP_APP_HOST=0.0.0.0
```

## VCAP\_APP\_PORT

Deprecated name for the `PORT` variable defined above.

## VCAP\_APPLICATION

This variable contains the associated attributes for a deployed application. Results are returned in JSON format. The table below lists the attributes that are returned.

Attribute	Description
<code>application_id</code>	GUID identifying the application.
<code>application_name</code>	The name assigned to the application when it was pushed.
<code>application_uris</code>	The URIs assigned to the application.
<code>application_version</code>	GUID identifying a version of the application. Each time an application is pushed or restarted, this value is updated.
<code>host</code>	Deprecated. IP address of the application instance.
<code>instance_id</code>	Unique ID that identifies the application instance. For instances running on Diego, this is identical to the <code>CF_INSTANCE_GUID</code> variable.
<code>instance_index</code>	Index number of the instance. Identical to the <code>CF_INSTANCE_INDEX</code> variable.
<code>limits</code>	The memory, disk, and number of files permitted to the instance. Memory and disk limits are supplied when the application is deployed, either on the command line or in the application manifest. The number of files allowed is operator-defined.
<code>name</code>	Identical to <code>application_name</code> .
<code>port</code>	Port of the application instance. Identical to the <code>PORT</code> variable.
<code>space_id</code>	GUID identifying the application's space.
<code>start</code>	Human-readable timestamp for the time the instance was started. Not provided on Diego Cells.
<code>started_at</code>	Identical to <code>start</code> . Not provided on Diego Cells.
<code>started_at_timestamp</code>	Unix epoch timestamp for the time the instance was started. Not provided on Diego Cells.

<code>state_timestamp</code>	Identical to <code>started_at_timestamp</code> . Not provided on Diego Cells.
<code>uris</code>	Identical to <code>application_uris</code> .
<code>users</code>	Deprecated. Not provided on Diego Cells.
<code>version</code>	Identical to <code>application_version</code> .

For example:

```
VCAP_APPLICATION={"instance_id":"fe98dc76ba549876543210abcd1234",
"instance_index":0,"host":"0.0.0.0","port":61857,"started_at":"2013-08-12
00:05:29 +0000","started_at_timestamp":1376265929,"start":"2013-08-12 00:05:29
+0000","state_timestamp":1376265929,"limits":{"mem":512,"disk":1024,"fds":16384}
,"application_version":"ab12cd34-5678-abcd-0123-abcdef987654","application_name"
:"styx-james","application_uris":["styx-james.al-app.cf-app.com"],"version":"ab1
2cd34-5678-abcd-0123-abcdef987654","name":"my-app","uris":["my-app.example.com"]
,"users":null}
```

## VCAP\_SERVICES

For [bindable services](#) Cloud Foundry will add connection details to the `VCAP_SERVICES` environment variable when you restart your application, after binding a service instance to your application.

The results are returned as a JSON document that contains an object for each service for which one or more instances are bound to the application. The service object contains a child object for each service instance of that service that is bound to the application. The attributes that describe a bound service are defined in the table below.

The key for each service in the JSON document is the same as the value of the “label” attribute.

Attribute	Description
<code>name</code>	The name assigned to the service instance by the user
<code>label</code>	The name of the service offering
<code>tags</code>	An array of strings an app can use to identify a service instance
<code>plan</code>	The service plan selected when the service instance was created
<code>credentials</code>	A JSON object containing the service-specific credentials needed to access the service instance.

To see the value of VCAP\_SERVICES for an application pushed to Cloud Foundry, see [View Environment Variable Values](#).

The example below shows the value of VCAP\_SERVICES for bound instances of several services available in the [Pivotal Web Services Marketplace](#).

```
VCAP_SERVICES=
{
  "elephantsql": [
    {
      "name": "elephantsql-c6c60",
      "label": "elephantsql",
      "tags": [
        "postgres",
        "postgresql",
        "relational"
      ],
      "plan": "turtle",
      "credentials": {
        "uri": "postgres://exampleuser:examplepass@babar.elephantsql.com:5432/exampleuser"
      }
    }
  ],
  "sendgrid": [
    {
      "name": "mysendgrid",
      "label": "sendgrid",
      "tags": [
        "smtp"
      ],
      "plan": "free",
      "credentials": {
        "hostname": "smtp.sendgrid.net",
        "username": "QvsXMbJ3rK",
        "password": "HCHMOYluTv"
      }
    }
  ]
}
```

## Environment Variable Groups

Environment variable groups are system-wide variables that enable operators to apply a group of environment variables to all running applications and all staging applications separately.

An environment variable group consists of a single hash of name-value pairs that are later inserted into an application container at runtime or at staging. These values can contain information such as HTTP proxy information. The values for variables set in an environment variable group are case-sensitive.

When creating environment variable groups, consider the following:

- Only the Cloud Foundry operator can set the hash value for each group.
- All authenticated users can get the environment variables assigned to their application.
- All variable changes take effect after the operator restarts or restages the applications.
- Any user-defined variable takes precedence over environment variables provided by these groups.

The table below lists the commands for environment variable groups.

CLI Command	Description
<code>running-environment-variable-group</code> or <code>revg</code>	Retrieves the contents of the running environment variable group
<code>staging-environment-variable-group</code> or <code>sevg</code>	Retrieves the contents of the staging environment variable group
<code>set-staging-environment-variable-group</code> or <code>ssevg</code>	Passes parameters as JSON to create a staging environment variable group
<code>set-running-environment-variable-group</code> or <code>srevg</code>	Passes parameters as JSON to create a running environment variable group

The following examples demonstrate how to retrieve the environment variables:

```
$ cf revg
Retrieving the contents of the running environment variable group as
sampledeveloper@example.com...
OK
Variable Name Assigned Value
HTTP Proxy 198.51.100.130

$ cf sevg
Retrieving the contents of the staging environment variable group as
sampledeveloper@example.com...
OK
Variable Name Assigned Value
HTTP Proxy 203.0.113.105
EXAMPLE-GROUP 2001

$ cf apps
Getting apps in org SAMPLE-ORG-NAME / space dev as
sampledeveloper@example.com...
OK

name requested state instances memory disk urls
my-app started 1/1 256M 1G my-app.com

$ cf env APP-NAME
Getting env variables for app APP-NAME in org SAMPLE-ORG-NAME / space dev as
sampledeveloper@example.com...
OK

System-Provided:

{
  "VCAP_APPLICATION": {
    "application_name": "APP-NAME",
    "application_uris": [
      "my-app.example.com"
    ],
    "application_version": "7d0d64be-7f6f-406a-9d21-504643147d63",
    "limits": {
      "disk": 1024,
      "fds": 16384,
      "mem": 256
    },
    "name": "APP-NAME",
    "space_id": "37189599-2407-9946-865e-8ebd0e2df89a",
    "space_name": "dev",
    "uris": [
      "my-app.example.com"
    ],
    "users": null,
    "version": "7d0d64be-7f6f-406a-9d21-504643147d63"
  }
}

Running Environment Variable Groups:
HTTP Proxy: 198.51.100.130

Staging Environment Variable Groups:
EXAMPLE-GROUP: 2001
HTTP Proxy: 203.0.113.105
```

The following examples demonstrate how to set environment variables:

```
$ cf ssevg '{"test":"198.51.100.130","test2":"203.0.113.105"}'
Setting the contents of the staging environment variable group as admin...
OK
$ cf sevg
Retrieving the contents of the staging environment variable group as admin...
OK
Variable Name Assigned Value
test 198.51.100.130
test2 203.0.113.105

$ cf srevg '{"test3":"2001","test4":"2010"}'
Setting the contents of the running environment variable group as admin...
OK
$ cf revg
Retrieving the contents of the running environment variable group as admin...
OK
Variable Name Assigned Value
test3 2001
test4 2010
```



## Using Blue-Green Deployment to Reduce Downtime and Risk

Page last updated:

Blue-green deployment is a release technique that reduces downtime and risk by running two identical production environments called Blue and Green.

At any time, only one of the environments is live, with the live environment serving all production traffic. For this example, Blue is currently live and Green is idle.

As you prepare a new release of your software, deployment and the final stage of testing takes place in the environment that is not live: in this example, Green. Once you have deployed and fully tested the software in Green, you switch the router so all incoming requests now go to Green instead of Blue. Green is now live, and Blue is idle.

This technique can eliminate downtime due to application deployment. In addition, blue-green deployment reduces risk: if something unexpected happens with your new release on Green, you can immediately roll back to the last version by switching back to Blue.

**Note:** If your app uses a relational database, blue-green deployment can lead to discrepancies between your Green and Blue databases during an update. To maximize data integrity, configure a single database for backward and forward compatibility.

**Note:** You can adjust the route mapping pattern to display a static maintenance page during a maintenance window for time-consuming tasks, such as migrating a database. In this scenario, the router switches all incoming requests from Blue to Maintenance to Green.

## Blue-Green Deployment with Cloud Foundry Example

For this example, we'll start with a simple application: "demo-time." This app is a web page that displays the words "Blue time" and the date/time on the server.

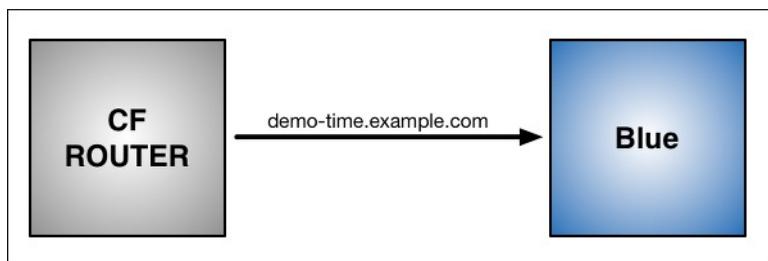
### Step 1: Push an App

Use the cf CLI to push the application. Name the application "Blue" with the subdomain "demo-time."

```
$ cf push Blue -n demo-time
```

As shown in the graphic below:

- Blue is now running on Cloud Foundry.
- The CF Router sends all traffic for `demo-time.example.com` traffic to Blue.



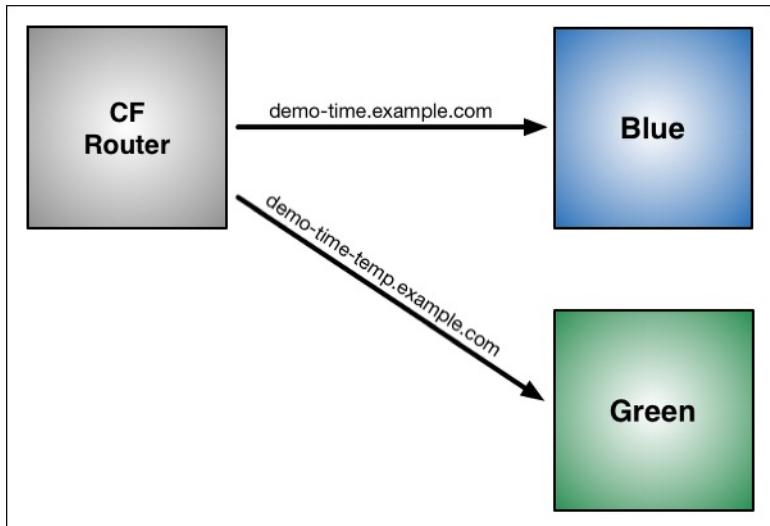
### Step 2: Update App and Push

Now make a change to the application. First, replace the word "Blue" on the web page with "Green," then rebuild the source file for the application. Run `cf push` again, but use the name "Green" for the application and provide a different subdomain to create a temporary route:

```
$ cf push Green -n demo-time-temp
```

After this push:

- Two instances of our application are now running on Cloud Foundry: the original Blue and the updated Green.
- The CF Router still sends all traffic for `demo-time.example.com` traffic to Blue. The router now also sends any traffic for `demo-time-temp.example.com` to Green.



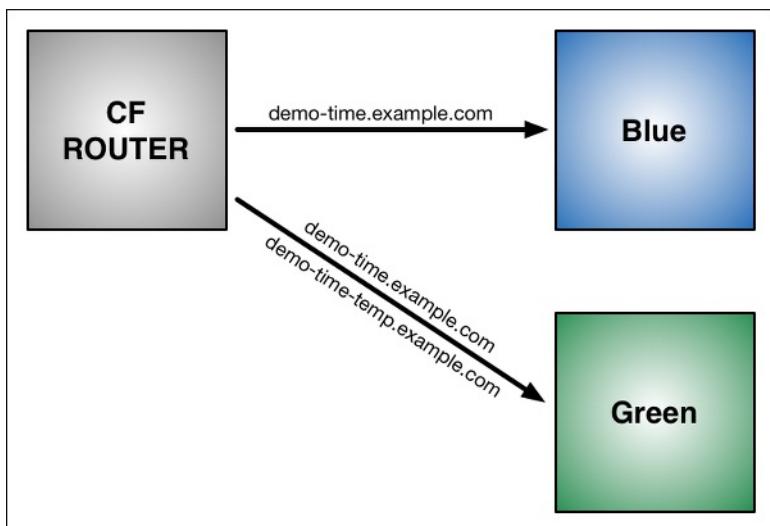
### Step 3: Map Original Route to Green

Now that both apps are up and running, switch the router so all incoming requests go to the Green app and the Blue app. Do this by mapping the original URL route (`demo-time.example.com`) to the Green application using the [cf map-route](#) command.

```
$ cf map-route Green example.com -n demo-time
Binding demo-time.example.com to Green... OK
```

After the `cf map-route` command :

- The CF Router continues to send traffic for `demo-time-temp.example.com` to Green.
- The CF Router immediately begins to load balance traffic for `demo-time.example.com` between Blue and Green.



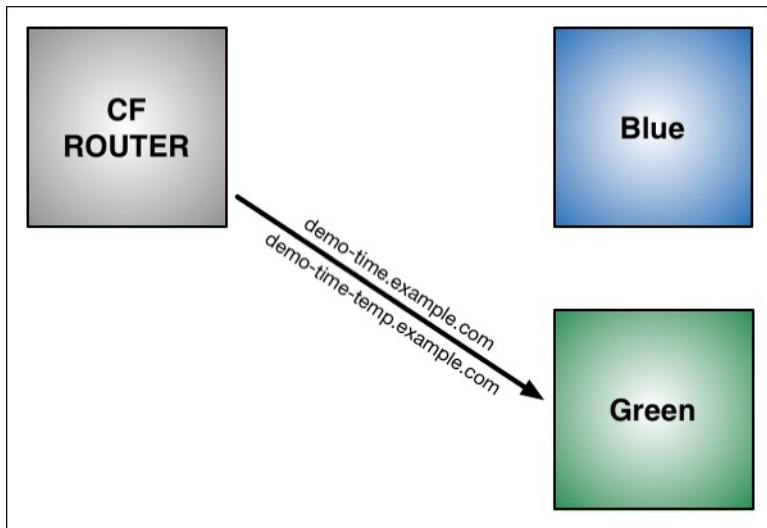
### Step 4: Unmap Route to Blue

Once you verify Green is running as expected, stop routing requests to Blue using the [cf unmap-route](#) command:

```
$ cf unmap-route Blue example.com -n demo-time
Unbinding demo-time.example.com from blue... OK
```

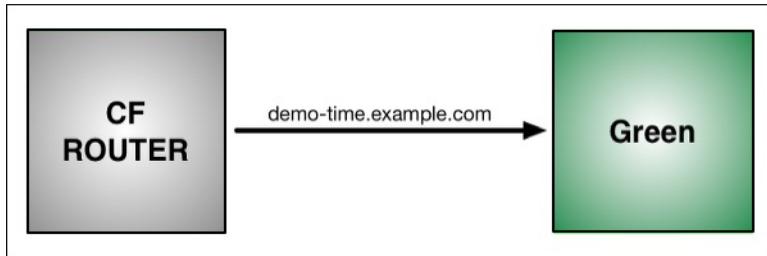
After `cf unmap-route` command:

- The CF Router stops sending traffic to Blue. Instead, it routes all traffic to `demo-time.example.com` to Green:



## Step 5: Remove Temporary Route to Green

You can now use `cf unmap-route` to remove the route to `demo-time-temp.example.com`. You can also decommission Blue, or keep it in case you need to roll back your changes.



## Implementations

Cloud Foundry community members have written plugins to automate the blue-green release process. These include:

- [Autopilot](#): Autopilot is a Cloud Foundry Go plugin that provides a subcommand, `zero-downtime-push`, for hands-off, zero-downtime application deploys.
- [BlueGreenDeploy](#): cf-blue-green-deploy is a plugin, written in Go, for the Cloud Foundry Command Line Interface (cf CLI) that automates a few steps involved in zero-downtime deploys.

## Troubleshooting Application Deployment and Health

Page last updated:

Refer to this topic for help diagnosing and resolving common issues when you deploy and run applications on Cloud Foundry.

### Common Issues

The following sections describe common issues you might encounter when attempting to deploy and run your application, and possible resolutions.

#### cf push Times Out

If your deployment times out during the upload or staging phase, you may receive one of the following error messages:

- `504 Gateway Timeout`
- `Error uploading application`
- `Timed out waiting for async job JOB-NAME to finish`

If this happens, do the following:

- **Check your network speed.** Depending on the size of your application, your `cf push` could be timing out because the upload is taking too long. We recommended an Internet connection speed of at least 768 KB/s (6 Mb/s) for uploads.
- **Make sure you are pushing only needed files.** By default, `cf push` will push all the contents of the current working directory. Make sure you are pushing only the directory for your application. If your application is too large, or if it has many small files, Cloud Foundry may time out during the upload. To reduce the number of files you are pushing, ensure that you push only the directory for your application, and remove unneeded files or use the `.cfignore` file to [specify excluded files](#).
- **Set the CF\_STAGING\_TIMEOUT and CF\_STARTUP\_TIMEOUT environment variables.** By default your app has 15 minutes to stage and 5 minutes to start. You can increase these times by setting `CF_STAGING_TIMEOUT` and `CF_STARTUP_TIMEOUT`. Type `cf help` at the command line for more information.
- **If your app contains a large number of files, try pushing the app repeatedly.** Each push uploads a few more files. Eventually, all files have uploaded and the push succeeds. This is less likely to work if your app has many small files.

#### App Too Large

If your application is too large, you may receive one of the following error messages on `cf push`:

- `413 Request Entity Too Large`
- `You have exceeded your organization's memory limit`

If this happens, do the following:

- **Make sure your org has enough memory for all instances of your app.** You will not be able to use more memory than is allocated for your organization. To view the memory quota for your org, use `cf org ORG_NAME`. Your total memory usage is the sum of the memory used by all applications in all spaces within the org. Each application's memory usage is the memory allocated to it multiplied by the number of instances. To view the memory usage of all the apps in a space, use `cf apps`.
- **Make sure your application is less than 1 GB.** By default, Cloud Foundry deploys all the contents of the current working directory. To reduce the number of files you are pushing, ensure that you push only the directory for your application, and remove unneeded files or use the `.cfignore` file to [specify excluded files](#). The following limits apply:
  - The app files to push cannot exceed 1 GB.
  - The droplet that results from compiling those files cannot exceed 1.5 GB. Droplets are typically a third larger than the pushed files.
  - The combined size of the app files, compiled droplet, and buildpack cache cannot total more than 4 GB of space during staging.

#### Unable to Detect a Supported Application Type

If Cloud Foundry cannot [identify an appropriate buildpack](#) for your app, you will see an error message that states

```
Unable to detect a supported application  
type
```

You can view what buildpacks are available with the `cf buildpacks` command.

If you see a buildpack that you believe should support your app, refer to the [buildpack documentation](#) for details about how that buildpack detects applications it supports.

If you do not see a buildpack for your app, you may still be able to push your application with a [custom buildpack](#) using `cf push -b` with a path to your buildpack.

## App Deploy Fails

Even when the deploy fails, the app might exist on Elastic Runtime. Run `cf apps` to review the apps in the currently targeted org and space. You might be able to correct the issue using the CLI or the [Apps Manager](#), or you might have to delete the app and redeploy.

Common reasons deploying an app fails include the following:

- You did not successfully create and bind a needed service instance to the app, such as a PostgreSQL or MongoDB service instance. Refer to Step 3: Create and Bind a Service Instance for a RoR Application.
- You did not successfully create a unique URL for the app. Refer to the troubleshooting tip App Requires Unique URL.

## App Requires Unique URL

Elastic Runtime requires that each app that you deploy has a unique URL. Otherwise, the new app URL collides with an existing app URL and Elastic Runtime cannot successfully deploy the app. You can resolve this issue by running `cf push` with either of the following flags to create a unique URL:

- `-n` to assign a different HOST name for the app.
- `--random-route` to create a URL that includes the app name and random words. Using this option might create a long URL, depending on the number of words that the app name includes.

## App Fails to Start

After `cf push` stages the app and uploads the droplet, the app may fail to start, commonly with a pattern of starting and crashing similar to the following example:

```
-----> Uploading droplet (23M)
...
0 of 1 instances running, 1 starting
0 of 1 instances running, 1 down
...
0 of 1 instances running, 1 failing
FAILED
Start unsuccessful
```

If this happens, try the following:

**Find the reason app is failing and modify your code.** Run `cf events APP-NAME` and `cf logs APP-NAME --recent` and look for messages similar to this:

```
2014-04-29T17:52:34.00-0700 app.crash index: 0, reason: CRASHED, exit_description: app instance exited, exit_status:  
1
```

These messages may identify a memory or port issue. If they do, take that as a starting point when you re-examine and fix your application code.

- **Make sure your application code uses the `PORT` environment variable.** Your application may be failing because it is listening on the wrong port. Instead of hard coding the port on which your application listens, use the `PORT` environment variable.

For example, this Ruby snippet assigns the port value to the `listen_here` variable:

```
listen_here =  
ENV['PORT']
```

For more examples specific to your application framework, see the appropriate [buildpacks documentation](#) for your app's language.

- **Make sure your app adheres to the principles of the [Twelve-Factor App](#) and [Prepare to Deploy an Application](#).** These texts explain how to prevent situations where your app builds locally but fails to build in the cloud.

## App consumes too much memory, then crashes

An app that `cf push` has uploaded and started can crash later if it uses too much memory.

**Make sure your app is not consuming more memory than it should.** When you ran `cf push` and `cf scale`, that configured a limit on the amount of memory your app should use. Check your app's actual memory usage. If it exceeds the limit, modify the app to use less memory.

## Routing Conflict

Elastic Runtime allows multiple apps, or versions of the same app, to be mapped to the same route. This feature enables Blue-Green deployment. For more information see [Using Blue-Green Deployment to Reduce Downtime and Risk](#)

Routing multiple apps to the same route may cause undesirable behavior in some situations by routing incoming requests randomly to one of the apps on the shared route.

If you suspect a routing conflict, run `cf routes` to check the routes in your installation.

If two apps share a route outside of a Blue-Green deploy strategy, choose one app to re-assign to a different route and follow the procedure below:

1. Run `cf unmap-route YOUR-APP-NAME OLD-ROUTE` to remove the existing route from that app.
2. Run `cf map-route YOUR-APP-NAME NEW-ROUTE` to map the app to a new, unique route.

## Gathering Diagnostic Information

Use the techniques in this section to gather diagnostic information and troubleshoot app deployment issues.

## Examining Environment Variables

`cf push` deploys your application to a container on the server. The environment variables in the container govern your application.

You can set environment variables in a manifest created before you deploy. See [Deploying with Application Manifests](#).

You can also set an environment variable with a `cf set-env` command followed by a `cf push` command. You must run `cf push` for the variable to take effect in the container environment.

Use the `cf env` command to view the environment variables that you have set using the `cf set-env` command and the variables in the container environment:

```
$ cf env my-app
Getting env variables for app my-app in org My-Org / space development as admin...
OK

System-Provided:
{
  "VCAP_SERVICES": {
    "p-mysql-n/a": [
      {
        "credentials": {
          "uri": "postgres://lraa:c6B-X@p-mysql[provider.example.com]:5432/lraa"
        },
        "label": "p-mysql-n/a",
        "name": "p-mysql",
        "syslog_drain_url": "",
        "tags": ["postgres", "postgresql", "relational"]
      }
    ]
  }
}

User-Provided:
my-env-var: 100
my-drain: http://drain.example.com
```

## View Logs

The command you use to view logs depends on which Cloud Foundry architecture you are using.

### DEA Architecture

To explore all logs available in the container, use the `cf files` command to view the log filenames, then view the log that interests you.

```
$ cf files my-app logs/
Getting files for app my-app in org my-org / space development as a.user@example.com...
OK

staging_task.log      844B
stderr.log            182B
stdout.log            0B

$ cf files my-app logs/stderr.log
Getting files for app my-app in org my-org / space development as a.user@example.com...
OK

[2014-01-27 20:21:58] INFO  WEBrick 1.3.1
[2014-01-27 20:21:58] INFO  ruby 1.9.3 (2013-11-22) [x86_64-linux]
[2014-01-27 20:21:58] INFO  WEBrick::HTTPServer#start: pid=31 port=64391
```

### Diego Architecture

To view app logs streamed in real-time, use the `cf logs APP-NAME` command.

To aggregate your app logs to view log history, bind your app to a syslog drain service. For more information, see [Streaming Application Logs to Log Management Services](#).

## Tracing Cloud Controller REST API Calls

If a command fails or produces unexpected results, re-run it with HTTP tracing enabled to view requests and responses between the cf CLI and the Cloud Controller REST API.

For example:

- Re-run `cf push` with `-v`:  
`cf push APP-NAME -v`

- Re-run `cf push` while appending API request diagnostics to a log file:

```
CF_TRACE=PATH-TO-TRACE.LOG cf push APP-NAME
```

These examples enable HTTP tracing for a single command only. To enable it for an entire shell session, set the variable first:

```
export  
CF_TRACE=true
```

```
export CF_TRACE=PATH-TO-TRACE.LOG
```

 **Note:** `CF_TRACE` is a local environment variable that modifies the behavior of the cf CLI. Do not confuse `CF_TRACE` with the [variables in the container environment](#) where your apps run.

## cf Troubleshooting Commands

You can investigate app deployment and health using the cf CLI.

Some of CLI commands may return connection credentials. Remove credentials and other sensitive information from command output before you post the output a public forum.

- `cf apps` : Returns a list of the applications deployed to the current space with deployment options, including the name, current state, number of instances, memory and disk allocations, and URLs of each application.
- `cf app APP-NAME` : Returns the health and status of each instance of a specific application in the current space, including instance ID number, current state, how long it has been running, and how much CPU, memory, and disk it is using.
- `cf env APP-NAME` : Returns environment variables set using `cf set-env` and variables existing in the container environment.
- `cf events APP-NAME` : Returns information about application crashes, including error codes. See <https://github.com/cloudfoundry/errors> for a list of Cloud Foundry errors. Shows that an app instance exited; for more detail, look in the application logs.
- `cf logs APP-NAME --recent` : Dumps recent logs. See [Viewing Logs in the Command Line Interface](#)
- `cf logs APP-NAME` : Returns a real-time stream of the application STDOUT and STDERR. Use **Ctrl-C** (^C) to exit the real-time stream.
- `cf files APP-NAME` : Lists the files in an application directory. Given a path to a file, outputs the contents of that file. Given a path to a subdirectory, lists the files within. Use this to [explore](#) individual logs.

 **Note:** Your application should direct its logs to STDOUT and STDERR. The `cf logs` command also returns messages from any [log4j](#) facility that you configure to send logs to STDOUT.

## Accessing Apps with SSH

If you need to troubleshoot an instance of an app, you can gain SSH access to the app with the Diego proxy and daemon. See the Diego SSH topic for details on [SSH configuration and procedures](#).

## Application SSH Overview

Page last updated:

This topic introduces SSH configuration for applications in your Elastic Runtime deployment.

If you need to troubleshoot an instance of an app, you can gain SSH access to the app using the SSH proxy and daemon.

For example, one of your app instances may be unresponsive, or the log output from the app may be inconsistent or incomplete. You can SSH into the individual VM that runs the problem instance in order to troubleshoot.

## SSH Access Control Hierarchy

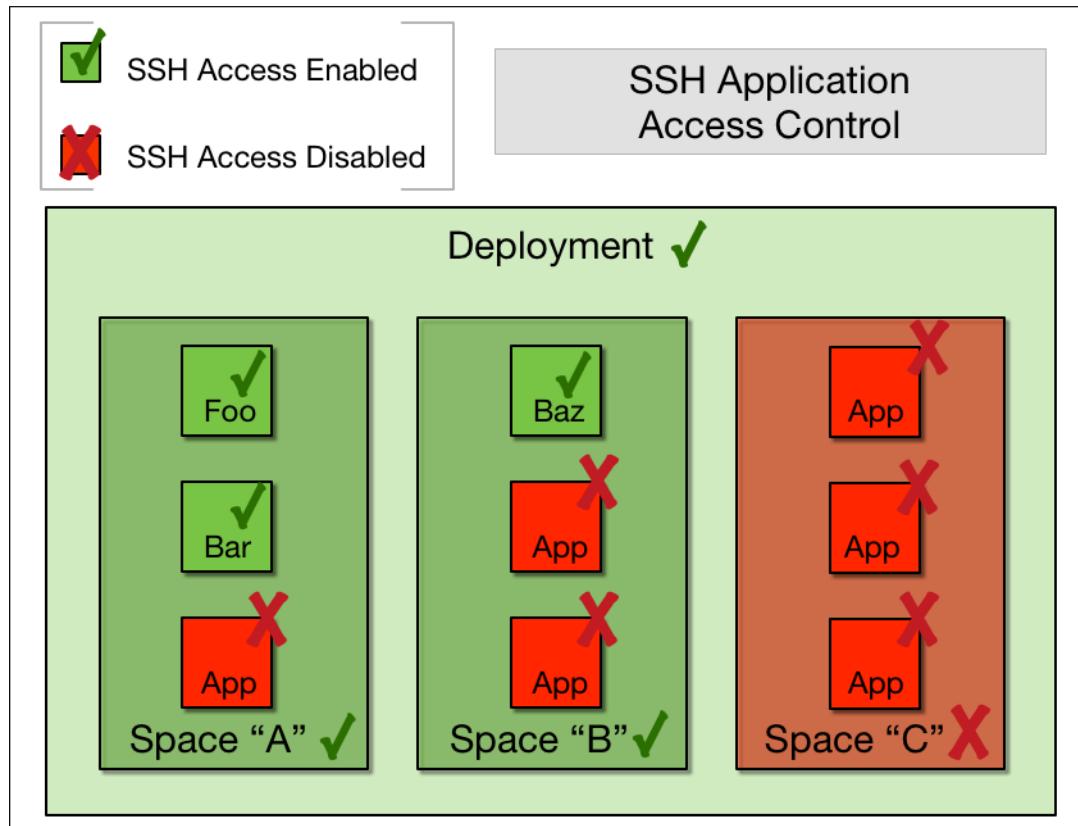
Operators, space administrators, and developers can configure SSH access for Elastic Runtime, spaces, and apps as described in this table:

User Role	Scope of SSH Permissions Control	How They Define SSH Permissions
Operator	Entire deployment	Configure the deployment to allow or prohibit SSH access (one-time)
Space Administrator	Space	cf CLI <a href="#">allow-space-ssh</a> and <a href="#">disallow-space-ssh</a> commands
Developer	Application	cf CLI <a href="#">enable-ssh</a> and <a href="#">disable-ssh</a> commands

An application is SSH-accessible only if operators, space administrators, and developers all grant SSH access at their respective levels. For example, the image below shows a deployment where:

- An operator allowed SSH access at the deployment level.
- A space administrator allowed SSH access for applications running in spaces “A” and “B” but not “C.”
- A developer enabled SSH access for applications that include “Foo,” “Bar,” and “Baz.”

As a result, apps “Foo,” “Bar,” and “Baz” accept SSH requests.



## SSH Access for Apps and Spaces

Administrators and application developers can configure SSH access from the command line. The cf CLI also includes commands to return the value of the SSH access setting. See the [Accessing Apps with Diego SSH](#) topic to use and configure SSH at both the application level and the space level.

## Configuring SSH Access for Elastic Runtime

Pivotal Cloud Foundry deployments control SSH access to apps at the Elastic Runtime level. Additionally, Cloud Foundry supports load balancing of SSH sessions with your load balancer. The [Configuring SSH Access](#) topic describes how to set SSH access for your deployment.

## Understanding SSH Access

The SSH system components include the SSH proxy and daemon, and the system also supports authentication, and load balancing of incoming SSH traffic. The [Understanding SSH](#) topic provides a conceptual overview.

## Accessing Apps with SSH

Page last updated:

This page assumes you are using cf CLI v6.13.0 or later.

The cf CLI lets you securely log into remote host VMs running Elastic Runtime application instances. This topic describes the commands that enable SSH access to applications, and enable, disable, and check permissions for such access.

Under the hood, the cf CLI looks up the `app_ssh_oauth_client` identifier in the Cloud Controller `/v2/info` endpoint, and uses this identifier it to query the UAA server for an SSH authorization code. On the target VM side, the SSH proxy contacts the Cloud Controller via the `app_ssh_endpoint` listed in `/v2/info` to confirm permission for SSH access.

## Application SSH Commands

cf CLI Command	Purpose
<code>cf enable-ssh</code> <code>cf disable-ssh</code> <code>cf allow-space-ssh</code> <code>cf disallow-space-ssh</code>	Enable and Disable SSH Access
<code>cf ssh-enabled</code> <code>cf space-ssh-allowed</code>	Check SSH Access Permissions
<code>cf ssh</code>	Securely log into an application container.
<code>cf ssh-code</code>	Enable secure login to an application container using non-CF SSH tools like <code>ssh</code> , <code>scp</code> , and <code>sftp</code> .

## Enabling and Disabling SSH Access

A cloud operator can deploy Elastic Runtime to either allow or prohibit Application SSH across the entire deployment.

Within a deployment that permits SSH access to applications, developers can enable or disable SSH access to individual applications. Space administrators can blanket allow or disallow SSH access to all apps running within a space.

### Configuring SSH Access at the Application Level

`cf enable-ssh` enables SSH access to all instances of an app:

```
$ cf enable-ssh MY-AWESOME-APP
```

`cf disable-ssh` disables SSH access to all instances of an app:

```
$ cf disable-ssh MY-AWESOME-APP
```

### Configuring SSH Access at the Space Level

`cf allow-space-ssh` allows SSH access into all apps in a space:

```
$ cf allow-space-ssh SPACE-NAME
```

`cf disallow-space-ssh` disallows SSH access into all apps in a space:

```
$ cf disallow-space-ssh SPACE-NAME
```

## Checking SSH Permissions

`cf ssh-enabled` checks whether an app is accessible with SSH:

```
$ cf ssh-enabled MY-AWESOME-APP  
ssh support is disabled for 'MY-AWESOME-APP'
```

`cf space-ssh-allowed` checks whether all apps running within a space are accessible with SSH:

```
$ cf space-ssh-allowed SPACE-NAME  
ssh support is enabled in space 'SPACE-NAME'
```

## Logging Into an Application Container with cf SSH

If SSH access is allowed at the deployment, space, and application level, you can run `cf ssh APP-NAME` from the cf CLI to start an interactive SSH session with a VM hosting an application. By default, it accesses the container running first instance of the application, the instance with index 0.

```
$ cf ssh MY-AWESOME-APP
```

## Common cf SSH Flags

You can tailor `cf ssh` commands with the following flags, most of which mimic flags for the Unix/Linux `ssh` command. See `cf ssh --help` for more details.

- The `-i` flag targets a specific instance of an application. To log into the VM container hosting the third instance (index=2) of MY-AWESOME-APP, run:

```
$ cf ssh MY-AWESOME-APP -i 2
```

- The `-L` flag enables local port forwarding, binding an output port on your machine to an input port on the application VM. Pass in a local port, and your application VM port and port number, all colon delimited. Optionally, you can also prepend your local network interface, or it defaults to `localhost`.

```
$ cf ssh MY-AWESOME-APP -L [LOCAL-NETWORK-INTERFACE]:LOCAL-PORT:REMOTE-HOST-NAME:REMOTE-HOST-PORT
```

- The `-N` flag skips returning a command prompt on the remote machine. This sets up local port forwarding if you do not need to execute commands on the host VM.
- The `-t`, `-tt`, and `-T` flags let you run an SSH session in pseudo-tty mode rather than generate terminal line output.

## SSH Session Environment

If you want the environment of your interactive SSH session to match the environment of your buildpack-based app, with the same environment variables and working directory, run the following after starting the session:

```
export HOME=/home/vcap/app  
export TMPDIR=/home/vcap/tmp  
cd /home/vcap/app
```

Before running the next command, check the contents of the files in both the `/home/vcap/app/.profile` and `/home/vcap/app/.profile.d` directories to make sure they will not perform any actions that are undesirable for your running app. The `.profile.d` directory contains buildpack-specific initialization tasks, and the `.profile` file contains application-specific initialization tasks.

```
source /home/vcap/app/.profile.d/*.sh  
source /home/vcap/app/.profile
```

If the `.profile` and `.profile.d` scripts do alter your instance in undesirable ways, you should use discretion in running only the commands from them

that you need for environmental setup.

Note also that even after running the above commands, the value of the `VCAP_APPLICATION` environment variable will differ slightly from its value in the environment of the app process, as it will not have the `host`, `instance_id`, `instance_index`, or `port` fields set. These fields are available in other environment variables, as described in the [VCAP\\_APPLICATION](#) documentation.

## Application SSH Access without cf CLI

In addition to `cf ssh`, you can use other SSH clients such as `ssh`, `scp`, or `sftp` to access your application, as long as you have SSH permissions.

To securely connect to an application instance, you log in with a specially-formed username that passes information to the SSH proxy running on the host VM. For the password, you use a one-time SSH authorization code generated by `cf ssh-code`. Here is the full procedure:

1. Run `cf app MY-AWESOME-APP --guid` and record the GUID of your target app.

```
$ cf app MY-AWESOME-APP --guid
d0a2e11d-e6ca-4120-b32d-140c356906a5
```

2. Query the `/v2/info` endpoint of your deployment's Cloud Controller. Record the domain name and port of the `app_ssh_endpoint` field. Also note the `app_ssh_host_key_fingerprint` field, which you will compare with the fingerprint returned by the SSH proxy on your target VM.

```
$ cf curl /v2/info
{
...
"app_ssh_endpoint": "ssh.MY-DOMAIN.com:2222",
"app_ssh_host_key_fingerprint": "a6:14:c0:ea:42:07:b2:f7:53:2c:0b:60:e0:00:21:6c",
...
}
```

3. Run `cf ssh-code` to obtain a one-time authorization code that substitutes for an SSH password. Or you can run `cf ssh-code | pbcopy` to automatically copy the code to the clipboard.

```
$ cf ssh-code
E1x89n
```

4. Run your `ssh` or other command to connect to the application instance. For the username, use a string of the form `cf:APP-GUID/APP-INSTANCE-INDEX@SSH-ENDPOINT`, where APP-GUID and SSH-ENDPOINT come from the previous steps. For the port number, pass in the SSH-PORT also recorded above. APP-INSTANCE-INDEX is the index of the instance you want to access.

With the above example, you `ssh` into the container hosting the first instance of your app by running:

```
$ ssh -p 2222 cf:d0a2e11d-e6ca-4120-b32d-140c356906a5/0@ssh.MY-DOMAIN.com
```

Or you can use `scp` to transfer files by running:

```
$ scp -P 2222 -o User=cf:d0a2e11d-e6ca-4120-b32d-140c356906a5/0 ssh.MY-DOMAIN.com:REMOTE-FILE TO RETRIEVE LOCAL-FILE-DESTINATION
```

5. When the SSH proxy reports its RSA fingerprint, confirm that it matches the `app_ssh_host_key_fingerprint` recorded above. When prompted for a password, paste in the authorization code that `cf ssh-code` returned.

```
$ ssh -p 2222 cf:d0a2e11d-e6ca-4120-b32d-140c356906a5/0@ssh.MY-DOMAIN.com
The authenticity of host '[ssh.MY-DOMAIN.com]:2222 ([203.0.113.5]:2222)' can't be established.
RSA key fingerprint is a6:14:c0:ea:42:07:b2:f7:53:2c:0b:60:e0:00:21:6c.
Are you sure you want to continue connecting (yes/no)? yes
Warning: Permanently added '[ssh.MY-DOMAIN.com]:2222 [203.0.113.5]:2222' (RSA) to the list of known hosts.
cf:d0a2e11d-e6ca-4120-b32d-140@ssh.ketchup.cf-app.com's password:
vcap@ce4f5164kws:~$
```

6. That's it. You're in!

## Proxy to Container Authentication

A second layer of SSH security runs within each container. When the SSH proxy attempts to handshake with the SSH daemon inside the target container, it uses the following fields associated with the `diego-ssh` key in its route to the application instance. This inner layer works invisibly and requires no user action, but is described here to complete the SSH security picture.

## C<sub>ONTAINER</sub>\_P<sub>ORT</sub> (required)

`container_port` indicates which port inside the container the SSH daemon is listening on. The proxy attempts to connect to host side mapping of this port after authenticating the client.

## H<sub>OST</sub>\_FINGERPRINT (optional)

When present, `host_fingerprint` declares the expected fingerprint of the SSH daemon's host public key. When the fingerprint of the actual target's host key does not match the expected fingerprint, the connection is terminated. The fingerprint should only contain the hex string generated by

```
ssh-keygen -l
```

## U<sub>SER</sub> (optional)

`user` declares the user ID to use during authentication with the container's SSH daemon. While this is not a required part of the routing data, it is required for password authentication and may be required for public key authentication.

## P<sub>ASSWORD</sub> (optional)

`password` declares the password to use during password authentication with the container's ssh daemon.

## P<sub>RIVATE</sub>\_K<sub>EY</sub> (optional)

`private_key` declares the private key to use when authenticating with the container's SSH daemon. If present, the key must be a PEM encoded RSA or DSA public key.

## Example Application Process

```
{
  "process_guid": "ssh-process-guid",
  "domain": "ssh-experiments",
  "rootfs": "preloaded:cflinuxfs2",
  "instances": 1,
  "start_timeout": 30,
  "setup": {
    "download": {
      "artifact": "diego-sshd",
      "from": "http://file-server.service.cf.internal.example.com:8080/v1/static/diego-sshd/diego-sshd.tgz",
      "to": "/tmp",
      "cache_key": "diego-sshd"
    }
  },
  "action": {
    "run": {
      "path": "/tmp/diego-sshd",
      "args": [
        "-address=0.0.0.0:2222",
        "-authorizedKey=ssh-rsa ..."
      ],
      "env": [],
      "resource_limits": {}
    }
  },
  "ports": [ 2222 ],
  "routes": {
    "diego-ssh": {
      "container_port": 2222,
      "private_key": "PEM encoded PKCS#1 private key"
    }
  }
}
```

## Daemon discovery

To be accessible via the SSH proxy, containers must host an SSH daemon, expose it via a mapped port, and advertise the port in `diego-ssh` route. If a proxy cannot find the target process or a route, user authentication fails.

```
"routes": {
  "diego-ssh": { "container_port": 2222 }
}
```

The Diego system generates the appropriate process definitions for Elastic Runtime applications which reflect the policies that are in effect.

## Accessing Services with SSH

Page last updated:

This page assumes you are using [cf CLI v6.15.0](#) or later.

This topic describes how to gain direct command line access to your deployed service instance. For example, you may need access to your database to execute raw SQL commands to edit the schema, import and export data, or debug application data issues.

To establish direct command line access to a service, you deploy a host app and utilize its SSH and port forwarding features to communicate with the service instance through the app container. The technique outlined below works with any TCP service, such as MySQL or Redis.

### Create a Service Instance

In your terminal window, log in to your deployment with [cf login](#).

1. List the marketplace services installed as product tiles on your Pivotal Cloud Foundry (PCF) Ops Manager. See the [Adding and Deleting Products](#) topic if you need to add the service as a tile. In this example, we create a p-mysql service instance.

```
$ cf marketplace  
p-mysql 100mb MySQL databases on demand
```

2. Create your service instance. As part of the [create-service](#) command, indicate the service name, the service plan, and the name you choose for your service instance.

```
$ cf create-service p-mysql 100mb MY-DB
```

### Push Your Host App

To push an app that will act as the host for the SSH tunnel, push any app that will successfully deploy to Elastic Runtime.

 **Note:** Your app must be prepared before you push it. See the [Deploy an Application](#) topic for details on preparing apps for deployment.

1. Push your app.

```
$ cf push YOUR-HOST-APP
```

2. Enable SSH for your app.

```
$ cf enable-ssh YOUR-HOST-APP
```

 **Note:** In order to enable SSH access to your app, SSH access must also be enabled for both the space that contains the app and Elastic Runtime. See the [Application SSH Overview](#) topic for further details.

### Create Your Service Key

To establish SSH access to your service instance, you need to create a service key that contains critical information for configuring your SSH tunnel.

1. Create a service key for your service instance using the [cf create-service-key](#) command.

```
$ cf create-service-key MY-DB EXTERNAL-ACCESS-KEY
```

2. Retrieve your new service key using the [cf service-key](#) command.

```
$ cf service-key MY-DB EXTERNAL-ACCESS-KEY
Getting key EXTERNAL-ACCESS-KEY for service instance MY-DB as user@example.com

{
  "hostname": "us-cdbr-iron-east-01.p-mysql.net",
  "jdbcUrl": "jdbc:mysql://us-cdbr-iron-east-03.p-mysql.net/ad_b2fca6t49704585d?user=b5136e448be920&password=231f435o05",
  "name": "ad_b2fca6t49704585d",
  "password": "231f435o05",
  "port": "3306",
  "uri": "mysql://b5136e448be920:231f435o05@us-cdbr-iron-east-03.p-mysql.net:3306/ad_b2fca6t49704585d?reconnect=true",
  "username": "b5136e448be920"
}
```

## Configure Your SSH Tunnel

Configure an SSH tunnel to your service instance using [cf ssh](#). Tailor the example command below with information from your service key.

```
$ cf ssh -N -L 63306:us-cdbr-iron-east-01.p-mysql.net:3306 spring-music
```

- Use any available local port for port forwarding. For example, `63306`.
- Replace `us-cdbr-iron-east-01.p-mysql.net` with the address provided under `hostname` in the service key retrieved above.
- Replace `3306` with the port provided under `port` above.
- Replace `spring-music` with the name of your host app.

 **Note:** Because the SSH tunnel may time out, run `cf ssh` in the foreground and restart it if it exits.

## Access Your Service Instance

To establish direct command-line access to your service instance, use the relevant command line tool for that service. This example uses the MySQL command line client to access the p-mysql service instance.

```
$ mysql -u b5136e448be920 -h 0 -p -D ad_b2fca6t49704585d -P 63306
```

- Replace `b5136e448be920` with the username provided under `username` in your service key.
- `-h 0` indicates to `mysql` to connect to your local machine.
- `-p` indicates to `mysql` to prompt for a password. When prompted, use the password provided under `password` in your service key.
- Replace `ad_b2fca6t49704585d` with the database name provided under `name` in your service key.
- `-P 63306` indicates to `mysql` to connect on port 63306.

## Trusted System Certificates

**Page last updated:**

The Cloud Foundry Administrator can deploy a set of trusted system certificates to be made available in Linux-based application instances running on the Diego backend. Such instances include buildpack-based apps using the cflinuxfs2 stack and Docker-image-based apps. If the administrator has configured these certificates, they will be available inside the instance containers as files with extension `.crt` in the read-only `/etc/cf-system-certificates` directory. For cflinuxfs2-based apps, these certificates will also be installed directly in the `/etc/ssl/certs` directory, and so will be available automatically to libraries such as `openssl` that respect that trust store.

## Delivering Service Credentials to an Application

Page last updated:

This topic describes binding applications to service instances for the purpose of generating credentials and delivering them to applications. For an overview of services, and documentation on other service management operations, see [Using Services](#). If you are interested in building Services for Cloud Foundry and making them available to end users, see the [Custom Services](#) documentation.

### Bind a Service Instance

Binding a service instance to your application triggers credentials to be provisioned for the service instance and delivered to the application runtime in the `VCAP_SERVICES` environment variable. For details on consuming these credentials with your application, see [Using Bound Service Instances](#).

Not all services support binding, as some services deliver value to users directly without integration with an application. In many cases binding credentials are unique to an application, and another app bound to the same service instance would receive different credentials; however this depends on the service.

```
$ cf bind-service my-app mydb  
Binding service mydb to my-app in org my-org / space test as me@example.com...  
OK  
TIP: Use 'cf push' to ensure your env variable changes take effect  
  
$ cf restart my-app
```

 **Note:** You must restart or in some cases re-push your application for changes to be applied to the `VCAP_SERVICES` environment variable and for the application to recognize these changes.

### Arbitrary Parameters

*Arbitrary parameters require cf CLI v6.12.1+*

Some services support additional configuration parameters with the bind request. These parameters are passed in a valid JSON object containing service-specific configuration parameters, provided either in-line or in a file. For a list of supported configuration parameters, see documentation for the particular service offering.

```
$ cf bind-service rails-sample my-db -c '{"role":"read-only"}'  
Binding service my-db to app rails-sample in org console / space development as user@example.com...  
OK  
  
$ cf bind-service rails-sample my-db -c /tmp/config.json  
Binding service my-db to app rails-sample in org console / space development as user@example.com... OK
```

### Binding with Application Manifest

As an alternative to binding a service instance after pushing an application, you can use the application manifest to bind the service instance during push. As of cf CLI v6.12.1, [Arbitrary Parameters](#) are not supported in application manifests.

The following excerpt from an application manifest would bind a service instance called `test-mysql-01` to the application on push.

```
services:  
- test-mysql-01
```

The following excerpt from the `cf push` command and response demonstrates that the cf CLI reads the manifest and binds the service instance to an app called `test-msg-app`.

```
$ cf push  
Using manifest file /Users/Bob/test-apps/test-msg-app/manifest.yml  
...  
Binding service test-mysql-01 to test-msg-app in org My-Org / space development as Bob@shared-domain.example.com  
OK
```

For more information about application manifests, see [Deploying with Application Manifests](#).

## Using Bound Service Instances

Once you have a service instance created and bound to your application, you need to configure the application to dynamically fetch the credentials for your service instance. The [VCAP\\_SERVICES](#) environment variable contains credentials and additional metadata for all bound service instances. There are two methods developers can leverage to have their applications consume binding credentials.

- **Parse the JSON yourself:** See the documentation for [VCAP\\_SERVICES](#). Helper libraries are available for some frameworks.
- **Auto-configuration:** Some buildpacks create a service connection for you by creating additional environment variables, updating config files, or passing system parameters to the JVM.

For details on consuming credentials specific to your development framework, refer to the Service Binding section in the documentation for [your framework's buildpack](#).

## Update Service Credentials

To update your service credentials, perform the following steps:

1. [Unbind the service instance](#) using the credentials you are updating with the following command:

```
$ cf unbind-service YOUR-APP YOUR-SERVICE-INSTANCE
```

2. [Bind the service instance](#) with the following command. This adds your credentials to the [VCAP\\_SERVICES](#) environment variable.

```
$ cf bind-service YOUR-APP YOUR-SERVICE-INSTANCE
```

3. Restart or re-push the application bound to the service instance so that the application recognizes your environment variable updates.

## Unbind a Service Instance

Unbinding a service removes the credentials created for your application from the [VCAP\\_SERVICES](#) environment variable.

```
$ cf unbind-service my-app mydb  
Unbinding app my-app from service mydb in org my-org / space test as me@example.com...  
OK
```

 **Note:** You must restart or in some cases re-push your application for changes to be applied to the [VCAP\\_SERVICES](#) environment variable and for the application to recognize these changes.

## Managing Service Instances with the CLI

Page last updated:

This topic describes lifecycle operations for service instances, including creating, updating, and deleting. For an overview of services, and documentation on other service management operations, see [Using Services](#). If you are interested in building Services for Cloud Foundry and making them available to end users, see the [Custom Services](#) documentation.

### List Marketplace Services

After targeting and logging into Cloud Foundry, you can view what services are available to your targeted organization with the command

```
cf marketplace
```

Available services may differ between organizations and between Cloud Foundry marketplaces.

```
$ cf marketplace
Getting services from marketplace in org my-org / space test as me@example.com...
OK

service      plans      description
p-mysql     100mb, 1gb   A DBaaS
p-riakcs    developer   An S3-compatible object store
```

### Creating Service Instances

You can create a service instance with the command:

```
cf create-service SERVICE PLAN
SERVICE_INSTANCE
```

- SERVICE** The service you choose.
- PLAN** Service plans are a way for providers to offer varying levels of resources or features for the same service.
- SERVICE\_INSTANCE** A name you provide for your service instance. This is an alias for the instance which is meaningful to you. Use any series of alpha-numeric characters, hyphens (-), and underscores (\_). You can rename the instance at any time.

```
$ cf create-service rabbitmq small-plan my_rabbitmq
Creating service my_rabbitmq in org console / space development as user@example.com...
OK
```

 **Note:** [User Provided Service Instances](#) provide a way for developers to bind applications with services that are not available in their Cloud Foundry marketplace.

### Arbitrary Parameters

*Arbitrary parameters require cf CLI v6.12.1+*

Some services support additional configuration parameters with the provision request. These parameters are passed in a valid JSON object containing service-specific configuration parameters, provided either in-line or in a file. For a list of supported configuration parameters, see documentation for the particular service offering.

```
$ cf create-service my-db-service small-plan my-db -c '{"storage_gb":4}'
Creating service my-db in org console / space development as user@example.com...
OK
```

```
$ cf create-service my-db-service small-plan my-db -c /tmp/config.json
Creating service my-db in org console / space development as user@example.com...
OK
```

## Instance Tags

*Instance tags require cf CLI v6.12.1+*

Some services provide a list of tags that Cloud Foundry delivers in the [VCAP\\_SERVICES Environment Variable](#). These tags provide developers with a more generic way for applications to parse `VCAP_SERVICES` for credentials. Developers may provide their own tags when creating a service instance by including a comma-separated list of tags with the `-t` flag.

```
$ cf create-service my-db-service small-plan my-db -t "prod, workers"
```

```
Creating service my-db in org console / space development as user@example.com...
```

```
OK
```

## List Service Instances

You can list the service instances in your targeted space with the command `cf services`. The output includes any bound apps, along with the state of the last requested operation for the service instance.

```
$ cf services
```

```
Getting services in org my-org / space test as user@example.com...
```

```
OK
```

name	service	plan	bound apps	last operation
mybucket	p-riakcs	developer	myapp	create succeeded
mydb	p-mysql	100mb		create succeeded

## Get Details for a Particular Service Instance

Details include dashboard urls, if applicable, and operation start and last updated timestamps.

```
$ cf service mydb
```

```
Service instance: mydb
Service: p-mysql
Plan: 100mb
Description: MySQL databases on demand
Documentation url:
Dashboard: https://p-mysql.example.com/manage/instances/cc4eab9d-aff4-4beb-bc46-123f2a02def1

Last Operation
Status: create succeeded
Message:
Started: 2015-05-08T22:59:07Z
Updated: 2015-05-18T22:01:26Z
```

## Bind a Service Instance

Depending on the service, you can bind service instances to applications and/or routes.

Not all services support binding, as some services deliver value to users directly without integration with Cloud Foundry, such as SaaS applications.

## Bind a Service Instance to an Application

Depending on the service, binding a service instance to your application may deliver credentials for the service instance to the application. See the [Delivering Service Credentials to an Application](#) topic for more information. Binding a service instance to an application may also trigger application logs to be streamed to the service instance. For more information, see [Streaming Application Logs to Log Management Services](#).

```
$ cf bind-service my-app mydb
Binding service mydb to my-app in org my-org / space test as me@example.com...
OK
TIP: Use 'cf push' to ensure your env variable changes take effect

$ cf restart my-app
```

 **Note:** You must restart or in some cases re-push your application for changes to be applied to the `VCAP_SERVICES` environment variable and for the application to recognize these changes.

## Binding with Application Manifest

As an alternative to binding a service instance to an application after pushing an application, you can use the application manifest to bind the service instance during push. As of cf CLI v6.12.1, [Arbitrary Parameters](#) are not supported in application manifests. Using the manifest to bind service instances to routes is also not supported.

The following excerpt from an application manifest binds a service instance called `test-mysql-01` to the application on push.

```
services:
- test-mysql-01
```

The following excerpt from the `cf push` command and response demonstrates that the cf CLI reads the manifest and binds the service instance to an app called `test-msg-app`.

```
$ cf push
Using manifest file /Users/Bob/test-apps/test-msg-app/manifest.yml

...
Binding service test-mysql-01 to test-msg-app in org My-Org / space development as Bob@example.com
OK
```

For more information about application manifests, see [Deploying with Application Manifests](#).

## Bind a Service Instance to a Route

Binding a service instance to a route will cause application requests and responses to be proxied through the service instance, where it may be used to transform or intermediate requests. For more information, see [Manage Application Requests with Route Services](#).

```
$ cf bind-route-service shared-domain.example.com --hostname my-app my-service-instance
Binding route my-app.shared-domain.example.com to service instance my-service-instance in org my-org / space test as me@example.com...
OK
```

Restaging your application is not required.

## Arbitrary Parameters

*Arbitrary parameters require cf CLI v6.12.1+*

Some services support additional configuration parameters with the bind request. These parameters are passed in a valid JSON object containing service-specific configuration parameters, provided either in-line or in a file. For a list of supported configuration parameters, see documentation for the particular service offering.

```
$ cf bind-service rails-sample my-db -c '{"role":"read-only"}'
Binding service my-db to app rails-sample in org console / space development as user@example.com...
OK

$ cf bind-service rails-sample my-db -c /tmp/config.json
Binding service my-db to app rails-sample in org console / space development as user@example.com... OK
```

## Unbind a Service Instance

### Unbind a Service Instance from an Application

Unbinding a service instance from an application removes the credentials created for your application from the `VCAP_SERVICES` environment variable.

```
$ cf unbind-service my-app mydb  
Unbinding app my-app from service mydb in org my-org / space test as me@example.com...  
OK
```

 **Note:** You must restart or in some cases re-push your application for changes to be applied to the `VCAP_SERVICES` environment variable and for the application to recognize these changes.

### Unbind a Service Instance from a Route

Unbinding a service instance from a route will result in requests and responses no longer being proxied through the service instance. For more information, see [Manage Application Requests with Route Services](#).

 **Note:** If your bound service instance is providing security features, like authorization, unbinding the service instance may leave your application vulnerable.

```
$ cf unbind-route-service shared-domain.example.com --hostname my-app my-service-instance  
Unbinding may leave apps mapped to route my-app.shared-domain.example.com vulnerable; e.g. if service instance my-service-instance provides authentication. Do you want to proceed?> y  
Unbinding route my-app.shared-domain.example.com from service instance my-service-instance n org my-org / space test as me@example.com...  
OK
```

Restaging your application is not required.

## Rename a Service Instance

You can change the name given to a service instance. Keep in mind that upon restarting any bound applications, the name of the instance will change in the `VCAP_SERVICES` environment variable. If your application depends on the instance name for discovering credentials, changing the name could break your application's use of the service instance.

```
$ cf rename-service mydb mydb1  
Renaming service mydb to mydb1 in org my-org / space test as me@example.com...  
OK
```

## Update a Service Instance

### Upgrade/Downgrade Service Plan

*Changing a plan requires cf CLI v6.7+ and cf-release v192+*

By updating the service plan for an instance, users can effectively upgrade and downgrade their service instance to other service plans. Though the platform and CLI now support this feature, services must expressly implement support for it so not all services will. Further, a service might support updating between some plans but not others. For instance, a service might support updating a plan where only a logical change is required, but not where data migration is necessary. In either case, users can expect to see a meaningful error when plan update is not supported.

```
$ cf update-service mydb -p new-plan  
Updating service instance mydb as me@example.com...  
OK
```

## Arbitrary Parameters

*Arbitrary parameters require cf CLI v6.12.1+*

Some services support additional configuration parameters with the update request. These parameters are passed in a valid JSON object containing service-specific configuration parameters, provided either in-line or in a file. For a list of supported configuration parameters, see documentation for the particular service offering.

```
$ cf update-service mydb -c '{"storage_gb":4}'  
Updating service instance mydb as me@example.com...
```

```
$ cf update-service mydb -c /tmp/config.json  
Updating service instance mydb as me@example.com...
```

## Instance Tags

*Instance tags require cf CLI v6.12.1+*

Some services provide a list of tags that Cloud Foundry delivers in the [VCAP\\_SERVICES Environment Variable](#). These tags provide developers with a more generic way for applications to parse `VCAP_SERVICES` for credentials. Developers may provide their own tags when creating a service instance by including a comma-separated list of tags with the `-t` flag.

```
$ cf update-service my-db -t "staging, web"  
Updating service my-db in org console / space development as user@example.com...  
OK
```

## Delete a Service Instance

Deleting a service instance deprovisions the service instance and deletes all data associated with the service instance.

```
$ cf delete-service mydb  
Are you sure you want to delete the service mydb ? y  
Deleting service mydb in org my-org / space test as me@example.com...  
OK
```

## Managing Service Keys

Page last updated:

This topic describes managing service instance credentials manually with service keys. You can use service keys to connect to a service instance from a local client, or from an app that is not deployed by Cloud Foundry. Create, list, retrieve, and delete service keys using the Cloud Foundry Command Line Interface (cf CLI).

 **Note:** Not all services support service keys. Some services support credentials through [application binding](#) only.

### Create a Service Key

To generate credentials for a service instance, use the `cf create-service-key` command:

```
$ cf create-service-key MY-SERVICE MY-KEY  
Creating service key MY-KEY for service instance MY as me@example.com...  
OK
```

Use the `-c` flag to provide service-specific configuration parameters in a valid JSON object, either in-line or in a file.

To provide the JSON object in-line, use the following format:

```
$ cf create-service-key MY-SERVICE MY-KEY -c '{"permissions": "read-only"}'  
Creating service key MY-KEY for service instance MY-SERVICE as me@example.com...  
OK
```

To provide the JSON object as a file, give the absolute or relative path to your JSON file:

```
$ cf create-service-key MY-SERVICE MY-KEY -c PATH-TO-JSON-FILE  
Creating service key MY-KEY for service instance MY-SERVICE as me@example.com...  
OK
```

### List Service Keys for a Service Instance

To list service keys for a service instance, use the `cf service-keys` command:

```
$ cf service-keys MY-SERVICE  
Getting service keys for service instance MY-SERVICE as me@example.com...  
  
name  
mykey1  
mykey2
```

### Get Credentials for a Service Key

To retrieve credentials for a service key, use the `cf service-key` command:

```
$ cf service-key MY-SERVICE MY-KEY  
Getting key MY-KEY for service instance MY-SERVICE as me@example.com...  
  
{  
  uri: foo://user2:pass2@example.com/mydb,  
  servicename: mydb  
}
```

Use the `--guid` flag to display the API GUID for the service key:

```
$ cf service-key --guid MY-SERVICE MY-KEY  
Getting key MY-KEY for service instance MY-SERVICE as me@example.com...
```

```
e3696fcf-7a8f-437f-8692-436558e45c7b
```

```
OK
```

## Delete Service Key

To delete a service key, use the `cf delete-service-key` command:

```
$ cf delete-service-key MY-SERVICE MY-KEY
```

```
Are you sure you want to delete the service key MY-KEY ? y  
Deleting service key MY-KEY for service instance MY-SERVICE as me@example.com...
```

```
OK
```

Add option `-f` to force deletion without confirmation.

```
$ cf delete-service-key -f MY-SERVICE MY-KEY
```

```
Deleting service key MY-KEY for service instance MY-SERVICE as me@example.com...
```

```
OK
```

## User-Provided Service Instances

Page last updated:

User-provided service instances enable developers to use services that are not available in the marketplace with their applications running on Cloud Foundry.

User-provided service instances can be used to deliver service credentials to an application, and/or to trigger streaming of application logs to a syslog compatible consumer. These two functions can be used alone or at the same time.

Once created, user-provided service instances behave like service instances created through the marketplace; see [Managing Service Instances](#) and [Application Binding](#) for details on listing, renaming, deleting, binding, and unbinding.

## Create a User-Provided Service Instance

The alias for `cf create-user-provided-service` is `cf cups`.

### Deliver Service Credentials to an Application

Suppose a developer obtains a URL, port, username, and password for communicating with an Oracle database managed outside of Cloud Foundry. The developer could manually create custom environment variables to configure their application with these credentials (of course you would never hard code these credentials in your application!).

User-provided service instances enable developers to configure their applications with these using the familiar [Application Binding](#) operation and the same application runtime environment variable used by Cloud Foundry to automatically deliver credentials for marketplace services ([VCAP\\_SERVICES](#)).

```
cf cups SERVICE_INSTANCE -p '{"username":"admin","password":"pa55woRD"}'
```

To create a service instance in interactive mode, use the `-p` option with a comma-separated list of parameter names. The cf CLI will prompt you for each parameter value.

```
cf cups SERVICE_INSTANCE -p "host, port, dbname, username, password"
```

Once the user-provided service instance is created, to deliver the credentials to one or more applications see [Application Binding](#).

### Stream Application Logs to a Service

User-provided service instances enable developers to stream applications logs to a syslog compatible aggregation or analytics service that isn't available in the marketplace. For more information on the syslog protocol see [RFC 5424](#) and [RFC 6587](#).

Create the user-provided service instance, specifying the URL of the service with the `-l` option.

```
cf cups SERVICE_INSTANCE -l syslog://example.log-aggregator.com
```

To stream application logs to the service, bind the user-provided service instance to your app.

### Proxy Application Requests to a Route Service

User-provided service instances enable developers to proxy application requests to [route services](#) for preprocessing. To create a user-provided service instance for a route service, specify the url for the route service using the `-r` option.

```
$ cf create-user-provided-service my-user-provided-route-service -r https://my-route-service.example.com  
Creating user provided service my-user-provided-route-service in org my-org / space my-space as user@example.com...  
OK
```

 **Note:** When creating the user-provided service, the route service url specified must be https.

In order to proxy requests to the user-provided route service, you will need to bind the service instance to the route. For more information, see [Manage Application Requests with Route Services](#).

## Update a User-provided Service Instance

You can use [cf update-user-provided-service](#) to update the attributes of an instance of a user-provided service. New credentials overwrite old credentials, and parameters not provided are deleted.

The alias for `update-user-provided-service` is `uups`.

## Streaming Application Logs to Log Management Services

Page last updated:

This topic describes how to drain logs from Cloud Foundry to a third party log management service.

Cloud Foundry aggregates logs for all instances of your applications as well as for requests made to your applications through internal components of Cloud Foundry. For example, when the Cloud Foundry Router forwards a request to an application, the Router records that event in the log stream for that app. Run the following command to access the log stream for an app in the terminal:

```
$ cf logs YOUR-APP-NAME
```

If you want to persist more than the limited amount of logging information that Cloud Foundry can buffer, drain these logs to a log management service.

For more information about the systems responsible for log aggregation and streaming in Cloud Foundry, see [Application Logging in Cloud Foundry](#).

## Using Services from the Cloud Foundry Marketplace

Your Cloud Foundry marketplace may offer one or more log management services. To use one of these services, create an instance of the service and bind it to your application with the following commands:

```
$ cf create-service SERVICE PLAN SERVICE-INSTANCE  
$ cf bind-service YOUR-APP YOUR-LOG-STORE
```

For more information on service instance lifecycle management, see [Managing Service Instances](#).

 **Note:** Not all marketplace services support syslog drains. Some services implement an integration with Cloud Foundry that enables automated streaming of application syslogs. If you are interested in building Services for Cloud Foundry and making them available to end users, see the [Custom Services](#) documentation.

## Using Services Not Available in your Marketplace

If a compatible log management service is not available in your Cloud Foundry marketplace, you can use [User-provided Service Instances](#) to stream application logs to a service of your choice.

Your service may require some preparation before application logs can be streamed to it from Cloud Foundry. For specific instructions for several popular services, see [Service-Specific Instructions for Streaming Application Logs](#). If you cannot find instructions for your service, follow the generic instructions below.

### Step 1: Configure the Log Management Service

Complete the following steps to set up a communication channel between the log management service and your Cloud Foundry deployment:

1. Obtain the external IP addresses that your Cloud Foundry administrator assigns to outbound traffic.
2. Provide these IP addresses to the log management service. The specific steps to configure a third-party log management service depend on the service.
3. Whitelist these IP addresses to ensure unrestricted log routing to your log management service.
4. Record the syslog URL provided by the third-party service. Third-party services typically provide a syslog URL to use as an endpoint for incoming log data. You use this syslog URL in Step 2: Create a User-provided Service Instance.

Cloud Foundry uses the syslog URL to route messages to the service. The syslog URL has a scheme of `syslog`, `syslog-tls`, or `https`, and can include a port number. For example:

```
syslog://logs.example.com:1234
```

 **Note:** Elastic Runtime does not support using `syslog-tls` with self-signed certificates. If you are running your own syslog server and want to use `syslog-tls`, you must have an SSL certificate signed by a well-known certificate authority.

## Step 2: Create a User-provided Service Instance

Create a user-provided service instance using the `cf CLI` [create-user-provided-service](#) command with the `-l` flag and the syslog URL that you obtained in Step 1: Configure the Log Management Service. The `-l` flag configures the syslog drain.

```
$ cf create-user-provided-service SERVICE-INSTANCE -l SYSLOG-URL
```

Refer to [User-Provided Service Instances](#) for more information.

## Step 3: Bind the Service Instance

You have two options for binding the service instance to an application:

- Run `cf push` with a manifest. The services block in the manifest must specify the service instance that you want to bind.
- Run `cf bind-service`

```
$ cf bind-service YOUR-APP-NAME SERVICE-INSTANCE
```

After a short delay, logs begin to flow automatically. Refer to [Managing Service Instances with the CLI](#) for more information.

## Step 4: Verify Logs are Draining

To verify that logs are draining correctly to a third-party log management service:

1. Take actions that produce log messages, such as making requests of your app.
2. Compare the logs displayed in the CLI against those displayed by the log management service.

For example, if your application serves web pages, you can send HTTP requests to the application. In Cloud Foundry, these generate Router log messages, which you can view in the CLI. Your third-party log management service should display corresponding messages.

 **Note:** For security reasons, Cloud Foundry applications do not respond to `ping`. You cannot use `ping` to generate log entries.

## Service-Specific Instructions for Streaming Application Logs

Page last updated:

This topic provides instructions for configuring some third-party log management services.

Once you have configured a service, refer to the [Third-Party Log Management Services](#) topic for instructions on binding your application to the service.

### Logit.io

From your Logit.io dashboard:

1. Identify the Logit stack you want to use.
2. Click Logstash **Configuration**.
3. Note your Logstash **Endpoint**.
4. Note your TCP or UDP **Port** (not the syslog port).
5. Create the log drain service in Cloud Foundry.

```
$ cf cups logit-drain -l syslog://ENDPOINT:PORT
```

6. Bind the service to an app.

```
$ cf bind-service YOUR-CF-APP-NAME logit-drain
```

7. Restage or push the app using one of the following commands:

```
$ cf restage YOUR-CF-APP-NAME
```

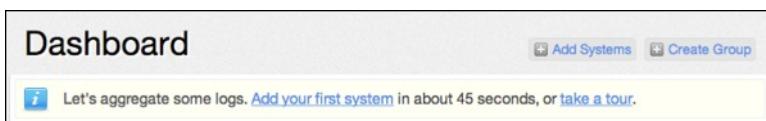
```
$ cf push YOUR-CF-APP-NAME
```

After a short delay, logs begin to appear in Kibana.

### Papertrail

From your Papertrail account:

1. Click **Add System**.



2. Click the **Other** link.



3. Select **I use Cloud Foundry**, enter a name, and click **Save**.

Choose your situation:

- A My syslogd only uses the default port**  
GNU syslogd and some embedded devices will only log to port 514. A few old Linux distro versions use GNU syslogd (mostly CentOS and Gentoo).
- B I use Cloud Foundry**  
Register each app separately. Use Heroku? [Here's how.](#)
- C My system's hostname changes**  
In rare cases, one system may change hostnames frequently. For example, a roaming laptop which sets its hostname based on DHCP (and roams across networks).

We'll provide an app-specific syslog drain and step-by-step setup for [Cloud Foundry](#).

Let's create a destination for this app.

What should we call it?

CloudFoundry

Alphanumeric. Does not need to match app name.

Save →

- Record the URL with port that is displayed after creating the system.

CloudFoundry will log to **logs.papertrailapp.com:36129**.

- Create the log drain service in Cloud Foundry.

\$ cf cups my-logs -l syslog-tls://logs.papertrailapp.com:PORT

- Bind the service to an app.

\$ cf bind-service APPLICATION-NAME my-logs

- Restart the app.

\$ cf restart APPLICATION-NAME

After a short delay, logs begin to flow automatically.

- Once Papertrail starts receiving log entries, the view automatically updates to the logs viewing page.

```
All Systems - Dashboard Events Account Help Me

Skipping auto-reconfiguration.
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} Mar 05, 2014 10:57:36 PM
org.cloudfoundry.reconfiguration.AbstractServiceConfigurable configure
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} INFO: No beans of type org.springframework.data.mongodb.MongoDbFactory found in application context. Skipping auto-reconfiguration.
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} Mar 05, 2014 10:57:36 PM
org.cloudfoundry.reconfiguration.AbstractServiceConfigurable configure
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} INFO: No beans of type org.springframework.data.redis.connection.RedisConnectionFactory found in application context. Skipping auto-reconfiguration.
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} Mar 05, 2014 10:57:36 PM
org.cloudfoundry.reconfiguration.AbstractServiceConfigurable configure
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} INFO: Class org.springframework.amp.rabbit.connection.ConnectionFactory not in classpath. Skipping auto-reconfiguration for it
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,680 INFO RequestMappingHandlerMapping:181 - Mapped "({@Path}/{@Id})", methods={DELETE}, params=[], headers=[], consumes=[], produces[], custom={} onto public void org.cloudfoundry.samples.music.web.controllers.AlbumController.delete(@Id java.lang.String)
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,681 INFO RequestMappingHandlerMapping:181 - Mapped "({@Path}/{@Id})", methods={PUT}, params=[], headers[], consumes[], produces[], custom={} onto public org.cloudfoundry.samples.music.domain.Album org.cloudfoundry.samples.music.web.controllers.AlbumController.update(@Id java.lang.String)
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,682 INFO RequestMappingHandlerMapping:181 - Mapped "({@Path}/{@Id})", methods={GET}, params=[], headers[], consumes[], produces[], custom={} onto public void org.cloudfoundry.samples.music.domain.Album org.cloudfoundry.samples.music.web.controllers.AlbumController.getbyId(java.lang.String)
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,683 INFO RequestMappingHandlerMapping:181 - Mapped "({@Path}/{@Id})", methods={POST}, params=[], headers[], consumes[], produces[], custom={} onto public org.cloudfoundry.samples.music.domain.Album org.cloudfoundry.samples.music.web.controllers.AlbumController.update(org.cloudfoundry.samples.music.domain.Album)
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,684 INFO RequestMappingHandlerMapping:181 - Mapped "({@Path}/{@Id})", methods={DELETE}, params=[], headers[], consumes[], produces[], custom={} onto public org.cloudfoundry.samples.music.domain.Album org.cloudfoundry.samples.music.web.controllers.InfcController.lnfo()
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,684 INFO RequestMappingHandlerMapping:181 - Mapped "({@Service}, methods={POST}, params=[], headers[], consumes[], produces[], custom={} onto public java.util.Listing org.springframework.cloud.service.ServiceInfo org.cloudfoundry.samples.music.web.controllers.InfoController.showServiceInfo()
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,731 INFO RequestMappingHandlerMapping:181 - Mapped "[{@env}, methods={POST}, params=[], headers[], consumes[], produces[], custom={}]", onto public java.util.Map<java.lang.String, java.lang.String> org.cloudfoundry.samples.music.web.controllers.InfoController.showEnvironment()
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,726 INFO SimpleHandlerMapping:315 - Root mapping to handler of type [class org.springframework.web.servlet.mvc.ParameterizableViewController]
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,726 INFO SimpleHandlerMapping:315 - Mapped URL path [/assets/**] onto handler of type [class org.springframework.web.servlet.resource.ResourceHttpRequestHandler]
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:36,731 INFO SimpleHandlerMapping:315 - Mapped URL path [/**] onto handler of type [class org.springframework.web.servlet.resource.DefaultServletHttpRequestHandler]
Mar 05 14:57:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} 22:57:37,940 INFO DispatcherServlet:480 - FrameworkServlet 'appServlet': initialization completed in 989 ms
Mar 05 14:57:37 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} Mar 05, 2014 10:57:37 PM org.apache.coyote.AbstractProtocol start
Mar 05 14:57:37 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} INFO: Starting ProtocolHandler ["http-bio-62999"]
Mar 05 14:57:37 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} Mar 05, 2014 10:57:37 PM org.apache.catalina.startup.Catalina start
Mar 05 14:59:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} INFO: Stopped app with guid 408c908-c993-4bb6-8718-186f147f7e73
Mar 05 14:59:36 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{App[1]} Updated app with guid 408c908-c993-4bb6-8718-186f147f7e73 ("instances=>1")
Mar 05 14:59:37 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{DRA} Stopping app instance [index 1] with guid 408c908-c993-4bb6-8718-186f147f7e73
Mar 05 14:59:37 CloudFoundry web/c908-c993-4bb6-8718-186f147f7e73/{DRA} Stopped app instance [index 1] with guid 408c908-c993-4bb6-8718-186f147f7e73
```

Example: "access denied" (1.2.3.4 OR redis) -sshd Search ⌂ Contrast PAUSE

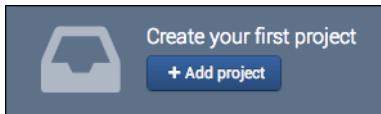
https://papertrailapp.com/groups/553803/events/centered\_on\_id=378003402845892611&q=program%3Aaabb90-<093-4bb6-8718-186f147f73+73627958App%2F1X5D

See [Streaming Application Logs to Splunk](#) for details.

## Splunk Storm

From your Splunk Storm account:

1. Click **Add project**.



2. Enter the project details.

**Add project**

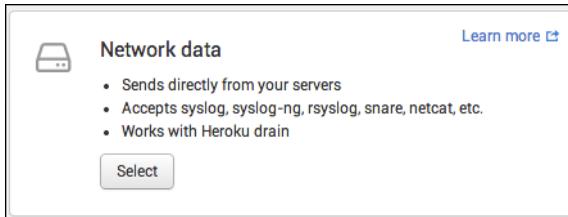
\* Project name: Cloud Foundry

\* Project time zone: (UTC-0600) America/Chicago

The Storm interface will use this time zone. If data you send to this project does not have a time zone already, it will be assigned this timezone by default. [Learn More](#)

[Cancel](#) [Continue](#)

3. Create a new **input** for **Network data**.



4. Manually enter the external IP addresses your Cloud Foundry administrator assigns to outbound traffic.

**Add network data**

Storm can receive data from any network port. For example, Storm can accept remote data from [syslog](#), [rsyslog](#), [syslog-ng](#), [snare](#), [netcat](#), etc.

Learn more ↗

**Authorize your IP address**

Automatically

Manually

5. Note the host and port provided for TCP input.

**Authorized network inputs**

Storm can receive data from any network port. For example, Storm can accept remote data from [syslog](#), [rsyslog](#), [syslog-ng](#), [snare](#), [netcat](#) or any other application that transmits via TCP or UDP. Learn more ↗

1. Authorize your IP address	2. Send data to these ports for this project only
<a href="#">Authorize automatically</a> Authorize all IP addresses sending data to this project within the next 15 min.	TCP <a href="#">tcp.k22g-wtfr.data.splunkstorm.com:15486</a>
<a href="#">Authorize manually</a> Specify the IP address	UDP <a href="#">udp.k22g-wtfr.data.splunkstorm.com:15486</a>

6. Create the log drain service in Cloud Foundry using the displayed TCP host and port.

```
$ cf cups my-logs -l syslog://HOST:PORT
```

7. Bind the service to an app

```
$ cf bind-service APPLICATION-NAME my-logs
```

8. Restage the app

```
$ cf restage APPLICATION-NAME
```

After a short delay, logs begin to flow automatically.

9. Wait for some events to appear, then click **Data Summary**.

The screenshot shows a search interface with the following fields:

- What to Search:** A dropdown menu with options: 266 Events INDEXED, a minute ago EARLIEST EVENT, and a few seconds ago LATEST EVENT.
- Data Summary:** A button at the bottom left of the search bar.

10. Click the **loggregator** link to view all incoming log entries from Cloud Foundry.

The screenshot shows a table with the following data:

Host	Count	Last Update
loggregator	26	3/7/14 3:26:01.000 PM

## SumoLogic

**Note:** SumoLogic uses HTTPS for communication. HTTPS is supported in Cloud Foundry v158 and above.

From your SumoLogic account:

1. Click the **Add Collector** link.

The screenshot shows a navigation bar with links: Upgrade Collectors, Add Collector, and Access Keys.

2. Choose **Hosted Collector** and fill in the details.

The screenshot shows a dialog titled "Add Collector" with the following options:

- Select a type of collector:**
  - Installed Collector**: Description: Select to install a Collector in your deployment.
  - Hosted Collector**: Description: Select to set up a Collector in the Sumo Logic Cloud.
- FAQs** (right side):
  - ▶ What's the difference between an Installed and Hosted Collector?
  - ▶ Where should I install an Installed Collector?
  - ▶ How do I know if I need more than one Installed Collector?
  - ▶ Where does my data go?

**Add Collector**

Name *	Cloud Foundry
Description	[Empty Text Area]
Category	[Empty Text Area]
Unless overwritten by Source metadata, the Collector will set the Source category of all messages to this value.	
<input type="button" value="Save"/>   <a href="#">Cancel</a>	

3. In the new collector's row of the collectors view, click the **Add Source** link.

Manage Collectors and Sources					
<a href="#">Upgrade Collectors</a> <a href="#">Add Collector</a> <a href="#">Access Keys</a>					
Show: All Collectors   Running Collectors   Stopped Collectors <a href="#">Expand: All   None</a>					
Name	Type	Status	Source Category	Sources	Last Hour
Cloud Foundry	Hosted	<span style="color: green;">✓</span>		1	None
					<a href="#">Add Source</a>   <a href="#">Edit</a>   <a href="#">Delete</a>

4. Select **HTTP** source and fill in the details. Note that you'll be provided an HTTPS url

**Select a type of Source:**

 Amazon S3	 HTTP
Collects logs from an Amazon S3 bucket.	HTTP receiver that collects logs sent to a specific address.
Name* <input type="text" value="CloudFoundry"/> Maximum name length is 128 characters	
Description <input type="text"/>	
Source Host <input type="text"/>	
Source Category <input type="text"/>	
Advanced   Filters	
<input type="button" value="Save"/>   <a href="#">Cancel</a>	

5. Once the source is created, a URL should be displayed. You can also view the URL by clicking the **Show URL** link beside the created source.

Manage Collectors and Sources					
<a href="#">Upgrade Collectors</a> <a href="#">Add Collector</a> <a href="#">Access Keys</a>					
Show: All Collectors   Running Collectors   Stopped Collectors <a href="#">Expand: All   None</a>					
Name	Type	Status	Source Category	Sources	Last Hour
Cloud Foundry	Hosted	<span style="color: green;">✓</span>		1	None
CloudFoundry	HTTP	<span style="color: green;">✓</span>			<a href="#">Show URL</a>   <a href="#">Edit</a>   <a href="#">Delete</a>

6. Create the log drain service in Cloud Foundry using the displayed URL.

```
$ cf cups my-logs -l HTTPS-SOURCE-URL
```

7. Bind the service to an app.

```
$ cf bind-service APPLICATION-NAME my-logs
```

8. Restage the app.

```
$ cf restage APPLICATION-NAME
```

After a short delay, logs begin to flow automatically.

- In the SumoLogic dashboard, click **Manage**, then click **Status** to see a view of log messages received over time.

The screenshot shows the SumoLogic Status dashboard. At the top, there's a search bar and a dashboard menu. A dropdown menu from the 'Manage' button is open, showing options: Status, Account, Collectors, Users, and Security. Below the menu, a section titled 'Total Message Volume' displays a bar chart for the period 3/07/2014 10:56:00 AM to 11:56:34 AM. The chart has a single bar reaching up to 200. The Y-axis ranges from 100 to 200 in increments of 50. The X-axis shows time points: 11:41 AM, 11:45 AM, 11:50 AM, and 11:55 AM.

- In the SumoLogic dashboard, click on **Search**. Place the cursor in the search box, then press **Enter** to submit an empty search query.

The screenshot shows the SumoLogic Search interface. At the top, there's a search bar with the placeholder 'Search' and a dropdown for 'Last 15 Minutes'. Below the search bar is a histogram showing message volume over time. Underneath the histogram is a table of log messages. The table has columns for '#', 'Time', and 'Message'. The log entries are as follows:

#	Time	Message
1	03/07/2014 11:48:34 AM	203 <14>1 2014-03-07T11:48:34+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - 17:48:34,418 INFO DispatcherServlet:480 : FrameworkServlet 'appServlet': initialization completed in 1287 ms Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾
2	03/07/2014 11:48:34 AM	143 <11>1 2014-03-07T11:48:34+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - INFO: Starting ProtocolHandler ["http-bio-61215"] Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾
3	03/07/2014 11:48:34 AM	160 <11>1 2014-03-07T11:48:34+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - Mar 07, 2014 5:48:34 PM org.apache.catalina.startup.Catalina start Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾
4	03/07/2014 11:48:34 AM	128 <11>1 2014-03-07T11:48:34+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - INFO: Server startup in 24233 ms Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾
5	03/07/2014 11:48:34 AM	158 <11>1 2014-03-07T11:48:34+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - Mar 07, 2014 5:48:34 PM org.apache.coyote.AbstractProtocol start Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾
6	03/07/2014 11:48:33 AM	182 <11>1 2014-03-07T11:48:33+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - Mar 07, 2014 5:48:33 PM org.apache.catalina.util.Sessiondecorator createSecureRandom Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾
7	03/07/2014 11:48:33 AM	195 <11>1 2014-03-07T11:48:33+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - Mar 07, 2014 5:48:33 PM auto_reconfig.org.springframework.cloud.AbstractCloudConnector getServiceInfo Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾
8	03/07/2014 11:48:33 AM	238 <14>1 2014-03-07T11:48:33+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - 17:48:33,286 INFO XmlBeanDefinitionReader:416 - Loading XML bean definitions from class path resource [META-INF/cloud/cloudfoundry-auto-reconfiguration-context.xml] Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾
9	03/07/2014 11:48:33 AM	367 <14>1 2014-03-07T11:48:33+00:00 loggregator 0f65cbbb-aabb-49a8-8073-f604fcc19260 [App/0] -- - 17:48:33,907 INFO RequestMappingHandlerMapping:181 - Mapped {"{/info},methods:[],params:[],headers:[],consumes:[],produces:[],custom:[]}" onto public org.cloudfoundry.samples.music.domain.ApplicationInfo org.cloudfoundry.samples.music.web.controllers.InfoController.info() Host: 99.74.215.164 ▾ Name: Http Input ▾ Category: Http Input ▾

## Logsene

**Note:** Logsene uses HTTPS for communication. HTTPS is supported in Cloud Foundry v158 and above.

From your Sematext account:

- Click the [Create App / Logsene App](#) menu item. Enter a name and click the **Add Application** button to create the Logsene App.
- Create the log drain service in Cloud Foundry using the displayed URL.

```
$ cf cups logsene-log-drain -l https://logsene-cf-receiver.sematest.com/YOUR_LOGSENE_TOKEN
```

- Bind the log drain to an app. You could optionally bind multiple apps to one log drain.

```
$ cf bind-service YOUR-CF-APP-NAME logsene-log-drain
```

- Restage the app.

```
$ cf restage APPLICATION-NAME
```

After a short delay, logs begin to flow automatically and appear in the [Logsene UI](#).

## Logentries is Not Supported

Cloud Foundry distributes log messages over multiple servers in order to handle load. Currently, we do not recommend using Logentries as it does not support multiple syslog sources.

## Streaming Application Logs to Splunk

Page last updated:

To integrate Cloud Foundry with Splunk Enterprise, complete the following process.

### 1. Create a Cloud Foundry Syslog Drain for Splunk

In Cloud Foundry, create a syslog drain user-provided service instance as described in [Using Third-Party Log Management Services](#).

Choose one or more applications whose logs you want to drain to Splunk through the service.

Bind each app to the service instance and restart the app.

Note the GUID for each app, the IP address of the Loggregator host, and the port number for the service. Locate the port number in the syslog URL. For example:

```
syslog://logs.example.com:1234
```

### 2. Prepare Splunk for Cloud Foundry

For detailed information about the following tasks, see the [Splunk documentation](#).

#### Install the RFC5424 Syslog Technology Add-On

The Cloud Foundry Loggregator component formats logs according to the Syslog Protocol defined in [RFC 5424](#). Splunk does not parse log fields according to this protocol. To allow Splunk to correctly parse RFC 5424 log fields, install the Splunk [RFC5424 Syslog Technical Add-On](#).

#### Patch the RFC5424 Syslog Technology Add-On

1. SSH into the Splunk VM
2. Replace `/opt/splunk/etc/apps/rfc5424/default/transforms.conf` with a new `transforms.conf` file that consists of the following text:

```
[rfc5424_host]
DEST_KEY = MetaData:Host
REGEX = <(d+)>d{1}s{1}S+s{1}(S+
FORMAT = host::$1

[rfc5424_header]
REGEX = <(d+)>d{1}s{1}S+s{1}S+s{1}(S+)s{1}(S+)s{1}(S+
FORMAT = prival:$1 appname:$2 procid:$3 msgid:$4
MV_ADD = true
```

3. Restart Splunk

#### Create a TCP Syslog Data Input

Create a TCP Syslog Data Input in Splunk, with the following settings:

- **TCP port** is the port number you assigned to your log drain service
- **Set sourcetype** is `Manual`
- **Source type** is `rfc5424_syslog` (type this value into text field)
- **Index** is the index you created for your log drain service

Your Cloud Foundry syslog drain service is now integrated with Splunk.

## 3. Verify that Integration was Successful

Use Splunk to execute a query of the form:

```
sourcetype=rfc5424_syslog index=<the_index_you_created> appname=<app_guid>
```

To view logs from all apps at once, you can omit the `appname` field.

Verify that results rows contain the three Cloud Foundry-specific fields:

- **appname** — the GUID for the Cloud Foundry application
- **host** — the IP address of the Loggregator host
- **procid** — the Cloud Foundry component emitting the log

If the Cloud Foundry-specific fields appear in the log search results, integration is successful.

If logs from an app are missing, make sure that:

- The app is bound to the service and was restarted after binding
- The service port number matches the TCP port number in Splunk

## Streaming Application Logs with Fluentd

Page last updated:

Fluentd [\[x\]](#) is an open source log collector that allows you to implement unified logging layers. With Fluentd, you can stream application logs to different backends or services like Elasticsearch, HDFS and Amazon S3. This topic explains how to integrate Fluentd with Cloud Foundry applications.

### Step 1: Create a Cloud Foundry Syslog Drain for Fluentd

1. In Cloud Foundry, create a syslog drain user-provided service instance as described in [Using Third-Party Log Management Services](#).
2. Choose one or more applications whose logs you want to drain to Fluentd through the service.
3. Bind each app to the service instance, and restart the app.
4. Note the GUID for each app, the IP address of the Loggregator host, and the port number for the service.
5. Locate the port number in the syslog URL. For example:

syslog://logs.example.com:5140

### Step 2: Set up Fluentd for Cloud Foundry

This section assumes you have an active Fluentd instance running. If you do not have an active Fluentd instance, refer to the [Fluentd Documentation/Install](#) [\[x\]](#) steps for more details.

Fluentd comes with native support for syslog protocol. To set up Fluentd for Cloud Foundry, configure the syslog input of Fluentd as follows.

1. In your main Fluentd configuration file, add the following [source](#) entry:

```
<source>
  @type syslog
  port 5140
  bind 0.0.0.0
  tag cf.app
  protocol_type udp
</source>
```

2. Restart the Fluentd service.

 **Note:** The Fluentd syslog input plugin supports [udp](#) and [tcp](#) options. Make sure to use the same transport that Cloud Foundry is using.

Fluentd will start listening for Syslog message on port 5140 and tagging the messages with [cf.app](#), which can be used later for data routing. For more details about the full setup for the service, refer to the [Config File](#) [\[x\]](#) article.

If your goal is to use an Elasticsearch or Amazon S3 backend, read the following guide: <http://www.fluentd.org/guides/recipes/elasticsearch-and-s3> [\[x\]](#)

## Configuring Play Framework Service Connections

**Page last updated:**

Cloud Foundry provides support for connecting a Play Framework application to services such as MySQL, and Postgres. In many cases, a Play Framework application running on Cloud Foundry can automatically detect and configure connections to services.

### Auto-Configuration

By default, Cloud Foundry will detect service connections in a Play Framework application and configure them to use the credentials provided in the Cloud Foundry environment. Auto-configuration will only happen if there is a single service of any of the supported types - MySQL or Postgres.

## Migrating a Database in Cloud Foundry

Page last updated:

Application development and maintenance often requires changing a database schema, known as migrating the database. This topic describes three ways to migrate a database on Cloud Foundry.

### Migrate Once

This method executes SQL commands directly on the database, bypassing Cloud Foundry. This is the fastest option for a single migration. However, this method is less efficient for multiple migrations because it requires manually accessing the database every time.

**Note:** Use this method if you expect your database migration to take longer than the timeout that `cf push` applies to your application. The timeout defaults to 60 seconds, but you can extend it up to 180 seconds with the `-t` command line option.

1. Run `cf env` and obtain your database credentials by searching in the `VCAP_SERVICES` environment variable:

```
$ cf env db-app
Getting env variables for app my-db-app in org My-Org / space development as admin...
OK

System-Provided:
{
  "VCAP_SERVICES": {
    "example-db-n/a": [
      {
        "name": "test-777",
        "label": "example-db-n",
        "tags": ["mysql", "relational"],
        "plan": "basic",
        "credentials": {
          "jdbcUrl": "jdbc:mysql://aa11:2b@cdbr-05.example.net:3306/ad_01",
          "uri": "mysql://aa11:2b@cdbr-05.example.net:3306/ad_01?reconnect=true",
          "name": "ad_01",
          "hostname": "cdbr-05.example.net",
          "port": "1234",
          "username": "aa11",
          "password": "2b"
        }
      }
    ]
  }
}
```

2. Connect to the database using your database credentials.

3. Migrate the database using SQL commands.

4. Update the application using `cf push`.

### Migrate Occasionally

This method requires you to:

- Create a schema migration command or script.
- Run the migration command when deploying a single instance of the application.
- Re-deploy the application with the original start command and number of instances.

This method is efficient for occasional use because you can re-use the schema migration command or script.

1. Create a schema migration command or SQL script to migrate the database. For example:

```
rake db:migrate
```

2. Deploy a single instance of your application with the database migration command as the start command. For example:

```
cf push APP -c 'rake db:migrate' -i 1
```

 **Note:** After this step the database has been migrated but the application itself has not started, because the normal start command is not used.

3. Deploy your application again with the normal start command and desired number of instances. For example:

```
cf push APP -c 'null' -i 4
```

 **Note:** This example assumes that the normal start command for your application is the one provided by the buildpack, which the `-c 'null'` option forces Cloud Foundry to use.

## Migrate Frequently

This method uses an idempotent script to partially automate migrations. The script runs on the first application instance only.

This option takes the most effort to implement, but becomes more efficient with frequent migrations.

1. Create a script that:

- Examines the `instance_index` of the `VCAP_APPLICATION` environment variable. The first deployed instance of an application always has an `instance_index` of "0". For example, this code uses Ruby to extract the `instance_index` from `VCAP_APPLICATION`:  

```
instance_index = JSON.parse(ENV["VCAP_APPLICATION"])["instance_index"]
```
- Determines whether or not the `instance_index` is "0".
- If and only if the `instance_index` is "0", runs a script or uses an existing command to migrate the database. The script or command must be idempotent.

2. Create a manifest that provides:

- The application name
- The `command` attribute with a value of the schema migration script chained with a start command.

Example partial manifest:

```
---  
applications:  
- name: my-rails-app  
  command: bundle exec rake cf:on_first_instance db:migrate && bundle exec rails s -p $PORT -e $RAILS_ENV
```

3. Update the application using `cf push`.

For an example of the migrate frequently method used with Rails, see [Running Rake Tasks](#).

## Buildpacks

Page last updated:

Buildpacks provide framework and runtime support for your applications. Buildpacks typically examine user-provided artifacts to determine what dependencies to download and how to configure applications to communicate with bound services.

When you push an application, Cloud Foundry automatically detects which buildpack is required and installs it on the Diego cell or Droplet Execution Agent (DEA) where the application needs to run.

 **Note:** Cloud Foundry deployments often have limited access to dependencies. This limitation occurs when the deployment is behind a firewall, or when administrators want to use local mirrors and proxies. In these circumstances, Cloud Foundry provides a [Buildpack Packager](#) application.

## System Buildpacks

Cloud Foundry includes a set of system buildpacks for common languages and frameworks. This table lists the system buildpacks.

Name	Supported Languages, Frameworks, and Technologies	GitHub Repo
Java	Grails, Play, Spring, or any other JVM-based language or framework	<a href="#">Java source</a>
Ruby	Ruby, JRuby, Rack, Rails, or Sinatra	<a href="#">Ruby source</a>
Node.js	Node or JavaScript	<a href="#">Node.js source</a>
Binary	n/a	<a href="#">Binary source</a>
Go	Go	<a href="#">Go source</a>
PHP	Cake, Symfony, Zend, Nginx, or HTTPD	<a href="#">PHP source</a>
Python	Django or Flask	<a href="#">Python source</a>
Staticfile	HTML, CSS, JavaScript, or Nginx	<a href="#">Staticfile source</a>

## Using, Developing, and Customizing Buildpacks

For general information about using buildpacks, see [Using Buildpacks](#).

For general information about customizing existing buildpacks and developing new buildpacks, see [Developing Buildpacks](#).

## Java Buildpack

Page last updated:

Use the Java buildpack with applications written in Grails, Play, Spring, or any other JVM-based language or framework.

See the following topics:

- [Getting Started Deploying Grails Apps](#)
- [Getting Started Deploying Ratpack Apps](#)
- [Getting Started Deploying Spring Apps](#)
- [Tips for Java Developers](#)
- [Configuring Service Connections for Grails](#)
- [Configuring Service Connections for Play](#)
- [Configuring Service Connections for Spring](#)
- [Cloud Foundry Eclipse Plugin](#)
- [Cloud Foundry Java Client Library](#)
- [Build Tool Integration](#)
- [BOSH Configured Custom Trusted Certificate Support](#)

You can find the source for the buildpack on GitHub: <https://github.com/cloudfoundry/java-buildpack> 

## Buildpack Logging and Application Logging

The buildpack only runs during the staging process, and therefore only logs staging information such as the downloaded components, configuration data, and work performed on your application by the buildpack.

The Java buildpack source documentation states the following:

- The Java buildpack logs all messages, regardless of severity, to `APP-DIRECTORY/.java-buildpack.log`. The buildpack also logs messages to `$stderr`, filtered by a configured severity level.
- If the buildpack fails with an exception, the exception message is logged with a log level of `ERROR`. The exception stack trace is logged with a log level of `DEBUG`. This prevents users from seeing stack traces by default.

Once staging completes, the buildpack stops logging. The Loggregator handles application logging.

Your application must write to `STDOUT` or `STDERR` for its logs to be included in the Loggregator stream. For more information, see the [Application Logging in Cloud Foundry](#) topic.

## Getting Started Deploying Grails Apps

Page last updated:

This guide is intended to walk you through deploying a Grails app to Elastic Runtime. If you experience a problem following the steps below, check the [Known Issues](#) topic or refer to the [Troubleshooting Application Deployment and Health](#) topic.

### Sample App Step

If you want to go through this tutorial using the sample app, run `git clone https://github.com/cloudfoundry-samples/pong_matcher_grails.git` to clone the `pong_matcher_grails` app from GitHub, and follow the instructions in the Sample App Step sections.



**Note:** Ensure that your Grails app runs locally before continuing with this procedure.

## Deploy a Grails Application

This section describes how to deploy a Grails application to Elastic Runtime.

### Prerequisites

- A Grails app that runs locally on your workstation
- Intermediate to advanced Grails knowledge
- The [Cloud Foundry Command Line Interface \(cf CLI\)](#)
- JDK 1.7 or 1.8 for Java 7 or 8 configured on your workstation



**Note:** You can develop Grails applications in Groovy, Java 7 or 8, or any JVM language. The Cloud Foundry Java buildpack uses JDK 1.8, but you can modify the buildpack and the manifest for your app to compile to JDK 1.7. Refer to Step 8: Configure the Deployment Manifest.

## Step 1: Declare App Dependencies

Declare all the dependency tasks for your app in the build script of your chosen build tool. The table lists build script information for Gradle, Grails, and Maven and provides documentation links for each build tool.

Build Tool	Build Script	Documentation
Gradle	<code>build.gradle</code>	<a href="#">Gradle User Guide</a>
Grails	<code>BuildConfig.groovy</code>	<a href="#">Grails: Configuration - Reference Documentation</a>
Maven	<code>pom.xml</code>	<a href="#">Apache Maven Project Documentation</a>

### Sample App Step

You can skip this step. The `pong_matcher_grails/app/grails-app/conf/BuildConfig.groovy` file contains the dependencies for the `pong_matcher_grails` sample app, as the example below shows.

```
dependencies {
    // specify dependencies here under either 'build', 'compile', 'runtime', 'test' or 'provided' scopes e.g.
    // runtime 'mysql:mysql-connector-java:5.1.29'
    // runtime 'org.postgresql:postgresql:9.3-1101-jdbc41'
    test "org.grails:grails-datastore-test-support:1.0-grails-2.4"
    runtime 'mysql:mysql-connector-java:5.1.33'
}
```

## Step 2: Allocate Sufficient Memory

Use the `cf push -m` command to specify the amount of memory that should be allocated to the application. Memory allocated this way is done in preset amounts of 64M, 128M, 256M, 512M, 1G, or 2G. For example:

```
$ cf push -m 128M
```

When your app is running, you can use the `cf app APP_NAME` command to see memory utilization.

### Sample App Step

You can skip this step. In the `manifest.yml` of the `pong_matcher_grails` sample app, the `memory` sub-block of the `applications` block allocates 1 GB to the app.

## Step 3: Provide a JDBC Driver

The Java buildpack does not bundle a JDBC driver with your application. If your application accesses a SQL RDBMS, you must do the following:

- Include the appropriate driver in your application.
- Create a dependency task for the driver in the build script for your build tool or IDE.

### Sample App Step

You can skip this step. The `pong_matcher_grails` sample app declares a MySQL JDBC driver in the `pong_matcher_grails/app/grails-app/conf/DataSource.groovy` file because the app uses ClearDB, which is a database-as-service for MySQL-powered apps. The example below shows this declaration.

```
dataSource {  
    pooled = true  
    jmxExport = true  
    driverClassName = "com.mysql.jdbc.Driver"  
    dialect = org.hibernate.dialect.MySQL5InnoDBDialect  
    uri = new URI(System.env.DATABASE_URL ?: "mysql://foo:bar@localhost")  
    username = uri.userInfo ? uri.userInfo.split(":")[0] : ""  
    password = uri.userInfo ? uri.userInfo.split(":")[1] : ""  
    url = "jdbc:mysql://" + uri.host + uri.path  
  
    properties {  
        dbProperties {  
            autoReconnect = true  
        }  
    }  
}
```

## Step 4: (Optional) Configure a Procfile

Use a Procfile to declare required runtime processes for your web app and to specify your web server. For more information, see the [Configuring a Production Server](#) topic.

### Sample App Step

You can skip this step. The `pong_matcher_grails` app does not require a Procfile.

## Step 5: Create and Bind a Service Instance for a Grails Application

This section describes using the CLI to configure a ClearDB managed service instance for an app. You can use either the CLI or the [Apps Manager](#) to perform this task.

Elastic Runtime supports two types of service instances:

- Managed services integrate with Elastic Runtime through service brokers that offer services and plans and manage the service calls between Elastic Runtime and a service provider.
- User-provided service instances enable you to connect your application to pre-provisioned external service instances.

For more information about creating and using service instances, refer to the [Services Overview](#) topic.

## Create a Service Instance

Run `cf marketplace` to view managed and user-provided services and plans available to you.

The example shows two of the available managed database-as-a-service providers and their offered plans: `cleardb` database-as-a-service for MySQL-powered apps and `elephantsql` PostgreSQL as a Service.

```
$ cf marketplace
Getting services from marketplace in org Cloud-Apps / space development as clouduser@example.com...
OK

service    plans    description
...
cleardb   spark, boost, amp   Highly available MySQL for your apps
...
elephantsql  turtle, panda, elephant   PostgreSQL as a Service
...
```

Run `cf create-service SERVICE PLAN SERVICE_INSTANCE` to create a service instance for your app. Choose a SERVICE and PLAN from the list, and provide a unique name for the SERVICE\_INSTANCE.

### Sample App Step

Run `cf create-service cleardb spark mysql`. This creates a service instance named `mysql` that uses the `cleardb` service and the `mysql` plan, as the example below shows.

```
$ cf create-service cleardb spark mysql
Creating service mysql in org Cloud-Apps / space development as clouduser@example.com....
OK
```

## Bind a Service Instance

When you bind an app to a service instance, Elastic Runtime writes information about the service instance to the VCAP\_SERVICES app environment variable. The app can use this information to integrate with the service instance.

Most services support bindable service instances. Refer to your service provider's documentation to confirm if they support this functionality.

You can bind a service to an application with the command `cf bind-service APPLICATION SERVICE_INSTANCE`.

Alternately, you can configure the deployment manifest file by adding a `services` sub-block to the `applications` block and specifying the service instance. For more information and an example on service binding using a manifest, see the Sample App step.

You can also bind a service using the [Apps Manager](#).

### Sample App Step

You can skip this step because the service instance is already bound. Open the `manifest.yml` file in a text editor to view the bound service instance information. Locate the file in the app root directory and search for the `services` sub-block in the `applications` block, as the example below shows.

```
---  
applications:  
...  
services:  
- mysql
```

## Step 6: Configure the Deployment Manifest

You can specify deployment options in the `manifest.yml` that the `cf push` command uses when deploying your app.

Refer to the [Deploying with Application Manifests](#) topic for more information.

### Sample App Step

You can skip this step. The `manifest.yml` file for the `pong_matcher_grails` sample app does not require any additional configuration to deploy the app.

## Step 7: Log in and Target the API Endpoint

Run `cf login -a [API-ENDPOINT]`, enter your login credentials, and select a space and org. The API endpoint is [the URL of the Cloud Controller in your Elastic Runtime instance](#).

### Sample App Step

You must do this step to run the sample app.

## Step 8: Deploy the Application

 **Note:** You must use the cf CLI to deploy apps.

From the root directory of your application, run `cf push APP-NAME -p PATH-TO-FILE.war` to deploy your application.

 **Note:** You must deploy the `.war` artifact for a Grails app, and you must include the path to the `.war` file in the `cf push` command using the `-p` option if you do not declare the path in the `applications` block of the manifest file. For more information, refer to the [Grails section](#) in the [Tips for Java Developers](#) topic.

`cf push APP-NAME` creates a URL route to your application in the form `HOST.DOMAIN`, where `HOST` is your `APP-NAME` and `DOMAIN` is specified by your administrator. Your `DOMAIN` is `shared-domain.example.com`. For example: `cf push my-app` creates the URL `my-app.shared-domain.example.com`.

The URL for your app must be unique from other apps that Elastic Runtime hosts or the push will fail. Use the following options to help create a unique URL:

- `-n` to assign a different `HOST` name for the app
- `--random-route` to create a URL that includes the app name and random words
- `cf help push` to view other options for this command

If you want to view log activity while the app deploys, launch a new terminal window and run `cf logs APP-NAME`.

Once your app deploys, browse to your app URL. Search for the `urls` field in the `App started` block in the output of the `cf push` command. Use the URL to access your app online.

### Sample App Step

1. Change to the `app` directory, and run `./grails war` to build the app.

2. Run `cf push pong_matcher_grails -n HOST_NAME` to push the app.

Example: `cf push pong_matcher_grails -n my-grails-app`

 **Note:** You do not have to include the `-p` flag when you deploy the sample app. The sample app manifest declares the path to the archive that `cf push` uses to upload the app files.

The example below shows the terminal output of deploying the `pong_matcher_grails` app. `cf push` uses the instructions in the manifest file to create the app, create and bind the route, and upload the app. It then binds the app to the `mysql` service and follows the instructions in the manifest to start two instances of the app, allocating 1 GB of memory between the instances. After the instances start, the output displays their health and status.

```
$ cf push pong_matcher_grails -n my-grails-app
Using manifest file /Users/example/workspace/pong_matcher_grails/app/manifest.yml

Creating app pong_matcher_grails in org Cloud-Apps / space development as clouduser@example.com...
OK

Creating route my-grails-app.cfapps.io...
OK

Binding my-grails-app.cfapps.io to pong_matcher_grails...
OK

Uploading pong_matcher_grails...
Uploading app files from: /Users/example/workspace/pong_matcher_grails/app/target/pong_matcher_grails-0.1.war
Uploading 4.8M, 704 files
OK
Binding service mysql to app pong_matcher_grails in org Cloud-Apps / space development as clouduser@example.com...
OK

Starting app pong_matcher_grails in org Cloud-Apps / space development as clouduser@example.com...
OK
----> Downloaded app package (38M)
----> Java Buildpack Version: v2.5 | https://github.com/cloudfoundry/java-buildpack.git#840500e
----> Downloading Open Jdk JRE 1.8.0_25 from https://download.run.pivotal.io/openjdk/lucid/x86_64/openjdk-1.8.0_25.tar.gz (1.5s)
    Expanding Open Jdk JRE to .java-buildpack/open_jdk_jre (1.1s)
----> Downloading Spring Auto Reconfiguration 1.5.0 RELEASE from https://download.run.pivotal.io/auto-reconfiguration/auto-reconfiguration-1.5.0_RELEASE.jar (0.0s)
    Modifying /WEB-INF/web.xml for Auto Reconfiguration
----> Downloading Tomcat Instance 8.0.14 from https://download.run.pivotal.io/tomcat/tomcat-8.0.14.tar.gz (0.4s)
    Expanding Tomcat to .java-buildpack/tomcat (0.1s)
----> Downloading Tomcat Lifecycle Support 2.4.0_RELEASE from https://download.run.pivotal.io/tomcat-lifecycle-support/tomcat-lifecycle-support-2.4.0_RELEASE.jar (0.0s)
----> Downloading Tomcat Logging Support 2.4.0_RELEASE from https://download.run.pivotal.io/tomcat-logging-support/tomcat-logging-support-2.4.0_RELEASE.jar (0.0s)
----> Downloading Tomcat Access Logging Support 2.4.0_RELEASE from https://download.run.pivotal.io/tomcat-access-logging-support/tomcat-access-logging-support-2.4.0_RELEASE.jar (0.0s)
----> Uploading droplet (83M)

0 of 2 instances running, 2 starting
0 of 2 instances running, 2 starting
0 of 2 instances running, 2 starting
2 of 2 instances running

App started

Showing health and status for app pong_matcher_grails in org Cloud-Apps / space development as clouduser@example.com...
OK

requested state: started
instances: 2/2
usage: 1G x 2 instances
urls: my-grails-app.cfapps.io

  state  since          cpu   memory   disk
#0  running 2014-11-10 05:07:33 PM  0.0%  686.4M of 1G  153.6M of 1G
#1  running 2014-11-10 05:07:36 PM  0.0%  677.2M of 1G  153.6M of 1G
```

## Step 9: Test Your Deployed App

You've deployed an app to Elastic Runtime!

Use the cf CLI or the [Apps Manager](#) to review information and administer your app and your Elastic Runtime account. For example, you can edit the `manifest.yml` to increase the number of app instances from 1 to 3, and redeploy the app with a new app name and host name.

See the [Manage Your Application with the cf CLI](#) section for more information. See also [Using the Apps Manager](#).

## Sample App Step

To test the sample app, do the following:

1. To export the test host, run `export HOST=SAMPLE_APP_URL`, substituting the URL for your app for `SAMPLE_APP_URL`.

2. To clear the database from any previous tests, run:

```
curl -v -X DELETE  
$HOST/all
```

You should get a response of 200.

3. To request a match as "andrew", run:

```
curl -v -H "Content-Type: application/json" -X PUT $HOST/match_requests/firstrequest -d '{"player":  
"andrew"}'
```

You should again get a response of 200.

4. To request a match as a different player, run:

```
curl -v -H "Content-Type: application/json" -X PUT $HOST/match_requests/secondrequest -d '{"player":  
"navratilova"}'
```

5. To check the status of the first match request, run:

```
curl -v -X GET  
$HOST/match_requests/firstrequest
```

The last line of the output shows the `match_id`.

6. Replace `MATCH_ID` with the `match_id` value from the previous step in the following command:

```
curl -v -H "Content-Type: application/json" -X POST $HOST/results -d' { "match_id":"MATCH_ID", "winner":"andrew", "loser":"navratilova"  
}'
```

You should receive a 201 response.

Created

## Alternative Methods for Pushing Apps

### Integrate a Plugin for Your Build Tool

Elastic Runtime provides plugins for Maven and Gradle. You can deploy and manage your apps using Maven or Gradle command-line syntax and configure security credentials.

For more information, refer to the [Build Tool Integration](#) topic.

### Manage Your Application with the cf CLI

Run `cf help` to view a complete list of commands, grouped by task categories, and run `cf help COMMAND` for detailed information about a specific command. For more information about using the cf CLI, refer to the Cloud Foundry Command Line Interface (cf CLI) topics, especially the [Getting Started with cf CLI v6](#) topic.

 **Note:** You cannot perform certain tasks in the CLI or the [Apps Manager](#) because these are commands that only a Elastic Runtime administrator can run. If you are not a Elastic Runtime administrator, the following message displays for these types of commands:

error code: 10003, message: You are not authorized to perform the requested action

For more information about specific Admin commands you can perform

with the Apps Manager, depending on your user role, refer to the [Getting Started with the Apps Manager](#) topic.

## Troubleshooting

If your application fails to start, verify that the application starts in your local environment. Refer to the [Troubleshooting Application Deployment and Health](#) topic to learn more about troubleshooting.

### App Deploy Fails

Even when the deploy fails, the app might exist on Elastic Runtime. Run `cf apps` to review the apps in the currently targeted org and space. You might be able to correct the issue using the CLI or the [Apps Manager](#), or you might have to delete the app and redeploy.

### App Requires a Unique URL

Elastic Runtime requires that each app that you deploy have a unique URL. Otherwise, the new app URL collides with an existing app URL and Elastic Runtime cannot successfully deploy the app. You can fix this issue by running `cf push` with either of the following flags to create a unique URL:

- `-n` to assign a different HOST name for the app.
- `--random-route` to create a URL that includes the app name and random words. Using this option might create a long URL, depending on the number of words that the app name includes.

## Getting Started Deploying Ratpack Apps

Page last updated:

This guide is intended to walk you through deploying a Ratpack app to Elastic Runtime. If you experience a problem following the steps below, check the [Known Issues](#) topic or refer to the [Troubleshooting Application Deployment and Health](#) topic.

### Sample App Step

If you want to go through this tutorial using the sample app, run `git clone https://github.com/cloudfoundry-samples/pong_matcher_groovy.git` to clone the `pong_matcher_groovy` app from GitHub, and follow the instructions in the Sample App Step sections.

 **Note:** Ensure that your Ratpack app runs locally before continuing with this procedure.

## Deploy a Ratpack Application

This section describes how to deploy a Ratpack application to Elastic Runtime.

### Prerequisites

- A Ratpack app that runs locally on your workstation
- Intermediate to advanced Ratpack knowledge
- The [Cloud Foundry Command Line Interface \(cf CLI\)](#)
- JDK 1.7 or 1.8 for Java 7 or 8 configured on your workstation

 **Note:** You can develop Ratpack applications in Java 7 or 8 or any JVM language. The Cloud Foundry Java buildpack uses JDK 1.8, but you can modify the buildpack and the manifest for your app to compile to JDK 1.7. Refer to Step 8: Configure the Deployment Manifest.

## Step 1: Declare App Dependencies

Declare all the dependency tasks for your app in the build script of your chosen build tool. The table lists build script information for Gradle and Maven and provides documentation links for each build tool.

Build Tool	Build Script	Documentation
Gradle	<code>build.gradle</code>	<a href="#">Gradle User Guide</a>
Maven	<code>pom.xml</code>	<a href="#">Apache Maven Project Documentation</a>

### Sample App Step

You can skip this step. The `build.gradle` file contains the dependencies for the `pong_matcher_groovy` sample app, as the example below shows.

```
dependencies {
    // SpringLoaded enables runtime hot reloading.
    // It is not part of the app runtime and is not shipped in the distribution.
    springloaded "org.springframework:springloaded:1.2.0.RELEASE"

    // Default SLF4J binding. Note that this is a blocking implementation.
    // See here for a non blocking appender http://logging.apache.org/log4j/2.x/manual/async.html
    runtime 'org.slf4j:slf4j-simple:1.7.7'

    compile group: 'redis.clients', name: 'jedis', version: '2.5.2', transitive: true

    testCompile "org.spockframework:spock-core:0.7-groovy-2.0"
}
```

## Step 2: Allocate Sufficient Memory

Use the `cf push -m` command to specify the amount of memory that should be allocated to the application. Memory allocated this way is done in preset amounts of 64M, 128M, 256M, 512M, 1G, or 2G. For example:

```
$ cf push -m 128M
```

When your app is running, you can use the `cf app APP_NAME` command to see memory utilization.

### Sample App Step

You can skip this step. In the `manifest.yml` of the `pong_matcher_groovy` sample app, the `memory` sub-block of the `applications` block allocates 512 MB to the app.

## Step 3: Provide a JDBC Driver

The Java buildpack does not bundle a JDBC driver with your application. If your application accesses a SQL RDBMS, you must do the following:

- Include the appropriate driver in your application.
- Create a dependency task for the driver in the build script for your build tool or IDE.

### Sample App Step

You can skip this step. The `pong_matcher_groovy` sample app does not require a JDBC driver.

## Step 4: (Optional) Configure a Procfile

Use a Procfile to declare required runtime processes for your web app and to specify your web server. For more information, see the [Configuring a Production Server](#) topic.

### Sample App Step

You can skip this step. The `pong_matcher_groovy` app does not require a Procfile.

## Step 5: Create and Bind a Service Instance for a Ratpack Application

This section describes using the CLI to configure a Redis managed service instance for an app. You can use either the CLI or the [Apps Manager](#) to perform this task.

Elastic Runtime supports two types of service instances:

- Managed services integrate with Elastic Runtime through service brokers that offer services and plans and manage the service calls between Elastic Runtime and a service provider.
- User-provided service instances enable you to connect your application to pre-provisioned external service instances.

For more information about creating and using service instances, refer to the [Services Overview](#) topic.

### Create a Service Instance

Run `cf marketplace` to view managed and user-provided services and plans available to you.

The example shows two of the available managed database-as-a-service providers and their offered plans: `elephantsql` PostgreSQL as a Service and `rediscloud` Enterprise-Class Redis for Developers.

```
$ cf marketplace  
Getting services from marketplace in org Cloud-Apps / space development as clouduser@example.com...  
OK
```

```
service    plans    description  
...  
elephantsql  turtle, panda, elephant  PostgreSQL as a Service  
...  
rediscloud  30mb, 100mb, 1gb, 10gb, 50gb Enterprise-Class Redis for Developers  
...
```

Run `cf create-service SERVICE PLAN` to create a service instance for your app. Choose a SERVICE and PLAN from the list, and provide a unique name for the SERVICE\_INSTANCE.

### Sample App Step

Run `cf create-service rediscloud 30mb baby-redis`. This creates a service instance named `baby-redis` that uses the `rediscloud` service and the `30mb` plan, as the example below shows.

```
$ cf create-service rediscloud 30mb baby-redis  
Creating service baby-redis in org Cloud-Apps / space development as clouduser@example.com....  
OK
```

## Bind a Service Instance

When you bind an app to a service instance, Elastic Runtime writes information about the service instance to the VCAP\_SERVICES app environment variable. The app can use this information to integrate with the service instance.

Most services support bindable service instances. Refer to your service provider's documentation to confirm if they support this functionality.

You can bind a service to an application with the command `cf bind-service APPLICATION SERVICE_INSTANCE`.

Alternately, you can configure the deployment manifest file by adding a `services` sub-block to the `applications` block and specifying the service instance. For more information and an example on service binding using a manifest, see the Sample App step.

You can also bind a service using the [Apps Manager](#).

### Sample App Step

You can skip this step because the service instance is already bound. Open the `manifest.yml` file in a text editor to view the bound service instance information. Locate the file in the app root directory and search for the `services` sub-block in the `applications` block, as the example below shows.

```
---  
applications:  
...  
services:  
  - baby-redis
```

## Step 6: Configure the Deployment Manifest

You can specify deployment options in the `manifest.yml` that the `cf push` command uses when deploying your app.

Refer to the [Deploying with Application Manifests](#) topic for more information.

### Sample App Step

You can skip this step. The `manifest.yml` file for the `pong_matcher_groovy` sample app does not require any additional configuration to deploy the app.

## Step 7: Log in and Target the API Endpoint

Run `cf login -a API_ENDPOINT`, enter your login credentials, and select a space and org. The API endpoint is [the URL of the Cloud Controller in your Elastic Runtime instance](#).

### Sample App Step

You must do this step to run the sample app.

## Step 8: Deploy the Application

 **Note:** You must use the cf CLI to deploy apps.

From the root directory of your application, run `cf push APP-NAME -p PATH-TO-FILE.distZip` to deploy your application.

 **Note:** You must deploy the `.distZip` artifact for a Ratpack app, and you must include the path to the `.distZip` file in the `cf push` command using the `-p` option if you do not declare the path in the `applications` block of the manifest file. For more information, refer to the [Tips for Java Developers](#) topic.

`cf push APP-NAME` creates a URL route to your application in the form HOST.DOMAIN, where HOST is your APP-NAME and DOMAIN is specified by your administrator. Your DOMAIN is `shared-domain.example.com`. For example: `cf push my-app` creates the URL `my-app.shared-domain.example.com`.

The URL for your app must be unique from other apps that Elastic Runtime hosts or the push will fail. Use the following options to help create a unique URL:

- `-n` to assign a different HOST name for the app
- `--random-route` to create a URL that includes the app name and random words
- `cf help push` to view other options for this command

If you want to view log activity while the app deploys, launch a new terminal window and run `cf logs APP-NAME`.

Once your app deploys, browse to your app URL. Search for the `urls` field in the `App started` block in the output of the `cf push` command. Use the URL to access your app online.

### Sample App Step

1. Change to the `app` directory, and run `./gradlew distZip` to build the app.
2. Run `cf push pong_matcher_groovy -n HOST_NAME` to push the app.

Example: `cf push pong_matcher_groovy -n groovy-ratpack-app`

 **Note:** You do not have to include the `-p` flag when you deploy the sample app. The sample app manifest declares the path to the archive that `cf push` uses to upload the app files.

The example below shows the terminal output of deploying the `pong_matcher_groovy` app. `cf push` uses the instructions in the manifest file to create the app, create and bind the route, and upload the app. It then binds the app to the `baby-redis` service and follows the instructions in the manifest to start one instance of the app with 512 MB. After the app starts, the output displays the health and status of the app.

```
$ cf push pong_matcher_groovy -n groovy-ratpack-app
Using manifest file /Users/example/workspace/pong_matcher_groovy/app/manifest.yml

Creating app pong_matcher_groovy in org Cloud-Apps / space development as cloudunder@example.com...
OK

Creating route groovy-ratpack-app.cfapps.io...
OK

Binding groovy-ratpack-app.cfapps.io to pong_matcher_groovy...
OK

Uploading pong_matcher_groovy...
Uploading app files from: /Users/example/workspace/pong_matcher_groovy/app/build/distributions/app.zip
Uploading 138.2K, 18 files
OK
Binding service baby-redis to app pong_matcher_groovy in org Cloud-Apps / space development as cloudunder@example.com...
OK

Starting app pong_matcher_groovy in org Cloud-Apps / space development as cloudunder@example.com...
OK
----> Downloaded app package (12M)
Cloning into '/tmp/buildpacks/java-buildpack'...
----> Java Buildpack Version: 9e096be | https://github.com/cloudfoundry/java-buildpack#9e096be
      Expanding Open Jdk JRE to .java-buildpack/open_jdk_jre (1.3s)
----> Uploading droplet (49M)

0 of 1 instances running, 1 starting
1 of 1 instances running

App started

Showing health and status for app pong_matcher_groovy in org Cloud-Apps / space development as cloudunder@example.com...
OK

requested state: started
instances: 1/1
usage: 512M x 1 instances
urls: groovy-ratpack-app.cfapps.io

  state  since        cpu   memory     disk
#0  running  2014-10-28 04:48:58 PM  0.0%  193.5M of 512M  111.7M of 1G
```

## Step 9: Test Your Deployed App

You've deployed an app to Elastic Runtime!

Use the cf CLI or the [Apps Manager](#) to review information and administer your app and your Elastic Runtime account. For example, you can edit the `manifest.yml` to increase the number of app instances from 1 to 3, and redeploy the app with a new app name and host name.

See the [Manage Your Application with the cf CLI](#) section for more information. See also [Using the Apps Manager](#).

### Sample App Step

To test the sample app, do the following:

1. To export the test host, run `export HOST=SAMPLE_APP_URL`, substituting the URL for your app for `SAMPLE_APP_URL`.

2. To clear the database from any previous tests, run:

```
curl -v -X DELETE
$HOST/all
```

You should get a response of 200.

3. To request a match as "andrew", run:

```
curl -v -H "Content-Type: application/json" -X PUT $HOST/match_requests/firstrequest -d '{"player": "andrew"}'
```

You should again get a response of 200.

4. To request a match as a different player, run:

```
curl -v -H "Content-Type: application/json" -X PUT $HOST/match_requests/secondrequest -d '{"player": "navratilova"}'
```

5. To check the status of the first match request, run:

```
curl -v -X GET  
$HOST/match_requests/firstrequest
```

The last line of the output shows the `match_id`.

6. Replace `MATCH_ID` with the `match_id` value from the previous step in the following command:

```
curl -v -H "Content-Type: application/json" -X POST $HOST/results -d '{ "match_id": "MATCH_ID", "winner": "andrew", "loser": "navratilova" }'
```

You should receive a `201 Created` response.

## Alternative Methods for Pushing Apps

### Integrate a Plugin for Your Build Tool

Elastic Runtime provides plugins for Maven and Gradle. You can deploy and manage your apps using Maven or Gradle command-line syntax and configure security credentials.

For more information, refer to the [Build Tool Integration](#) topic.

### Manage Your Application with the cf CLI

Run `cf help` to view a complete list of commands, grouped by task categories, and run `cf help COMMAND` for detailed information about a specific command. For more information about using the cf CLI, refer to the Cloud Foundry Command Line Interface (cf CLI) topics, especially the [Getting Started with cf CLI v6](#) topic.

 **Note:** You cannot perform certain tasks in the CLI or the [Apps Manager](#) because these are commands that only a Elastic Runtime administrator can run. If you are not a Elastic Runtime administrator, the following message displays for these types of commands:

error code: 10003, message: You are not authorized to perform the requested action

For more information about specific Admin commands you can perform

with the Apps Manager, depending on your user role, refer to the [Getting Started with the Apps Manager](#) topic.

## Troubleshooting

If your application fails to start, verify that the application starts in your local environment. Refer to the [Troubleshooting Application Deployment and Health](#) topic to learn more about troubleshooting.

### App Deploy Fails

Even when the deploy fails, the app might exist on Elastic Runtime. Run `cf apps` to review the apps in the currently targeted org and space. You might be able to correct the issue using the CLI or the [Apps Manager](#), or you might have to delete the app and redeploy.

### App Requires a Unique URL

Elastic Runtime requires that each app that you deploy have a unique URL. Otherwise, the new app URL collides with an existing app URL and Elastic Runtime cannot successfully deploy the app. You can fix this issue by running `cf push` with either of the following flags to create a unique URL:

- `-n` to assign a different HOST name for the app.
- `--random-route` to create a URL that includes the app name and random words. Using this option might create a long URL, depending on the number of words that the app name includes.



## Getting Started Deploying Spring Apps

Page last updated:

This guide is intended to walk you through deploying a Spring app to Elastic Runtime. You can choose whether to push a sample app, your own app, or both.

If at any time you experience a problem following the steps below, try checking the [Known Issues](#) topic, or refer to the [Troubleshooting Application Deployment and Health](#) topic for more tips.

### Sample App Step

If you want to go through this tutorial using the sample app, run `git clone https://github.com/cloudfoundry-samples/pong_matcher_spring` to clone the `pong_matcher_spring` app from GitHub, and follow the instructions in the Sample App Step sections.

 **Note:** Ensure that your Spring app runs locally before continuing with this procedure.

## Deploy a Spring Application

This section describes how to deploy your Spring application to Elastic Runtime.

### Prerequisites

- A Spring app that runs locally on your workstation
- Intermediate to advanced Spring knowledge
- The [Cloud Foundry Command Line Interface \(cf CLI\)](#)
- JDK 1.6, 1.7, or 1.8 for Java 6, 7, or 8 configured on your workstation

 **Note:** The Cloud Foundry Java buildpack uses JDK 1.8, but you can modify the buildpack and the manifest for your app to compile to an earlier version. For more information, refer to the [Custom Buildpacks](#) topic.

## Step 1: Declare App Dependencies

Be sure to declare all the dependency tasks for your app in the build script of your chosen build tool.

The [Spring Getting Started Guides](#) demonstrate features and functionality you can add to your app, such as consuming RESTful services or integrating data. These guides contain Gradle and Maven build script examples with dependencies. You can copy the code for the dependencies into your build script.

The table lists build script information for Gradle and Maven and provides documentation links for each build tool.

Build Tool	Build Script	Documentation
Gradle	<code>build.gradle</code>	<a href="#">Gradle User Guide</a>
Maven	<code>pom.xml</code>	<a href="#">Apache Maven Project Documentation</a>

### Sample App Step

You can skip this step. The `pom.xml` file contains the dependencies for the `pong_matcher_spring` sample app, as the example below shows.

```
<dependencies>
    <dependency>
        <groupId>mysql</groupId>
        <artifactId>mysql-connector-java</artifactId>
    </dependency>
    <dependency>
        <groupId>org.flywaydb</groupId>
        <artifactId>flyway-core</artifactId>
    </dependency>
    <dependency>
        <groupId>org.springframework.boot</groupId>
        <artifactId>spring-boot-starter-data-jpa</artifactId>
    </dependency>
    <dependency>
        <groupId>org.springframework.boot</groupId>
        <artifactId>spring-boot-starter-test</artifactId>
    </dependency>
    <dependency>
        <groupId>org.springframework.boot</groupId>
        <artifactId>spring-boot-starter-web</artifactId>
    </dependency>
    <dependency>
        <groupId>com.h2database</groupId>
        <artifactId>h2</artifactId>
        <scope>test</scope>
    </dependency>
    <dependency>
        <groupId>com.jayway.jsonpath</groupId>
        <artifactId>json-path</artifactId>
        <scope>test</scope>
    </dependency>
</dependencies>
```

## Step 2: Allocate Sufficient Memory

Use the `cf push -m` command to specify the amount of memory that should be allocated to the application. Memory allocated this way is done in preset amounts of `64M`, `128M`, `256M`, `512M`, `1G`, or `2G`. For example:

```
$ cf push -m 128M
```

When your app is running, you can use the `cf app APP-NAME` command to see memory utilization.

### Sample App Step

You can skip this step. The Cloud Foundry Java buildpack uses settings declared in the sample app to allocate 1 GB of memory to the app.

## Step 3: Provide a JDBC Driver

The Java buildpack does not bundle a JDBC driver with your application. If your application accesses a SQL RDBMS, you must do the following:

- Include the appropriate driver in your application.
- Create a dependency task for the driver in the build script for your build tool or IDE.

### Sample App Step

You can skip this step. In the `pong_matcher_spring` sample app, the `src/main/resources/application.yml` file declares the JDBC driver, and the `pom.xml` file includes the JDBC driver as a dependency.

## Step 4: Configure Service Connections for a Spring App

Elastic Runtime provides extensive support for creating and binding a Spring application to services such as MySQL, PostgreSQL, MongoDB, Redis, and RabbitMQ. For more information about creating and binding a service connection for your app, refer to the [Configure Service Connections for Spring](#) topic.

#### Sample App Step: Create a Service Instance

Run `cf create-service cleardb spark mysql`. This creates a service instance named `mysql` that uses the `cleardb` service and the `mysql` plan, as the example below shows.

```
$ cf create-service cleardb spark mysql
Creating service mysql in org Cloud-Apps / space development as a.user@example.com....
OK
```

#### Sample App Step: Bind a Service Instance

You can skip this step because the service instance is already bound. Open the `manifest.yml` file in a text editor to view the bound service instance information. Locate the file in the app root directory and search for the `services` sub-block in the `applications` block, as the example below shows.

```
---
applications:
...
services:
  - mysql
```

## Step 5: Configure the Deployment Manifest

You can specify deployment options in a manifest file `manifest.yml` that the `cf push` command uses when deploying your app.

Refer to the [Deploying with Application Manifests](#) topic for more information.

#### Sample App Step

You can skip this step. The `manifest.yml` file for the `pong_matcher_spring` sample app does not require any additional configuration to deploy the app.

## Step 6: Log in and Target the API Endpoint

Run `cf login -a API-ENDPOINT`, enter your login credentials, and select a space and org. The API endpoint is [the URL of the Cloud Controller in your Elastic Runtime instance](#).

#### Sample App Step

You must do this step to run the sample app.

## Step 7: Deploy Your Application

 **Note:** You must use the cf CLI to deploy apps.

From the root directory of your application, run `cf push APP-NAME -p PATH-TO-FILE.war` to deploy your application.

 **Note:** Most Spring apps include an artifact, such as a `.jar`, `.war`, or `.zip` file. You must include the path to this file in the `cf push`

command using the `-p` option if you do not declare the path in the `applications` block of the manifest file. The example shows how to specify a path to the `.war` file for a Spring app. Refer to the [Tips for Java Developers](#) topic for CLI examples for specific build tools, frameworks, and languages that create an app with an artifact.

`cf push APP-NAME` creates a URL route to your application in the form HOST.DOMAIN, where HOST is your APP-NAME and DOMAIN is specified by your administrator. Your DOMAIN is `shared-domain.example.com`. For example: `cf push my-app` creates the URL `my-app.shared-domain.example.com`.

The URL for your app must be unique from other apps that Elastic Runtime hosts or the push will fail. Use the following options to help create a unique URL:

- `-n` to assign a different HOST name for the app
- `--random-route` to create a URL that includes the app name and random words
- `cf help push` to view other options for this command

If you want to view log activity while the app deploys, launch a new terminal window and run `cf logs APP-NAME`.

Once your app deploys, browse to your app URL. Search for the `urls` field in the `App started` block in the output of the `cf push` command. Use the URL to access your app online.

### Sample App Step

1. Run `brew install maven`.
2. Change to the `app` directory, and run `mvn package` to build the app.
3. Run `cf push pong_matcher_spring -n my-spring-  
HOSTNAME`

Example: `cf push pong_matcher_spring -n my-spring-  
app`

 **Note:** You do not have to include the `-p` flag when you deploy the sample app. The sample app manifest declares the path to the archive that `cf push` uses to upload the app files.

The example below shows the terminal output of deploying the `pong_matcher_spring` app. `cf push` uses the instructions in the manifest file to create the app, create and bind the route, and upload the app. It then binds the app to the `mysql` service and starts one instance of the app with 1 GB of memory. After the app starts, the output displays the health and status of the app.

```
$ cf push pong_matcher_spring -n spring1119
Using manifest file /Users/example/workspace/pong_matcher_spring/manifest.yml

Creating app pong_matcher_spring in org Cloud-Apps / space development as a.user@example.com...
OK

Creating route spring1119.cfapps.io...
OK

Binding spring1119.cfapps.io to pong_matcher_spring...
OK

Uploading pong_matcher_spring...
Uploading app files from: /Users/example/workspace/pong_matcher_spring/target/pong-matcher-spring-1.0.0.BUILD-SNAPSHOT.jar
Uploading 797.5K, 116 files
OK
Binding service mysql to app pong_matcher_spring in org Cloud-Apps / space development as a.user@example.com...
OK

Starting app pong_matcher_spring in org Cloud-Apps / space development as a.user@example.com...
OK
----> Downloaded app package (25M)
----> Downloading Open Jdk JRE 1.8.0_25 from https://download.run.pivotal.io/openjdk/lucid/x86_64/openjdk-1.8.0_25.tar.gz (1.2s)
      Expanding Open Jdk JRE to .java-buildpack/open_jdk_jre (1.1s)
----> Downloading Spring Auto Reconfiguration 1.5.0 RELEASE from https://download.run.pivotal.io/auto-reconfiguration/auto-reconfiguration-1.5.0_RELEASE.jar (0.1s)

----> Uploading droplet (63M)

0 of 1 instances running, 1 starting
1 of 1 instances running

App started

Showing health and status for app pong_matcher_spring in org Cloud-Apps / space development as a.user@example.com...
OK

requested state: started
instances: 1/1
usage: 1G x 1 instances
urls: spring1119.cfapps.io

  state  since          cpu   memory    disk
#0  running  2014-11-19 12:29:27 PM  0.0%  553.6M of 1G  127.4M of 1G
```

## Step 8: Test Your Deployed App

You've deployed an app to Elastic Runtime!

Use the cf CLI or the [Apps Manager](#) to review information and administer your app and your Elastic Runtime account. For example, you can edit the `manifest.yml` to increase the number of app instances from 1 to 3, and redeploy the app with a new app name and host name.

See the [Manage Your Application with the cf CLI](#) section for more information. See also [Using the Apps Manager](#).

### Sample App Step

To test the sample app, do the following:

1. To export the test host, run `export HOST=SAMPLE-APP-URL`, substituting the URL for your app for `SAMPLE-APP-URL`.

2. To clear the database from any previous tests, run:

```
curl -v -X DELETE
$HOST/all
```

You should get a response of 200.

3. To request a match as "andrew", run:

```
curl -v -H "Content-Type: application/json" -X PUT $HOST/match_requests/firstrequest -d '{"player": "andrew"}'
```

You should again get a response of 200.

4. To request a match as a different player, run:

```
curl -v -H "Content-Type: application/json" -X PUT $HOST/match_requests/secondrequest -d '{"player": "navratilova"}'
```

5. To check the status of the first match request, run:

```
curl -v -X GET  
$HOST/match_requests/firstrequest
```

The last line of the output shows the `match_id`.

6. Replace `MATCH_ID` with the `match_id` value from the previous step in the following command:

```
curl -v -H "Content-Type: application/json" -X POST $HOST/results -d '{ "match_id": "MATCH_ID", "winner": "andrew", "loser": "navratilova" }'
```

You should receive a `201 Created` response.

## Alternative Methods for Pushing Apps

### Alternative Method 1: Integrate a Plugin for Your Build Tool

Elastic Runtime provides plugins for Maven and Gradle. You can deploy and manage your apps using Maven or Gradle command-line syntax and configure security credentials.

For more information, refer to the [Build Tool Integration](#) topic.

### Alternative Method 2: Integrate the Cloud Foundry Eclipse Plugin for STS

Elastic Runtime provides an Eclipse plugin extension that enables you to deploy and manage Spring applications on a Cloud Foundry instance from the Spring Tool Suite (STS), version 3.0.0 and later. For more information, refer to the [Cloud Foundry Eclipse Plugin](#) topic. You must follow the instructions in the [Install to STS from the IDE Extensions Tab](#) and [Create a Cloud Foundry Server](#) sections before you can deploy and manage your apps with the plugin.

## Manage Your Application with the cf CLI

Run `cf help` to view a complete list of commands, grouped by task categories, and run `cf help COMMAND` for detailed information about a specific command. For more information about using the cf CLI, refer to the Cloud Foundry Command Line Interface (cf CLI) topics, especially the [Getting Started with cf CLI v6](#) topic.

 **Note:** You cannot perform certain tasks in the CLI or the [Apps Manager](#) because these are commands that only a Elastic Runtime administrator can run. If you are not a Elastic Runtime administrator, the following message displays for these types of commands:

`error code: 10003, message: You are not authorized to perform the requested action` For more information about specific Admin commands you can perform with the Apps Manager, depending on your user role, refer to the [Getting Started with the Apps Manager](#) topic.

## Troubleshooting

If your application fails to start, verify that the application starts in your local environment. Refer to the [Troubleshooting Application Deployment and Health](#) topic to learn more about troubleshooting.

## App Deploy Fails

Even when the deploy fails, the app might exist on Elastic Runtime. Run `cf apps` to review the apps in the currently targeted org and space. You might be able to correct the issue using the CLI or the [Apps Manager](#), or you might have to delete the app and redeploy.

## App Requires a Content-Type

If you specify a `Content-Encoding` header of `gzip` but do not specify a `Content-Type` within your application, Elastic Runtime might send a `Content-Type` of `application/x-gzip` to the browser. This scenario might cause the deploy to fail if it conflicts with the actual encoded content of your app. To avoid this issue, be sure to explicitly set `Content-Type` within your app.

## App Requires a Unique URL

Elastic Runtime requires that each app that you deploy have a unique URL. Otherwise, the new app URL collides with an existing app URL and Elastic Runtime cannot successfully deploy the app. You can fix this issue by running `cf push` with either of the following flags to create a unique URL:

- `-n` to assign a different HOST name for the app.
- `--random-route` to create a URL that includes the app name and random words. Using this option might create a long URL, depending on the number of words that the app name includes.

## Tips for Java Developers

Page last updated:

Cloud Foundry can deploy a number of different JVM-based artifact types. For a more detailed explanation of what it supports, see the [Java Buildpack documentation](#).

## Java Client Library

The Cloud Foundry Client Library provides a Java API for interacting with a Cloud Foundry instance. This library, `cloudfoundry-client-lib`, is used by the Cloud Foundry Maven plugin, the Cloud Foundry Gradle plugin, the [Cloud Foundry STS integration](#), and other Java-based tools.

For information about using this library, see the [Java Cloud Foundry Library](#) page.

## Grails

Grails packages applications into WAR files for deployment into a Servlet container. To build the WAR file and deploy it, run the following:

```
$ grails prod war  
$ cf push my-application -p target/my-application-version.war
```

## Groovy

Groovy applications based on both [Ratpack](#) and a simple collection of files are supported.

## Ratpack

Ratpack packages applications into two different styles; Cloud Foundry supports the `distZip` style. To build the ZIP and deploy it, run the following:

```
$ gradle distZip  
$ cf push my-application -p build/distributions/my-application.zip
```

## Raw Groovy

Groovy applications that are made up of a [single entry point](#) plus any supporting files can be run without any other work. To deploy them, run the following:

```
$ cf push my-application
```

## Java Main

Java applications with a `main()` method can be run provided that they are packaged as [self-executable JARs](#).

 **Note:** If your application is not web-enabled, you must suppress route creation to avoid a “failed to start accepting connections” error. To suppress route creation, add `no-route: true` to the application manifest or use the `--no-route` flag with the `cf push` command.

For more information about the `no-route` attribute, see the [Deploying with Application Manifests](#) topic.

## Maven

A Maven build can create a self-executable JAR. To build and deploy the JAR, run the following:

```
$ mvn package  
$ cf push my-application -p target/my-application-version.jar
```

## Gradle

A Gradle build can create a self-executable JAR. To build and deploy the JAR, run the following:

```
$ gradle build  
$ cf push my-application -p build/libs/my-application-version.jar
```

## Play Framework

The [Play Framework](#) packages applications into two different styles. Cloud Foundry supports both the `staged` and `dist` styles. To build the `dist` style and deploy it, run the following:

```
$ play dist  
$ cf push my-application -p target/universal/my-application-version.zip
```

## Spring Boot CLI

[Spring Boot](#) can run applications [comprised entirely of POGOs](#). To deploy then, run the following:

```
$ spring grab *.groovy  
$ cf push my-application
```

## Servlet

Java applications can be packaged as Servlet applications.

## Maven

A Maven build can create a Servlet WAR. To build and deploy the WAR, run the following:

```
$ mvn package  
$ cf push my-application -p target/my-application-version.war
```

## Gradle

A Gradle build can create a Servlet WAR. To build and deploy the JAR, run the following:

```
$ gradle build  
$ cf push my-application -p build/libs/my-application-version.war
```

## Binding to Services

Information about binding apps to services can be found on the following pages:

- [Service Bindings for Grails Applications](#)
- [Service Bindings for Play Framework Applications](#)
- [Service Bindings for Spring Applications](#)

## Java Buildpack

For detailed information about using, configuring, and extending the Cloud Foundry Java buildpack, see <https://github.com/cloudfoundry/java-buildpack>.

## Design

The Java Buildpack is designed to convert artifacts that run on the JVM into executable applications. It does this by identifying one of the supported artifact types (Grails, Groovy, Java, Play Framework, Spring Boot, and Servlet) and downloading all additional dependencies needed to run. The collection of services bound to the application is also analyzed and any dependencies related to those services are also downloaded.

As an example, pushing a WAR file that is bound to a PostgreSQL database and New Relic for performance monitoring would result in the following:

```
Initialized empty Git repository in /tmp/buildpacks/java-buildpack/.git  
--> Java Buildpack source: https://github.com/cloudfoundry/java-buildpack#0928916a2dd78e9fa9469c558046cef09f60e5d  
--> Downloading Open Jdk JRE 1.7.0_51 from  
    http://.../openjdk/lucid/x86_64/openjdk-1.7.0_51.tar.gz (0.0s)  
      Expanding Open Jdk JRE to java-buildpack/open_jdk_jre (1.9s)  
--> Downloading New Relic Agent 3.4.1 from  
    http://.../new-relic/new-relic-3.4.1.jar (0.4s)  
--> Downloading Postgresql JDBC 9.3.1100 from  
    http://.../postgresql-jdbc/postgresql-jdbc-9.3.1100.jar (0.0s)  
--> Downloading Spring Auto Reconfiguration 0.8.7 from  
    http://.../auto-reconfiguration/auto-reconfiguration-0.8.7.jar (0.0s)  
      Modifying /WEB-INF/web.xml for Auto Reconfiguration  
--> Downloading Tomcat 7.0.50 from  
    http://.../tomcat/tomcat-7.0.50.tar.gz (0.0s)  
      Expanding Tomcat to java-buildpack/tomcat (0.1s)  
--> Downloading Buildpack Tomcat Support 1.1.1 from  
    http://.../tomcat-buildpack-support/tomcat-buildpack-support-1.1.1.jar (0.1s)  
--> Uploading droplet (57M)
```

## Configuration

In most cases, the buildpack should work without any configuration. If you are new to Cloud Foundry, we recommend that you make your first attempts without modifying the buildpack configuration. If the buildpack requires some configuration, use [a fork of the buildpack](#).

## Java and Grails Best Practices

### Provide JDBC driver

The Java buildpack does not bundle a JDBC driver with your application. If your application will access a SQL RDBMS, include the appropriate driver in your application.

### Allocate Sufficient Memory

If you do not allocate sufficient memory to a Java application when you deploy it, it may fail to start, or Elastic Runtime may terminate it. You must allocate enough memory to allow for the following:

- Java heap
- Metaspace, if using Java 8

- PermGen, if using Java 7 or earlier
- Thread stacks
- JVM overhead

The `config/open_jdk_jre.yml` file of the [Cloud Foundry Java buildpack](#) contains default memory size and weighting settings for the JRE. See the [Open JDK JRE README](#) on GitHub for an explanation of JRE memory sizes and weightings and how the Java buildpack calculates and allocates memory to the JRE for your app.

To configure memory-related JRE options for your app, you create a custom buildpack and specify this buildpack in your deployment manifest. For more information about configuring custom buildpacks and manifests, refer to the [Custom Buildpacks](#) and [Deploying with Application Manifests](#) topics.

When your app is running, you can use the `cf app APP-NAME` command to see memory utilization.

## Troubleshoot Failed Upload

If your application fails to upload when you push it to Cloud Foundry, it may be for one of the following reasons:

- WAR is too large: An upload may fail due to the size of the WAR file. Cloud Foundry testing indicates WAR files as large as 250 MB upload successfully. If a WAR file larger than that fails to upload, it may be a result of the file size.
- Connection issues: Application uploads can fail if you have a slow Internet connection, or if you upload from a location that is very remote from the target Cloud Foundry instance. If an application upload takes a long time, your authorization token can expire before the upload completes. A workaround is to copy the WAR to a server that is closer to the Cloud Foundry instance, and push it from there.
- Out-of-date cf CLI client: Upload of a large WAR is faster and hence less likely to fail if you are using a recent version of the cf CLI. If you are using an older version of the cf CLI client to upload a large WAR, and having problems, try updating to the latest version of the cf CLI.
- Incorrect WAR targeting: By default, `cf push` uploads everything in the current directory. For a Java application, a plain `cf push` push will upload source code and other unnecessary files, in addition to the WAR. When you push a Java application, specify the path to the WAR:

```
$ cf push MY-APP -p PATH/TO/WAR-FILE
```

You can determine whether or not the path was specified for a previously pushed application by looking at the application deployment manifest, `manifest.yml`. If the `path` attribute specifies the current directory, the manifest will include a line like this:

```
path: .
```

To re-push just the WAR, either:

- Delete `manifest.yml` and push again, specifying the location of the WAR using the `-p` flag, or
- Edit the `path` argument in `manifest.yml` to point to the WAR, and re-push the application.

## Debug Java Apps on Cloud Foundry

Because of the way that Cloud Foundry deploys your applications and isolates them, it is not possible to connect to your application with the remote Java debugger. Instead, instruct the application to connect to the Java debugger on your local machine.

Here are the instructions for setting up remote debugging when using BOSH Lite or a CloudFoundry installation.

1. Open your project in [Eclipse](#).
2. Right-click on your project, go to **Debug as** and pick **Debug Configurations**.
3. Create a new **Remote Java Application**.
4. Make sure your project is selected, pick **Standard (Socket Listen)** from the **Connection Type** drop down and set a port. Make sure this port is open if you are running a firewall.
5. Click **Debug**.

The debugger should now be running. If you switch to the Debug perspective, you should see your application listed in the Debug panel and it should say `Waiting for vm to connect at port`.

Next, push your application to Cloud Foundry and instruct Cloud Foundry to connect to the debugger running on your local machine using the following instructions:

1. Edit your `manifest.yml` file. Set the instances count to 1. If you set this greater than one, multiple applications try to connect to your debugger.
2. Also in `manifest.yml`, add the `env` section [x](#) and create a variable called `JAVA_OPTS`.  
`-agentlib:jdwp=transport=dt_socket,address=YOUR-IP-ADDRESS:YOUR-PORT`.
3. Add the remote debugger configuration to the `JAVA_OPTS` variable:  
`-agentlib:jdwp=transport=dt_socket,address=YOUR-IP-ADDRESS:YOUR-PORT`.
4. Save the `manifest.yml` file.
5. Run `cf push`.

Upon completion, you should see that your application has started and is now connected to the debugger running in your IDE. You can now add breakpoints and interrogate the application just as you would if it were running locally.

## Slow Starting Java or Grails Apps

Some Java and Grails applications do not start quickly, and the DEA health check for an application can fail if an application starts too slowly.

The current Java buildpack implementation sets the Tomcat `bindOnInit` property to `false`. This prevents Tomcat from listening for HTTP requests until an application has fully deployed.

If your application does not start quickly, the DEA health check may fail because it checks the health of the application before the application can accept requests. By default, the DEA health check fails after a timeout threshold of 60 seconds.

To resolve this issue, use `cf push APP-NAME` with the `-t TIMEOUT-THRESHOLD` option to increase the timeout threshold. Specify `TIMEOUT-THRESHOLD` in seconds.

```
$ cf push my-app -t 180
```

 **Note:** The timeout threshold cannot exceed 180 seconds. Specifying a timeout threshold greater than 180 seconds results in the following error:  
Server error, status code: 400, error code: 100001, message: The app is invalid: health\_check\_timeout maximum\_exceeded

If your Java or Grails application requires more than 180 seconds to start, you can fork the Java buildpack and change the value of `bindOnInit` to `true` in `resources/tomcat/conf/server.xml`. This change allows Tomcat to listen for HTTP requests before your application has fully deployed.

 **Note:** Changing the value of `bindOnInit` to `true` allows the DEA health check of your application to pass even before your application has fully deployed. In this state, Cloud Foundry might pass requests to your application before your application can serve them.

## Extension

The Java Buildpack is also designed to be easily extended. It creates abstractions for [three types of components](#) (containers, frameworks, and JREs) in order to allow users to easily add functionality. In addition to these abstractions, there are a number of [utility classes](#) for simplifying typical buildpack behaviors.

As an example, the New Relic framework looks like the following:

```

class NewRelicAgent < JavaBuildpack::Component::VersionedDependencyComponent

# @macro base_component_compile
def compile
  FileUtils.mkdir_p logs_dir

  download_jar
  @droplet.copy_resources
end

# @macro base_component_release
def release
  @droplet.java_opts
  add_javaagent(@droplet.sandbox + jar_name)
  add_system_property('newrelic.home', @droplet.sandbox)
  add_system_property('newrelic.config.license_key', license_key)
  add_system_property('newrelic.config.app_name', "#{application_name}")
  add_system_property('newrelic.config.log_file_path', logs_dir)
end

protected

# @macro versioned_dependency_component_supports
def supports?
  @application.services.one_service? FILTER, 'licenseKey'
end

private

FILTER = /newrelic/.freeze

def application_name
  @application.details['application_name']
end

def license_key
  @application.services.find_service(FILTER)['credentials']['licenseKey']
end

def logs_dir
  @droplet.sandbox + 'logs'
end

end

```

## Environment Variables

You can access environments variable programmatically.

For example, you can obtain `VCAP_SERVICES` as follows:

```
System.getenv("VCAP_SERVICES");
```

See the [Cloud Foundry Environment Variables](#) topic for more information.

## Configuring Service Connections for Grails

Page last updated:

Cloud Foundry provides extensive support for connecting a Grails application to services such as MySQL, Postgres, MongoDB, Redis, and RabbitMQ. In many cases, a Grails application running on Cloud Foundry can automatically detect and configure connections to services. For more advanced cases, you can control service connection parameters yourself.

## Auto-Configuration

Grails provides plugins for accessing SQL (using [Hibernate](#)), [MongoDB](#), and [Redis](#) services. If you install any of these plugins and configure them in your `Config.groovy` or `DataSource.groovy` file, Cloud Foundry re-configures the plugin with connection information when your app starts.

If you were using all three types of services, your configuration might look like this:

```
environments {
  production {
    dataSource {
      url = 'jdbc:mysql://localhost/db?useUnicode=true&characterEncoding=utf8'
      dialect = org.hibernate.dialect.MySQLInnoDBDialect
      driverClassName = 'com.mysql.jdbc.Driver'
      username = 'user'
      password = "password"
    }
    grails {
      mongo {
        host = 'localhost'
        port = 27107
        databaseName = "foo"
        username = 'user'
        password = 'password'
      }
      redis {
        host = 'localhost'
        port = 6379
        password = 'password'
        timeout = 2000
      }
    }
  }
}
```

The `url`, `host`, `port`, `databaseName`, `username`, and `password` fields in this configuration will be overridden by the Cloud Foundry auto-reconfiguration if it detects that the application is running in a Cloud Foundry environment. If you want to test the application locally against your own services, you can put real values in these fields. If the application will only be run against Cloud Foundry services, you can put placeholder values as shown here, but the fields must exist in the configuration.

## Manual Configuration

If you do not want to use auto-configuration, you can configure the Cloud Foundry service connections manually.

Follow the steps below to manually configure a service connection.

1. Add the `spring-cloud` library to the `dependencies` section of your `BuildConfig.groovy` file.

```
repositories {
  grailsHome()
  mavenCentral()
  grailsCentral()
  mavenRepo "http://repo.spring.io/milestone"
}

dependencies {
  compile "org.springframework.cloud:spring-cloud-cloudfoundry-connector:1.0.0.RELEASE"
  compile "org.springframework.cloud:spring-cloud-spring-service-connector:1.0.0.RELEASE"
}
```

Adding the `spring-cloud` library allows you to disable auto-configuration and use the `spring-cloud` API in your `DataSource.groovy` file to set the connection parameters.

2. Add the following to your `grails-app/conf/spring/resources.groovy` file to disable auto-configuration:

```
beans = {
    cloudFactory(org.springframework.cloud.CloudFactory)
}
```

3. Add the following `imports` to your `DataSource.groovy` file to allow `spring-cloud` API commands:

```
import org.springframework.cloud.CloudFactory
import org.springframework.cloud.CloudException
```

4. Add the following code to your `DataSource.groovy` file to enable Cloud Foundry's `getCloud` method to function locally or in other environments outside of a cloud.

```
def cloud = null
try {
    cloud = new CloudFactory().cloud
} catch (CloudException) {}
```

5. Use code like the following to access the cloud object:

```
def dbInfo = cloud?.getServiceInfo('myapp-mysql')
url = dbInfo?.jdbcUrl
username = dbInfo?.userName
password = dbInfo?.password
```

The example `DataSource.groovy` file below contains the following:

- The `imports` that allow `spring-cloud` API commands
- The code that enables the `getCloud` method to function locally or in other environments outside of a cloud
- Code to access the cloud object for SQL, MongoDB, and Redis services

```

import org.springframework.cloud.CloudFactory
import org.springframework.cloud.CloudException

def cloud = null
try {
    cloud = new CloudFactory().cloud
} catch (CloudException) {}

dataSource {
    pooled = true
    dbCreate = 'update'
    driverClassName = 'com.mysql.jdbc.Driver'
}

environments {
    production {
        dataSource {
            def dbInfo = cloud?.getServiceInfo('myapp-mysql')
            url = dbInfo?.jdbcUrl
            username = dbInfo?.userName
            password = dbInfo?.password
        }
        grails {
            mongo {
                def mongoInfo = cloud?.getServiceInfo('myapp-mongodb')
                host = mongoInfo?.host
                port = mongoInfo?.port
                databaseName = mongoInfo?.database
                username = mongoInfo?.userName
                password = mongoInfo?.password
            }
            redis {
                def redisInfo = cloud?.getServiceInfo('myapp-redis')
                host = redisInfo?.host
                port = redisInfo?.port
                password = redisInfo?.password
            }
        }
    }
    development {
        dataSource {
            url = 'jdbc:mysql://localhost:5432/myapp'
            username = 'sa'
            password = ''
        }
        grails {
            mongo {
                host = 'localhost'
                port = 27107
                databaseName = 'foo'
                username = 'user'
                password = 'password'
            }
            redis {
                host = 'localhost'
                port = 6379
                password = 'password'
            }
        }
    }
}
}

```

## Configuring Service Connections for Play Framework

**Page last updated:**

Cloud Foundry supports running Play Framework applications and the Play JPA plugin for auto-configuration for Play versions up to and including v2.4.x.

Cloud Foundry provides support for connecting a Play Framework application to services such as MySQL and Postgres. In many cases, a Play Framework application running on Cloud Foundry can automatically detect and configure connections to services.

### Auto-Configuration

By default, Cloud Foundry detects service connections in a Play Framework application and configures them to use the credentials provided in the Cloud Foundry environment. Note that auto-configuration happens only if there is a single service of either of the supported types—MySQL or Postgres.

## Configuring Service Connections for Spring

Page last updated:

Cloud Foundry provides extensive support for connecting a Spring application to services such as MySQL, PostgreSQL, MongoDB, Redis, and RabbitMQ. In many cases, Cloud Foundry can automatically configure a Spring application without any code changes. For more advanced cases, you can control service connection parameters yourself.

## Auto-Reconfiguration

If your Spring application requires services such as a relational database or messaging system, you might be able to deploy your application to Cloud Foundry without changing any code. In this case, Cloud Foundry automatically re-configures the relevant bean definitions to bind them to cloud services.

Cloud Foundry auto-reconfigures applications only if the following items are true for your application:

- Only one service instance of a given service type is bound to the application. In this context, MySQL and PostgreSQL are considered the same service type, relational database, so if both a MySQL and a PostgreSQL service are bound to the application, auto-reconfiguration will not occur.
- Only one bean of a matching type is in the Spring application context. For example, you can have only one bean of type `javax.sql.DataSource`.

With auto-reconfiguration, Cloud Foundry creates the database or connection factory bean itself, using its own values for properties such as host, port, username and so on. For example, if you have a single `javax.sql.DataSource` bean in your application context that Cloud Foundry auto-reconfigures and binds to its own database service, Cloud Foundry does not use the username, password and driver URL you originally specified. Instead, it uses its own internal values. This is transparent to the application, which really only cares about having a relational database to which it can write data but does not really care what the specific properties are that created the database. Also note that if you have customized the configuration of a service, such as the pool size or connection properties, Cloud Foundry auto-reconfiguration ignores the customizations.

For more information about auto-reconfiguration of specific services types, see the [Service-Specific Details](#) section.

## Manual Configuration

Use manual configuration if you have multiple services of a given type or you want to have more control over the configuration than auto-reconfiguration provides.

To use manual configuration, include the `spring-cloud` library in your list of application dependencies. Update your application Maven `pom.xml` or Gradle `build.gradle` file to include dependencies on the `org.springframework.cloud:spring-cloud-spring-service-connector` and `org.springframework.cloud:spring-cloud-cloudfoundry-connector` artifacts.

For example, if you use Maven to build your application, the following `pom.xml` snippet shows how to add this dependency.

```
<dependencies>
  <dependency>
    <groupId>org.springframework.cloud</groupId>
    <artifactId>spring-cloud-spring-service-connector</artifactId>
    <version>1.1.0.RELEASE</version>
  </dependency>
  <dependency>
    <groupId>org.springframework.cloud</groupId>
    <artifactId>spring-cloud-cloudfoundry-connector</artifactId>
    <version>1.1.0.RELEASE</version>
  </dependency>
</dependencies>
```

You also need to update your application build file to include the Spring Framework Milestone repository. The following `pom.xml` snippet shows how to do this for Maven:

```
<repositories>
  <repository>
    <id>repository.springsource.milestone</id>
    <name>SpringSource Milestone Repository</name>
    <url>http://repo.springsource.org/milestone</url>
  </repository>
  ...
</repositories>
```

## Java Configuration

Typical use of Java config involves extending the `AbstractCloudConfig` class and adding methods with the `@Bean` annotation to create beans for services. Apps migrating from [auto-reconfiguration](#) might first try [Scanning for Services](#) until they need more explicit control. Java config also offers a way to expose application and service properties. Use this for debugging or to create service connectors using a lower-level access.

### Create a Service Bean

In the following example, the configuration creates a `DataSource` bean connecting to the only relational database service bound to the app. It also creates a `MongoDbFactory` bean, again, connecting to the only MongoDB service bound to the app. Check Javadoc for `AbstractCloudConfig` for ways to connect to other services.

```
class CloudConfig extends AbstractCloudConfig {
  @Bean
  public DataSource inventoryDataSource() {
    return connectionFactory().dataSource();
  }
  ... more beans to obtain service connectors
}
```

The bean names match the method names unless you specify an explicit value to the annotation such as `@Bean("inventory-service")`, following Spring's Java configuration standards.

If you have more than one service of a type bound to the app or want to have an explicit control over the services to which a bean is bound, you can pass the service names to methods such as `dataSource()` and `mongoDbFactory()` as follows:

```
class CloudConfig extends AbstractCloudConfig {

  @Bean
  public DataSource inventoryDataSource() {
    return connectionFactory().dataSource("inventory-db-service");
  }

  @Bean
  public MongoDbFactory documentMongoDbFactory() {
    return connectionFactory().mongoDbFactory("document-service");
  }

  ... more beans to obtain service connectors
}
```

Method such as `dataSource()` come in an additional overloaded variant that offer specifying configuration options such as the pooling parameters. See Javadoc for more details.

### Connect to Generic Services

Java config supports access to generic services through the `service()` method. Generic services do not have a directly mapped method. This is typical for a newly introduced service or when connecting to a private service in private PaaS. The generic `service()` method follows the same pattern as the `dataSource()`, except it allows supplying the connector type as an additional parameters.

### Scan for Services

You can scan for each bound service using the `@ServiceScan` annotation as shown below. This is conceptually similar to the `@ComponentScan`

annotation in Spring:

```
@Configuration  
@ServiceScan  
class CloudConfig {  
}
```

Here, one bean of the appropriate type (`DataSource` for a relational database service, for example) is created. Each created bean will have the `id` matching the corresponding service name. You can then inject such beans using auto-wiring:

```
@Autowired DataSource inventoryDb;
```

If the app is bound to more than one services of a type, you can use the `@Qualifier` annotation supplying it the name of the service as in the following code:

```
@Autowired @Qualifier("inventory-db") DataSource inventoryDb;  
@Autowired @Qualifier("shipping-db") DataSource shippingDb;
```

## Access Service Properties

You can expose raw properties for all services and the app through a bean as follows:

```
class CloudPropertiesConfig extends AbstractCloudConfig {  
  
    @Bean  
    public Properties cloudProperties() {  
        return properties();  
    }  
}
```

## Cloud Profile

Spring Framework versions 3.1 and above support bean definition profiles as a way to conditionalize the application configuration so that only specific bean definitions are activated when a certain condition is true. Setting up such profiles makes your application portable to many different environments so that you do not have to manually change the configuration when you deploy it to, for example, your local environment and then to Cloud Foundry.

See the Spring Framework documentation for additional information about using Spring bean definition profiles.

When you deploy a Spring application to Cloud Foundry, Cloud Foundry automatically enables the `cloud` profile.

 **Note:** Cloud Foundry auto-reconfiguration requires the Spring application to be version 3.1 or later and include the Spring context JAR. If you are using an earlier version, update your framework or use a custom buildpack.

## Profiles in Java Configuration

The `@Profile` annotation can be placed on `@Configuration` classes in a Spring application to set conditions under which configuration classes are invoked. By using the `default` and `cloud` profiles to determine whether the application is running on Cloud Foundry or not, your Java configuration can support both local and cloud deployments using Java configuration classes like these:

```

public class Configuration {
    @Configuration
    @Profile("cloud")
    static class CloudConfiguration {
        @Bean
        public DataSource dataSource() {
            CloudFactory cloudFactory = new CloudFactory();
            Cloud cloud = cloudFactory.getCloud();
            String serviceID = cloud.getServiceID();
            return cloud.getServiceConnector(serviceID, DataSource.class, null);
        }
    }

    @Configuration
    @Profile("default")
    static class LocalConfiguration {
        @Bean
        public DataSource dataSource() {
            BasicDataSource dataSource = new BasicDataSource();
            dataSource.setUrl("jdbc:postgresql://localhost/db");
            dataSource.setDriverClassName("org.postgresql.Driver");
            dataSource.setUsername("postgres");
            dataSource.setPassword("postgres");
            return dataSource;
        }
    }
}

```

## Property Placeholders

Cloud Foundry exposes a number of application and service properties directly into its deployed applications. The properties exposed by Cloud Foundry include basic information about the application, such as its name and the cloud provider, and detailed connection information for all services currently bound to the application.

Service properties generally take one of the following forms:

```

cloud.services.{service-name}.connection.{property}
cloud.services.{service-name}.{property}

```

In this form, `{service-name}` refers to the name you gave the service when you bound it to your application at deploy time, and `{property}` is a field in the credentials section of the `VCAP_SERVICES` environment variable.

For example, assume that you created a Postgres service called `my-postgres` and then bound it to your application. Assume also that this service exposes credentials in `VCAP_SERVICES` as discrete fields. Cloud Foundry exposes the following properties about this service:

```

cloud.services.my-postgres.connection.hostname
cloud.services.my-postgres.connection.name
cloud.services.my-postgres.connection.password
cloud.services.my-postgres.connection.port
cloud.services.my-postgres.connection.username
cloud.services.my-postgres.plan
cloud.services.my-postgres.type

```

If the service exposed the credentials as a single `uri` field, then the following properties would be set up:

```

cloud.services.my-postgres.connection.uri
cloud.services.my-postgres.plan
cloud.services.my-postgres.type

```

For convenience, if you have bound just one service of a given type to your application, Cloud Foundry creates an alias based on the service type instead of the service name. For example, if only one MySQL service is bound to an application, the properties takes the form `cloud.services.mysql.connection.{property}`. Cloud Foundry uses the following aliases in this case:

- `mysql`
- `postgresql`
- `mongodb`

- redis
- rabbitmq

A Spring application can take advantage of these Cloud Foundry properties using the property placeholder mechanism. For example, assume that you have bound a MySQL service called `spring-mysql` to your application. Your application requires a `c3p0` connection pool instead of the connection pool provided by Cloud Foundry, but you want to use the same connection properties defined by Cloud Foundry for the MySQL service - in particular the username, password and JDBC URL.

The following table lists all the application properties that Cloud Foundry exposes to deployed applications.

Property	Description
<code>cloud.application.name</code>	The name provided when the application was pushed to Cloud Foundry.
<code>cloud.provider.url</code>	The URL of the cloud hosting the application, such as <code>cloudfoundry.com</code> .

The service properties that are exposed for each type of service are listed in the [Service-Specific Details](#) section.

## Service-Specific Details

The following sections describe Spring auto-reconfiguration and manual configuration for the services supported by Cloud Foundry.

## MySQL and Postgres

### Auto-Reconfiguration

Auto-reconfiguration occurs if Cloud Foundry detects a `javax.sql.DataSource` bean in the Spring application context. The following snippet of a Spring application context file shows an example of defining this type of bean which Cloud Foundry will detect and potentially auto-reconfigure:

```
<bean class="org.apache.commons.dbcp.BasicDataSource" destroy-method="close" id="dataSource">
<property name="driverClassName" value="org.h2.Driver" />
<property name="url" value="jdbc:h2:mem:" />
<property name="username" value="sa" />
<property name="password" value="" />
</bean>
```

The relational database that Cloud Foundry actually uses depends on the service instance you explicitly bind to your application when you deploy it: MySQL or Postgres. Cloud Foundry creates either a commons DBCP or Tomcat datasource depending on which datasource implementation it finds on the classpath.

Cloud Foundry internally generates values for the following properties: `driverClassName`, `url`, `username`, `password`, `validationQuery`.

### Manual Configuration in Java

To configure a database service in Java configuration, create a `@Configuration` class with a `@Bean` method to return a `javax.sql.DataSource` bean. The bean can be created by helper classes in the `spring-cloud` library, as shown here:

```
@Configuration
public class DataSourceConfig {
    @Bean
    public DataSource dataSource() {
        CloudFactory cloudFactory = new CloudFactory();
        Cloud cloud = cloudFactory.getCloud();
        String serviceID = cloud.getServiceID();
        return cloud.getServiceConnector(serviceID, DataSource.class, null);
    }
}
```

## MongoDB

## Auto-Reconfiguration

You must use Spring Data MongoDB 1.0 M4 or later for auto-reconfiguration to work.

Auto-reconfiguration occurs if Cloud Foundry detects an `org.springframework.data.document.mongodb.MongoDbFactory` bean in the Spring application context. The following snippet of a Spring XML application context file shows an example of defining this type of bean which Cloud Foundry will detect and potentially auto-reconfigure:

```
<mongo:db-factory
    id="mongoDbFactory"
    dbname="pwdtest"
    host="127.0.0.1"
    port="1234"
    username="test_user"
    password="test_pass" />
```

Cloud Foundry creates a `SimpleMongoDbFactory` with its own values for the following properties: `host`, `port`, `username`, `password`, `dbname`.

## Manual Configuration in Java

To configure a MongoDB service in Java configuration, create a `@Configuration` class with a `@Bean` method to return an

`org.springframework.data.mongodb.MongoDbFactory` bean from Spring Data MongoDB. The bean can be created by helper classes in the `spring-cloud` library, as shown here:

```
@Configuration
public class MongoConfig {

    @Bean
    public MongoDbFactory mongoDbFactory() {
        CloudFactory cloudFactory = new CloudFactory();
        Cloud cloud = cloudFactory.getCloud();
        MongoServiceInfo serviceInfo = (MongoServiceInfo) cloud.getServiceInfo("my-mongodb");
        String serviceID = serviceInfo.getID();
        return cloud.getServiceConnector(serviceID, DataSource.class, null);
    }

    @Bean
    public MongoTemplate mongoTemplate() {
        return new MongoTemplate(mongoDbFactory());
    }
}
```

## Redis

### Auto-Configuration

You must be using Spring Data Redis 1.0 M4 or later for auto-configuration to work.

Auto-configuration occurs if Cloud Foundry detects a `org.springframework.data.redis.connection.RedisConnectionFactory` bean in the Spring application context. The following snippet of a Spring XML application context file shows an example of defining this type of bean which Cloud Foundry will detect and potentially auto-configure:

```
<bean id="redis"
    class="org.springframework.data.redis.connection.jedis.JedisConnectionFactory"
    p:hostName="localhost" p:port="6379" />
```

Cloud Foundry creates a `JedisConnectionFactory` with its own values for the following properties: `host`, `port`, `password`. This means that you must package the Jedis JAR in your application. Cloud Foundry does not currently support the JRedis and RJC implementations.

## Manual Configuration in Java

To configure a Redis service in Java configuration, create a `@Configuration` class with a `@Bean` method to return an

`org.springframework.data.redis.connection.RedisConnectionFactory` bean from Spring Data Redis. The bean can be created by helper classes in the `spring-cloud` library, as shown here:

```
@Configuration
public class RedisConfig {

    @Bean
    public RedisConnectionFactory redisConnectionFactory() {
        CloudFactory cloudFactory = new CloudFactory();
        Cloud cloud = cloudFactory.getCloud();
        RedisServiceInfo serviceInfo = (RedisServiceInfo) cloud.getServiceInfo("my-redis");
        String serviceID = serviceInfo.getID();
        return cloud.getServiceConnector(serviceID, RedisConnectionFactory.class, null);
    }

    @Bean
    public RedisTemplate redisTemplate() {
        return new StringRedisTemplate(redisConnectionFactory());
    }

}
```

## RabbitMQ

### Auto-Configuration

You must be using Spring AMQP 1.0 or later for auto-configuration to work. Spring AMQP provides publishing, multi-threaded consumer generation, and message conversion. It also facilitates management of AMQP resources while promoting dependency injection and declarative configuration.

Auto-configuration occurs if Cloud Foundry detects an `org.springframework.amqp.rabbit.connection.ConnectionFactory` bean in the Spring application context. The following snippet of a Spring application context file shows an example of defining this type of bean which Cloud Foundry will detect and potentially auto-configure:

```
<rabbit:connection-factory
    id="rabbitConnectionFactory"
    host="localhost"
    password="testpwd"
    port="1238"
    username="testuser"
    virtual-host="virthost" />
```

Cloud Foundry creates an `org.springframework.amqp.rabbit.connection.CachingConnectionFactory` with its own values for the following properties: `host`, `virtual-host`, `port`, `username`, `password`.

### Manual Configuration in Java

To configure a RabbitMQ service in Java configuration, create a `@Configuration` class with a `@Bean` method to return an `org.springframework.amqp.rabbit.connection.ConnectionFactory` bean from the Spring AMQP library. The bean can be created by helper classes in the `spring-cloud` library, as shown here:

```
@Configuration
public class RabbitConfig {

    @Bean
    public ConnectionFactory rabbitConnectionFactory() {
        CloudFactory cloudFactory = new CloudFactory();
        Cloud cloud = cloudFactory.getCloud();
        AmqpServiceInfo serviceInfo = (AmqpServiceInfo) cloud.getServiceInfo("my-rabbit");
        String serviceID = serviceInfo.getID();
        return cloud.getServiceConnector(serviceID, ConnectionFactory.class, null);
    }

    @Bean
    public RabbitTemplate rabbitTemplate(ConnectionFactory connectionFactory) {
        return new RabbitTemplate(connectionFactory);
    }
}
```



## Cloud Foundry Eclipse Plugin

Page last updated:

The Cloud Foundry Eclipse Plugin is an extension that enables Cloud Foundry users to deploy and manage Java and Spring applications on a Cloud Foundry instance from Eclipse or Spring Tool Suite (STS).

The plugin supports Eclipse v3.8 and v4.3 (a Java EE version is recommended), and STS 3.0.0 and later.

This page has instructions for installing and using v1.7.2 of the plugin.

You can use the plugin to perform the following actions:

- Deploy applications from an Eclipse or STS workspace to a running Cloud Foundry instance. The Cloud Foundry Eclipse plugin supports the following application types:
  - Spring Boot
  - Spring
  - Java Web
  - Java standalone
  - Grails
- Create, bind, and unbind services.
- View and manage deployed applications and services.
- Start and stop applications.

v1.7.2 of this plugin provides the following updates and changes:

- Cloud Foundry Eclipse is now enabled for NLS and Internationalization.
- A “New Service Binding” wizard that allows service instances to be bound to applications. This wizard serves as an alternative to binding through the existing drag-and-drop feature.
- Improvements in Loggregator streaming to the console.
- Improvements in deploying Spring Boot and Getting Started projects with templates.

## Install Cloud Foundry Eclipse Plugin

If you have a previous version of the Cloud Foundry Eclipse Plugin installed, uninstall it before installing the new version. To uninstall the plugin:

1. Choose **About Eclipse** (or **About Spring Tool Suite**) from the Eclipse (or **Spring Tool Suite**) menu and click **Installation Details**.
2. In **Installation Details**, select the previous version of the plugin and click **Uninstall**.

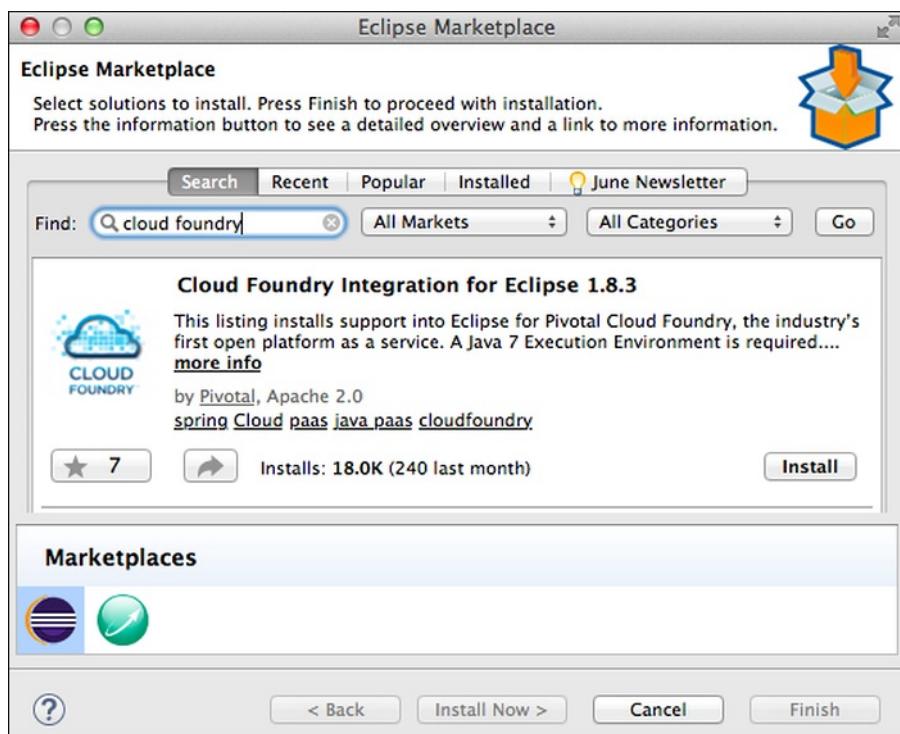
Follow the installation instructions appropriate for your environment:

- [Install to Eclipse from Marketplace](#)
- [Install to STS from IDE Extensions Tab](#)
- [Install from a Local Repository](#)

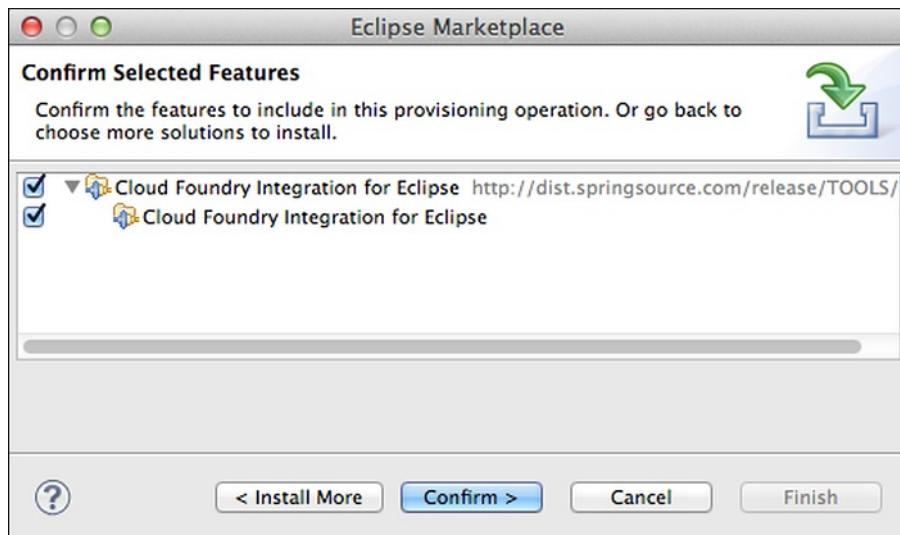
### Install to Eclipse from Marketplace

Follow the instructions below to install the Cloud Foundry Eclipse Plugin to Eclipse from the Eclipse Marketplace.

1. Start Eclipse.
2. From the Eclipse **Help** menu, select **Eclipse Marketplace**.
3. In the Eclipse Marketplace window, enter “Cloud Foundry” in the **Find** field. Click **Go**.
4. In the search results, next to the listing for Cloud Foundry Integration, click **Install**.



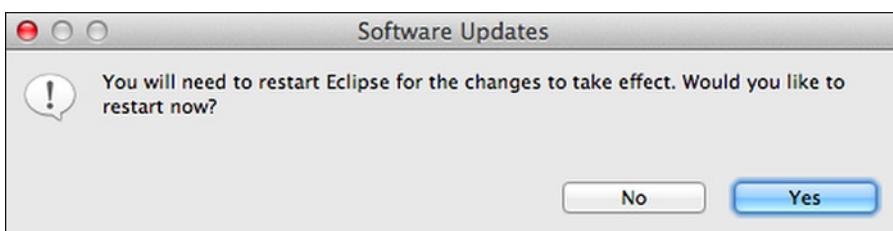
5. In the **Confirm Selected Features** window, click **Confirm**.



6. The **Review Licenses** window appears. Select "I accept the terms of the license agreement" and click **Finish**.



7. The **Software Updates** window appears. Click **Yes** to restart Eclipse.



## Install to STS from IDE Extensions Tab

Follow these instructions to install the Cloud Foundry Eclipse Plugin to Spring Tool Suite (STS) from the **IDE Extensions** tab.

1. Start STS.
2. On the STS Dashboard, click **IDE Extensions**.

**Tooling Updates**

- ! Thanks for installing STS 3.7.0
- ! Cloud Foundry Eclipse 1.8.3 released

**News**

- ★ Spring Roo 2.0.0.M1 refactors addons, structures for collaboration  
On behalf on the Spring Roo team at DISID Corporation, I am pleased to announce that Spring Roo 2.0.0.M1 has been released! This first release of Spring Roo 2.0 is a large refactoring of Spring Roo project ... Pieter Humphrey Jul 20, 2015
- ★ Spring Framework 4.2 RC3 released / GA on July 30  
Dear Spring community, Spring Framework 4.2 is not going GA today quite yet, but it's almost there: RC3 is available from [repo.spring.io](#) now, as a last release candidate before we reach GA on the 30th of ... Juergen Hoeller Jul 15, 2015
- ★ This Week in Spring - July 14th 2015  
Welcome to another installment of This Week in Spring! This week in I'm in Shanghai, China and Hangzhou, China and Shenzhen, China, talking to some of the world's largest websites (of the same scale of ... Josh Long Jul 14, 2015)
- ★ Webinar Replay: A Spring Showcase: Turkcell's Personal Cloud Storage App  
Webinar Replay: A Spring Showcase: Turkcell's Personal Cloud Storage App Speaker: Erdem Gunay Slides: <http://www.slideshare.net/SpringCentral/erdem-gunay>

**Get Started!**

- IMPORT GETTING STARTED GUIDE
- IMPORT REFERENCE APP
- CREATE JAVA PROJECT
- CREATE SPRING STARTER PROJECT

**Manage**

- IDE EXTENSIONS

3. Enter "Cloud Foundry" in the **Find** field.
4. Select **Cloud Foundry Integration for Eclipse** and click **Install**.

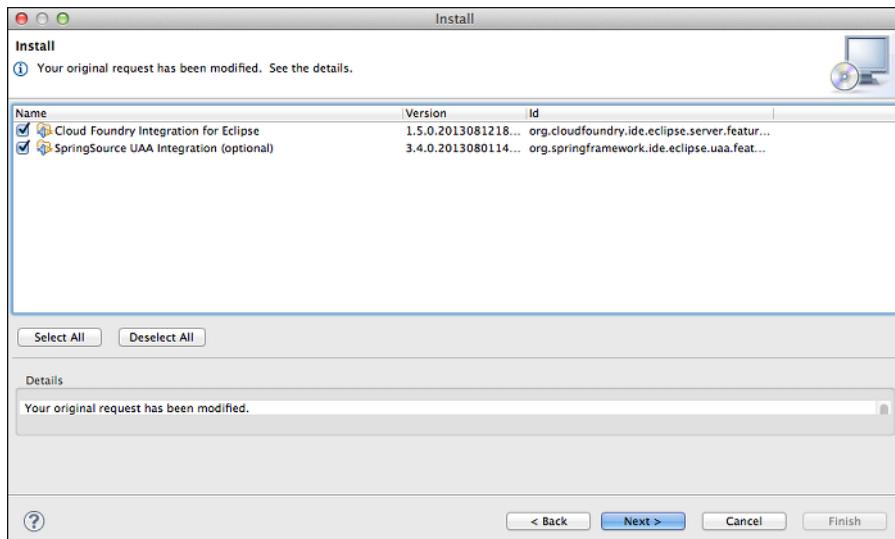
**Server and Clouds**

Support for Server and Clouds

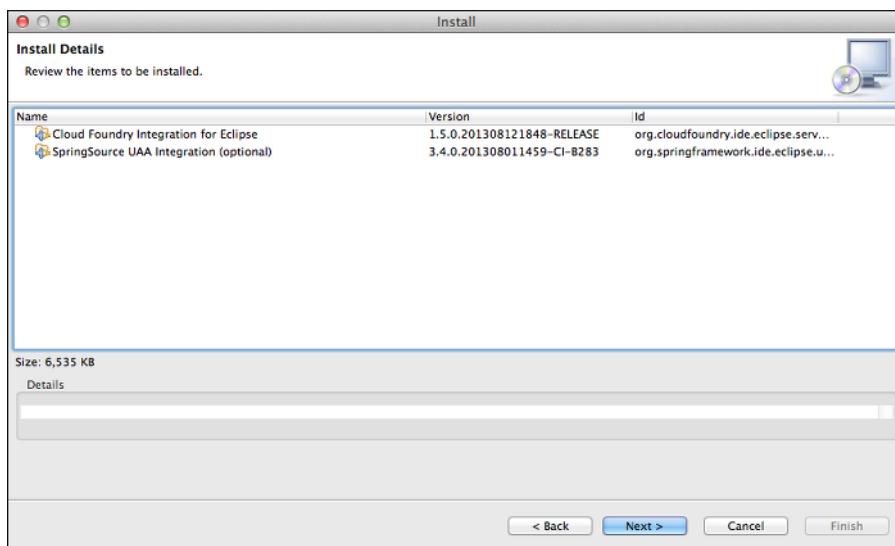
- Cloud Foundry Integration for Eclipse (Installed) by Pivotal Software, Inc., Free, EPL [\(i\)](#)  
The integration supports application deployment and scaling, service bindings, and migration between Cloud spaces. Java 7 is required to install and run the integ

**Find Updates** [Configure Extensions...](#) **Install**

5. In the **Install** window, click **Next**.



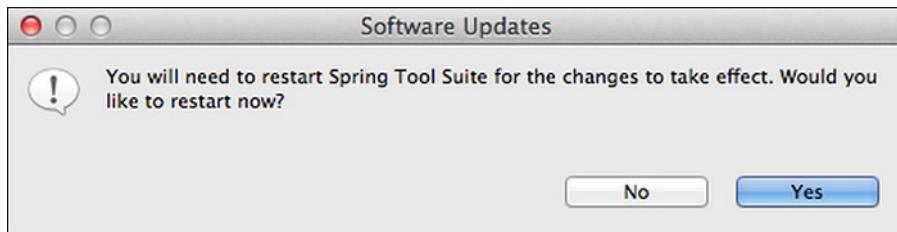
6. In the **Install Details** window, click **Next**.



7. The **Review Licenses** window appears. Select "I accept the terms of the license agreement" and click **Finish**.



8. The **Software Updates** window appears. Click **Yes** to restart Spring Tool Suite.



## Install a Release Version Offline

If you need to install a release version of Cloud Foundry Eclipse Plugin in offline mode, you can download a release update site zip file and transfer it to the offline environment.

To install a Release Version offline, follow the steps below on a computer running Eclipse or Spring Tool Suite (STS).

1. Browse to <https://github.com/cloudfoundry/eclipse-integration-cloudfoundry/blob/master/updatesites.md> and download a release update site zip file.
2. In Eclipse or STS, select **Install New Software** from the **Help** menu.
3. In the **Available Software** window, to the right of the **Work with** field, click **Add**.
4. In the **Add Repository** window, enter `Cloud Foundry Integration` or a name of your choice for the repository. Click **Archive**.
5. In the **Open** window, browse to the location of the update site zip file and click **Open**.
6. In the **Add Repository** window, click **OK**.
7. In the **Available Software** window, select **Core/Cloud Foundry Integration** and, optionally, **Resources/Cloud Foundry Integration**. Click **Next**.
8. In the **Review Licenses** window, select “I accept the terms of the license agreement” and click **Finish**.

## Install from a Local Build

If you need to install the Cloud Foundry Eclipse Plugin from a local build, rather than from a release version, you can download and build the source, create a repository and copy it to the target machine, then install from the copied repository.

1. Obtain the plugin source from GitHub in one of the following ways:
  - Download archived source code for released versions of the plugin from <https://github.com/SpringSource/eclipse-integration-cloudfoundry/releases>
  - Clone the project repository:

```
$ git clone https://github.com/SpringSource/eclipse-integration-cloudfoundry
```

2. Unzip the downloaded archive. In a terminal, run the following command:

```
$ mvn -Pe37 package
```

3. Copy the `org.cloudfoundry.ide.eclipse.server.site/target/site` directory to the machine where you want to install the plugin.

4. On the machine where you want to install the plugin, launch Eclipse or Spring Tool Suite (STS).

5. Select **Install New Software** from the **Help** menu.
6. In the **Available Software** window, to the right of the **Work with** field, click **Add**.
7. In the **Add Repository** window, enter `Cloud Foundry Integration` or a name of your choice for the repository. Click **Local**.
8. In the **Open** window, browse to the `org.cloudfoundry.ide.eclipse.server.site/target/site` directory. Click **Open**.
9. In the **Add Repository** window, click **OK**.

10. In the **Available Software** window, select **Core/Cloud Foundry Integration** and, optionally, **Resources/Cloud Foundry Integration**. Click **Next**.
11. In the **Review Licenses** window, select “I accept the terms of the license agreement” and click **Finish**.

## About the Plugin User Interface

The sections below describe the Cloud Foundry Eclipse plugin user interface. If you do not see the tabs described below, select the Pivotal Cloud Foundry server in the **Servers** view. To expose the Servers view, ensure that you are using the Java perspective, then select **Window > Show View > Other > Server > Servers**.

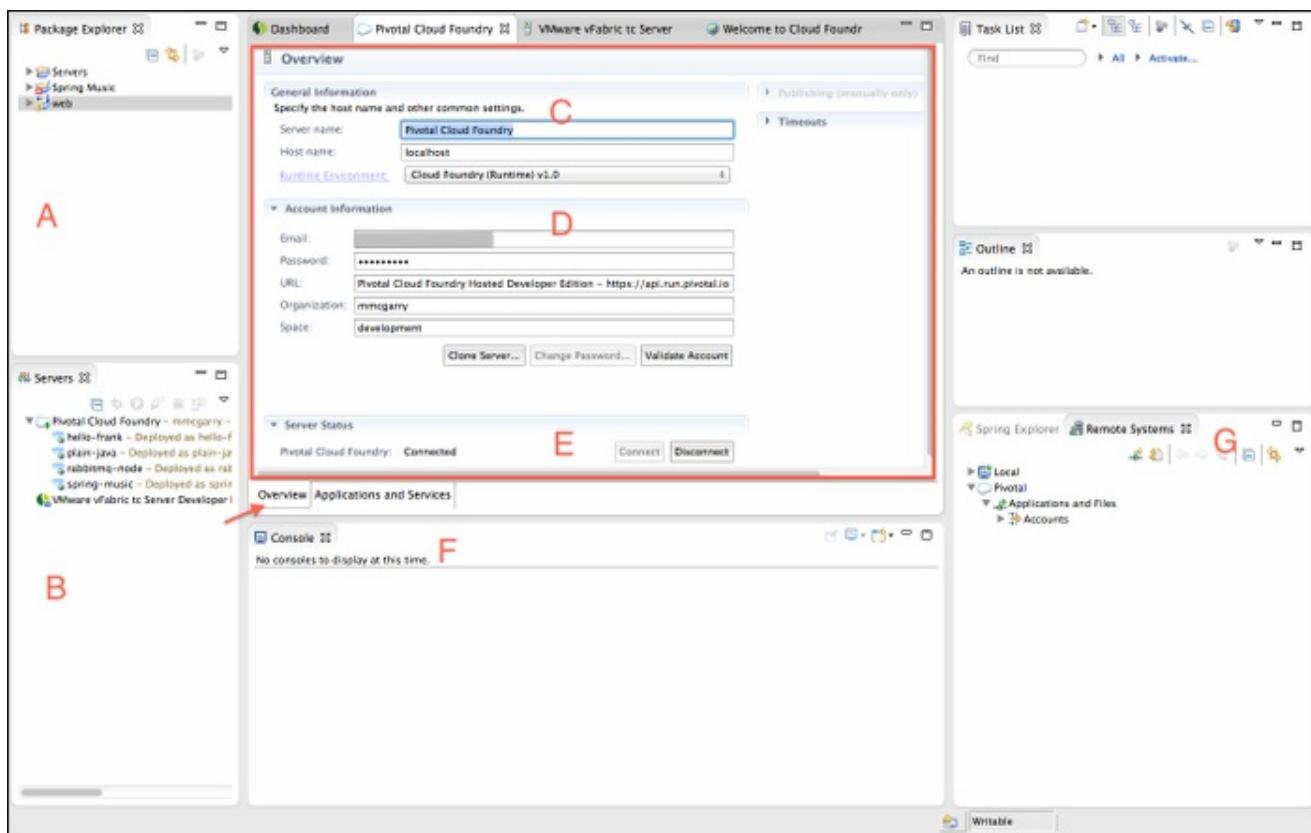
The Cloud Foundry editor, outlined in red in the screenshot below, is the primary plugin user interface. Some workflows involve interacting with standard elements of the Eclipse user interface, such as the **Project Explorer** and the **Console** and **Servers** views.

Note that the Cloud Foundry editor allows you to work with a single Cloud Foundry space. Each space is represented by a distinct server instance in the **Servers** view (B). Multiple editors, each targeting a different space, can be open simultaneously. However, only one editor targeting a particular Cloud Foundry server instance can be open at a time.

### Overview Tab

The follow panes and views are present when the **Overview** tab is selected:

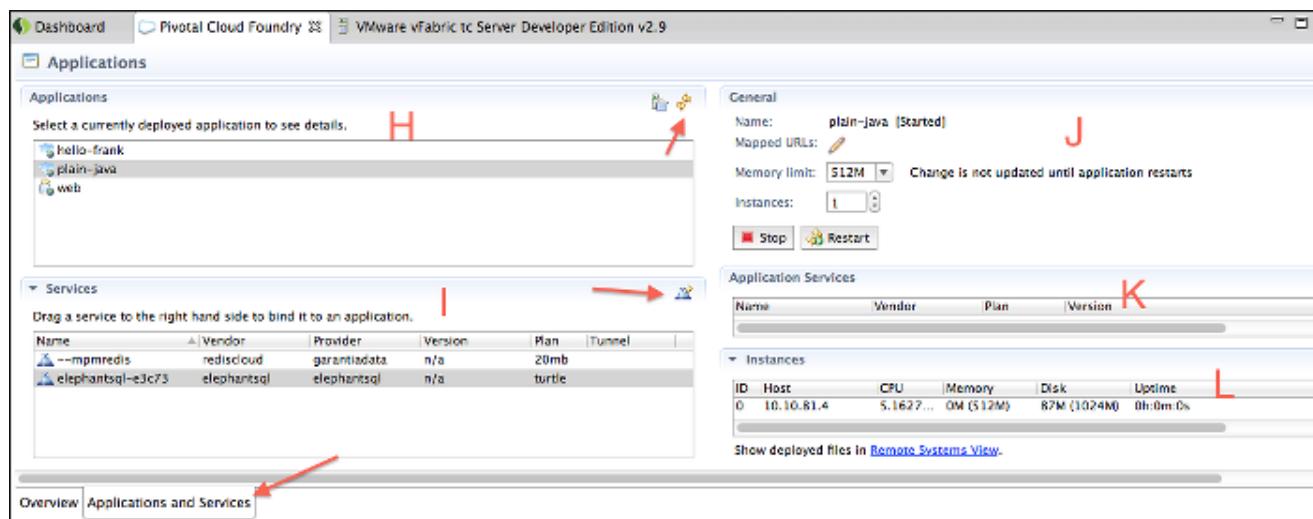
- A – The **Package Explorer** view lists the projects in the current workspace.
- B – The **Servers** view lists server instances configured in the current workspace. A server of type **Pivotal Cloud Foundry** represents a targeted space in a Cloud Foundry instance.
- C – The **General Information** pane.
- D – The **Account Information** pane lists your Cloud Foundry credentials and the target organization and space. The pane includes these controls:
  - **Clone Server** – Use to create additional Pivotal Cloud Foundry server instances. You must configure a server instance for each Cloud Foundry space that you wish to target. For more information, see [Create Additional Server Instances](#).
  - **Change Password** – Use to change your Cloud Foundry password.
  - **Validate Account** – Use to verify your currently configured Cloud Foundry credentials.
- E – The **Server Status** pane shows whether or not you are connected to the target Cloud Foundry space, and the **Disconnect** and **Connect** controls.
- F – The **Console** view displays status messages when you perform an action such as deploying an application.
- G – The **Remote Systems** view allows you to view the contents of a file that is part of a deployed application. For more information, see [View an Application File](#).



## Applications and Services Tab

The following panes are present when the **Applications and Services** tab is selected:

- H — The **Applications** pane lists the applications deployed to the target space.
- I — The **Services** pane lists the services provisioned in the targeted space.
- J — The **General** pane displays the following information for the application currently selected in the **Applications** pane:
  - **Name**
  - **Mapped URLs** — Lists URLs mapped to the application. You can click a URL to open a browser to the application within Eclipse or STS, and click the pencil icon to add or remove mapped URLs. See [Manage Application URLs](#).
  - **Memory Limit** — The amount of memory allocated to the application. You can use the pull-down to change the memory limit.
  - **Instances** — The number of instances of the application that are deployed. You can use the pull-down to change number of instances.
  - **Start, Stop, Restart, Update and Restart** — The controls that appear depend on the current state of the application. The **Update and Restart** command will attempt an incremental push of only those application resources that have changed. It will not perform a full application push. See [Push Application Changes](#) below.
- K — The **Services** pane lists services that are bound to the application currently selected in the **Applications** pane. The icon in the upper right corner of the pane allows you to create a service, as described in [Create a Service](#).

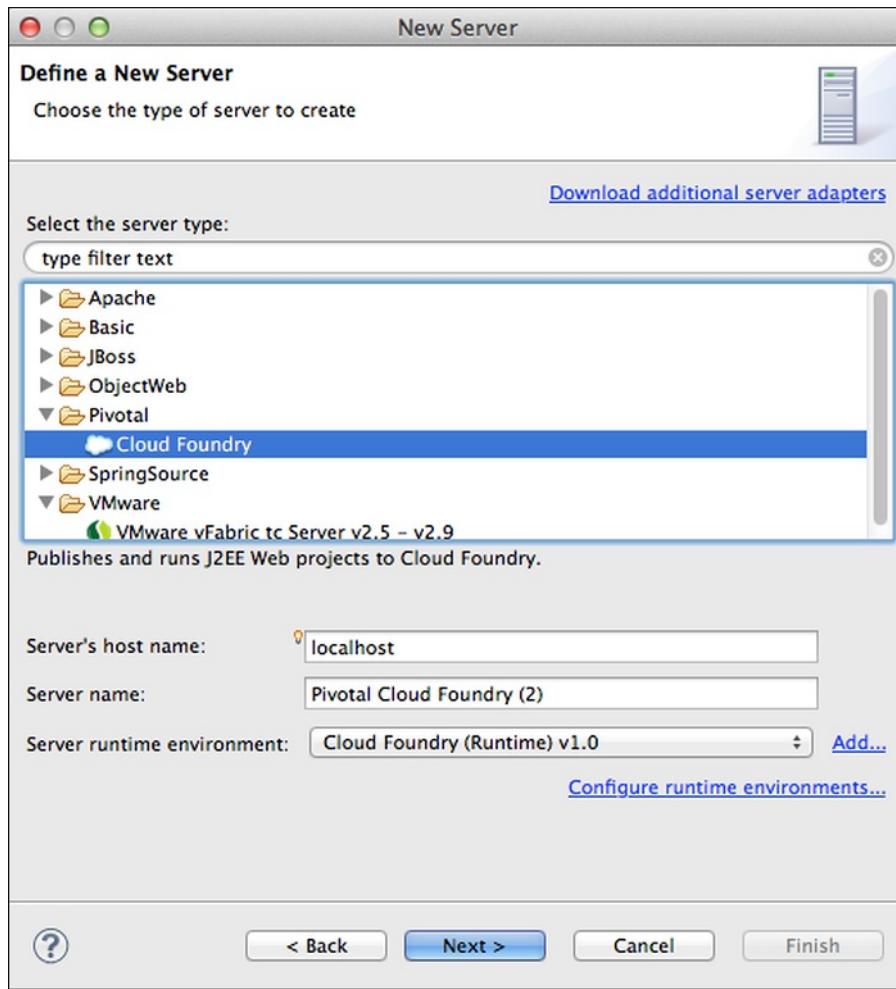


## Create a Cloud Foundry Server

This section contains instructions for configuring a server resource that will represent a target Cloud Foundry space. You will create a server for each space in Cloud Foundry to which you will deploy applications. Once you create your first Cloud Foundry service instances using the instructions below, you can create additional instances using the [Clone Server](#) feature.

1. Right-click the **Servers** view and select **New > Server**.
2. In the **Define a New Server** window, expand the **Pivotal** folder, select **Cloud Foundry**, and click **Next**.

**Note:** Do not modify default values for **Server host name** or **Server Runtime Environment**. These fields are not used

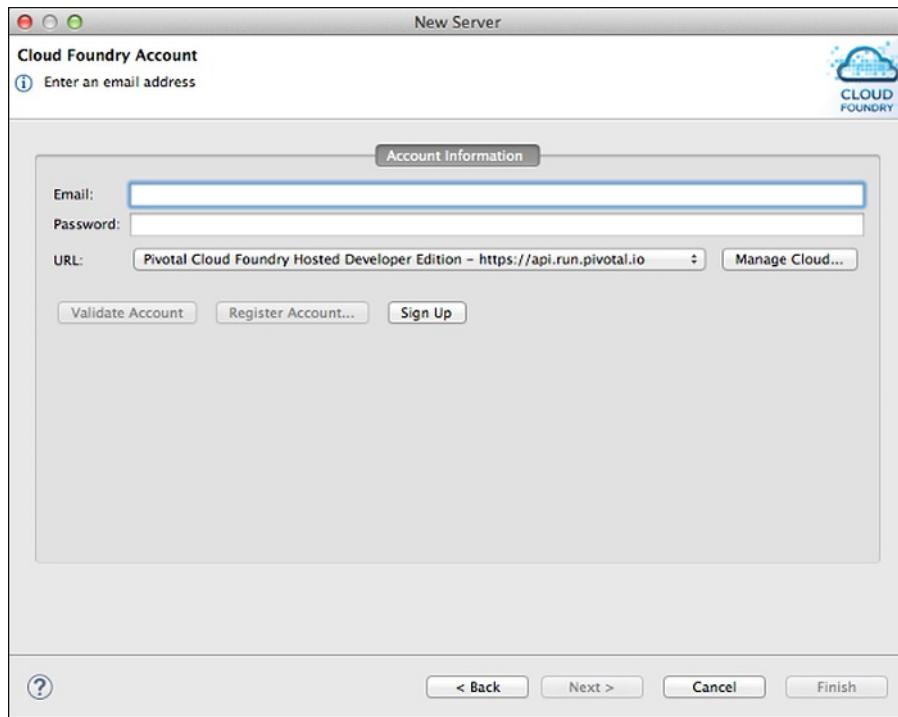


3. In the **Cloud Foundry Account** window, if you already have a Pivotal Cloud Foundry Hosted Developer Edition account, enter your email account and password credentials and click **Validate Account**.

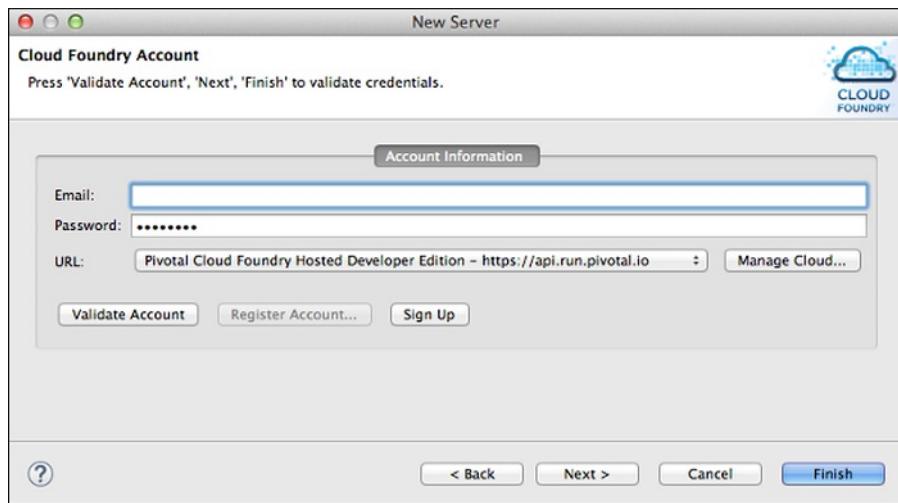
**Note:** By default, the **URL** field points to the Pivotal Cloud Foundry Hosted Developer Edition URL of <https://api.run.pivotal.io>. If you have a Pivotal Elastic Runtime account, refer to the [Logging in to Apps Manager](#) topic to determine your Pivotal Elastic Runtime URL. Click **Manage Cloud...** to add this URL to your Cloud Foundry account. Validate the account and continue through the wizard.

If you do not have a Cloud Foundry account and want to register a new Pivotal Cloud Foundry Hosted Developer Edition account, click **Sign Up**. After you create the account, you can complete this procedure.

**Note:** The **Register Account** button is inactive.

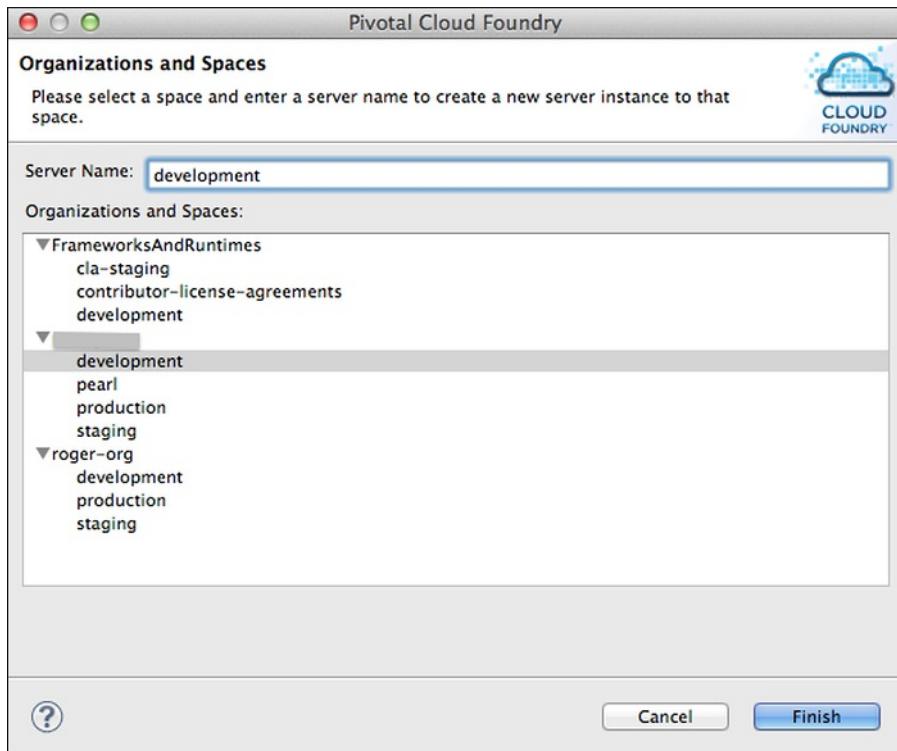


4. The **Cloud Foundry Account** window is refreshed and displays a message indicating whether or not your credentials were valid. Click **Next**.



5. In the **Organizations and Spaces** window, select the space that you want to target, and click **Finish**.

 **Note:** If you do not select a space, the server will be configured to connect to the default space, which is the first encountered in a list of your spaces.



- Once you have successfully configured the Pivotal Cloud Foundry server, it will appear in the **Servers** view of the Eclipse or STS user interface. To familiarize yourself with the plugin user interface, see [About the Plugin User Interface](#). Following this step, proceed to [Deploy an Application](#).

## Deploy an Application

To deploy an application to Cloud Foundry using the plugin:

- To initiate deployment either:
  - Drag the application from the **Package Explorer** view onto the Pivotal Cloud Foundry server in the **Servers** view, or
  - Right-click the Pivotal Cloud Foundry server in the **Servers** view, select **Add and Remove** from the server context menu, and move the application from the **Available** to the **Configured** column.
- In the **Application Details** window:
  - By default, the **Name** field is populated with the application project name. You can enter a different name. The name is assigned to the deployed application, but does not rename the project.
  - If you want to use an external buildpack to stage the application, enter the URL of the buildpack.

You can deploy the application without further configuration by clicking **Finish**. Note that because the application default values may take a second or two to load, the **Finish** button might not be enabled immediately. A progress indicator will indicate when the application default values have been loaded, and the "Finish" button will be enabled.

Click **Next** to continue.

**Application**

**Application details**  
Specify application details.

Name:  Buildpack URL (optional):

< Back  Cancel

3. In the **Launch Deployment** window:

**Host** — By default, contains the name of the application. You can enter a different value if desired. If you push the same application to multiple spaces in the same organization, you must assign a unique **Host** to each.

**Domain** — Contains the default domain. If you have mapped custom domains to the target space, they appear in the pull-down list.

 **Note:** This version of the Cloud Foundry Eclipse plugin does not provide a mechanism for mapping a custom domain to a space. You must use the `cf map domain` command to do so.

**Deployed URL** — By default, contains the value of the **Host** and **Domain** fields, separated by a period (.) character.

**Memory Reservation** — Select the amount of memory to allocate to the application from the pull-down list.

**Start application on deployment** — If you do not want the application to be started on deployment, uncheck the box.

**Application**

**Launch deployment**  
Specify the deployment details

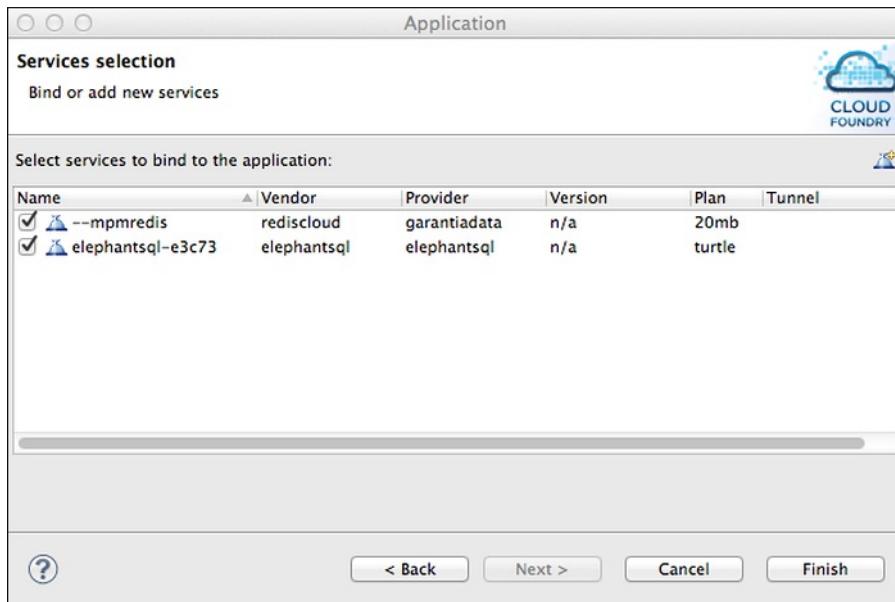
CLOUD FOUNDRY

Host:  Domain:  Deployed URL:  Memory Reservation:

Start application on deployment

< Back  Cancel

4. The **Services Selection** window lists services provisioned in the target space. Checkmark the services, if any, that you want to bind to the application, and click **Finish**. You can bind services to the application after deployment, as described in [Bind and Unbind Services](#).



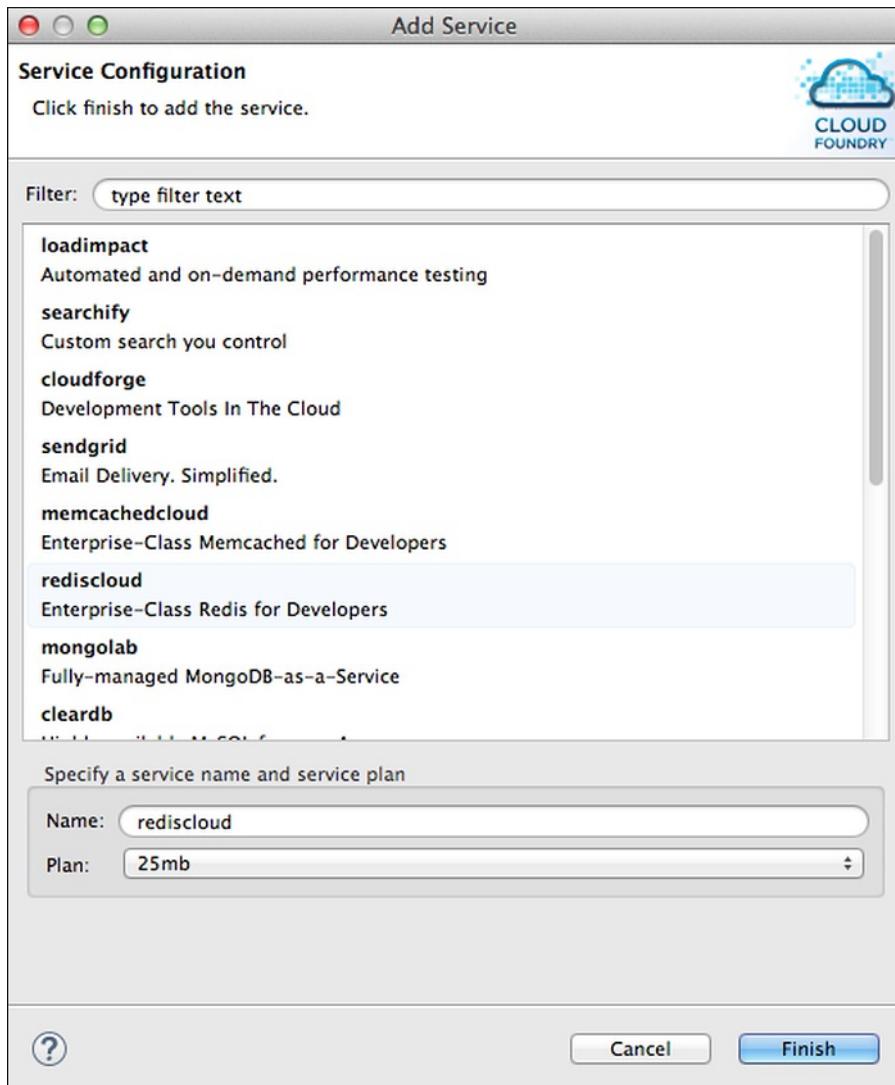
As the deployment proceeds, progress messages appear in the **Console** view. When deployment is complete, the application is listed in the **Applications** pane.

## Create a Service

Before you can bind a service to an application, you must create it.

To create a service:

1. Select the **Applications and Services** tab.
2. Click the icon in the upper right corner of the **Services** pane.
3. In the **Service Configuration** window, enter a text pattern to **Filter** for a service. Matches are made against both service name and description.
4. Select a service from the **Service List**. The list automatically updates based on the filter text.
5. Enter a **Name** for the service and select a service **Plan** from the drop-down list.



6. Click **Finish**. The new service appears in the **Services** pane.

## Bind and Unbind Services

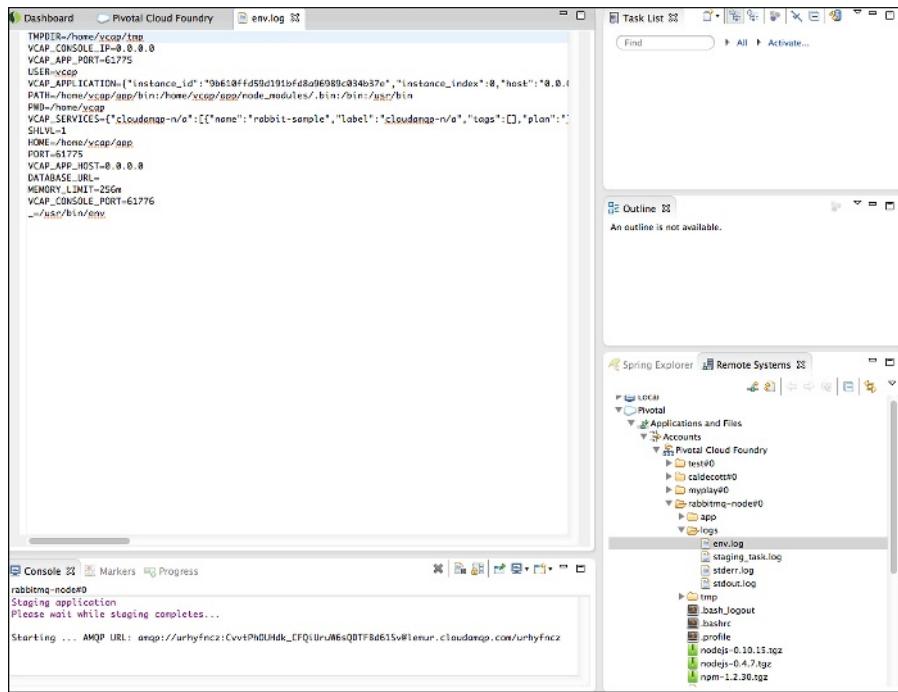
You can bind a service to an application when you deploy it. To bind a service to an application that is already deployed, drag the service from the **Services** pane to the **Application Services** pane. (See the area labelled “G” in the screenshot in the [Applications and Services](#) above.)

To unbind a service, right-click the service in the **Application Services** pane, and select **Unbind from Application**.

## View an Application File

You can view the contents of a file in a deployed application by selecting it the **Remote Systems View**. (See the areas labelled “I” and “J” in the screenshot in the [Applications and Services Tab](#) above.)

1. If the **Remote Systems View** is not visible:
  - Select the **Applications and Services** tab.
  - Select the application of interest from the **Applications** pane.
  - In the **Instances** pane, click the **Remote Systems View** link.
2. In the **Remote Systems View**, browse to the application and application file of interest, and double-click the file. A new tab appears in the editor area with the contents of the selected file.



## Undeploy an Application

To undeploy an application, right click the application in either the **Servers** or the **Applications** pane and click **Remove**.

## Scale an Application

You can change the memory allocation for an application and the number of instances deployed in the **General** pane when the **Applications and Services** tab is selected. Use the **Memory Limit** and **Instances** selector lists.

Although the scaling can be performed while the application is running, if the scaling has not taken effect, restart the application. If necessary, the application statistics can be manually refreshed by clicking the **Refresh** button in the top, right corner of the “Applications” pane, labelled “H” in the screenshot in [Applications and Services Tab](#).

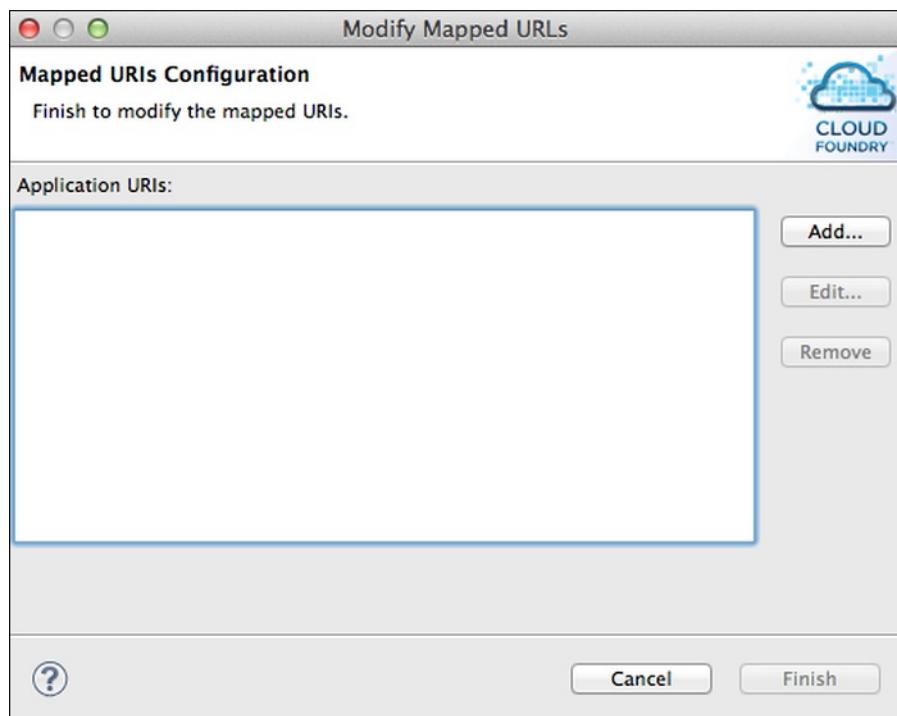
## Push Application Changes

The Cloud Foundry editor supports these application operations:

- **Start and Stop** — When you **Start** an application, the plugin pushes all application files to the Cloud Foundry instance before starting the application, regardless of whether there are changes to the files or not.
- **Restart** — When you **Restart** a deployed application, the plugin does not push any resources to the Cloud Foundry instance.
- **Update and Restart** — When you run this command, the plugin pushes only the changes that were made to the application since last update, not the entire application. This is useful for performing incremental updates to large applications.

## Manage Application URLs

You add, edit, and remove URLs mapped to the currently selected application in the **General** pane when the **Applications and Services** tab is selected. Click the pencil icon to display the **Mapped URLs Configuration** window.



## Information in the Console View

When you start, restart, or update and restart an application, application output will generally be streamed to the **Console** view (labelled “F” in the screenshot in [Overview Tab](#)). The information shown in the **Console** view for a running application instance includes staging information, and the application’s `std.out` and `std.error` logs.

If multiple instances of the application are running, only the output of the first instance appears in the **Console** view. To view the output of another running instance, or to refresh the output that is currently displayed:

1. In the **Applications and Services** tab, select the deployed application in the *Applications* pane.
2. Click **Refresh** on the top right corner of the **Applications** pane.
3. In the **Instances** pane, wait for the application instances to be updated.
4. Once non-zero health is shown for an application instance, right-click on that instance to open the context menu and select **Show Console**.

## Clone a Cloud Foundry Server Instance

Each space in Cloud Foundry to which you want to deploy applications must be represented by a Cloud Foundry server instance in the **Servers** view. After you have created a Cloud Foundry server instance, as described in [Create a Cloud Foundry Server](#), you can clone it to create another.

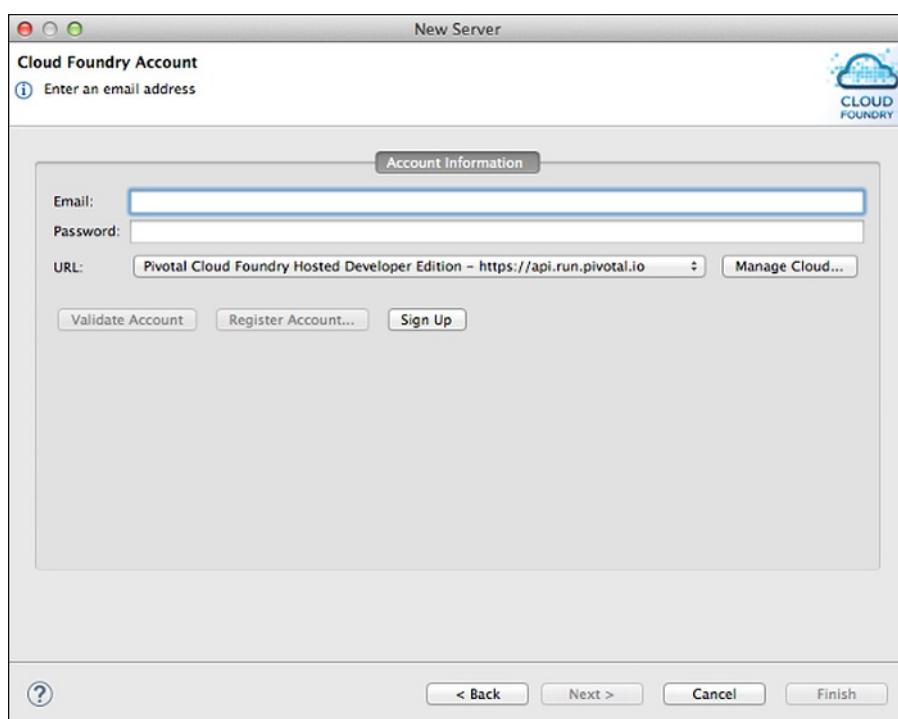
Follow the step below to clone a server:

1. Perform one of the following actions:
  - In the Cloud Foundry server instance editor “Overview” tab, click **Clone Server**.
  - Right-click a Cloud Foundry server instance in the **Servers** view, and select **Clone Server** from the context menu.
2. In the **Organizations and Spaces** window, select the space that you want to target.
3. The name field will be filled with the name of the space that you selected. If desired, edit the server name before clicking **Finish**.

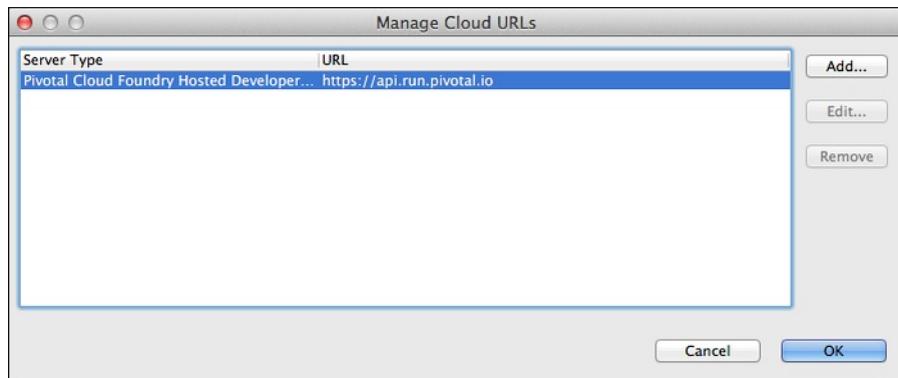
## Add a Cloud Foundry Instance URL

You can configure the plugin to work with any Cloud Foundry instances to which you have access. To do so:

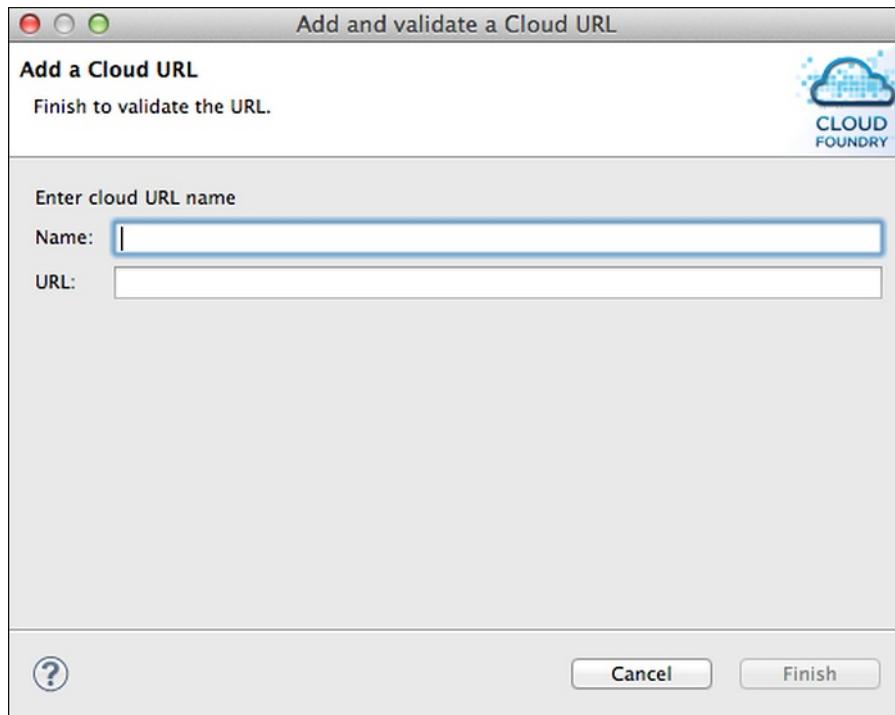
1. Perform steps 1 and 2 of [Create a Cloud Foundry Server](#).
2. In the **Cloud Foundry Account** window, enter the email account and password that you use to log on to the target instance, then click **Manage Cloud URLs**



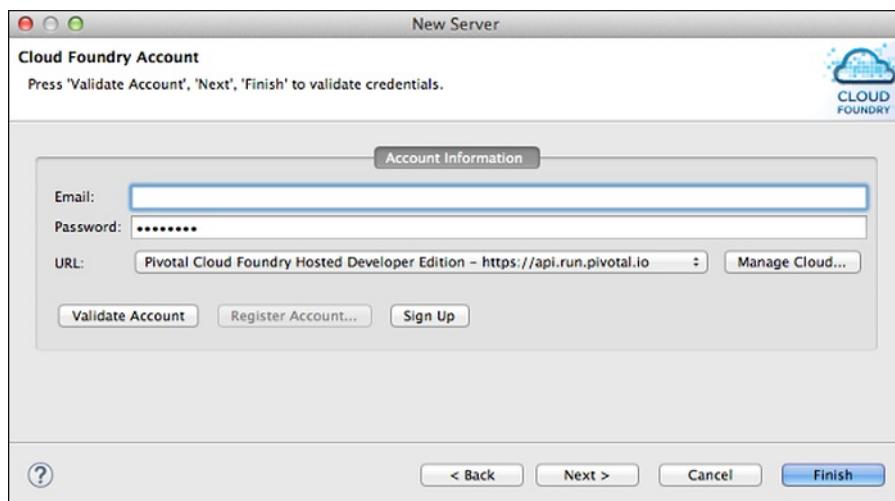
3. In the **Manage Cloud URLs** window, click **Add**.



4. In the **Add a Cloud URL** window, enter the name and URL of the target cloud instance and click **Finish**.

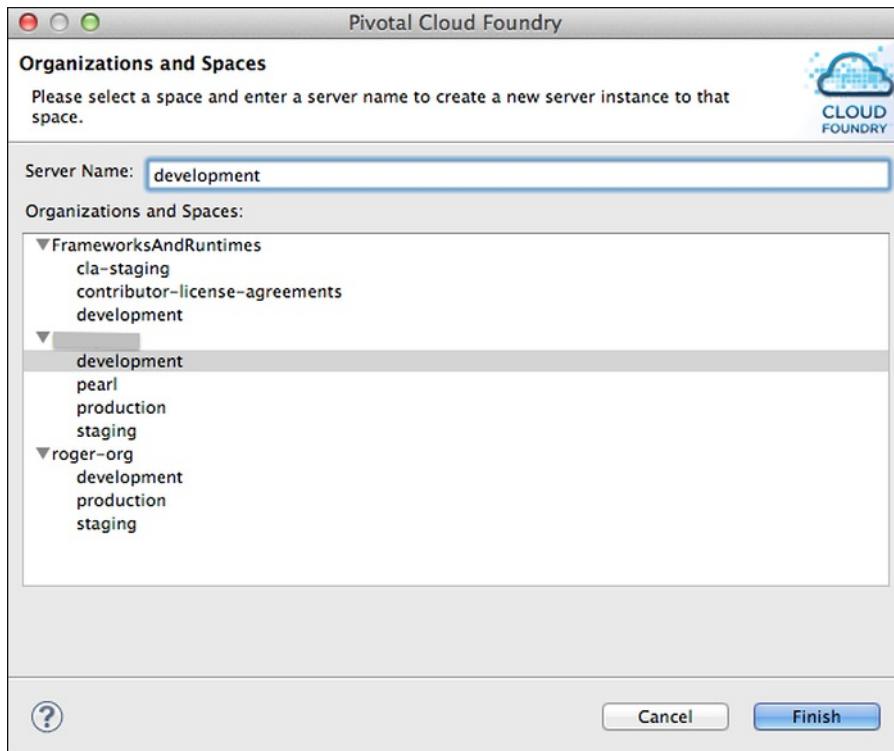


5. The new cloud instance should appear in the list on the **Manage Cloud URLs** window. Click **OK** to proceed.
6. In the **Cloud Foundry Account** window, click **Validate Account**.
7. The **Cloud Foundry Account** window is refreshed and displays a message indicating whether or not your credentials were valid. Click **Next**.



8. In the **Organizations and Spaces** window, select the space that you want to target, and click **Finish**.

 **Note:** If you do not select a space, the server will be configured to connect to the default space, which is the first encountered in a list of your spaces.



- Once you have successfully configured the Pivotal Cloud Foundry server, it will appear in the **Servers** view of the Eclipse or STS user interface. To familiarize yourself with the plugin user interface, see [About the Plugin User Interface](#). Following this step, proceed to [Deploy an Application](#).

## Cloud Foundry Java Client Library

Page last updated:

## Introduction

This is a guide to using the [Cloud Foundry Java Client Library](#) to manage an account on a Cloud Foundry instance.

 **Note:** The 1.1.x versions of the Cloud Foundry Java Client Library work with apps using Spring 4.x, and the 1.0.x versions of the Cloud Foundry Java Client Library work with apps using Spring 3.x. Both versions are available on [GitHub](#).

## Adding the Library

Visit the [Cloud Foundry Java Client Library](#) GitHub page to obtain the correct components.

Most projects need two dependencies: the Operations API and an implementation of the Client API. Refer to the following sections for more information on how to add the Cloud Foundry Java Client Library as dependencies to a Maven or Gradle project.

## Maven

Add the `cloudfoundry-client-reactor` dependency (formerly known as `cloudfoundry-client-spring`) to your `pom.xml` as follows:

```
<dependencies>
  <dependency>
    <groupId>org.cloudfoundry</groupId>
    <artifactId>cloudfoundry-client-reactor</artifactId>
    <version>2.0.0.BUILD-SNAPSHOT</version>
  </dependency>
  <dependency>
    <groupId>org.cloudfoundry</groupId>
    <artifactId>cloudfoundry-operations</artifactId>
    <version>2.0.0.BUILD-SNAPSHOT</version>
  </dependency>
  <dependency>
    <groupId>io.projectreactor</groupId>
    <artifactId>reactor-core</artifactId>
    <version>2.5.0.BUILD-SNAPSHOT</version>
  </dependency>
  <dependency>
    <groupId>io.projectreactor</groupId>
    <artifactId>reactor-netty</artifactId>
    <version>2.5.0.BUILD-SNAPSHOT</version>
  </dependency>
  ...
</dependencies>
```

The artifacts can be found in the Spring release and snapshot repositories:

```
<repositories>
  <repository>
    <id>spring-releases</id>
    <name>Spring Releases</name>
    <url>http://repo.spring.io/release</url>
  </repository>
  ...
</repositories>
```

```
<repositories>
  <repository>
    <id>spring-snapshots</id>
    <name>Spring Snapshots</name>
    <url>http://repo.spring.io/snapshot</url>
    <snapshots>
      <enabled>true</enabled>
    </snapshots>
  </repository>
  ...
</repositories>
```

## Gradle

Add the `cloudfoundry-client-reactor` dependency to your `build.gradle` file as follows:

```
dependencies {
  compile 'org.cloudfoundry:cloudfoundry-client-reactor:2.0.0.BUILD-SNAPSHOT'
  compile 'org.cloudfoundry:cloudfoundry-operations:2.0.0.BUILD-SNAPSHOT'
  compile 'io.projectreactor:reactor-core:2.5.0.BUILD-SNAPSHOT'
  compile 'io.projectreactor:reactor-netty:2.5.0.BUILD-SNAPSHOT'
  ...
}
```

The artifacts can be found in the Spring release and snapshot repositories:

```
repositories {
  maven { url 'http://repo.spring.io/release' }
  ...
}
```

```
repositories {
  maven { url 'http://repo.spring.io/snapshot' }
  ...
}
```

## Sample Code

The following is a very simple sample application that connects to a Cloud Foundry instance, logs in, and displays some information about the Cloud Foundry account. When running the program, provide the Cloud Foundry target (e.g. <https://api.run.pivot.al.io>) along with a valid user name and password as command-line parameters.

```

import org.cloudfoundry.client.lib.CloudCredentials;
import org.cloudfoundry.client.lib.CloudFoundryClient;
import org.cloudfoundry.client.lib.domain.CloudApplication;
import org.cloudfoundry.client.lib.domain.CloudService;
import org.cloudfoundry.client.lib.domain.CloudSpace;

import java.net.MalformedURLException;
import java.net.URI;
import java.net.URL;

public final class JavaSample {

    public static void main(String[] args) {
        String target = args[0];
        String user = args[1];
        String password = args[2];

        CloudCredentials credentials = new CloudCredentials(user, password);
        CloudFoundryClient client = new CloudFoundryClient(credentials, getTargetURL(target));
        client.login();

        System.out.printf("%nSpaces:%n");
        for (CloudSpace space : client.getSpaces()) {
            System.out.printf(" %s%n", space.getName(), space.getOrganization().getName());
        }

        System.out.printf("%nApplications:%n");
        for (CloudApplication application : client.getApplications()) {
            System.out.printf(" %s%n", application.getName());
        }

        System.out.printf("%nServices:%n");
        for (CloudService service : client.getServices()) {
            System.out.printf(" %s%n", service.getName(), service.getLabel());
        }
    }

    private static URL getTargetURL(String target) {
        try {
            return URI.create(target).toURL();
        } catch (MalformedURLException e) {
            throw new RuntimeException("The target URL is not valid: " + e.getMessage());
        }
    }
}

```

For more details on the Cloud Foundry Java Client Library, view the [source](#) on GitHub. The [domain package](#) shows the objects that can be queried and inspected.

Refer to the source of the the Cloud Foundry [Maven Plugin](#) for an example of using the Cloud Foundry Java Client Library.

## Build Tool Integration

Page last updated:

This page assumes you are using version 1.1.2 of either the Cloud Foundry Maven plugin or the Cloud Foundry Gradle plugin.

### Maven Plugin

The Cloud Foundry Maven plugin allows you to deploy and manage applications with Maven goals. This plugin provides Maven users with access to the core functionality of the Cloud Foundry cf command-line tool.

#### Basic Configuration

To install the Cloud Foundry Maven plugin, add the `cf-maven-plugin` to the `<plugins>` section of the `pom.xml` file:

```
<plugins>
  <plugin>
    <groupId>org.cloudfoundry</groupId>
    <artifactId>cf-maven-plugin</artifactId>
    <version>1.1.2</version>
  </plugin>
</plugins>
```

This minimal configuration is sufficient to execute many of the Maven goals provided by the plugin, as long as you provide all other necessary configuration information through command-line parameters.

#### Additional Configuration

Instead of relying on command-line parameters, you can include additional configuration information in the `pom.xml` by nesting a `<configuration>` section within the `cf-maven-plugin` section.

Example:

```
<plugins>
  <plugin>
    <groupId>org.cloudfoundry</groupId>
    <artifactId>cf-maven-plugin</artifactId>
    <version>1.1.2</version>
    <configuration>
      <target>http://api.run.pivotal.io</target>
      <org>mycloudfoundry-org</org>
      <space>development</space>
      <appname>my-app</appname>
      <url>my-app.shared-domain.example.com</url>
      <memory>512</memory>
      <instances>2</instances>
      <env>
        <ENV-VAR-NAME>env-var-value</ENV-VAR-NAME>
      </env>
      <services>
        <service>
          <name>my-rabbitmq</name>
          <label>rabbitmq</label>
          <provider>rabbitmq</provider>
          <version>n/a</version>
          <plan>small_plan</plan>
        </service>
      </services>
    </configuration>
  </plugin>
</plugins>
```

After adding and configuring the plugin you can build and push the application to Cloud Foundry with the following command:

```
$ mvn clean package cf:push
```

## Security Credentials

While you can include Cloud Foundry security credentials in the `pom.xml` file, a more secure method is to store the credentials in the Maven `settings.xml` file, using the server XML configuration element (<http://maven.apache.org/settings.html#Servers>). The default location for this configuration file is `~/.m2/settings.xml`.

To implement this:

1. Add a server to the servers section of the `settings.xml` file. Include the Cloud Foundry security credentials (username and password) and an `ID` tag. The `pom.xml` references this ID to access the security credentials.

```
<settings>
  ...
  <servers>
    ...
    <server>
      <id>cloud-foundry-credentials</id>
      <username>my-name@example.com</username>
      <password>s3cr3t</password>
    </server>
    ...
  </servers>
  ...
</settings>
```

2. Add a server configuration element referencing the ID to the `pom.xml` file:

```
<plugins>
  <plugin>
    <groupId>org.cloudfoundry</groupId>
    <artifactId>cf-maven-plugin</artifactId>
    <version>1.1.2</version>
    <configuration>
      <server>cloud-foundry-credentials</server>
      ...
    </configuration>
  </plugin>
</plugins>
```

## Command-Line Usage

Key functionality available with the Cloud Foundry Maven plugin:

Maven Goal	Cloud Foundry Command	Syntax
cf:login	login -u USERNAME	\$ mvn cf:login
cf:logout	logout	\$ mvn cf:logout
cf:app	app APPNAME	\$ mvn cf:app [-Dcf.appname=APPNAME]
cf:apps	apps	\$ mvn cf:apps
cf:target	api	\$ mvn cf:target
cf:push	push	\$ mvn cf:push [-Dcf.appname=APPNAME] [-Dcf.path=PATH] [-Dcf.url=URL] [-Dcf.no-start=BOOLEAN]
cf:start	start APPNAME	\$ mvn cf:start [-Dcf.appname=APPNAME]
cf:stop	stop APPNAME	\$ mvn cf:stop [-Dcf.appname=APPNAME]
cf:restart	restart APPNAME	\$ mvn cf:stop [-Dcf.appname=APPNAME]
cf:delete	delete APPNAME	\$ mvn cf:delete [-Dcf.appname=APPNAME]
cf:scale	scale APPNAME -i INSTANCES	\$ mvn cf:scale [-Dcf.appname=APPNAME] [-Dcf.instances=INTEGER]
cf:env	env APPNAME	\$ mvn cf:env [-Dcf.appname=APPNAME]
cf:services	services	\$ mvn cf:services
cf:create-services	create-service SERVICE PLAN SERVICE_INSTANCE	\$ mvn cf:create-services
cf:delete-services	delete-service SERVICE_INSTANCE	\$ mvn cf:delete-service

cf:bind-services	bind-service APPNAME SERVICE_INSTANCE	\$ mvn cf:bind-services
cf:unbind-services	unbind-service APPNAME SERVICE_INSTANCE	\$ mvn cf:unbind-services

## Gradle Plugin

The Cloud Foundry Gradle plugin allows you to deploy and manage applications with Gradle tasks. This plugin provides Gradle users with access to the core functionality of the Cloud Foundry cf command-line tool.

### Basic Configuration

To install the Cloud Foundry Gradle plugin, add the `cf-gradle-plugin` as a dependency in the `buildscript` section of the `build.gradle` file:

```
buildscript {
    repositories {
        mavenCentral()
    }
    dependencies {
        classpath 'org.cloudfoundry:cf-gradle-plugin:1.1.2'
        ...
    }
}

apply plugin: 'cloudfoundry'
```

This minimal configuration is sufficient to execute many of the Gradle tasks provided by the plugin, as long as you provide all other necessary configuration information through command-line parameters

### Additional Configuration

Instead of relying on command-line parameters, you can add additional configuration information to `build.gradle` in a `cloudfoundry` configuration section:

```
cloudfoundry {
    target = "https://api.run.pivotal.io"
    space = "deployment"
    file = file("path/to/my/file.war")
    uri = "my-app.shared-domain.example.com"
    memory = 512
    instances = 1
    env = [ "key": "value" ]
    services {
        "my_rabbitmq" {
            label = "rabbitmq"
            plan = "small_plan"
            bind = true
        }
    }
}
```

After adding and configuring the plugin you can build and push the application to Cloud Foundry with the following command:

```
$ gradle clean assemble cfPush
```

### Security Credentials

While you can include Cloud Foundry security credentials in the `build.gradle` file, a more secure method is to store the credentials in a `gradle.properties` file. This file can be placed in either the project directory or in the `~/.gradle` directory.

To implement this, add `cfUsername` and `cfPassword` with the Cloud Foundry security credentials parameters to the `gradle.properties` file as follows:

```
cfUsername=user@example.com
cfPassword=examplePassword
```

(Note there are no quotes around either the username or password.)

## Command-Line Usage

Key functionality available with the Cloud Foundry Gradle plugin:

Gradle Task	Cloud Foundry Command	Syntax
cfLogin	login -u USERNAME	\$ gradle cfLogin
cfLogout	logout	\$ gradle cfLogout
cfApp	app APPNAME	\$ gradle cfApp [-PcfApplication=APPNAME]
cfApps	apps	\$ gradle cfApps
cfTarget	api	\$ gradle cfTarget
cfPush	push	\$ gradle cfPush [-PcfApplication=APPNAME] [-PcfUri=URL] [-PcfStartApp=BOOLEAN]
cfStart	start APPNAME	\$ gradle cfStart [-PcfApplication=APPNAME]
cfStop	stop APPNAME	\$ gradle cfStop [-PcfApplication=APPNAME]
cfRestart	restart APPNAME	\$ gradle cfStop [-PcfApplication=APPNAME]
cfDelete	delete APPNAME	\$ gradle cfDelete [-PcfApplication=APPNAME]
cfScale	scale APPNAME -i INSTANCES	\$ gradle cfScale [-PcfApplication=APPNAME] [-PcfInstances=INTEGER]
cfEnv	env APPNAME	\$ gradle cfEnv [-PcfApplication=APPNAME]
cfServices	services	\$ gradle cfServices
cfCreateService	create-service SERVICE PLAN SERVICE_INSTANCE	\$ gradle cfCreateServices
cfDeleteServices	delete-service SERVICE_INSTANCE	\$ gradle cfDeleteServices
cfBind	bind-service APPNAME SERVICE_INSTANCE	\$ gradle cfBind
cfUnbind	unbind-service APPNAME SERVICE_INSTANCE	\$ gradle cfUnbind

## BOSH Custom Trusted Certificate Support

Page last updated:

### Configure

Java Buildpack versions 3.7 and later support [BOSH configured custom trusted certificates](#).

Run the following command to configure support for this feature:

```
$ cf set-env JBP_CONFIG_CONTAINER_CERTIFICATE_TRUST_STORE '{enabled: true}'
```

Alternatively, you can modify the buildpack by setting the `enabled` property to true in `config/container_certificate_trust_store.yml`.

For more information see the official [Java Buildpack documentation](#) for this feature.

## Ruby Buildpack

Page last updated:

### Push Apps

This buildpack will be used if your app has a `Gemfile` and `Gemfile.lock` in the root directory. It will then use Bundler to install your dependencies.

If your Cloud Foundry deployment does not have the Ruby Buildpack installed, or the installed version is out of date, you can use the latest version with the command:

```
cf push my_app -b https://github.com/cloudfoundry/ruby-buildpack.git
```

For more detailed information on deploying Ruby applications see the following topics:

- [Getting Started Deploying Ruby Apps](#)
- [Getting Started Deploying Ruby on Rails Apps](#)
- [Deploying a Sample Ruby on Rails App](#)
- [Configuring Rake Tasks for Deployed Apps](#)
- [Tips for Ruby Developers](#)
- [Environment Variables Defined by the Ruby Buildpack](#)
- [Configuring Service Connections for Ruby](#)

You can find the source for the buildpack on GitHub: <https://github.com/cloudfoundry/cf-buildpack-ruby>

### Supported Versions

Supported Ruby versions can be found [in the release notes](#).

### Specify a Ruby Version

Specific versions of the Ruby runtime can be specified in the `Gemfile`:

#### MRI

For MRI you can specify the version of Ruby by doing the following:

```
ruby '2.2.3'
```

Beginning in [Ruby Buildpack v1.6.18](#), Rubygems version operators are supported for the `ruby` directive. For example, the `~>` pessimistic operator is also supported:

```
ruby '~> 2.2.3'
```

With this example declaration in the `Gemfile`, if Ruby versions `2.2.4`, `2.2.5`, and `2.3.0` are present in the Ruby buildpack, the app will use Ruby `2.2.5`.

For more information on the `ruby` directive for Bundler Gemfiles, see [Bundler's documentation](#).

#### JRuby

For JRuby you can specify the version of ruby by doing the following:

JRuby version `1.7.x` supports either `1.9` mode, e.g.:

```
ruby '1.9.3', :engine => 'jruby', :engine_version => '1.7.25'
```

or `2.0` mode, e.g.:

```
ruby '2.0.0', :engine => 'jruby', :engine_version => '1.7.25'
```

For Jruby version `>= 9.0`:

```
ruby '2.2.3', :engine => 'jruby', :engine_version => '9.0.5.0'
```

The buildpack only supports the stable Ruby versions, which are listed in the `manifest.yml` and [releases page](#).

If you try to use a binary that is not currently supported, staging your app will fail and you will see the following error message:

```
Could not get translated url, exited with: DEPENDENCY_MISSING_IN_MANIFEST: ...
!
! exit
!
Staging failed: Buildpack compilation step failed
```

Additionally, note that the pessimistic version operator (`<=`) on the Gemfile `ruby` directive for JRuby is not supported by the Ruby buildpack.

## Vendor App Dependencies

As stated in the [Disconnected Environments documentation](#), your application must ‘vendor’ its dependencies.

For the Ruby buildpack, use bundler:

```
cd <your app dir>
bundle package --all
```

`cf push` uploads your vendored dependencies. The buildpack will compile any dependencies requiring compilation while staging your application.

## Buildpack Logging and Application Logging

The buildpack only runs during the staging process, and only logs what is important to staging, such as what is being downloaded, what the configuration is, and work that the buildpack does on your application.

The buildpack stops logging when the staging process finishes. The Loggregator handles application logging.

Your application must write to STDOUT or STDERR for its logs to be included in the Loggregator stream. For more information, see the [Application Logging in Cloud Foundry](#) topic.

If you are deploying a Rails application, the buildpack may or may not automatically install the necessary plugin or gem for logging, depending on the Rails version of the application:

- Rails 2.x: The buildpack automatically installs the `rails_log_stdout` plugin into the application. For more information about the `rails_log_stdout` plugin, refer to the [Github README](#).
- Rails 3.x: The buildpack automatically installs the `rails_12factor` gem if it is not present and issues a warning message. You must add the `rails_12factor` gem to your `Gemfile` to quiet the warning message. For more information about the `rails_12factor` gem, refer to the [Github README](#).
- Rails 4.x: The buildpack only issues a warning message that the `rails_12factor` gem is not present, but does not install the gem. You must add the `rails_12factor` gem to your `Gemfile` to quiet the warning message. For more information about the `rails_12factor` gem, refer to the [Github README](#).

For more information about the `rails_12factor` gem, refer to the [Github README](#).

## Proxy Support

If you need to use a proxy to download dependencies during staging, you can set the `http_proxy` and/or `https_proxy` environment variables. For more information, see the [Proxy Usage Docs](#).

## BOSH Configured Custom Trusted Certificate Support

Ruby uses certificates stored in `/etc/ssl/certs` and supports [BOSH configured custom trusted certificates](#) out of the box.

## Help and Support

Join the `#buildpacks` channel in our [Slack community](#) if you need any further assistance.

For more information about using and extending the Ruby buildpack in Cloud Foundry, see the [ruby-buildpack GitHub repo](#).

You can find current information about this buildpack on the Ruby buildpack [release page](#) in GitHub.

## Getting Started Deploying Ruby Apps

Page last updated:

This guide is intended to walk you through deploying a Ruby app to Elastic Runtime. If you experience a problem following the steps below, check the [Known Issues](#) topic, or refer to the [Troubleshooting Application Deployment and Health](#) topic.

### Sample App Step

If you want to go through this tutorial using the sample app, run `git clone https://github.com/cloudfoundry-samples/pong_matcher_ruby.git` to clone the `pong_matcher_ruby` app from GitHub, and follow the instructions in the Sample App Step sections.



**Note:** Ensure that your Ruby app runs locally before continuing with this procedure.

## Deploy a Ruby Application

This section describes how to deploy a Ruby application to Elastic Runtime, and uses output from a sample app to show specific steps of the deployment process.

### Prerequisites

- A Ruby 2.x application that runs locally on your workstation
- [Bundler](#) configured on your workstation
- Basic to intermediate Ruby knowledge
- The [Cloud Foundry Command Line Interface \(cf CLI\)](#) installed on your workstation

## Step 1: Create and Bind a Service Instance for a Ruby Application

This section describes using the CLI to configure a Redis Cloud managed service instance for an app. You can use either the CLI or the [Apps Manager](#) to perform this task.

Elastic Runtime supports two types of service instances:

- Managed services integrate with Elastic Runtime through service brokers that offer services and plans and manage the service calls between Elastic Runtime and a service provider.
- User-provided service instances enable you to connect your application to pre-provisioned external service instances.

For more information about creating and using service instances, refer to the [Services Overview](#) topic.

### Create a Service Instance

Run `cf marketplace` to view managed and user-provided services and plans that are available to you.

The example shows three of the available managed database-as-a-service providers and the plans that they offer: `cleardb`, `MySQL`, `elephantsql`, PostgreSQL as a Service, and `mongolab`. MongoDB-as-a-Service.

```
$ cf marketplace
Getting services from marketplace in org Cloud-Apps / space development as clouduer@example.com...
OK

service    plans   description
...
cleardb    spark, boost, amp, shock  Highly available MySQL for your Apps
...
elephantsql  turtle, panda, hippo, elephant PostgreSQL as a Service
...
mongolab    sandbox  Fully-managed MongoDB-as-a-Service
...
```

Run `cf create-service SERVICE PLAN SERVICE_INSTANCE` to create a service instance for your app. Choose a SERVICE and PLAN from the list, and provide a unique name for the SERVICE\_INSTANCE.

### Sample App Step

Run `cf create-service rediscloud 30mb redis`. This creates a service instance named `redis` that uses the `rediscloud` service and the `30mb` plan, as the example below shows.

```
$ cf create-service rediscloud 30mb redis
Creating service redis in org Cloud-Apps / space development as clouduer@example.com....
OK
```

## Bind a Service Instance

When you bind an app to a service instance, Elastic Runtime writes information about the service instance to the VCAP\_SERVICES app environment variable. The app can use this information to integrate with the service instance.

Most services support bindable service instances. Refer to your service provider's documentation to confirm if they support this functionality.

You can bind a service to an application with the command `cf bind-service APPLICATION SERVICE_INSTANCE`.

Alternately, you can configure the deployment manifest file by adding a `services` block to the `applications` block and specifying the service instance. For more information and an example on service binding using a manifest, see the Sample App Step.

You can also bind a service using the [Apps Manager](#).

### Sample App Step

You can skip this step. The manifest for the sample app contains a `services` sub-block in the `applications` block, as the example below shows. This binds the `redis` service instance that you created in the previous step.

```
services:
  - redis
```

## Step 2: Configure Deployment Options

### Configure the Deployment Manifest

You can specify app deployment options in a manifest that the `cf push` command uses. For more information about application manifests and supported attributes, refer to the [Deploying with Application Manifests](#) topic.

### Configure a Production Server

Elastic Runtime uses the default standard Ruby web server library, WEBrick, for Ruby and RoR apps. However, Elastic Runtime can support a more robust production web server, such as Phusion Passenger, Puma, Thin, or Unicorn. If your app requires a more robust web server, refer to the [Configuring a Production Server](#) topic for help configuring a server other than WEBrick.

#### Sample App Step

You can skip this step. The `manifest.yml` file for `pong_matcher_ruby` does not require any additional configuration to deploy the app.

## Step 3: Log in and Target the API Endpoint

Run `cf login -a API_ENDPOINT`, enter your login credentials, and select a space and org. The API endpoint is [the URL of the Cloud Controller in your Elastic Runtime instance](#).

#### Sample App Step

You must do this step to run the sample app.

## Step 4: Deploy an App

 **Note:** You must use the cf CLI to deploy apps.

From the root directory of your application, run `cf push APP_NAME` to deploy your application.

`cf push APP_NAME` creates a URL route to your application in the form HOST.DOMAIN, where HOST is your APP\_NAME and DOMAIN is specified by your administrator. Your DOMAIN is `shared-domain.example.com`. For example: `cf push my-app` creates the URL `my-app.shared-domain.example.com`.

The URL for your app must be unique from other apps that Elastic Runtime hosts or the push will fail. Use the following options to help create a unique URL:

- `-n` to assign a different HOST name for the app.
- `--random-route` to create a URL that includes the app name and random words.
- `cf help push` to view other options for this command.

If you want to view log activity while the app deploys, launch a new terminal window and run `cf logs APP_NAME`.

Once your app deploys, browse to your app URL. Search for the `urls` field in the `App started` block in the output of the `cf push` command. Use the URL to access your app online.

#### Sample App Step

Run `cf push pong_matcher_ruby -n HOST_NAME`.

Example: `cf push pong_matcher_ruby -n pongmatch-ex12`

The example below shows the terminal output of deploying the `pong_matcher_ruby` app. `cf push` uses the instructions in the manifest file to create the app, create and bind the route, and upload the app. It then binds the app to the `redis` service and follows the instructions in the manifest to start one instance of the app with 256M. After the app starts, the output displays the health and status of the app.

 **Note:** The `pong_matcher_ruby` app does not include a web interface. To interact with the `pong_matcher_ruby` app, see the interaction instructions on GitHub: [https://github.com/cloudfoundry-samples/pong\\_matcher\\_ruby](https://github.com/cloudfoundry-samples/pong_matcher_ruby).

```
$ cf push pong_matcher_ruby -n pongmatch-ex12
Using manifest file /Users/clouduser/workspace/pong_matcher_ruby/manifest.yml

Creating app pong_matcher_ruby in org Cloud-Apps / space development as clouduser@example.com...
OK

Creating route pongmatch-ex12.shared-domain.example.com
  Binding pongmatch-ex12.shared-domain.example.com to pong_matcher_ruby...
OK

Uploading pong_matcher_ruby...
Uploading app files from: /Users/clouduser/workspace/pong_matcher_ruby
Uploading 8.8K, 12 files
OK
Binding service redis to app pong_matcher_ruby in org Cloud-Apps / space development as clouduser@example.com...
OK

Starting app pong_matcher_ruby in org cf-Cloud-Apps / space development as clouduser@example.com...
OK
...
0 of 1 instances running, 1 starting
1 of 1 instances running

App started

Showing health and status for app pong_matcher_ruby in org Cloud-Apps / space development as clouduser@example.com...
OK

requested state: started
instances: 1/1
usage: 256M x 1 instances
urls: pongmatch-ex12.cfapps.io

  state  since        cpu   memory      disk
#0  running  2014-12-09 10:04:40 AM  0.0%  35.2M of 256M  45.8M of 1G
```

## Step 5: Test a Deployed App

You've deployed an app to Elastic Runtime!

Use the cf CLI or the [Apps Manager](#) to review information and administer your app and your Elastic Runtime account. For example, you could edit the `manifest.yml` to increase the number of app instances from 1 to 3, and redeploy the app with a new app name and host name.

See the [Manage Your Application with the cf CLI](#) section for more information. See also [Using the Apps Manager](#).

## Manage Your Application with the cf CLI

Run `cf help` to view a complete list of commands, grouped by task categories, and run `cf help COMMAND` for detailed information about a specific command. For more information about using the cf CLI, refer to the Cloud Foundry Command Line Interface (cf CLI) topics, especially the [Getting Started with cf CLI v6](#) topic.

 **Note:** You cannot perform certain tasks in the CLI or the [Apps Manager](#) because these are commands that only a Elastic Runtime administrator can run. If you are not a Elastic Runtime administrator, the following message displays for these types of commands:

`error code: 10003, message: You are not authorized to perform the requested action` For more information about specific Admin commands you can perform with the Apps Manager, depending on your user role, refer to the [Getting Started with the Apps Manager](#) topic.

## Troubleshooting

If your application fails to start, verify that the application starts in your local environment. Refer to the [Troubleshooting Application Deployment and Health](#) topic to learn more about troubleshooting.

## App Deploy Fails

Even when deploying an app fails, the app might exist on Elastic Runtime. Run `cf apps` to review the apps in the currently targeted org and space. You might be able to correct the issue using the CLI or the [Apps Manager](#), or you might have to delete the app and redeploy.

Common reasons deploying an app fails include:

- You did not successfully create and bind a needed service instance to the app, such as a PostgreSQL or MongoDB service instance. Refer to Step 2: Create and Bind a Service Instance for a Ruby Application.
- You did not successfully create a unique URL for the app. Refer to the troubleshooting tip [App Requires Unique URL](#)

## App Requires Unique URL

Elastic Runtime requires that each app that you deploy has a unique URL. Otherwise, the new app URL collides with an existing app URL and Elastic Runtime cannot successfully deploy the app. You can resolve this issue by running `cf push` with either of the following flags to create a unique URL:

- `-n` to assign a different HOST name for the app.
- `--random-route` to create a URL that includes the app name and random words. Using this option might create a long URL, depending on the number of words that the app name includes.

## Getting Started Deploying Ruby on Rails Apps

Page last updated:

This guide walks you through deploying a Ruby on Rails (RoR) app to Elastic Runtime. To deploy a sample RoR app, refer to the [Deploy a Sample Ruby on Rails App](#) topic.

 **Note:** Ensure that your RoR app runs locally before continuing with this procedure.

### Prerequisites

- A Rails 4.x app that runs locally
- [Bundler](#) configured on your workstation
- Intermediate to advanced RoR knowledge
- The [Cloud Foundry Command Line Interface \(cf CLI\)](#)

## Step 1: Create and Bind a Service Instance for a RoR Application

This section describes using the CLI to configure a PostgreSQL managed service instance for an app. For more information about creating and using service instances, refer to the [Services Overview](#) topic.

### Create a Service Instance

Run `cf marketplace` to view managed and user-provided services and plans available to you.

Run `cf create-service SERVICE PLAN SERVICE_INSTANCE` to create a service instance for your app. Choose a SERVICE and PLAN from the list, and provide a unique name for the SERVICE\_INSTANCE.

### Bind a Service Instance

When you bind an app to a service instance, Elastic Runtime writes information about the service instance to the VCAP\_SERVICES app environment variable. The app can use this information to integrate with the service instance.

Most services support bindable service instances. Refer to your service provider's documentation to confirm whether they support this functionality.

To bind a service to an application, run `cf bind-service APPLICATION SERVICE_INSTANCE`.

## Step 2: Configure Deployment Options

### Configure the Deployment Manifest

You can specify app deployment options in a manifest that the `cf push` command uses. For more information about application manifests and supported attributes, refer to the [Deploying with Application Manifests](#) topic.

### Configure a Production Server

Elastic Runtime uses the default standard Ruby web server library, WEBrick, for Ruby and RoR apps. However, Elastic Runtime can support a

more robust production web server, such as Phusion Passenger, Puma, Thin, or Unicorn. If your app requires a more robust web server, refer to the [Configuring a Production Server](#) topic for help configuring a server other than WEBrick.

## Step 3: Log in and Target the API Endpoint

Run `cf login -a API_ENDPOINT`, enter your login credentials, and select a space and org. The API endpoint is [the URL of the Cloud Controller in your Elastic Runtime instance](#).

## Step 4: Deploy Your App

From the root directory of your application, run `cf push APP-NAME --random-route` to deploy your application.

`cf push APP-NAME` creates a URL route to your application in the form HOST.DOMAIN, where HOST is your APP-NAME and DOMAIN is specified by your administrator. Your DOMAIN is `shared-domain.example.com`. For example: `cf push my-app` creates the URL `my-app.shared-domain.example.com`.

The URL for your app must be unique from other apps that Elastic Runtime hosts or the push will fail. Use the following options to help create a unique URL:

- `-n` to assign a different HOST name for the app.
- `--random-route` to create a URL that includes the app name and random words.
- `cf help push` to view other options for this command.

To view log activity while the app deploys, launch a new terminal window and run `cf logs APP-NAME`.

In the terminal output of the `cf push` command, the `urls` field of the `App started` block contains the app URL. This is the `HOST_NAME` you specified with the `-n` flag plus the domain `shared-domain.example.com`. Once your app deploys, use this URL to access the app online.

## Next Steps

You've deployed an app to Elastic Runtime! Consult the sections below for information about what to do next.

### Test a Deployed App

Use the cf CLI or the [Apps Manager](#) to review information and administer your app and your Elastic Runtime account. For example, you could edit the `manifest.yml` to increase the number of app instances from 1 to 3, and redeploy the app with a new app name and host name.

### Manage Your Application with the cf CLI

Run `cf help` to view a complete list of commands, grouped by task categories, and run `cf help COMMAND` for detailed information about a specific command. For more information about using the cf CLI, refer to the Cloud Foundry Command Line Interface (cf CLI) topics, especially the [Getting Started with cf CLI v6](#) topic.

### Troubleshooting

If your application fails to start, verify that the application starts in your local environment. Refer to the [Troubleshooting Application Deployment and Health](#) topic to learn more about troubleshooting.

## Deploy a Sample Ruby on Rails Application

Page last updated:

This topic guides the reader through deploying a sample Ruby on Rails app to Elastic Runtime .

### Prerequisites

In order to deploy a sample Ruby on Rails app, you must have the following:

- A working PCF [deployment](#)
- [Cloud Foundry CLI](#)
- Cloud Foundry username and password with [Space Developer permissions](#). See your [Org Manager](#) if you require permissions.

### Step 1: Clone the App

Run the following terminal command to create a local copy of the rails\_sample\_app.

```
$ git clone https://github.com/cloudfoundry-samples/rails_sample_app
```

The newly created directory contains a `manifest.yml` file, which assists CF with deploying the app. See [Deploying with Application Manifests](#) for more information.

### Step 2: Log in and Target the API Endpoint

1. Run the following terminal command to log in and target the API endpoint of your deployment. For more information, see the [Identifying the API Endpoint for your Elastic Runtime Instance topic](#).

```
$ cf login -a YOUR-API-ENDPOINT
```

2. Use your credentials to log in, and to select a [Space and Org](#).

 **Note:** The API endpoint must be entered in the format `https://api.IP-ADDRESS`, where IP-ADDRESS is the IP address of your API endpoint.

### Step 3: Create a Service Instance

Run the following terminal command to create a PostgreSQL service instance for the sample app. Our service instance is `rails-postgres`. It uses the `elephantsql` service and the `turtle` plan.

```
$ cf create-service elephantsql turtle rails-postgres
Creating service rails-postgres in org YOUR-ORG / space development as clouduser@example.com...
OK
```

The manifest for the rails\_sample\_app contains a `services` sub-block in the `applications` block. The Cloud Foundry Command Line Interface tool (cf CLI) binds the service to the app.

```
---
applications:
- name: rails-sample
  memory: 256M
  instances: 1
  path: .
  command: bundle exec rake db:migrate && bundle exec rails s -p $PORT
  services:
    - rails-postgres
```

## Step 4: Deploy the App

Make sure you are in the `rails_sample_app` directory. Run the following terminal command to deploy the app:

```
$ cf push rails_sample_app
```

`cf push rails_sample_app` creates a URL route to your application in the form HOST.DOMAIN. In this example, HOST is `rails_sample_app`. Administrators specify the DOMAIN. For example, for the DOMAIN `shared-domain.example.com`, running `cf push rails_sample_app` creates the URL `rails_sample_app.shared-domain.example.com`.

The example below shows the terminal output when deploying the `rails_sample_app`. `cf push` uses the instructions in the manifest file to create the app, create and bind the route, and upload the app. It then binds the app to the `rails-postgres` service and follows the information in the manifest to start one instance of the app with 256M of RAM. After the app starts, the output displays the health and status of the app.

```
$ cf push rails_sample_app
Using manifest file ~/workspace/rails_sample_app/manifest.yml

Updating app rails_sample_app in org Cloud-Apps / space development as cloudunder@example.com...
OK

Using route rails_sample_app.shared-domain.example.com
Uploading rails_sample_app...
Uploading app files from: ~/workspace/rails_sample_app
Uploading 445.7K, 217 files
OK
Binding service rails-postgres to app rails_sample_app in org Cloud-Apps / space development as cloudunder@example.com...
OK

Starting app rails_sample_app in org Cloud-Apps / space development as cloudunder@example.com...
OK

...
0 of 1 instances running, 1 starting
1 of 1 instances running

App started

Showing health and status for app rails_sample_app in org Cloud-Apps / space development as cloudunder@example.com...
OK

requested state: started
instances: 1/1
usage: 256M x 1 instances
urls: rails_sample_app.shared-domain.example.com

  state  since          cpu    memory      disk
#0  running  2014-08-25 03:32:10 PM  0.0%   68.4M of 256M  73.4M of 1G
```

 **Note:** If you want to view log activity while the app deploys, launch a new terminal window and run `cf logs rails_sample_app`.

## Step 5: Verify the App

Verify that the app is running by browsing to the URL generated in the output of the previous step. In this example, navigating to `rails_sample_app.shared-domain.example.com` verifies that the app is running.

You've now pushed an app to Elastic Runtime! For more information on this topic, see the [Deploy an Application](#) topic.

## Configure Rake Tasks for Deployed Apps

Page last updated:

For Elastic Runtime to automatically invoke a Rake task while a Ruby or Ruby on Rails app is deployed, you must:

- Include the Rake task in your app.
- Configure the application start command using the `command` attribute in the application manifest.

The following is an example of how to invoke a Rake database migration task at application startup.

1. Create a file with the Rake task name and the extension `.rake`, and store it in the `lib/tasks` directory of your application.
2. Add the following code to your rake file:

```
namespace :cf do
  desc "Only run on the first application instance"
  task :on_first_instance do
    instance_index = JSON.parse(ENV["VCAP_APPLICATION"])["instance_index"] rescue nil
    exit(0) unless instance_index == 0
  end
end
```

This Rake task limits an idempotent command to the first instance of a deployed application.

3. Add the task to the `manifest.yml` file with the `command` attribute, referencing the idempotent command `rake db:migrate` chained with a start command.

```
applications:
- name: my-rails-app
  command: bundle exec rake cf:on_first_instance db:migrate && rails s -p $PORT
```

## Tips for Ruby Developers

Page last updated:

This page has information specific to deploying Rack, Rails, or Sinatra applications.

## Application Bundling

You must run [Bundler](#) to create a `Gemfile` and a `Gemfile.lock`. These files must be in your application before you push to Cloud Foundry.

## Rack Config File

For Rack and Sinatra, you must have a `config.ru` file. For example:

```
require '/hello_world'  
run HelloWorld.new
```

## Asset Precompilation

Cloud Foundry supports the Rails asset pipeline. If you do not precompile assets before deploying your application, Cloud Foundry will precompile them when staging the application. Precompiling before deploying reduces the time it takes to stage an application.

Use the following command to precompile assets before deployment:

```
rake assets:precompile
```

Note that the Rake precompile task reinitializes the Rails application. This could pose a problem if initialization requires service connections or environment checks that are unavailable during staging. To prevent reinitialization during precompilation, add the following line to `application.rb`:

```
config.assets.initialize_on_precompile = false
```

If the `assets:precompile` task fails, Cloud Foundry uses live compilation mode, the alternative to asset precompilation. In this mode, assets are compiled when they are loaded for the first time. You can force live compilation by adding the following line to `application.rb`:

```
Rails.application.config.assets.compile = true
```

## Running Rake Tasks

Cloud Foundry does not provide a mechanism for running a Rake task on a deployed application. If you need to run a Rake task that must be performed in the Cloud Foundry environment, rather than locally before deploying or redeploying, you can configure the command that Cloud Foundry uses to start the application to invoke the Rake task.

An application's start command is configured in the application's manifest file, `manifest.yml`, using the `command` attribute.

If you have previously deployed the application, the application manifest should already exist. There are two ways to create a manifest. You can manually create the file and save it in the application's root directory before you deploy the application for the first time. If you do not manually create the manifest file, the cf CLI will prompt you to supply deployment settings when you first push the application, and will create and save the manifest file for you, with the settings you specified interactively. For more information about application manifests, and supported attributes, see [Deploying with Application Manifests](#).

### Example: Invoking a Rake database migration task at application startup

The following is an example of the "migrate frequently" method described in the [Migrating a Database in Cloud Foundry](#) topic.

1. Create a Rakefile if one does not already exist, and add it to your application directory.
2. In your Rakefile, add a Rake task to limit an idempotent command to the first instance of a deployed application:

```
namespace :cf do
  desc "Only run on the first application instance"
  task :on_first_instance do
    instance_index = JSON.parse(ENV["VCAP_APPLICATION"])[“instance_index”] rescue nil
    exit(0) unless instance_index == 0
  end
end
```

3. Add the task to the `manifest.yml` file, referencing the idempotent command `rake db:migrate` with the `command` attribute.

```
---
applications:
- name: my-rails-app
  command: bundle exec rake cf:on_first_instance db:migrate && bundle exec rails s -p $PORT -e $RAILS_ENV
```

4. Update the application using `cf push`.

## Rails 3 Worker Tasks

This section shows you how to create and deploy an example Rails application that uses a worker library to defer a task that a separate application executes.

The guide also describes how to scale the resources available to the worker application.

 **Note:** Most worker tasks do not serve external requests. Use the `--no-route` flag with the `cf push` command, or `no-route: true` in the application manifest, to suppress route creation and remove existing routes.

### Choose a Worker Task Library

You must choose a worker task library. The table below summarizes the three main libraries available for Ruby / Rails:

Library	Description
<a href="#">Delayed::Job</a>	A direct extraction from <a href="#">Shopify</a> where the job table is responsible for a multitude of core tasks.
<a href="#">Resque</a>	A Redis-backed library for creating background jobs, placing those jobs on multiple queues, and processing them later.
<a href="#">Sidekiq</a>	Uses threads to handle many messages at the same time in the same process. It does not require Rails but will integrate tightly with Rails 3 to make background message processing dead simple. This library is also Redis-backed and is actually somewhat compatible with Resque messaging.

For other alternatives, see [https://www.ruby-toolbox.com/categories/Background\\_Jobs](https://www.ruby-toolbox.com/categories/Background_Jobs).

### Create an Example Application

For the purposes of the example application, we will use Sidekiq.

First, create a Rails application with an arbitrary model called “Things”:

```
$ rails create rails-sidekiq
$ cd rails-sidekiq
$ rails g model Thing title:string description:string
```

Add `sidekiq` and `uuidtools` to the Gemfile:

```
source 'https://rubygems.org'
```

```
gem 'rails', '3.2.9'  
gem 'mysql2'
```

```
group :assets do  
  gem 'sass-rails', '~> 3.2.3'  
  gem 'coffee-rails', '~> 3.2.1'  
  gem 'uglifier', '>= 1.0.3'  
end  
  
gem 'jquery-rails'  
gem 'sidekiq'  
gem 'uuidtools'
```

Install the bundle.

```
$ bundle install
```

Create a worker (in app/workers) for Sidekiq to carry out its tasks:

```
$ touch app/workers/thing_worker.rb
```

```
class ThingWorker  
  
  include Sidekiq::Worker  
  
  def perform(count)  
  
    count.times do  
  
      thing_uuid = UUIDTools::UUID.random_create.to_s  
      Thing.create(:title => "New Thing #{thing_uuid}", :description =>  
      "Description for thing #{thing_uuid}"  
    end  
  
  end  
  
end
```

This worker will create n number of things, where n is the value passed to the worker.

Create a controller for “Things”:

```
$ rails g controller Thing
```

```
class ThingController < ApplicationController  
  
  def new  
    ThingWorker.perform_async(2)  
    redirect_to '/thing'  
  end  
  
  def index  
    @things = Thing.all  
  end  
  
end
```

Add a view to inspect our collection of “Things”:

```
$ mkdir app/views/things  
$ touch app/views/things/index.html.erb
```

```
nil
```

## Deploy the Application

This application needs to be deployed twice for it to work, once as a Rails web application and once as a standalone Ruby application. The

easiest way to do this is to keep separate Cloud Foundry manifests for each application type:

Web Manifest: Save this as `web-manifest.yml`:

```
--  
applications:  
- name: sidekiq  
  memory: 256M  
  instances: 1  
  host: sidekiq  
  domain: ${target-base}  
  path: .  
  services:  
    - sidekiq-mysql:  
    - sidekiq-redis:
```

Worker Manifest: Save this as `worker-manifest.yml`:

```
--  
applications:  
- name: sidekiq-worker  
  memory: 256M  
  instances: 1  
  path: .  
  command: bundle exec sidekiq  
  no-route: true  
  services:  
    - sidekiq-redis:  
    - sidekiq-mysql:
```

Since the url “sidekiq.cloudfoundry.com” is probably already taken, change it in `web-manifest.yml` first, then push the application with both manifest files:

```
$ cf push -f web-manifest.yml  
$ cf push -f worker-manifest.yml
```

If the cf CLI asks for a URL for the worker application, select “none”.

## Test the Application

Test the application by visiting the new action on the “Thing” controller at the assigned url. In this example, the URL would be

```
http://sidekiq.cloudfoundry.com/thing/new .
```

This will create a new Sidekiq job which will be queued in Redis, then picked up by the worker application. The browser is then redirected to `/thing` which will show the collection of “Things”.

## Scale Workers

Use the `cf scale` command to change the number of Sidekiq workers.

Example:

```
$ cf scale sidekiq-worker -i 2
```

## Use `rails_serve_static_assets` on Rails 4

By default Rails 4 returns a 404 if an asset is not handled via an external proxy such as Nginx. The `rails_serve_static_assets` gem enables your Rails server to deliver static assets directly, instead of returning a 404. You can use this capability to populate an edge cache CDN or serve files directly from your web application. The gem enables this behavior by setting the `config.serve_static_assets` option to `true`, so you do not need to configure it manually.

## Additional Ruby Buildpack Information

For information about using and extending the Ruby buildpack in Cloud Foundry, see the [ruby-buildpack GitHub repo](#).

You can find current information about this buildpack on the Ruby buildpack [release page](#) in GitHub.

The buildpack uses a default Ruby version of `2.2.2`. To override this value for your app, add a Ruby declaration in the Gemfile. This also applies to using a JRuby interpreter.

## Environment Variables

You can access environments variable programmatically. For example, you can obtain `VCAP_SERVICES` as follows:

```
ENV['VCAP_SERVICES']
```

Environment variables available to you include both those [defined by the system](#) and those defined by the Ruby buildpack, as described below.

### BUNDLE\_BIN\_PATH

Location where Bundler installs binaries.

```
BUNDLE_BIN_PATH:/home/vcap/app/vendor/bundle/ruby/1.9.1/gems/bundler-1.3.2/bin/bundle
```

### BUNDLE\_GEMFILE

Path to application's Gemfile.

```
BUNDLE_GEMFILE:/home/vcap/app/Gemfile
```

### BUNDLE\_WITHOUT

The `BUNDLE_WITHOUT` environment variable causes Cloud Foundry to skip installation of gems in excluded groups. `BUNDLE_WITHOUT` is particularly useful for Rails applications, where there are typically “assets” and “development” gem groups containing gems that are not needed when the app runs in production

For information about using this variable, see <http://blog.cloudfoundry.com/2012/10/02/polishing-cloud-foundrys-ruby-gem-support>.

```
BUNDLE_WITHOUT=assets
```

### DATABASE\_URL

The Ruby buildpack looks at the `database_uri` for bound services to see if they match known database types. If there are known relational database services bound to the application, the buildpack sets up the `DATABASE_URL` environment variable with the first one in the list.

If your application depends on `DATABASE_URL` being set to the connection string for your service, and Cloud Foundry does not set it, you can set this variable manually.

```
$ cf set-env my_app_name DATABASE_URL mysql://b5d435f40dd2b2:ebfc00ac@us-cdr-east-03.cleardb.com:3306/ad_c6f4446532610ab
```

### GEM\_HOME

Location where gems are installed.

```
GEM_HOME:/home/vcap/app/vendor/bundle/ruby/1.9.1
```

## GEM\_PATH

Location where gems can be found.

```
GEM_PATH=/home/vcap/app/vendor/bundle/ruby/1.9.1:
```

## RACK\_ENV

This variable specifies the Rack deployment environment: development, deployment, or none. This governs what middleware is loaded to run the application.

```
RACK_ENV=production
```

## RAILS\_ENV

This variable specifies the Rails deployment environment: development, test, or production. This controls which of the environment-specific configuration files will govern how the application will be executed.

```
RAILS_ENV=production
```

## RUBYOPT

This Ruby environment variable defines command-line options passed to Ruby interpreter.

```
RUBYOPT: -I/home/vcap/app/vendor/bundle/ruby/1.9.1/gems/bundler-1.3.2/lib -
rbundler/setup
```

## Environment Variables Defined by the Ruby Buildpack

Page last updated:

When you use the Ruby buildpack, you get three Ruby-specific environment variables in addition to the regular Cloud Foundry environment variables.

- `BUNDLE_BIN_PATH` — Location where Bundler installs binaries.  
`BUNDLE_BIN_PATH:/home/vcap/app/vendor/bundle/ruby/1.9.1/gems/bundler-1.3.2/bin/bundle`
- `BUNDLE_GEMFILE` — Path to application's gemfile.  
`BUNDLE_GEMFILE:/home/vcap/app/Gemfile`
- `BUNDLE_WITHOUT` — This variable causes Cloud Foundry to skip installation of gems in excluded groups. Use this with Rails applications, where "assets" and "development" gem groups typically contain gems that are not needed when the app runs in production. See [this](#) blog post for more information.  
`BUNDLE_WITHOUT=assets`
- `DATABASE_URL` — The Ruby buildpack looks at the `database\uri` for bound services to see if they match known database types. If known relational database services are bound to the application, the buildpack sets up the `DATABASE_URL` environment variable with the first one in the list.  
If your application depends on `DATABASE_URL` being set to the connection string for your service, and Cloud Foundry does not set it, you can set this variable manually.  
`$ cf set-env my_app_name DATABASE_URL mysql://b5d435f40dd2b2:ebfc00ac@us-cdr-east-03.cleardb.com:3306/ad_c6f4446532610ab`
- `GEM_HOME` — Location where gems are installed.  
`GEM_HOME:/home/vcap/app/vendor/bundle/ruby/1.9.1`
- `GEM_PATH` — Location where gems can be found.  
`GEM_PATH=/home/vcap/app/vendor/bundle/ruby/1.9.1:`
- `RACK_ENV` — This variable specifies the Rack deployment environment: development, deployment, or none. This governs what middleware is loaded to run the application.  
`RACK_ENV=production`
- `RAILS_ENV` — This variable specifies the Rails deployment environment: development, test, or production. This controls which of the environment-specific configuration files will govern how the application will be executed.  
`RAILS_ENV=production`
- `RUBYOPT` — This Ruby environment variable defines command-line options passed to Ruby interpreter.  
`RUBYOPT: -I/home/vcap/app/vendor/bundle/ruby/1.9.1/gems/bundler-1.3.2/lib -rbundler/setup`

## Configure Service Connections for Ruby

Page last updated:

After you create a service instance and bind it to an application, you must configure the application to connect to the service.

### Query VCAP\_SERVICES with cf-app-utils

The `cf-app-utils` gem allows your application to search for credentials from the `VCAP_SERVICES` environment variable by name, tag, or label.

- [cf-app-utils-ruby](#)

### VCAP\_SERVICES defines DATABASE\_URL

At runtime, the Ruby buildpack creates a `DATABASE_URL` environment variable for every Ruby application based on the `VCAP_SERVICES` environment variable.

Example VCAP\_SERVICES:

```
VCAP_SERVICES =  
{  
  "elephantsql": [  
    {  
      "name": "elephantsql-c6c60",  
      "label": "elephantsql",  
      "credentials": {  
        "uri": "postgres://exampleuser:examplepass@babar.elephantsql.com:5432/exampledbs"  
      }  
    }  
  ]  
}
```

Based on this `VCAP_SERVICES`, the Ruby buildpack creates the following `DATABASE_URL` environment variable:

```
DATABASE_URL = postgres://exampleuser:examplepass@babar.elephantsql.com:5432/exampledbs
```

The Ruby buildpack uses the structure of the `VCAP_SERVICES` environment variable to populate `DATABASE_URL`. Any service containing a JSON object with the following form will be recognized by Cloud Foundry as a candidate for `DATABASE_URL`:

```
{  
  "some-service": [  
    {  
      "credentials": {  
        "uri": "<some database URL>"  
      }  
    }  
  ]  
}
```

Cloud Foundry uses the first candidate found to populate `DATABASE_URL`.

### Older Rails Applications Have Auto-Configured database.yml

On Rails versions 4 or before, the Ruby buildpack replaces your `database.yml` with one based on the `DATABASE_URL` variable.

 **Note:** On Rails versions 4 or before, Ruby buildpack ignores the contents of any `database.yml` that you provide and overwrites it during staging.

## Configure Non-Rails Applications

Non-Rails applications can also access the `DATABASE_URL` variable.

If you have more than one service with credentials, only the first will be populated into `DATABASE_URL`. To access other credentials, you can inspect the `VCAP_SERVICES` environment variable.

```
vcap_services = JSON.parse(ENV['VCAP_SERVICES'])
```

Use the hash key for the service to obtain the connection credentials from `VCAP_SERVICES`:

- For services that use the [v2 format](#), the hash key is the name of the service.
- For services that use the [v1 format](#), the hash key is formed by combining the service provider and version, in the format PROVIDER-VERSION.

For example, the service provider “p-mysql” with version “n/a” forms the hash key `p-mysql-n/a`.

## Seed or Migrate Database

Before you can use your database the first time, you must create and populate or migrate it. For more information, see [Migrating a Database in Cloud Foundry](#).

## Troubleshooting

To aid in troubleshooting issues connecting to your service, you can examine the environment variables and log messages Cloud Foundry records for your application.

## View Environment Variables

Use the `cf env` command to view the Cloud Foundry environment variables for your application. `cf env` displays the following environment variables:

- The `VCAP_SERVICES` variables existing in the container environment
- The user-provided variables set using the `cf set-env` command

```
$ cf env my-app
Getting env variables for app my-app in org My-Org / space development as admin...
OK

System-Provided:
{
  "VCAP_SERVICES": {
    "p-mysql-n/a": [
      {
        "credentials": {
          "uri": "postgres://lrra:e6B-X@p-mysqlprovider.example.com:5432/lraa"
        },
        "label": "p-mysql-n/a",
        "name": "p-mysql",
        "syslog_drain_url": "",
        "tags": ["postgres", "postgresql", "relational"]
      }
    ]
  }
}

User-Provided:
my-env-var: 100
my-drain: http://drain.example.com
```

## View Logs

Use the `cf logs` command to view the Cloud Foundry log messages for your application. You can direct current logging to standard output, or you can dump the most recent logs to standard output.

Run `cf logs APPNAME` to direct current logging to standard output:

```
$ cf logs my-app
Connected, tailing logs for app my-app in org My-Org / space development as admin...
1:27:19.72 [App/0] OUT [CONTAINER] org.apache.coyote.http11.Http11Protocol INFO Starting ProtocolHandler ["http-bio-61013"]
1:27:19.77 [App/0] OUT [CONTAINER] org.apache.catalina.startup.Catalina INFO Server startup in 10427 ms
```

Run `cf logs APPNAME --recent` to dump the most recent logs to standard output:

```
$ cf logs my-app --recent
Connected, dumping recent logs for app my-app in org My-Org / space development as admin...
1:27:15.93 [App/0] OUT 15,935 INFO EmbeddedDatabaseFactory:124 - Creating embedded database 'SkyNet'
1:27:16.31 [App/0] OUT 16,318 INFO LocalEntityManagerFactory:287 - Building TM container EntityManagerFactory for unit 'default'
1:27:16.50 [App/0] OUT 16,505 INFO Version:37 - HCANN001: Hibernate Commons Annotations {4.0.1.Final}
1:27:16.51 [App/0] OUT 16,517 INFO Version:41 - HHH412: Hibernate Core {4.1.9.Final}
1:27:16.95 [App/0] OUT 16,957 INFO SkyNet-Online:73 - HHH268: Transaction strategy: org.hibernate.internal.TransactionFactory
1:27:16.96 [App/0] OUT 16,963 INFO InitiateTerminatorT1000Deployment:48 - HHH000397: Using TranslatorFactory
1:27:17.02 [App/0] OUT 17,026 INFO Version:27 - HV001: Hibernate Validator 4.3.0.Final
```

If you encounter the error, “A fatal error has occurred. Please see the Bundler troubleshooting documentation,” update your version of bundler and run `bundle install`.

```
$ gem update bundler
$ gem update --system
$ bundle install
```

## Node.js Buildpack

Page last updated:

### Push Node.js Apps

This buildpack is used automatically if there is a `package.json` file in the root directory of your project.

If your Cloud Foundry deployment does not have the Node.js buildpack installed or the installed version is out of date, you can use the latest version with the command:

```
bash cf push my_app -b https://github.com/cloudfoundry/buildpack-nodejs.git
```

For more detailed information on deploying Node.js apps see the following topics:

- [Tips for Node.js Developers](#)
- [Environment Variables Defined by the Node Buildpack](#)
- [Configuring Service Connections for Node](#)

You can find the source for the buildpack on GitHub: <https://github.com/cloudfoundry/heroku-buildpack-nodejs>

### Supported Versions

Supported Node versions can be found [in the release notes](#).

### Specify a Node.js Version

Set engines.node in package.json to the semver range or the specific version of node you are using:

```
"engines": {  
  "node": "4.4.x"  
}
```

or

```
"engines": {  
  "node": "4.4.3"  
}
```

If you try to use a version that is not currently supported, staging your app fails with the following error message:

```
$ Could not get translated url, exited with: DEPENDENCY_MISSING_IN_MANIFEST....  
$ !  
$ ! exit  
$ !  
$ Staging failed: Buildpack compilation step failed
```

### Specify an npm Version

Set engines.npm in package.json to the semver range, or specific version, of npm you are using:

```
"engines": {  
  "node": "4.4.x",  
  "npm": "2.15.x"  
}
```

or

```
"engines": {  
  "node": "4.4.3",  
  "npm": "2.15.1"  
}
```

If you do not specify an npm version, your app uses the [default npm](#) packaged with your app's Node.js version.

If your environment cannot connect to the internet and a non-default version of npm is specified, the buildpack fails to download npm. You see the following error message:

```
$ We're unable to download the version of npm you've provided (...).  
$ Please remove the npm version specification in package.json (...)  
$ Staging failed: Buildpack compilation step failed
```

## Vendor App Dependencies

As stated in the [Disconnected Environments documentation](#), your app must 'vendor' its dependencies.

For the Node.js buildpack, use [npm](#):

```
cd <your app dir>  
npm install # vendors into /node_modules
```

[cf push](#) uploads your vendored dependencies.

## OpenSSL Support

Since November 2015, the [nodejs-buildpack](#) has been packaging binaries of Node.js with OpenSSL that are statically linked. With [community approval](#), it was decided to support Node.js 4.x and greater, which relied on the Node.js release cycle to provide OpenSSL updates.

The buildpack's team [binary-builder](#) was updated to [enable the static OpenSSL compilation](#). All versions of Node.js compiled since have been statically linked with OpenSSL.

## Proxy Support

If you need to use a proxy to download dependencies during staging, you can set the [http\\_proxy](#) and/or [https\\_proxy](#) environment variables. For more information, see the [Proxy Usage Docs](#).

## BOSH Configured Custom Trusted Certificate Support

Nodejs hardcodes root CA certs in its source code. To use [BOSH configured custom trusted certificates](#), a developer must pass the specified CAs to the [tls.connect](#) function as extra arguments.

## Help and Support

Join the #buildpacks channel in our [Slack community](#) if you need any further assistance.

For more information about using and extending the Node.js buildpack in Cloud Foundry, see the [nodejs-buildpack GitHub repo](#).

You can find current information about this buildpack on the Node.js buildpack [release page](#) in GitHub.

## Tips for Node.js Applications

Page last updated:

This topic provides Node-specific information to supplement the general guidelines in the [Deploy an Application](#) topic.

### Application Package File

Cloud Foundry expects a `package.json` in your Node.js app. You can specify the version of Node.js you want to use in the `engine` node of your `package.json` file.

In general, Cloud Foundry supports the two most recent versions of Node.js. See the GitHub [Node.js buildpack page](#) for current information.

Example `package.json` file:

```
{
  "name": "first",
  "version": "0.0.1",
  "author": "Demo",
  "dependencies": {
    "express": "3.4.8",
    "consolidate": "0.10.0",
    "express": "3.4.8",
    "swig": "1.3.2"
  },
  "engines": {
    "node": "0.12.7",
    "npm": "2.7.4"
  }
}
```

### Application Port

You must use the PORT environment variable to determine which port your app should listen on. In order to also run your app locally, you may want to make port 3000 the default:

```
app.listen(process.env.PORT || 3000);
```

### Application Start Command

Node.js apps require a start command. You can specify the web start command for a Node.js app in a Procfile or in the app deployment manifest. For more information about Procfiles, see the [Configuring a Production Server](#) topic.

The first time you deploy, you are asked if you want to save your configuration. This saves a `manifest.yml` in your app with the settings you entered during the initial push. Edit the `manifest.yml` file and create a start command as follows:

```
---  
applications:  
- name: my-app  
  command: node my-app.js  
... the rest of your settings ...
```

Alternately, specify the start command with `cf push -c`.

```
$ cf push my-app -c "node my-app.js"
```

## Application Bundling

You do not need to run `npm install` before deploying your app. Cloud Foundry runs it for you when your app is pushed. If you prefer to run `npm install` and create a `node_modules` folder inside of your app, this is also supported.

## Solve Discovery Problems

If Cloud Foundry does not automatically detect that your app is a Node.js app, you can override the auto-detection by specifying the Node.js buildpack.

Add the buildpack into your `manifest.yml` and re-run `cf push` with your manifest:

```
--  
applications:  
- name: my-app  
  buildpack: https://github.com/cloudfoundry/nodejs-buildpack  
... the rest of your settings ...
```

Alternately, specify the buildpack on the command line with `cf push -b`:

```
$ cf push my-app -b https://github.com/cloudfoundry/nodejs-buildpack
```

## Bind Services

Refer to [Configure Service Connections for Node.js](#).

## About the Node.js Buildpack

For information about using and extending the Node.js buildpack in Cloud Foundry, see the [nodejs-buildpack repo](#).

You can find current information about this buildpack on the Node.js buildpack [release page](#) in GitHub.

The buildpack uses a default Node.js version. To specify the versions of Node.js and npm an app requires, edit the app's `package.json`, as described in "node.js and npm versions" in the [nodejs-buildpack repo](#).

## Environment Variables

You can access environments variable programmatically.

For example, you can obtain `VCAP_SERVICES` like this:

```
process.env.VCAP_SERVICES
```

Environment variables available to you include both those [defined by the system](#) and those defined by the Node.js buildpack, as described below.

### BUILD\_DIR

Directory into which Node.js is copied each time a Node.js app is run.

### CACHE\_DIR

Directory that Node.js uses for caching.

## PATH

The system path used by Node.js.

```
PATH=/home/vcap/app/bin:/home/vcap/app/node_modules/.bin:/usr/bin
```

## Environment Variables Defined by the Node Buildpack

Page last updated:

When you use the Node buildpack, you get three Node-specific environment variables in addition to the regular [Cloud Foundry environment variables](#).

- `BUILD_DIR` — The directory into which Node.js is copied each time a Node.js application is run.
- `CACHE_DIR` — The directory that Node.js uses for caching.
- `PATH` — The system path used by Node.js:

```
PATH=/home/vcap/app/bin:/home/vcap/app/node_modules/.bin:/bin:/usr/bin
```

## Configuring Service Connections for Node.js

Page last updated:

This guide is for developers who wish to bind a data source to a Node.js application deployed and running on Cloud Foundry.

### Parse VCAP\_SERVICES for Credentials

You must parse the VCAP\_SERVICES environment variable in your code to get the required connection details such as host address, port, user name, and password.

For example, if you are using PostgreSQL, your VCAP\_SERVICES environment variable might look something like this:

```
{  
  "mypostgres": [{  
    "name": "myinstance",  
    "credentials": {  
      "uri": "postgres://myusername:mypassword@host.example.com:5432/serviceinstance"  
    }  
  }]  
}
```

This example JSON is simplified; yours may contain additional properties.

### Parse with cfenv

The `cfenv` package provides access to Cloud Foundry application environment settings by parsing all the relevant environment. The settings are returned as JavaScript objects. `cfenv` provides reasonable defaults when running locally, as well as when running as a Cloud Foundry application.

- <https://www.npmjs.org/package/cfenv>

### Manual Parsing

First, parse the VCAP\_SERVICES environment variable.

For example:

```
var vcap_services = JSON.parse(process.env.VCAP_SERVICES)
```

Then pull out the credential information required to connect to your service. Each service packages requires different information. If you are working with Postgres, for example, you will need a `uri` to connect. You can assign the value of the `uri` to a variable as follows:

```
var uri = vcap_services.mypostgres[0].credentials.uri
```

Once assigned, you can use your credentials as you would normally in your program to connect to your database.

### Connecting to a Service

You must include the appropriate package for the type of services your application uses. For example:

- Rabbit MQ via the `amqp` module
- Mongo via the `mongodb` and `mongoose` modules
- MySQL via the `mysql` module
- Postgres via the `pg` module
- Redis via the `redis` module

## Add the Dependency to package.json

Edit `package.json` and add the intended module to the `dependencies` section. Normally, only one would be necessary, but for the sake of the example we will add all of them:

```
{  
  "name": "hello-node",  
  "version": "0.0.1",  
  "dependencies": {  
    "express": "*",  
    "mongodb": "*",  
    "mongoose": "*",  
    "mysql": "*",  
    "pg": "*",  
    "redis": "0.0.*",  
    "amqp": "*"  
  },  
  "engines": {  
    "node": "0.8.x"  
  }  
}
```

You must run `npm shrinkwrap` to regenerate your `npm-shrinkwrap.json` file after you edit `package.json`.

## Binary Buildpack

Page last updated:

Use the binary buildpack for running arbitrary binary web servers.

## Pushing Apps

Unlike most other Cloud Foundry buildpacks, you must specify the binary buildpack to use it when staging your binary file. On a command line, use `cf push APP-NAME` with the `-b` option to specify the buildpack.

For example:

```
$ cf push my_app -b https://github.com/cloudfoundry/binary-buildpack.git
```

You can provide Cloud Foundry with the shell command to execute your binary in the following two ways:

- **Procfile:** In the root directory of your app, add a `Procfile` that specifies a `web` task:

```
web: ./app
```

- **Command line:** Use `cf push APP-NAME` with the `-c` option:

```
$ cf push my_app -c './app' -b binary-buildpack
```

## Compiling your Binary

Cloud Foundry expects your binary to bind to the port specified by the `PORT` environment variable.

The following example in [Go](#) binds a binary to the `PORT` environment variable:

```
package main

import (
    "fmt"
    "net/http"
    "os"
)

func handler(w http.ResponseWriter, r *http.Request) {
    fmt.Fprintf(w, "Hello, %s", "world!")
}

func main() {
    http.HandleFunc("/", handler)
    http.ListenAndServe(":"+os.Getenv("PORT"), nil)
}
```

Your binary should run without any additional runtime dependencies on the cflinuxfs2 or lucid64 root filesystem (rootfs). Any such dependencies should be statically linked to the binary.

To boot a docker container running the cflinuxfs2 filesystem, run the following command:

```
$ docker run -it cloudfoundry/cflinuxfs2 bash
```

To boot a docker container running the lucid64 filesystem, run the following command:

```
$ docker run -it cloudfoundry/lucid64 bash
```

To compile the above Go application on the rootfs, golang must be installed. `apt-get install golang` and `go build app.go` will produce an `app` binary.

When deploying your binary to Cloud Foundry, use `cf push` with the `-s` option to specify the root filesystem it should run against.

```
$ cf push my_app -s (cflinuxfs2|lucid64)
```

To run docker on Mac OS X, we recommend [boot2docker](#).

## BOSH Configured Custom Trusted Certificate Support

Certificates deployed through [BOSH configured custom trusted certificates](#) exist in the `/etc/ssl/certs` directory and can be used by binary applications.

## Help and Support

Join the `#buildpacks` channel in our [Slack community](#) if you need any further assistance.

For more information about using and extending the binary buildpack in Cloud Foundry, see the [binary-buildpack GitHub repo](#).

You can find current information about this buildpack on the binary buildpack [release page](#) in GitHub.

## Go Buildpack

Page last updated:

## Supported Versions

Supported Go versions can be found [in the release notes](#).

## Pushing Apps

The Go buildpack will be automatically detected if:

- Your app has been packaged with [godep](#) using `godep save`
- Your app has a `vendor/` directory and has any files ending with `.go`.
- Your app has a `GOPACKAGENAME` environment variable specified and has any files ending with `.go`.
- Your app has a `glide.yaml` file and is using [glide](#) (starting in buildpack version [1.7.9](#)).

If your Cloud Foundry deployment does not have the Go Buildpack installed, or the installed version is out of date, you can use the latest version with the command:

```
$ cf push my_app -b https://github.com/cloudfoundry/go-buildpack.git
```

When specifying versions, specify only major/minor versions, eg. go1.6, rather than go1.6.0. This will ensure you receive the most recent patches.

## Start Command

When pushing go apps, you can specify a start command for the app. The start command can be placed in the file `Procfile` in your app's root directory. For example, if the binary generated by your go project is `my-go-server`, your `Procfile` could be:

```
web: my-go-server
```

For more information about Procfiles, see the [Configuring a Production Server](#) topic.

You can also specify your app's start command in the `manifest.yml` file in the root directory, for example:

```
--  
applications:  
- name: my-app-name  
  command: my-go-server
```

If you do not specify a start command via a `Procfile`, in the manifest, or via the `-c` flag for `cf push`, the generated binary will be used as the start command. (ex. `my-go-server`)

## Pushing Apps with godep

If you are using [godep](#) to package your dependencies, make sure that you have created a valid `Godeps/Godeps.json` file in the root directory of your app by running `godep save`.

When using godep, you can fix your Go version in `GoVersion` key of the `Godeps/Godeps.json` file.

## Go 1.5

- [go 1.5 sample app](#)

An example `Godeps/Godeps.json`:

```
{  
  "ImportPath": "go_app",  
  "GoVersion": "go1.5",  
  "Deps": []  
}
```

An example `manifest.yml`:

```
--  
applications:  
- name: my-app-name
```

## Go 1.6

- [go 1.6 sample app](#)

**NOTE:** if you are using godep with Go 1.6, you must set the `GO15VENDOREXPERIMENT` environment variable to 0, otherwise your app will not stage.

An example `Godeps/Godeps.json`:

```
{  
  "ImportPath": "go_app",  
  "GoVersion": "go1.6",  
  "Deps": []  
}
```

An example `manifest.yml`:

```
--  
applications:  
- name: my-app-name  
env:  
  GO15VENDOREXPERIMENT: 0
```

## Pushing Apps with Glide

If you are using [glide](#) to specify and/or package your dependencies, make sure that you have created a valid `glide.yaml` file in the root directory of your app by running `glide init`.

To vendor your dependencies before pushing, run `glide install`. This will generate a `vendor` directory and a `glide.lock` file specifying the latest compatible versions of your dependencies. A `glide.lock` is not required when deploying a non-vendored app. A `glide.lock` is required when pushing a vendored app.

### Glide

- [glide sample app](#)

An example `glide.yaml`:

```
package: go_app_with_glide  
import:  
- package: github.com/ZiCog/shiny-thing  
subpackages:  
- foo
```

## Pushing Apps with Native Go Vendoring

If you are using the native Go vendoring system, which packages all local dependencies in the `vendor/` directory, you must specify your app's package name in the `GOPACKAGENAME` environment variable. An example `manifest.yml`:

```
--  
applications:  
- name: my-app-name  
  command: go-online  
  env:  
    GOPACKAGENAME: go-online
```

## Go 1.5

**NOTE:** For Go 1.5, since native vendoring is turned off by default, you must set the environment variable `GO15VENDOREXPERIMENT` to 1 in your `manifest.yml` to use this feature.

If you are using the `vendor/` directory for dependencies, you can set the Go version with the `GOVERSION` environment variable.

An example `manifest.yml`:

```
--  
applications:  
- name: my-app-name  
  env:  
    GOVERSION: go1.5  
    GOPACKAGENAME: app-package-name  
    GO15VENDOREXPERIMENT: 1
```

## Go 1.6

- [sample app](#).

An example `manifest.yml`:

```
--  
applications:  
- name: my-app-name  
  command: example-project  
  env:  
    GOVERSION: go1.6  
    GOPACKAGENAME: github.com/example-org/example-project
```

## Passing a Symbol and String to the Linker

This buildpack supports the go [linker's](#) ability (`-X symbol value`) to set the value of a string at link time. This can be done by setting `GO_LINKER_SYMBOL` and `GO_LINKER_VALUE` in the application's config before pushing code.

This can be used to embed the commit sha, or other build specific data directly into the compiled executable.

For an example usage, see the relevant [fixture app](#).

## C Dependencies

This buildpack supports building with C dependencies via [cgo](#). You can set config vars to specify CGO flags to, e.g., specify paths for vendored dependencies. E.g., to build [gopgsqldriver](#), add the config var `CGO_CFLAGS` with the value `-I/app/code/vendor/include/postgresql` and include the relevant Postgres header files in `vendor/include/postgresql/` in your app.

## Proxy Support

If you need to use a proxy to download dependencies during staging, you can set the `http_proxy` and/or `https_proxy` environment variables. For more information, see the [Proxy Usage Docs](#).

## BOSH Configured Custom Trusted Certificate Support

Go uses certificates stored in `/etc/ssl/certs` and supports [BOSH configured custom trusted certificates](#) out of the box.

## Help and Support

Join the `#buildpacks` channel in our [Slack community](#) if you need any further assistance.

For more information about using and extending the Go buildpack in Cloud Foundry, see the [go-buildpack GitHub repo](#).

You can find current information about this buildpack on the Go buildpack [release page](#) in GitHub.

## PHP Buildpack

Page last updated:

Use the PHP buildpack with PHP or HHVM runtimes.

## Supported Software and Versions

The [release notes page](#) has a list of currently supported modules and packages.

- **PHP Runtimes**

- php-cli
- php-cgi
- php-fpm

- **Third-Party Modules**

- New Relic, in connected environments only.

## Pushing Apps

### 30 Second Tutorial

Getting started with this buildpack is easy. With the `cf` command line utility installed, open a shell, change directories to the root of your PHP files and push your application using the argument `-b https://github.com/cloudfoundry/php-buildpack.git`.

Example:

```
mkdir my-php-app
cd my-php-app
cat << EOF > index.php
<?php
phpinfo();
?>
EOF
cf push -m 128M -b https://github.com/cloudfoundry/php-buildpack.git my-php-app
```

Please note that you should change *my-php-app* to some unique name on your target Cloud Foundry instance, otherwise you'll get a hostname conflict error and the push will fail.

The example above will create and push a test application, *my-php-app*, to Cloud Foundry. The `-b` argument instructs CF to use this buildpack. The remainder of the options and arguments are not specific to the buildpack, for questions on those consult the output of `cf help push`.

Here's a breakdown of what happens when you run the example above.

- On your PC:
  - It will create a new directory and one PHP file, which just invokes `phpinfo()`
  - Run `cf` to push your application. This will create a new application with a memory limit of 128M (more than enough here) and upload our test file.
- Within Cloud Foundry:
  - The buildpack is executed.
  - Application files are copied to the `htdocs` folder.
  - Apache HTTPD & PHP are downloaded, configured with the buildpack defaults and run.
  - Your application is accessible at the URL `http://my-php-app.example.com` (Replacing `example.com` with the domain of your public CF provider or private instance).

## More information about deploying

While the [30 Second Tutorial](#) shows how quick and easy it is to get started using the buildpack, it skips over quite a bit of what you can do to adjust, configure and extend the buildpack. The following sections and links provide a more in-depth look at the buildpack.

## Features

Here are some special features of the buildpack.

- Supports running commands or migration scripts prior to application startup.
- Supports an extension mechanism that allows the buildpack to provide additional functionality.
- Allows for application developers to provide custom extensions.
- Easy troubleshooting with the `BP_DEBUG` environment variable.
- Download location is configurable, allowing users to host binaries on the same network (i.e. run without an Internet connection)
- Smart session storage, defaults to file w/sticky sessions but can also use redis for storage.

## Examples

Here are some example applications that can be used with this buildpack.

- [php-info](#) This app has a basic index page and shows the output of `phpinfo()`.
- [PHPMyAdmin](#) A deployment of PHPMyAdmin that uses bound MySQL services.
- [PHPPgAdmin](#) A deployment of PHPPgAdmin that uses bound PostgreSQL services.
- [Drupal](#) A deployment of Drupal that uses bound MySQL service.
- [CodeIgniter](#) CodeIgniter tutorial application running on CF.
- [Stand Alone](#) An example which runs a standalone PHP script.
- [pgbouncer](#) An example which runs the PgBouncer process in the container to pool database connections.
- [phalcon](#) An example which runs a Phalcon based application.
- [composer](#) An example which uses Composer.

## Advanced Topics

See the following topics:

- [Composer](#)
- [Sessions](#)
- [New Relic](#)
- [Configuration](#)
- [Deploying and Developing PHP Apps](#)
- [Tips for PHP Developers](#)

You can find the source for the buildpack on GitHub: <https://github.com/cloudfoundry/php-buildpack>

## Proxy Support

If you need to use a proxy to download dependencies during staging, you can set the `http_proxy` and/or `https_proxy` environment variables. For more information, see the [Proxy Usage Docs](#).

## BOSH Configured Custom Trusted Certificate Support

For versions of PHP 5.6.0 and later, the default cert location is `/usr/lib/ssl/certs`, which symlinks to `/etc/ssl/certs` and supports [BOSH configured](#)

custom trusted certificates [\[x\]](#) out of the box.

## Help and Support

Join the #buildpacks channel in our [Slack community \[x\]](#) if you need any further assistance.

For more information about using and extending the PHP buildpack in Cloud Foundry, see the [php-buildpack GitHub repo \[x\]](#).

You can find current information about this buildpack on the PHP buildpack [release page \[x\]](#) in GitHub.

## License

The Cloud Foundry PHP Buildpack is released under version 2.0 of the [Apache License \[x\]](#).

## Composer

**Page last updated:**

Composer is activated when you supply a `composer.json` or `composer.lock` file. A `composer.lock` is not required, but is strongly recommended for consistent deployments.

You can require dependencies for packages and extensions. Extensions must be prefixed with the standard `.ext`. If you reference an extension that is available to the buildpack, it will automatically be installed. See the main [README](#) for a list of supported extensions.

The buildpack uses the version of PHP specified in your `composer.json` or `composer.lock` file. Composer settings override the version set in the `options.json` file.

The PHP buildpack supports a subset of the version formats supported by Composer. The buildpack supported formats are:

Example	Expected Version
5.3.*	latest 5.4.x release (5.3 is not supported)
>=5.3	latest 5.4.x release (5.3 is not supported)
5.4.*	latest 5.4.x release
>=5.4	latest 5.4.x release
5.5.*	latest 5.5.x release
>=5.5	latest 5.5.x release
5.4.x	specific 5.4.x release that is listed
5.5.x	specific 5.5.x release that is listed

## Configuration

The buildpack runs with a set of default values for Composer. You can adjust these values by adding a `.bp-config/options.json` file to your application and setting any of the following values in it.

Variable	Explanation
<code>COMPOSER_VERSION</code>	The version of Composer to use. It defaults to the latest bundled with the buildpack.
<code>COMPOSER_INSTALL_OPTIONS</code>	A list of options that should be passed to <code>composer install</code> . This defaults to <code>--no-interaction --no-dev --no-progress</code> . The <code>--no-progress</code> option must be used due to the way the buildpack calls Composer.
<code>COMPOSER_VENDOR_DIR</code>	Allows you to override the default value used by the buildpack. This is passed through to Composer and instructs it where to create the <code>vendor</code> directory. Defaults to <code>{BUILD_DIR}/{LIBDIR}/vendor</code> .
<code>COMPOSER_BIN_DIR</code>	Allows you to override the default value used by the buildpack. This is passed through to Composer and instructs it where to place executables from packages. Defaults to <code>{BUILD_DIR}/php/bin</code> .
<code>COMPOSER_CACHE_DIR</code>	Allows you to override the default value used by the buildpack. This is passed through to Composer and instructs it where to place its cache files. Generally you should not change this value. The default is <code>{CACHE_DIR}/composer</code> which is a subdirectory of the cache folder passed in to the buildpack. Composer cache files will be restored on subsequent application pushes.

By default, the PHP buildpack uses the `composer.json` and `composer.lock` files that reside inside the root directory, or in the directory specified as `WEBDIR` in your `options.json`. If you have composer files inside your app, but not in the default directories, use the `COMPOSER_PATH` environment variable for your app to specify this custom location, relative to the app root directory. Note that the `composer.json` and `composer.lock` files must be in the same directory.

## Github API Request Limits

Composer uses Github's API to retrieve zip files for installation into the application folder. If you do not vendor dependencies before pushing an app, Composer will fetch dependencies during staging using the Github API.

Github's API is request-limited. If you reach your daily allowance of API requests (typically 60), Github's API returns a `403` error and staging

fails.

There are two ways to avoid the request limit:

1. Vendor dependencies before pushing your application.
2. Supply a Github OAuth API token.

## Vendoring Dependencies

To vendor dependencies, you must run `composer install` before you push your application. You might also need to configure `COMPOSER_VENDOR_DIR` to “vendor”.

## Supply a Github Token

Composer can use [Github API OAuth tokens](#), which increase your request limit, typically to 5000 per day.

During staging, the buildpack looks for this token in the environment variable `COMPOSER_GITHUB_OAUTH_TOKEN`. If you supply a valid token, Composer uses it. This mechanism does not work if the token is invalid.

To supply the token, you can use either of the following methods:

1. `cf set-env YOUR_APP_NAME COMPOSER_GITHUB_OAUTH_TOKEN "OAUTH_TOKEN_VALUE"`
2. Add the token to the `env` block of your application manifest.

## Staging Environment

Composer runs in the buildpack staging environment. Variables set with `cf set-env` or with [a manifest.yml ‘env’ block](#) are visible to Composer.

For example:

```
$ cf push a_symfony_app --no-start  
$ cf set-env a_symfony_app SYMFONY_ENV "prod"  
$ cf start a_symfony_app
```

In this example, `a_symfony_app` is supplied with an environment variable, `SYMFONY_ENV`, which is visible to Composer and any scripts started by Composer.

## Non-configurable Environment Variables

User-assigned environment variables are applied to staging and runtime. Unfortunately, `LD_LIBRARY_PATH` and `PHPRC` must be different for staging and runtime. The buildpack takes care of setting these variables, which means user values for these variables are ignored.

## Sessions

Page last updated:

## Usage

When your application has one instance, it's mostly safe to use the default session storage, which is the local file system. You would only see problems if your single instance crashes as the local file system would go away and you'd lose your sessions. For many applications, this will work just fine but please consider how this will impact your application.

If you have multiple application instances or you need a more robust solution for your application, then you'll want to use Redis or Memcached as a backing store for your session data. The build pack supports both and when one is bound to your application it will detect it and automatically configure PHP to use it for session storage.

By default, there's no configuration necessary. Create a Redis or Memcached service, make sure the service name contains `redis-sessions` or `memcached-sessions` and then bind the service to the application.

Ex:

```
cf create-service redis some-plan app-redis-sessions  
cf bind-service app app-redis-sessions  
cf restart app
```

If you want to use a specific service instance or change the search key, you can do that by setting either `REDIS_SESSION_STORE_SERVICE_NAME` or `MEMCACHED_SESSION_STORE_SERVICE_NAME` in `.bp-config/options.json` to the new search key. The session configuration extension will then search the bound services by name for the new session key.

## Configuration Changes

When detected, the following changes will be made.

### Redis

- the `redis` PHP extension will be installed, which provides the session save handler
- `session.name` will be set to `PHPSESSIONID` this disables sticky sessions
- `session.save_handler` is configured to `redis`
- `session.save_path` is configured based on the bound credentials (i.e. `tcp://host:port?auth=pass`)

### Memcached

- the `memcached` PHP extension will be installed, which provides the session save handler
- `session.name` will be set to `PHPSESSIONID` this disables sticky sessions
- `session.save_handler` is configured to `memcached`
- `session.save_path` is configured based on the bound credentials (i.e. `PERSISTENT=app_sessions host:port`)
- `memcached.sess_binary` is set to `On`
- `memcached.use_sasl` is set to `On`, which enables authentication
- `memcached.sess_sasl_username` and `memcached.sess_sasl_password` are set with the service credentials.

## New Relic

Page last updated:

[New Relic](#) collects analytics about application and client-side performance.

## Configuration

There are two ways to configure New Relic for the PHP buildpack.

### With a CF service

Bind a NewRelic service to the app. The buildpack will automatically detect and set up NewRelic.

This should work as long as the VCAP\_SERVICES environment variable contains a service called `newrelic`. That service has a key called `credentials` and that, in turn, has a key called `licenseKey`.

**WARNING:** This will not work with user provided services.

### With a License Key

If you already have a New Relic account, use this method.

1. Go to the New Relic website to find your [license key](#).
2. Set the value of the environment variable `NEWRELIC_LICENSE` to your NewRelic license key, either through the [manifest.yml file](#) or with the `cf set-env` command.

For more information, see <https://github.com/cloudfoundry/php-buildpack#supported-software>

## PHP Buildpack Configuration

Page last updated:

### Defaults

The buildpack stores all of its default configuration settings in the [defaults](#) directory.

### options.json

The `options.json` file is the configuration file for the buildpack itself. It instructs the buildpack what to download, where to download it from, and how to install it. It allows you to configure package names and versions (i.e. PHP, HTTPD, or Nginx versions), the web server to use (HTTPD, Nginx, or None), and the PHP extensions that are enabled.

The buildpack overrides the default `options.json` file with any configuration it finds in the `.bp-config/options.json` file of your application.

Below is an explanation of the common options you might need to change.

Variable	Explanation
WEB_SERVER	Sets the web server to use. Must be one of <code>httpd</code> , <code>nginx</code> , or <code>none</code> . This value defaults to <code>httpd</code> .
HTTPD_VERSION	Sets the version of Apache HTTPD to use. Currently the build pack supports the latest stable version. This value will default to the latest release that is supported by the build pack.
ADMIN_EMAIL	The value used in HTTPD's configuration for <a href="#">ServerAdmin</a>
NGINX_VERSION	Sets the version of Nginx to use. By default, the buildpack uses the latest stable version.
PHP_VERSION	Sets the version of PHP to use.
PHP_EXTENSIONS	A list of the <a href="#">extensions</a> to enable. <code>bz2</code> , <code>zlib</code> , <code>curl</code> , and <code>mcrypt</code> are enabled by default.
PHP_MODULES	A list of the <a href="#">modules</a> to enable. No modules are explicitly enabled by default, however the buildpack automatically chooses <code>fpm</code> or <code>cli</code> . You can explicitly enable any or all of: <code>fpm</code> , <code>cli</code> , <code>cgi</code> , and <code>pear</code> .
ZEND_EXTENSIONS	A list of the Zend extensions to enable. Nothing is enabled by default.
APP_START_CMD	When the <code>WEB_SERVER</code> option is set to 'none,' this command is used to start your app. If <code>WEB_SERVER</code> and <code>APP_START_CMD</code> are not set, then the buildpack searches for <code>app.php</code> , <code>main.php</code> , <code>run.php</code> , or <code>start.php</code> (in that order). This option accepts arguments.
WEBDIR	The root directory of the files served by the web server specified in <code>WEB_SERVER</code> . Defaults to <code>htdocs</code> . Other common settings are <code>public</code> , <code>static</code> , or <code>html</code> . Path is relative to the root of your application.
LIBDIR	This path is added to PHP's <code>include_path</code> . Defaults to <code>lib</code> . Path is relative to the root of your application.
HTTP_PROXY	The buildpack downloads uncached dependencies using HTTP. If you are using a proxy for HTTP access, set its URL here.
HTTPS_PROXY	The buildpack downloads uncached dependencies using HTTPS. If you are using a proxy for HTTPS access, set its URL here.
ADDITIONAL_PREPROCESS_CMDS	A list of additional commands that will run prior to the application starting. For example, you might use this command to run migration scripts or static caching tools before the application launches.

For details about supported versions, please read the [release notes](#) for your buildpack version.

### HTTPD, Nginx and PHP configuration

The buildpack automatically configures HTTPD, Nginx and PHP for your application. This section explains how to modify the configuration.

The `.bp-config` directory in your application can contain configuration overrides for these components. Name the directories `httpd`, `nginx`, and

php .

For example: `.bp-config httpd nginx php`

Each directory can contain configuration files that the component understands.

For example, to change HTTPD logging configuration:

```
$ ls -l .bp-config/httpd/extra/  
total 8  
-rw-r--r-- 1 daniel staff 396 Jan 3 08:31 httpd-logging.conf
```

In this example, the `httpd-logging.conf` file overrides the one provided by the buildpack. We recommend that you copy the default from the buildpack and modify it.

The default configuration files are found in the [PHP Buildpack](#) `/defaults/config` directory

Take care when modifying configurations, as it might cause your application to fail, or cause Cloud Foundry to fail to stage your application.

You can add your own configuration files. The components will not know about these, so you must ensure that they are included. For example, you can add an include directive to the [httpd configuration](#) to include your file:

```
ServerRoot "${HOME}/httpd"  
Listen ${PORT}  
ServerAdmin "${HTTPD_SERVER_ADMIN}"  
ServerName "0.0.0.0"  
DocumentRoot "${HOME}/#${WEBDIR}"  
Include conf/extra/httpd-modules.conf  
Include conf/extra/httpd-directories.conf  
Include conf/extra/httpd-mime.conf  
Include conf/extra/httpd-logging.conf  
Include conf/extra/httpd-mpm.conf  
Include conf/extra/httpd-default.conf  
Include conf/extra/httpd-remoteip.conf  
Include conf/extra/httpd-php.conf  
Include conf/extra/httpd-my-special-config.conf # This line includes your additional file.
```

## PHP Extensions

PHP extensions are easily enabled by setting the `PHP_EXTENSIONS` or `ZEND_EXTENSIONS` option in `.bp-config/options.json`. Use these options to install bundled PHP extensions.

Please note that if an extension is already present and enabled in the compiled php (ex. `intl`), you do not need to explicitly enable it via `PHP_EXTENSIONS` or `ZEND_EXTENSIONS` in `.bp-config/options.json` to use that extension.

## PHP Modules

The following modules can be included by adding it to the `PHP_MODULES` list: - `cli`, installs `php` and `phar` - `fpm`, installs `PHP-FPM` - `cgi`, installs `php-cgi` - `pear`, installs Pear

By default, the buildpack installs the `cli` module when you push a standalone application, and it installs the `fpm` module when you run a web application. You must specify `cgi` and `pear` if you want them installed.

## Buildpack Extensions

The buildpack comes with extensions for its default behavior. These are the [HTTPD](#), [Nginx](#), [PHP](#), and [NewRelic](#) extensions.

The buildpack is designed with an extension mechanism, allowing application developers to add behavior to the buildpack without modifying the buildpack code.

When an application is pushed, the buildpack runs any extensions found in the `.extensions` directory of your application.

The [Development Documentation](#) explains how to write extensions.



## Deploying and Developing PHP Apps

Page last updated:

This document is intended to guide you through the process of deploying PHP applications to Elastic Runtime. If you experience a problem with deploying PHP apps, check the [Troubleshooting](#) section below.

## Getting Started

### Prerequisites

- Basic PHP knowledge
- The [Cloud Foundry Command Line Interface \(cf CLI\)](#) installed on your workstation

## A First PHP Application

```
$ mkdir my-php-app
$ cd my-php-app
$ cat << EOF > index.php
<?php
    phpinfo();
?>
EOF
$ cf push my-php-app -m 128M
```

Change “my-php-app” to a unique name, otherwise you get an error and the push fails.

The example above creates and pushes a test application, “my-php-app”, to Cloud Foundry.

Here is a breakdown of what happens when you run the example above:

- On your workstation...
  - It creates a new directory and one PHP file, which calls `phpinfo()`
  - Run `cf push` to push your application. This will create a new application with a memory limit of 128M and upload our test file.
- On Cloud Foundry...
  - The buildpack detects that your app is a php app
  - The buildpack is executed.
    - Application files are copied to the `htdocs` folder.
  - Apache HTTPD & PHP are downloaded, configured with the buildpack defaults, and run.
  - Your application is accessible at the default route. Use `cf app my-php-app` to view the url of your new app.

## Folder Structure

The easiest way to use the buildpack is to put your assets and PHP files into a directory and push it to Elastic Runtime. This way, the buildpack will take your files and automatically move them into the `WEBDIR` (defaults to `htdocs`) folder, which is the directory where your chosen web server looks for the files.

## URL Rewriting

If you select Apache as your web server, you can include `.htaccess` files with your application.

Alternatively, you can [provide your own Apache or Nginx configurations](#)

## Preventing Access To PHP Files

The buildpack will put all of your files into a publicly accessible directory. In some cases, you might want to have PHP files that are not publicly accessible but are on the [include\\_path](#). To do that, create a `lib` directory in your project folder and place your protected files there.

For example:

```
$ ls -lRh
total 0
-rw-r--r-- 1 daniel staff 0B Feb 27 21:40 images
-rw-r--r-- 1 daniel staff 0B Feb 27 21:39 index.php
drwxr-xr-x 3 daniel staff 102B Feb 27 21:40 lib

./lib:
total 0
-rw-r--r-- 1 daniel staff 0B Feb 27 21:40 my.class.php <-- not public, http://app.cfapps.io/lib/my.class.php == 404
```

This comes with a catch. If your project legitimately has a `lib` directory, these files will not be publicly available because the buildpack does not copy a top-level `lib` directory into the `WEBDIR` folder. If your project has a `lib` directory that needs to be publicly available, then you have two options as follows:

### Option #1

In your project folder, create an `htdocs` folder (or whatever you've set for `WEBDIR`). Then move any files that should be publicly accessible into this directory. In the example below, the `lib/controller.php` file is publicly accessible.

Example:

```
$ ls -lRh
total 0
drwxr-xr-x 7 daniel staff 238B Feb 27 21:48 htdocs

./htdocs: <-- create the htdocs directory and put your files there
total 0
-rw-r--r-- 1 daniel staff 0B Feb 27 21:40 images
-rw-r--r-- 1 daniel staff 0B Feb 27 21:39 index.php
drwxr-xr-x 3 daniel staff 102B Feb 27 21:48 lib

./htdocs/lib: <-- anything under htdocs is public, including a lib directory
total 0
-rw-r--r-- 1 daniel staff 0B Feb 27 21:48 controller.php
```

Given this setup, it is possible to have both a public `lib` directory and a protected `lib` directory. The following example demonstrates this setup:

Example:

```
$ ls -lRh
total 0
drwxr-xr-x 7 daniel staff 238B Feb 27 21:48 htdocs
drwxr-xr-x 3 daniel staff 102B Feb 27 21:51 lib

./htdocs:
total 0
-rw-r--r-- 1 daniel staff 0B Feb 27 21:40 images
-rw-r--r-- 1 daniel staff 0B Feb 27 21:39 index.php
drwxr-xr-x 3 daniel staff 102B Feb 27 21:48 lib

./htdocs/lib: <-- public lib directory
total 0
-rw-r--r-- 1 daniel staff 0B Feb 27 21:48 controller.php

./lib: <-- protected lib directory
total 0
-rw-r--r-- 1 daniel staff 0B Feb 27 21:51 my.class.php
```

### Option #2

The second option is to pick a different name for the `LIBDIR`. This is a configuration option that you can set (it defaults to `lib`). Thus if you set it

to something else such as `include`, your application's `lib` directory would no longer be treated as a special directory and it would be placed into `WEBDIR` (i.e. become public).

## Other Folders

Beyond the `WEBDIR` and `LIBDIR` directories, the buildpack also supports a `.bp-config` directory and a `.extensions` directory.

The `.bp-config` directory should exist at the root of your project directory and it is the location of application-specific configuration files. Application-specific configuration files override the default settings used by the buildpack. This link explains [application configuration files](#) in depth.

The `.extensions` directory should also exist at the root of your project directory and it is the location of application-specific custom extensions. Application-specific custom extensions allow you, the developer, to override or enhance the behavior of the buildpack. This link explains [extensions](#) in more detail.

## Troubleshooting

There are a couple of easy ways to debug the buildpack:

1. Check the output from the buildpack. It writes some basic information to stdout, like the files that are being downloaded. It writes information should something fail, specifically, stack traces.
2. Check the logs from the buildpack. The buildpack writes logs to disk. Retrieve them with the command, as the following example shows:  
DEA release

```
$ cf files APP app/.bp/logs/bp.log
```

Diego release

```
$ cf ssh APP  
$ cat app/.bp/logs/bp.log
```

This log is more detailed than the stdout output, however it is still terse.

1. Set the `BP_DEBUG` environment variable to `true` for more verbose logging. This instructs the buildpack to set its log level to DEBUG and it writes to stdout. Follow [Environment Variables documentation](#) to set `BP_DEBUG`.

## Tips for PHP Developers

Page last updated:

### About the PHP Buildpack

For information about using and extending the PHP buildpack in Cloud Foundry, see the [php-buildpack Github repo](#).

You can find current information about this buildpack on the PHP buildpack [release page](#) in GitHub.

The buildpack uses a default PHP version specified in [.defaults/options.json](#) under the `PHP_VERSION` key.

To change the default version, specify the `PHP_VERSION` key in your app's [.bp-config/options.json](#) file.

## Python Buildpack

Page last updated:

### Pushing Apps

This buildpack will be automatically used if there is a `requirements.txt` or `setup.py` file in the root directory of your project.

If your Cloud Foundry deployment does not have the Python Buildpack installed, or the installed version is out of date, you can use the latest version with the command:

```
bash cf push my_app -b https://github.com/cloudfoundry/buildpack-python.git
```

### Supported Versions

Supported Python versions can be found [in the release notes](#).

### Specifying a Python Version

Specific versions of the Python runtime can be specified with a `runtime.txt` file:

```
$ cat runtime.txt
python-3.5.2
```

The buildpack only supports the stable Python versions, which are listed in the `manifest.yml` and [releases page](#).

If you try to use a binary that is not currently supported, staging your app will fail and you will see the following error message:

```
Could not get translated url, exited with: DEPENDENCY_MISSING_IN_MANIFEST: ...
!
!   exit
!
Staging failed: Buildpack compilation step failed
```

### Specifying a Start Command

The Python buildpack does not generate a [default start command](#) for your applications.

To stage with the Python buildpack and start an application, do one of the following:

- Supply a Procfile. For more information about Procfiles, see the [Configuring a Production Server](#) topic. The following example Procfile specifies `gunicorn` as the start command for a web app running on Gunicorn:

```
web: gunicorn SERVER-NAME:APP-NAME
```

- Specify a start command with `-c`. The following example specifies `waitress-serve` as the start command for a web app running on waitress:

```
cf push python-app -c "waitress-serve --port=$PORT DJANGO-WEB-APP.wsgi:MY-APP"
```

- Specify a start command in the application manifest by setting the `command` attribute. For more information, see the [Deploying with Application Manifests](#) topic.

### Vendorizing App Dependencies

As stated in the [Disconnected Environments documentation](#), your application must ‘vendor’ its dependencies.

For the Python buildpack, use `pip` :

```
cd <your app dir>
mkdir -p vendor

# vendors all the pip *.tar.gz into vendor/
pip install --download vendor -r requirements.txt
```

`cf push` uploads your vendored dependencies. The buildpack will install them directly from the `vendor/`.

## Using Miniconda

(starting in buildpack version [1.5.6](#))

To use miniconda instead of pip for installing dependencies, place an `environment.yml` file in the root directory.

For examples, see our sample apps [using Python 2 with miniconda](#) and [using Python 3 with miniconda](#).

## Proxy Support

If you need to use a proxy to download dependencies during staging, you can set the `http_proxy` and/or `https_proxy` environment variables. For more information, see the [Proxy Usage Docs](#).

## BOSH Configured Custom Trusted Certificate Support

Versions of Python 2.7.9 and later use certificates stored in `/etc/ssl/certs` and support [BOSH configured custom trusted certificates](#) out of the box.

## Help and Support

Join the `#buildpacks` channel in our [Slack community](#) if you need any further assistance.

For more information about using and extending the Python buildpack in Cloud Foundry, see the [python-buildpack GitHub repo](#).

You can find current information about this buildpack on the Python buildpack [release page](#) in GitHub.

## Staticfile Buildpack

Page last updated:

The Staticfile buildpack works for apps and content that require no backend code besides an Nginx webserver, which the buildpack provides. Examples include front-end JavaScript apps, static HTML content, and HTML/JavaScript forms. It also supports apps with backends hosted elsewhere.

To find which version of Nginx the current Staticfile buildpack uses, see the [release notes](#).

## Pushing Apps

This buildpack will be used if your directory has a `Staticfile` file in the root directory.

For example, in an empty directory:

```
echo '<html>hello</html>' > index.html
touch Staticfile
cf push APPNAME -m 64M
```

If your Cloud Foundry deployment does not have the Staticfile Buildpack installed, or the installed version is out of date, you can use the latest version with the command:

```
cf push APPNAME -b https://github.com/cloudfoundry/staticfile-buildpack.git -m 64M
```

Why `-m 64M`? Your static assets will be served by [Nginx](#) and it only requires 20M [reference]. The `-m 64M` reduces the RAM allocation from the default 1G allocated to Cloud Foundry containers. In the future there may be a way for a buildpack to indicate its default RAM requirements; but not as of writing.

## Configuration

You can configure how the Staticfile buildpack accesses and serves apps by editing the `Staticfile` or `nginx.conf` files.

### Specify an Alternate Root Folder

By default, the buildpack will serve `index.html` and all other assets from the root folder of your project.

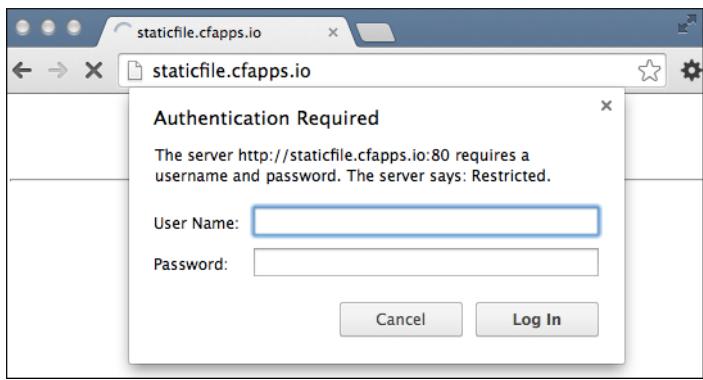
In many cases, you may have an alternate folder where your HTML/CSS/JavaScript files are to be served from, such as `dist/` or `public/`.

To configure the buildpack add the following line to your `Staticfile`:

```
root: dist
```

### Enable or Disable Basic Authentication

Basic authentication for your app or website depends on whether you have a `Staticfile.auth` file in its root directory. If `Staticfile.auth` is present and contains hashed user/password pairs, basic auth is enabled. If this file is absent, the app is unprotected.



Follow these steps to enable basic auth:

1. Convert the username / password to the required format: <http://www.htaccesstools.com/htpasswd-generator/> For example, username `bob` and password `bob` becomes `bob:$apr1$DuUQEQt8$ZccZCHQEINSjrg.ewrSFC0`.
2. Create a file in the root of your application `Staticfile.auth`. This becomes the `.htpasswd` file for Nginx to project your site. It can include one or more user/password lines.

```
bob:$apr1$DuUQEQt8$ZccZCHQEINSjrg.ewrSFC0
```

3. Push your application to apply changes to basic auth.

To disable basic auth, remove `Staticfile.auth` and push.

## Directory List Instead of 404 If Missing index.html

If your site doesn't have a nice `index.html`, you can configure `Staticfile` to display a Directory Index of other files; rather than show a relatively unhelpful 404 error.



Add a line to your `Staticfile` that begins with `directory:`

```
directory: visible
```

## Enable Server Side Includes (SSI)

Add the following line to your `Staticfile` to enable support for [SSI](#):

```
ssi: enabled
```

## Enable Pushstate Routing

With client-side JavaScript apps that serve multiple routes, pushstate routing keeps browser-visible URLs clean. For example, pushstate routing allows a single JavaScript file route to multiple anchor-tagged URLs that look like `/some/path1` instead of `/some#path1`.

To enable support for pushstate routing, add the following line to your `Staticfile`:

pushstate: enabled

## Disable Serving and Decompressing GZip Files

The `gzip_static` [X](#) and `gunzip` [X](#) modules are set to `on` by default. `gzip_static` enables Nginx to serve files stored in compressed `.gz` format, and `gunzip` uncompresses them for clients that do not support compressed content or responses.

To disable these modules, specify the following in your custom `nginx.conf`:

```
gunzip off;  
gzip_static off;
```

## Force HTTPS

To only allow requests sent via HTTPS, set the `FORCE_HTTPS` environment variable. This redirects non-HTTPS requests as HTTPS requests.

The value that `FORCE_HTTPS` is set to does not matter, only that the environment variable is set. For example, `FORCE_HTTPS: true` and

```
FORCE_HTTPS:  
enabled
```

both force HTTPS.

 **Note:** If you are using a reverse proxy like CloudFlare and have rules that redirect HTTP to HTTPS, these can cause redirect loops with your app if `FORCE_HTTPS` is also enabled. In the example of CloudFlare, when attempting to make an HTTPS request to the app, the connection between the user and CloudFlare is HTTPS but the connection between CloudFlare and your app is via HTTP, which your app then redirects as HTTPS.

## Custom Nginx Configuration

You can customize the Nginx configuration further, by adding `nginx.conf` and/or `mime.types` to your root folder. (Note that if you specified an [alternate root folder](#), the files will need to be placed there.)

If the buildpack detects either of these files, they will be used in place of the built-in versions.

## Proxy Support

If you need to use a proxy to download dependencies during staging, you can set the `http_proxy` and/or `https_proxy` environment variables. For more information, see the [Proxy Usage Docs](#) [X](#).

## BOSH Configured Custom Trusted Certificate Support

The staticfile-buildpack, based on Nginx, does not make outgoing requests and does not benefit from [BOSH configured custom trusted certificates](#) [X](#).

## Help and Support

Join the `#buildpacks` channel in our [Slack community](#) [X](#) if you need any further assistance.

For more information about using and extending the Staticfile buildpack in Cloud Foundry, see the [staticfile-buildpack GitHub repo](#) [X](#).

You can find current information about this buildpack on the Staticfile buildpack [release page](#) [X](#) in GitHub.



## Using Buildpacks

Page last updated:

This topic provides links to additional information about using buildpacks. Each of the following are applicable to all supported buildpack languages and frameworks:

- [Buildpack Detection](#)
- [Proxy Usage](#)
- [Supported Binary Dependencies](#)
- [Configuring a Production Server](#)

## Buildpack Detection

**Page last updated:**

When you push an app, Cloud Foundry determines which buildpack to use by running each enabled buildpacks' detect script during [staging](#).

During staging, each buildpack has a position in a priority list (identified by running `cf buildpacks`). Cloud Foundry checks if the buildpack in

position 1 is a compatible buildpack. If the position 1 buildpack is not compatible, Cloud Foundry moves on to the buildpack in position 2. Cloud Foundry continues this process until the correct buildpack is found. If no buildpack is compatible `cf push` fails with the error:

```
None of the buildpacks detected a compatible application
```

```
Exit status 222
```

```
Staging failed: Exited with status 222
```

```
FAILED
```

```
NoAppDetectedError
```

## Proxy Usage

Page last updated:

Buildpacks can use proxies via the `http_proxy` and/or `https_proxy` environment variables. These should be set to the proxy hostname and/or port.

These can be set via the [manifest.yml](#) file or `cf set-env`.

All of the buildpacks will automatically utilize these proxy environment variables correctly. If any of them contact the internet during staging, it will be through the proxy host. The binary buildpack will not use a proxy because it does not use the internet at all during staging.

```
--  
env:  
http_proxy: http://proxy-site.com:3000  
https_proxy: https://proxy-site.com:3003
```

**Note:** Whilst many applications will use the `http_proxy` and `https_proxy` environment variables at runtime, this is entirely dependent on your application, the buildpack does not add any extra functionality to make proxies work at runtime.

## Supported Binary Dependencies

Page last updated:

Each buildpack only supports the stable patches for each dependency listed in the buildpack's `manifest.yml` and also in its GitHub releases page. For example, see the [php-buildpack releases page](#).

If you try to use a binary that is not currently supported, staging your app fails with the following error message:

```
Could not get translated url, exited with: DEPENDENCY_MISSING_IN_MANIFEST:  
...  
!  
!   exit  
!  
Staging failed: Buildpack compilation step failed
```

## Configuring a Production Server

Page last updated:

This topic describes how to configure a production server for your apps.

When you deploy an app, Elastic Runtime determines the command used to start the app through the following process:

1. If the developer uses the command `cf push -c COMMAND`, then Elastic Runtime uses `COMMAND` to start the app.
2. If the developer creates a file called a Procfile, Elastic Runtime uses the Procfile to configure the command that launches the app. See the [About Procfiles](#) section below for more information.
3. If the developer does not use `cf push -c COMMAND` and does not create a Procfile, then Elastic Runtime uses the command provided in the `default_process_types` property of the `release` script of the buildpack used by the app. See the [Custom Buildpacks](#) topic for more information about this property.

## About Procfiles

Procfiles offer the best way to configure a production server for web apps.

A Procfile enables you to declare required runtime processes, called process types, for your web app. Process managers in a server use the process types to run and manage the workload. In a Procfile, you declare one process type per line and use the following syntax:

`PROCESS_TYPE: COMMAND`

- `PROCESS_TYPE` is typically `web` or `worker`. A `web` process handles HTTP traffic, and a `worker` process runs background jobs.
- `COMMAND` is the command line to launch the process.

For example, the following Procfile starts the launch script created by the build process for a Java app:

`web: build/install/MY-PROJECT-NAME/bin/MY-PROJECT-NAME`

## Specify a Web Server

Follow these steps to specify a web server using a Procfile. For more information on configuring a web server for Rails apps, see the [Configure a Ruby Web Server](#) section.

1. Create a blank file with a command line for a `web` process type.
2. Save it as a file named `Procfile` with no extension in the root directory of your app.
3. Push your app.

## Configure a Ruby Web Server

Elastic Runtime uses the default standard Ruby web server library WEBrick for Ruby and Ruby on Rails apps. However, Elastic Runtime can support a more robust production web server, such as Phusion Passenger, Puma, Thin, or Unicorn.

To instruct Elastic Runtime to use a web server other than WEBrick, perform the following steps:

1. Add the gem for the web server to your Gemfile.
2. In the `config` directory of your app, create a new configuration file or modify an existing file. Refer to your web server documentation for how to configure this file. The following example uses the Puma web server:

```
# config/puma.rb
threads 8,32
workers 3
```

```
on_worker_boot do
  # things workers do
end
```

3. In the root directory of your app, create a Procfile and add a command line for `web` process type that points to your web server. Refer to your web server documentation for how to configure the specific command for a process type.

The following example shows a command that starts a Puma web server and specifies the app runtime environment, TCP port, and paths to the server state information and configuration files:

```
web: bundle exec puma -e $RAILS_ENV -p 1234 -S ~/puma -C config/puma.rb
```

## Developing Buildpacks

Page last updated:

Buildpacks enable you to packaging frameworks and/or runtime support for your application. Cloud Foundry provides with system buildpacks out-of-the-box and provides an interface for customizing existing buildpacks and developing new ones.

## About Customizing and Creating Buildpacks

If your application uses a language or framework that the Cloud Foundry system buildpacks do not support, do one of the following:

- Use a [Cloud Foundry Community Buildpack](#).
- Use a [Heroku Third-Party Buildpack](#).
- Customize an existing buildpack or create your own [custom buildpack](#). A common development practice for custom buildpacks is to fork existing buildpacks and sync subsequent patches from upstream. For information on customizing an existing buildpack or creating your own, see the following:
  - [Custom Buildpacks](#)
  - [Packaging Dependencies for Offline Buildpacks](#)

## About Maintaining Buildpacks

After you have modified an existing buildpack or created your own, it is necessary to maintain it. Refer to the following when maintaining your own buildpacks:

- [Merging from Upstream Buildpacks](#)
- [Upgrading Dependency Versions](#)

 **Note:** To configure a production server for your web app, see the [Configuring a Production Server](#) topic.

## Custom Buildpacks

Page last updated:

### Buildpack Scripts

A buildpack repository contains three main scripts, situated in a folder named `bin`.

#### bin/detect

The `detect` script determines whether or not to apply the buildpack to an application. The script is called with one argument, the `build` directory for the application. The `build` directory contains the application files uploaded when a user performs a `cf push`.

The `detect` script returns an exit code of `0` if the buildpack is compatible with the application. In the case of system buildpacks, the script also prints the buildpack name, version, and other helpful information to `STDOUT`.

The following is an example `detect` script written in Ruby that checks for a Ruby application based on the existence of a `Gemfile`:

```
#!/usr/bin/env ruby

gemfile_path = File.join ARGV[0], "Gemfile"

if File.exist?(gemfile_path)
  puts "Ruby"
  exit 0
else
  exit 1
end
```

Optionally, the buildpack detect script can output additional details decided by the buildpack developer. These additional details include buildpack versioning information and a detailed list of configured frameworks and their associated versions.

The following is an example of the detailed information returned by the Java buildpack:

```
java-buildpack=v3.0-https://github.com/cloudfoundry/java-buildpack.git#3bd15e1 open-jdk-jre=1.8.0_45 spring-auto-reconfiguration=1.7.0_RELEASE tomcat-access-logging-support=2.4.0_RELEASE tomcat-in:
```

#### bin/compile

The `compile` script builds a droplet by packaging the application's dependencies, assuring that the application has all the necessary components needed to run.

The script is run with two arguments: the `build` directory for the application and the `cache` directory, which is a location the buildpack can use to store assets during the build process. During the execution of the `compile` script, all output sent to `STDOUT` is relayed through the cf CLI to the user.

The following is an example of a simple `compile` script:

```
#!/usr/bin/env ruby

#sync output
$stdout.sync = true

build_path = ARGV[0]
cache_path = ARGV[1]

install_ruby

private

def install_ruby
  puts "Installing Ruby"

  # !!! build tasks go here !!!
  # download ruby
  # install ruby
end
```

## bin/release

The `release` script provides feedback metadata to Cloud Foundry indicating how the application should be executed. The script is run with one argument, the `build` directory. The script must generate a YAML file in the following format:

```
default_process_types:
  web: start_command.filetype
```

`default_process_types` indicates the type of application being run and the command used to start it. At this time, only `web` type of applications are supported.

 **Note:** To define environment variables for your buildpack, add a bash script to the `.profile.d` directory in the root folder of your application.

The following example shows what a Rack application's `release` script might return:

```
default_process_types:
  web: bundle exec rackup config.ru -p $PORT
```

 **Note:** The `web` command runs as `bash -c COMMAND` when Cloud Foundry starts your application. Refer to [the command attribute](#) section for more information about custom start commands.

## Droplet Filesystem

The buildpack staging process extracts the droplet into the `/home/vcap` directory inside the instance container, and creates the following filesystem tree:

```
app/
logs/
tmp/
staging_info.yml
```

The `app` directory contains `BUILD_DIR` contents, and `staging_info.yml` contains the staging metadata saved in the droplet.

## Packaging Custom Buildpacks

Cloud Foundry buildpacks work with limited or no Internet connectivity. A Cloud Foundry operator can use the [buildpack packager](#) to give the same flexibility to custom buildpacks, enabling them to work in partially or completely disconnected environments.

## Using the Buildpack Packager

1. Create a manifest.yml in your buildpack.
2. Run the packager in cached mode:

```
$ buildpack-packager --cached
```

The packager will add (almost) everything in your buildpack directory into a zip file. It will exclude anything marked for exclusion in your manifest.

In cached mode, the packager will download and add dependencies as described in the manifest.

The packager has the following option flags:

- `--force-download`: By default, the packager stores the dependencies that it downloads while building a cached buildpack in a local cache at `~/.buildpack-packager`. Storing dependencies enables the packager to avoid re-downloading them when repackaging similar buildpacks. Running `buildpack-packager --cached` with the `--force-download` option forces the packager to download dependencies from the S3 host and ignore the local cache. When packaging an uncached buildpack, `--force-download` does nothing.
- `--use-custom-manifest`: To include a different manifest file in your packaged buildpack, you can call the packager with the `--use-custom-manifest PATH/TO/MANIFEST.YML` option. The packager generates a buildpack with the specified manifest. If you are building a cached buildpack, the packager vendors dependencies from the specified manifest as well.

For more information, see the documentation at the [buildpack-packager Github repo](#).

## Using and Sharing the Packaged Buildpack

After you have packaged your buildpack using `buildpack-packager` you can use the resulting `.zip` file locally, or share it with others by uploading it to any network location that is accessible to the CLI. Users can then specify the buildpack with the `-b` option when they push apps. See [Deploying Apps with a Custom Buildpack](#) for details.

You can also use the `cf create-buildpack` command to upload the buildpack into your Cloud Foundry deployment, making it accessible without the `-b` flag:

```
$ cf create-buildpack BUILDPACK PATH POSITION [--enable|--disable]
```

You can find more documentation in the [Adding Buildpacks to Cloud Foundry](#) topic.

## Specifying Default Versions

As of `buildpack-packager` [version 2.3.0](#), you can specify the default version for a dependency by adding a `default_versions` object to the `manifest.yml` file. The `default_versions` object has two properties, `name` and `version`. For example:

```
default_versions:  
- name: go  
  version: 1.6.3  
- name: other-dependency  
  version: 1.1.1
```

To specify a default version:

1. Add the `default_version` object to your manifest, following the [rules](#) below. You can find a complete example manifest in the Cloud Foundry [go-buildpack](#) repo.
2. Run the `default_version_for` script from the [compile-extensions](#) repo, passing the path of your `manifest.yml` and the dependency name as arguments. The following command uses the example manifest from step 1:

```
$ ./compile-extensions/bin/default_version_for_manifest.yml go 1.6.3
```

## Rules for Specifying a Default Version

The `buildpack-packager` script validates this object according to the following rules:

- You can create at most one entry under `default_versions` for a single dependency. The following example causes `buildpack-packager` to fail with an error because the manifest specifies two default versions for the same `go` dependency.

```
# Incorrect; will fail to package
default_versions:
- name: go
  version: 1.6.3
- name: go
  version: 1.3.1
```

- If you specify a `default_version` for a dependency, you must also list that dependency and version under the `dependencies` section of the manifest. The following example causes `buildpack-packager` to fail with an error because the manifest specifies `version: 1.6.3` for the `go` dependency, but lists `version: 1.5.4` under `dependencies`.

```
# Incorrect; will fail to package
default_versions:
- name: go
  version: 1.6.3

dependencies:
- name: go
  version: 1.5.4
  uri: https://storage.googleapis.com/golang/go1.5.4.linux-amd64.tar.gz
  md5: 27b1c469797292064c65c995ff30386
  cf_stacks:
- cflinuxfs2
```

## Deploying Apps with a Custom Buildpack

Once a custom buildpack has been created and pushed to a public git repository, the git URL can be passed via the `cf` CLI when pushing an application.

For example, for a buildpack that has been pushed to Github:

```
$ cf push my-new-app -b git://github.com/johndoe/my-buildpack.git
```

Alternatively, you can use a private git repository, with https and username/password authentication, as follows:

```
$ cf push my-new-app -b https://username:password@github.com/johndoe/my-buildpack.git
```

By default, Cloud Foundry uses the default branch of the buildpack's git repository. You can specify a different branch using the `git url` as shown in the following example:

```
$ cf push my-new-app -b https://github.com/johndoe/my-buildpack.git#my-branch-name
```

Additionally, you can use tags or shas in a git repository, as follows:

```
$ cf push my-new-app -b https://github.com/johndoe/my-buildpack.git#v1.4.2
```

```
$ cf push my-new-app -b https://github.com/johndoe/my-buildpack.git#a2951e298bd22732fceb3968d541015120dbaf93
```

The application will then be deployed to Cloud Foundry, and the buildpack will be cloned from the repository and applied to the application.

 **Note:** If a buildpack is specified using `cf push -b` the `detect` step will be skipped and as a result, no buildpack `detect` scripts will be run.

## Disabling Custom Buildpacks

Operators can choose to disable custom buildpacks. For more information, see [Disabling Custom Buildpacks](#).

 **Note:** A common development practice for custom buildpacks is to fork existing buildpacks and sync subsequent patches from upstream. To merge upstream patches to your custom buildpack, use the approach that Github recommends for [syncing a fork](#).

## Packaging Dependencies for Offline Buildpacks

Page last updated:

This topic describes the dependency storage options available to developers creating custom offline buildpacks.

### Package dependencies in the buildpack

The simplest way to package dependencies in a custom buildpack is to keep the dependencies in your buildpack source. However, this is strongly discouraged. Keeping the dependencies in your source consumes unnecessary space.

To avoid keeping the dependencies in source control, load the dependencies into your buildpack and provide a script for the operator to create a zipfile of the buildpack.

For example, the operator might complete the following process:

```
# Clones your buildpack
$ git clone http://YOUR-GITHUB-REPO.example.com/repo
$ cd SomeBuildPackName

# Creates a zipfile using your script
$ ./SomeScriptName
----> downloading-dependencies.... done
----> creating zipfile: ZippedBuildPackName.zip

# Adds the buildpack zipfile to the Cloud Foundry instance
$ cf create-buildpack SomeBuildPackName ZippedBuildPackName.zip 1
```

#### Pros

- Least complicated process for operators
- Least complicated maintenance process for buildpack developers

#### Cons

- Cloud Foundry admin buildpack uploads are limited to 1 GB, so the dependencies might not fit
- Security and functional patches to dependencies require updating the buildpack

### Package selected dependencies in the buildpack

This is a variant of the [package dependencies in the buildpack](#) method described above. In this variation, the administrator edits a configuration file such as `dependencies.yml` to include a limited subset of the buildpack dependencies, then packages and uploads the buildpack.

 **Note:** This approach is strongly discouraged. Please see the Cons section below for more information.

The administrator completes the following steps:

```
# Clones your buildpack
$ git clone http://YOUR-GITHUB-REPO.example.com/repo
$ cd

$# Selects dependencies
$ vi dependencies.yml # Or copy in a preferred config

$# Builds a package using your script
$ ./package
----> downloading-dependencies.... done
----> creating zipfile: cobol_buildpack.zip

$# Adds the buildpack to the Cloud Foundry instance
$ cf create-buildpack cobol-buildpack cobol_buildpack.zip 1

$# Pushes an app using your buildpack
$ cd ~/my_app
$ cf push my-cobol-webapp -b cobol-buildpack
```

## Pros

- Possible to avoid the Cloud Foundry admin buildpack upload size limit in one of two ways:
  - If the administrator chooses a limited subset of dependencies
  - If the administrator maintains different packages for different dependency sets

## Cons

- More complex for buildpack maintainers
- Security updates to dependencies require updating the buildpack
- Proliferation of buildpacks that require maintenance:
  - For each configuration, there is an update required for each security patch
  - Culling orphan configurations may be difficult or impossible
  - Administrators need to track configurations and merge them with updates to the buildpack
  - May result in with a different config for each app

## Rely on a local mirror

In this method, the administrator provides a compatible file store of dependencies. When running the buildpack, the administrator specifies the location of the file store. The buildpack should handle missing dependencies gracefully.

The administrator completes the following process:

```
# Clones your buildpack
$ git clone http://YOUR-GITHUB-REPO.example.com/repo
$ cd

# Builds a package using your script
$ ./package https://dependency/repo
----> creating zipfile: cobol_buildpack.zip

# Adds the buildpack to the Cloud Foundry instance
$ cf create-buildpack cobol-buildpack cobol_buildpack.zip 1

$# Pushes an app using your buildpack
$ cd ~/my_app
$ cf push my-cobol-webapp -b cobol-buildpack
----> deploying app
----> downloading dependencies:
https://OUR-INTERNAL-SITE.example.com/dependency/repo/dep1.tgz.... done
https://OUR-INTERNAL-SITE.example.com/dependency/repo/dep2.tgz.... WARNING: dependency not found!
```

## Pros

- Avoids the Cloud Foundry admin buildpack upload size limit
- Leaves the administrator completely in control of providing dependencies
- Security and functional patches for dependencies can be maintained separately on the mirror given the following conditions:
  - The buildpack is designed to use newer semantically versioned dependencies
  - Buildpack behavior does not change with the newer functional changes

## Cons

- The administrator needs to set up and maintain a mirror
- The additional config option presents a maintenance burden

## Merging from Upstream Buildpacks

Page last updated:

This topic describes how to maintain your forked buildpack by merging it with the upstream buildpack. This allows you to keep your fork updated with changes from the original buildpack, providing patches, updates, and new features.

The following procedure assumes that you are maintaining a custom buildpack that was forked from a Cloud Foundry system buildpack. However, you can use the same procedure to update a buildpack forked from any upstream buildpack.

To sync your forked buildpack with an upstream Cloud Foundry buildpack:

1. Navigate to your forked repo on GitHub and click **Compare** in the upper right to display the **Comparing changes** page. This page shows the unmerged commits between your forked buildpack and the upstream buildpack.
2. Inspect the unmerged commits and confirm that you want to merge them all.
3. In a terminal window, navigate to the forked repo and set the upstream remote as the Cloud Foundry buildpack repo.

```
$ cd ~/workspace/ruby-buildpack  
$ git remote add upstream git@github.com:cloudfoundry/ruby-buildpack.git
```

4. Pull down the remote upstream changes.

```
$ git fetch upstream
```

5. Merge the upstream changes into the intended branch. You may need to resolve merge conflicts. This example shows merging the `master` branch of the upstream buildpack into the `master` branch of the forked buildpack.

```
$ git checkout master  
$ git merge upstream/master
```

 **Note:** When merging upstream buildpacks, do not use `git rebase`. This approach is not sustainable because you confront the same merge conflicts repeatedly.

6. Run the buildpack test suite to ensure that the upstream changes do not break anything.

```
$ BUNDLE_GEMFILE=cf.Gemfile buildpack-build
```

7. Push the updated branch.

```
$ git push
```

Your forked buildpack is now synced with the upstream Cloud Foundry buildpack.

For more information about syncing forks, see the Github topic [Syncing a Fork](#).

## Upgrading Dependency Versions

Page last updated:

This topic describes how to upgrade a dependency version in a custom buildpack. These procedures enable Cloud Foundry (CF) operators to maintain custom buildpacks that contain dependencies outside of the dependencies in the CF system buildpacks.

## Cloud Foundry Buildpacks Team Process

The CF buildpacks team uses the following tools to update dependencies:

- A [Concourse](#) deployment of the [buildpacks-ci](#) pipelines
- [Pivotal Tracker](#) for workflow management

 **Note:** The procedures in this topic refer to the tools used by the CF buildpacks team. However, the procedures do not require the specific tools mentioned above. You can use any CI and workflow management tool to update dependencies in custom buildpacks.

When the [New Releases](#) job in the [notifications pipeline](#) detects a new version of a tracked dependency in a buildpack, it creates a [Tracker](#) story about building and including the new version of the dependency in the buildpack manifests. It also posts a message as the [dependency-notifier](#) to the [#buildpacks channel](#) in the Cloud Foundry Slack.

## Building the Binaries

For all dependencies, you must build the binary from source or acquire the binary as a tarball from a trusted source. For most dependencies, the CF buildpacks team builds the binaries from source.

 **Note:** The steps below assume you are using a Concourse deployment of the [buildpacks-ci](#) pipelines and Pivotal Tracker.

To build the binary for a dependency, perform the following steps:

1. Change into the [buildpacks-ci](#) directory and check that there are no uncommitted changes.

```
$ cd ~/workspace/buildpacks-ci  
$ git status
```

2. Check out the [binary-builds](#) branch. This is an orphan branch of [buildpacks-ci](#) that the CF buildpacks team uses as a separate resource on Concourse to trigger the binary building process.

```
$ git checkout binary-builds
```

3. Pull the branch to make sure it is up to date.

```
$ git pull -r
```

4. Locate the YAML file for the buildpack you want to build a binary for. The directory contains YAML files for all the packages and dependencies tracked by the CF buildpacks team. Each YAML file correlates to the build queue for one dependency or package and the naming format is [DEPENDENCY-NAME.yml](#). For example, the YAML file tracking the build queue for Ruby is called [ruby-builds.yml](#) and contains the following contents:

```
--  
ruby: []
```

5. Different buildpacks use different signatures for verification. Determine which signature your buildpack requires by consulting the [list](#) below and follow the instructions to locate the SHA256, MD5, or GPG signature for the binary:

- For the SHA256 of a file, run [shasum -a 256 FILE](#).
- For the MD5 of a file, run [md5 FILE](#).
- For the GPG signature (for Nginx), see the [Nginx Downloads](#) page.

6. Add the version and verification for the new binary to the YAML file as attributes of an element under the dependency name. For example, to build the Ruby 2.3.0 binary verified with SHA256, add the following:

```
--  
ruby:  
- version: 2.3.0  
sha256: ba5ba60e5f1aa21b4ef8e9bf35b9ddb57286cb546aac4b5a28c71f459467e507
```

 **Note:** Do not preface the version number with the name of the binary or language. For example, specify `2.3.0` for `version` instead of `ruby-2.3.0`.

You can enqueue builds for multiple versions at once. For example, to build both the Ruby 2.3.0 binary and the Ruby 2.3.1 binary, add the following:

```
--  
ruby:  
- version: 2.3.0  
sha256: ba5ba60e5f1aa21b4ef8e9bf35b9ddb57286cb546aac4b5a28c71f459467e507  
- version: 2.3.1  
sha256: b87c738cb2032bf4920fef8e3864dc5cf8ae9d89d8d523ce0236945c5797dc0
```

7. Stage your changes for commit:

```
$ git add .
```

8. Commit your changes using the Tracker story number.

```
$ git commit -m "YOUR-COMMIT-MESSAGE[#STORY_NUMBER]"
```

9. Push your changes to the remote origin.

```
$ git push
```

10. Pushing your changes triggers the binary building process, which you can monitor at the [binary-builder pipeline](#) of your own `buildpacks-ci` Concourse deployment. When the build completes, it adds a link to the Concourse build run to the Tracker story for the new release.

 **Note:** Binary builds are executed by the CF [Binary Builder](#) and the [binary-builder pipeline](#).

## Updating Buildpack Manifests

After you build the binary for a dependency that you can access and download from a URL, follow these instructions to add the dependency version to the buildpack manifest.

 **Note:** The steps below assume you are using a Concourse deployment of the `buildpacks-ci` pipelines and Pivotal Tracker.

1. Change into the directory of the buildpack for which you want to update dependencies and check out the `develop` branch.

```
$ cd ~/workspace/ruby-buildpack  
$ git checkout develop
```

2. Open the `manifest.yml` for the buildpack and remove or add dependencies.

```
dependencies:  
- name: ruby  
version: 2.3.0  
md5: 535342030a11abeb11497824bf642bf2  
uri: https://pivotal-buildpacks.s3.amazonaws.com/concourse-binaries/ruby/ruby-2.3.0-linux-x64.tgz  
cf_stacks:  
- cflinuxfs2
```

- Follow the current structure of the manifest. For example, if the manifest includes the two most recent patch versions for each minor version of the language, do the same, such as both `ruby-2.1.9` and `ruby-2.1.8`.

- Paste in the `uri` and the `md5` from the `build-BINARY-NAME` job that ran in the Concourse binary-builder pipeline.

 **Note:** In the PHP buildpack, you may see a `modules` line for each PHP dependency in the manifest. Do not include this in your new PHP dependency entry. This will be added to the manifest by the `ensure-manifest-has-modules` Concourse job in the `php-buildpack` when you commit and push your changes. You can find this in the output logs of the `build-out` task.

3. Replace any other mentions of the old version number in the buildpack repo with the new version number. The CF buildpack team uses [Ag](#) for text searching.

```
$ ag OLD-VERSION
```

4. Run the following command to package and upload the buildpack, setup the org and space for tests in the specified CF deployment, and run the CF buildpack tests.

```
$ BUNDLE_GEMFILE=cf.Gemfile buildpack-build
```

If the command fails, you may need to fix or change the tests, fixtures, or other parts of the buildpack.

5. Once the test suite completely passes, push your changes:

```
$ git add .
$ git commit -m "YOUR-MESSAGE[#TRACKER-STORY-ID]"
$ git push
```

6. Watch the `LANGUAGE-buildpack` pipeline in Concourse. Once the test suite builds pass for the buildpack (the `specs-lts-develop` job and `specs-edge-develop` job), you can mark the Tracker story for the new Dependency release as delivered. Paste links for those successful test suite builds in the Tracker story.

## Buildpacks

The following list contains information about the buildpacks maintained by the CF buildpacks team.

### Go Buildpack

#### Go:

- Built from: a tarred binary (`go-VERSION.linux-amd64.tar.gz`) provided by Google on the Go [Downloads](#) page
- Verified with: the MD5 of the tarred binary
- Example usage: [Using the Google Tarred Binary for Go 1.6.2](#)

#### Godep:

- Built from: a source code `.tar.gz` file from the [Godep Github releases](#) page
- Verified with: the SHA256 of the source Example: [Automated enqueueing of binary build for Godep 72](#)

 **Note:** The [buildpacks-ci](#) [binary-builder](#) pipeline automates the process of detecting, uploading, and updating Godep in the manifest.

### Nodejs Buildpack

#### Node:

- Verified with: the SHA256 of the `node-vVERSION.tar.gz` file listed on <https://nodejs.org/dist/vVERSION/SHASUMS256.txt> For example, for Node version 4.4.6, the CF buildpacks team verifies with the SHA256 for `node-v4.4.6.tar.gz` on its [SHASUMS256](#) page.
- Example: [Enqueuing binary builds for Node 4.4.5 and 6.2.0](#)

## Python Buildpack

### Python:

- Verified with: the MD5 of the `Gzipped source tarball`, listed on: <https://www.python.org/downloads/release/python-VERSION/> where `VERSION` has no periods. For example, for Python version `2.7.12`, use the MD5 for the `Gzipped source tarball` on its [Downloads](#) page.
- Example: [Enqueuing binary build for Python 2.7.12](#)

## Java Buildpack

### OpenJDK:

- Built from: the tarred [OpenJDK files](#) managed by the CF Java Buildpack team.
- Verified with: the MD5 of the tarred OpenJDK files.

## Ruby Buildpack

### JRuby:

- Verified with: the MD5 of the Source `.tar.gz` file from the [JRuby Downloads](#) page.
- Example: [Enqueuing binary build for JRuby 9.1.2.0](#)

### Ruby:

- Verified with: the SHA256 of the source from the [Ruby Downloads](#) page
- Example: [Enqueuing binary builds for Ruby 2.2.5 and 2.3.1](#)

### Bundler:

- Verified with: the SHA256 of the `.gem` file from [Rubygems](#).
- Example: [Enqueuing binary build for Bundler 1.12.5](#)

## PHP Buildpack

### PHP:

- Verified with: the SHA256 of the `.tar.gz` file from the [PHP Downloads](#) page.
- For PHP5 versions, the CF buildpacks team enqueues builds in the `php-builds.yml` file in the `binary-builds` branch. For PHP7 versions, the CF buildpacks team enqueues builds in the `php7-builds.yml` file in the `binary-builds` branch.
- Example: [Enqueuing binary builds for PHP 5.5.37, 5.6.23, and 7.0.8](#)

### Nginx:

- Verified with: the `gpg-rsa-key-id` and `gpg-signature` of the version. The `gpg-rsa-key-id` is the same for each version/build, but the `gpg-signature` will be different. This information is located on the [Nginx Downloads](#) page.
- Example: [Enqueuing binary build for Nginx 1.11.0](#)

### HTTPD:

- Verified with: the MD5 of the `.tar.bz2` file from the [HTTPD Downloads](#) page.
- Example: [Enqueuing binary build for HTTPD 2.4.20](#)

### Composer:

- Verified with: the SHA256 of the `composer.phar` file from the [Composer Downloads](#) page.
- For Composer, there is no build process as the `composer.phar` file is the binary. In the manual process, connect to the `pivotal-buildpacks` S3 bucket using the correct AWS credentials. Create a new directory with the name of the composer version (ex. `1.0.2`) and put the appropriate `composer.phar` file into that directory. For Composer `v1.0.2`, connect and create the `php/binaries/trusty/composer/1.0.2` directory. Then place the

`composer.phar` file into that directory so the binary is available at `php/binaries/trusty/composer/1.0.2/composer.phar`.

 **Note:** The [buildpacks-ci](#)  [binary-builder](#)  pipeline automates the process of detecting, uploading, and updating Composer in the manifest.

- Example: [Automated enqueueing of binary build for Composer 1.1.2](#) 

## Staticfile Buildpack

**Nginx:**

- Verified with: the `gpg-rsa-key-id` and `gpg-signature` of the version. The `gpg-rsa-key-id` is the same for each version/build, but the `gpg-signature` will be different. This information is located on the [Nginx Downloads](#)  page.
- Example: [Enqueueing binary build for Nginx 1.11.0](#) 

## Binary Buildpack

The Binary buildpack does not have any dependencies.

## Services

Page last updated:

The documentation in this section is intended for developers and operators interested in creating Managed Services for Cloud Foundry. Managed Services are defined as having been integrated with Cloud Foundry via APIs, and enable end users to provision reserved resources and credentials on demand. For documentation targeted at end users, such as how to provision services and integrate them with applications, see [Services Overview](#).

To develop Managed Services for Cloud Foundry, you'll need a Cloud Foundry instance to test your service broker with as you are developing it. You must have admin access to your CF instance to manage service brokers and the services marketplace catalog. For local development, we recommend using [BOSH Lite](#) to deploy your own local instance of Cloud Foundry.

## Table of Contents

- [Overview](#)
- [Service Broker API](#)
- [Managing Service Brokers](#)
- [Access Control](#)
- [Catalog Metadata](#)
- [Dashboard Single Sign-On](#)
- [Example Service Brokers](#)
- [Binding Credentials](#)
- [Application Log Streaming](#)
- [Route Services](#)
- [Manage Application Requests with Route Services](#)
- [Supporting Multiple Cloud Foundry Instances](#)

## Overview

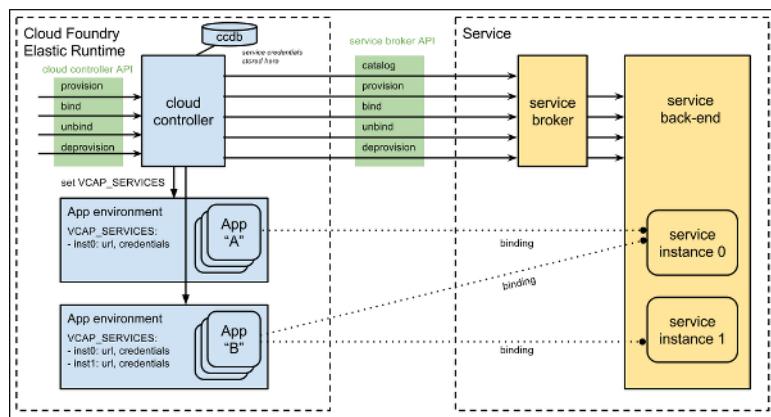
Page last updated:

## Architecture & Terminology

Services are integrated with Cloud Foundry by implementing a documented API for which the cloud controller is the client; we call this the Service Broker API. This should not be confused with the cloud controller API, often used to refer to the version of Cloud Foundry itself; when one refers to "Cloud Foundry v2" they are referring to the version of the cloud controller API. The services API is versioned independently of the cloud controller API.

Service Broker is the term we use to refer to a component of the service which implements the service broker API. This component was formerly referred to as a Service Gateway, however as traffic between applications and services does not flow through the broker we found the term gateway caused confusion. Although gateway still appears in old code, we use the term broker in conversation, in new code, and in documentation.

Service brokers advertise a catalog of service offerings and service plans, as well as interpreting calls for provision (create), bind, unbind, and deprovision (delete). What a broker does with each call can vary between services; in general, 'provision' reserves resources on a service and 'bind' delivers information to an application necessary for accessing the resource. We call the reserved resource a Service Instance. What a service instance represents can vary by service; it could be a single database on a multi-tenant server, a dedicated cluster, or even just an account on a web application.



## Implementation & Deployment

How a service is implemented is up to the service provider/developer. Cloud Foundry only requires that the service provider implement the service broker API. A broker can be implemented as a separate application, or by adding the required http endpoints to an existing service.

Because Cloud Foundry only requires that a service implements the broker API in order to be available to Cloud Foundry end users, many deployment models are possible. The following are examples of valid deployment models.

- Entire service packaged and deployed by BOSH alongside Cloud Foundry
- Broker packaged and deployed by BOSH alongside Cloud Foundry, rest of the service deployed and maintained by other means
- Broker (and optionally service) pushed as an application to Cloud Foundry user space
- Entire service, including broker, deployed and maintained outside of Cloud Foundry by other means

## Service Broker API v2.10

Page last updated:

### Document Changelog

[v2 API Change Log](#)

### Versions

One major version of the Service Broker API is currently supported by Cloud Foundry, v2. Support for v1 has been removed as of Cloud Controller API 2.47, cf-release v228. It is required that all new brokers implement v2 and that current brokers are upgraded.

Current Version	Past Versions
<a href="#">2.10</a>	<a href="#">2.9</a> <a href="#">2.8</a> <a href="#">2.7</a> <a href="#">2.6</a> <a href="#">2.5</a> <a href="#">2.4</a> <a href="#">2.3</a> <a href="#">2.2</a> <a href="#">2.1</a> <a href="#">2.0</a> <a href="#">v1 (unversioned)</a>

### Changes

#### Change Policy

- Existing endpoints and fields will not be removed or renamed.
- New optional endpoints, or new HTTP methods for existing endpoints, may be added to enable support for new features.
- New fields may be added to existing request/response messages. These fields must be optional and should be ignored by clients and servers that do not understand them.

#### Changes Since v2.9

- Backward incompatible changes to experimental `volume_mounts` field in service bind response.

### Dependencies

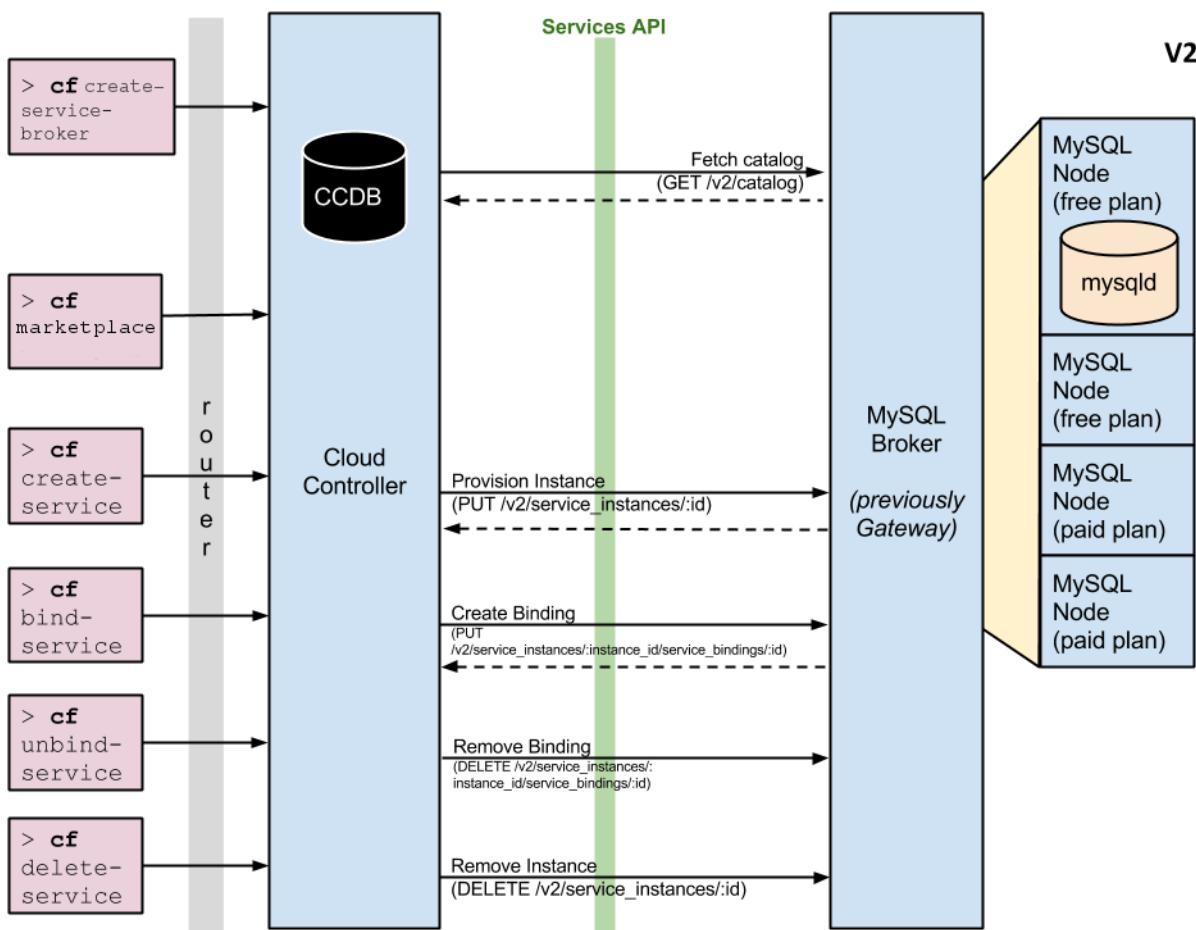
v2.10 of the services API has been supported since:

- [v240](#) of [cf-release](#)
- v2.61 of the Cloud Controller API
- CLI [v6.14.0](#)

### API Overview

The Cloud Foundry services API defines the contract between the Cloud Controller and the service broker. The broker is expected to implement

several HTTP (or HTTPS) endpoints underneath a URI prefix. One or more services can be provided by a single broker, and load balancing enables horizontal scalability of redundant brokers. Multiple Cloud Foundry instances can be supported by a single broker using different URL prefixes and credentials.



# API Version Header

Requests from the Cloud Controller to the broker contain a header that defines the version number of the Broker API that Cloud Controller will use. This header will be useful in future minor revisions of the API to allow brokers to reject requests from Cloud Controllers that they do not understand. While minor API revisions will always be additive, it is possible that brokers will come to depend on a feature that was added after 2.0, so they may use this header to reject the request. Error messages from the broker in this situation should inform the operator of what the required and actual version numbers are so that an operator can go upgrade Cloud Controller and resolve the issue. A broker should respond with a `412 Precondition` message when rejecting a request.

The version numbers are in the format `MAJOR.MINOR`, using semantic versioning such that 2.9 comes before 2.10. An example of this header as

## Authentication

Cloud Controller (final release v145+) authenticates with the Broker using HTTP basic authentication (the `Authorization:` header) on every request and will reject any broker registrations that do not contain a username and password. The broker is responsible for checking the username and password and returning a `401 Unauthorized` message if credentials are invalid. Cloud Controller supports connecting to a broker using SSL if additional security is desired.

## Catalog Management

The first endpoint that a broker must implement is the service catalog. Cloud Controller will initially fetch this endpoint from all brokers and make adjustments to the user-facing service catalog stored in the Cloud Controller database. If the catalog fails to initially load or validate, Cloud Controller will not allow the operator to add the new broker and will give a meaningful error message. Cloud Controller will also update the catalog whenever a broker is updated, so you can use `update-service-broker` with no changes to force a catalog refresh.

When Cloud Controller fetches a catalog from a broker, it will compare the broker's id for services and plans with the `unique_id` values for services and plans in the Cloud Controller database. If a service or plan in the broker catalog has an id that is not present amongst the `unique_id` values in the database, a new record will be added to the database. If services or plans in the database are found with `unique_id`'s that match the broker catalog's id, Cloud Controller will update the records to match the broker's catalog.

If the database has plans which are not found in the broker catalog, and there are no associated service instances, Cloud Controller will remove these plans from the database. Cloud Controller will then delete services that do not have associated plans from the database. If the database has plans which are not found in the broker catalog, and there **are** provisioned instances, the plan will be marked "inactive" and will no longer be visible in the marketplace catalog or be provisionable.

## Request

### Route

`GET /v2/catalog`

### cURL

```
$ curl -H "X-Broker-API-Version: 2.10" http://username:password@broker-url/v2/catalog
```

## Response

Status Code	Description
200 OK	The expected response body is below.

### Body - Schema of Service Objects

CLI and web clients have different needs with regard to service and plan names. A CLI-friendly string is all lowercase, with no spaces. Keep it short – imagine a user having to type it as an argument for a longer command. A web-friendly display name is camel-cased with spaces and punctuation supported.

Response field	Type	Description
services*	array-of-service-objects	Schema of service objects defined below.

### Service Objects

Response field	Type	Description
name*	string	The CLI-friendly name of the service that will appear in the catalog. All lowercase, no spaces.
id*	string	An identifier used to correlate this service in future requests to the catalog. This must be unique within Cloud Foundry, using a GUID is recommended.
description*	string	A short description of the service that will appear in the catalog.
tags	array-of-strings	Tags provide a flexible mechanism to expose a classification, attribute, or base technology of a service, enabling equivalent services to be swapped out without changes to dependent logic in applications, buildpacks, or other services. E.g. mysql, relational, redis, key-value, caching, messaging, amqp.
requires	array-of-strings	A list of permissions that the user would have to give the service, if they provision it. The only permissions currently supported are <code>syslog_drain</code> , <code>route_forwarding</code> and <code>volume_mount</code> ; for more info see <a href="#">Application Log Streaming</a> , <a href="#">Route Services</a> and <a href="#">Volume Services</a> .

Response field	Type	Description
bindable*	boolean	Whether the service can be bound to applications.
metadata	object	A list of metadata for a service offering. For more information, see <a href="#">Service Metadata</a> .
dashboard_client	object	Contains the data necessary to activate the <a href="#">Dashboard SSO feature</a> for this service
plan_updateable	boolean	Whether the service supports upgrade/downgrade for some plans. Please note that the misspelling of the attribute <i>plan_updatable</i> to <i>plan_updateable</i> was done by mistake. We have opted to keep that misspelling instead of fixing it and thus breaking backward compatibility.
plans*	array-of-objects	A list of plans for this service, schema is defined below.

## Dashboard Client Object

Response field	Type	Description
id	string	The id of the Oauth2 client that the service intends to use. The name may be taken, in which case the update will return an error to the operator
secret	string	A secret for the dashboard client
redirect_uri	string	A domain for the service dashboard that will be whitelisted by the UAA to enable SSO

## Plan Object

Response field	Type	Description
id*	string	An identifier used to correlate this plan in future requests to the catalog. This must be unique within Cloud Foundry, using a GUID is recommended.
name*	string	The CLI-friendly name of the plan that will appear in the catalog. All lowercase, no spaces.
description*	string	A short description of the service that will appear in the catalog.
metadata	object	A list of metadata for a service plan. For more information, see <a href="#">Service Metadata</a> .
free	boolean	This field allows the plan to be limited by the non_basic_services_allowed field in a Cloud Foundry Quota, see <a href="#">Quota Plans</a> . Default: true

\* Fields with an asterisk are required.

```
{
  "services": [
    {
      "name": "fake-service",
      "id": "acb56d7c-XXXX-XXXX-XXXX-feb140a59a66",
      "description": "fake service",
      "tags": ["no-sql", "relational"],
      "requires": ["route_forwarding"],
      "max_db_per_node": 5,
      "bindable": true,
      "metadata": {
        "provider": {
          "name": "The name"
        },
        "listing": {
          "imageUrl": "http://example.com/cat.gif",
          "blurb": "Add a blurb here",
          "longDescription": "A long time ago, in a galaxy far far away..."
        },
        "displayName": "The Fake Broker"
      },
      "dashboard_client": {
        "id": "398e2f8e-XXXX-XXXX-XXXX-19a71ecbcf64",
        "secret": "277cab0-XXXX-XXXX-XXXX-7822c0a90e5d",
        "redirect_uri": "http://localhost:1234"
      },
      "plan_updateable": true,
      "plans": [
        {
          "name": "fake-plan",
          "id": "d3031751-XXXX-XXXX-XXXX-a42377d3320e",
          "description": "Shared fake Server, 5tb persistent disk, 40 max concurrent connections",
          "max_storage_tb": 5
        }
      ]
    }
  ]
}
```

```

"metadata": {
  "cost": 0,
  "bullets": [
    {
      "content": "Shared fake server"
    },
    {
      "content": "5 TB storage"
    },
    {
      "content": "40 concurrent connections"
    }
  ]
},
{
  "name": "fake-async-plan",
  "id": "0f4008b5-XXXX-XXXX-XXXX-dace631cd648",
  "description": "Shared fake Server, 5tb persistent disk, 40 max concurrent connections. 100 async",
  "max_storage_tb": 5,
  "metadata": {
    "cost": 0,
    "bullets": [
      {
        "content": "40 concurrent connections"
      }
    ]
  }
},
{
  "name": "fake-async-only-plan",
  "id": "8d415f6a-XXXX-XXXX-XXXX-e61f3baalc77",
  "description": "Shared fake Server, 5tb persistent disk, 40 max concurrent connections. 100 async",
  "max_storage_tb": 5,
  "metadata": {
    "cost": 0,
    "bullets": [
      {
        "content": "40 concurrent connections"
      }
    ]
  }
}
]
}

```

## Adding a Broker to Cloud Foundry

Once you've implemented the first endpoint `GET /v2/catalog` above, you'll want to [register the broker with CF](#) to make your services and plans available to end users.

## Asynchronous Operations

Previously, Cloud Foundry only supported synchronous integration with service brokers. Brokers must return a valid response within 60 seconds and if the response is `201 CREATED`, users expect a service instance to be usable. This limits the services brokers can offer to those that can be provisioned in 60 seconds; brokers could return a success prematurely, but this leaves users wondering why their service instance is not usable and when it will be.

With support for Asynchronous Operations, brokers still must respond within 60 seconds but may now return a `202 ACCEPTED`, indicating that the requested operation has been accepted but is not complete. This triggers Cloud Foundry to poll a new endpoint `/v2/service_instances/:guid/last_operation` until the broker indicates that the requested operation has succeeded or failed. During the intervening time, end users are able to discover the state of the requested operation using Cloud Foundry API clients such as the CLI.

For an operation to be executed asynchronously, all three components (CF API client, CF, and broker) must support the feature. The parameter `accepts_incomplete=true` must be passed in a request by the CF API client, triggering CF to include the same parameter in a request to the broker. The broker can then choose to execute the request synchronously or asynchronously.

If the broker executes the request asynchronously, the response must use the status code `202 ACCEPTED`; the response body should be the same as if the broker were serving the request synchronously.

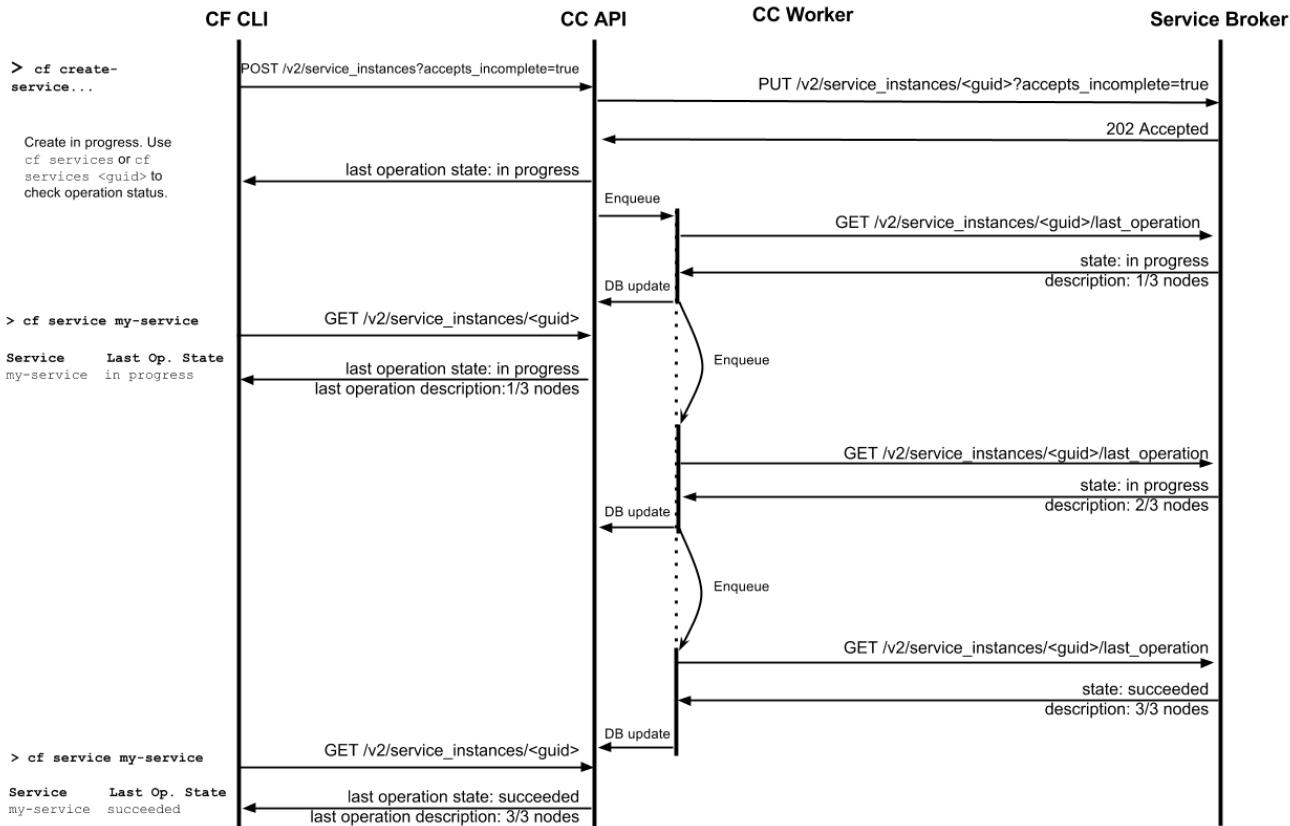
 **Note:** Asynchronous Operations are currently supported only for provision, update, and deprovision. Bind and unbind will be added once the feature is considered stable.

If the `accepts_incomplete=true` parameter is not included, and the broker cannot fulfill the request synchronously (guaranteeing that the operation is complete on response), then the broker should reject the request with the status code `422 UNPROCESSABLE ENTITY` and the following body:

```
{
  "error": "AsyncRequired",
  "description": "This service plan requires client support for asynchronous service operations."
}
```

To execute a request synchronously, the broker need only return the usual status codes; `201 CREATED` for create, and `200 OK` for update and delete.

## Sequence Diagram



## Blocking Operations

The Cloud Controller ensures that service brokers do not receive requests for an instance while an asynchronous operation is in progress. For example, if a broker is in the process of provisioning an instance asynchronously, the Cloud Controller will not allow any update, bind, unbind, or deprovision requests to be made through the platform. A user who attempts to perform one of these actions while an operation is already in progress will get an HTTP 400 with error message “Another operation for this service instance is in progress.”

## When to use Asynchronous Service Operations

Service brokers should respond to all Cloud Controller requests within 60 seconds. Brokers that can guarantee completion of the requested operation with the response may return the synchronous response (e.g. `201 CREATED` for a provision request). Brokers that cannot guarantee completion of the operation with the response should implement support for asynchronous provisioning. Support for synchronous or asynchronous responses may vary by service offering, even by service plan.

## Polling Last Operation (async only)

When a broker returns status code `202 ACCEPTED` for `provision`, `update`, or `deprovision`, Cloud Foundry will begin to poll the

`/v2/service_instances/:guid/last_operation` endpoint to obtain the state of the last requested operation. The broker response must contain the field `state` and an optional field `description`.

Valid values for `state` are `in progress`, `succeeded`, and `failed`. Cloud Foundry will poll the `last_operation` endpoint as long as the broker returns `"state": "in progress"`. Returning `"state": "succeeded"` or `"state": "failed"` will cause Cloud Foundry to cease polling. The value provided for `description` will be passed through to the CF API client and can be used to provide additional detail for users about the state of the operation.

## Request

### Route

GET `/v2/service_instances/:instance_id/last_operation`

### Parameters

The request provides these query string parameters as useful hints for brokers.

Query-String Field	Type	Description
<code>service_id</code>	string	ID of the service from the catalog.
<code>plan_id</code>	string	ID of the plan from the catalog.
<code>operation</code>	string	The field optionally returned by the service broker on Provision, Update, Deprovision async responses. Represents any state the service broker responded with as a URL encoded string..

 **Note:** Although the request query parameters `service_id` and `plan_id` are not required, Cloud Controller includes them on all `last_operation` requests it makes to service brokers.

### cURL

```
$ curl http://username:password@broker-url/v2/service_instances/:instance_id/last_operation
```

## Response

Status Code	Description
200 OK	The expected response body is below.
410 GONE	Appropriate only for asynchronous delete requests. Cloud Foundry will consider this response a success and remove the resource from its database. The expected response body is <code>{}</code> . Returning this while Cloud Foundry is polling for create or update operations will be interpreted as an invalid response and Cloud Foundry will continue polling.

Responses with any other status code will be interpreted as an error or invalid response; Cloud Foundry will continue polling until the broker returns a valid response or the [maximum polling duration](#) is reached. Brokers may use the `description` field to expose user-facing error messages about the operation state; for more info see [Broker Errors](#).

### Body

All response bodies must be a valid JSON Object (`{}`). This is for future compatibility; it will be easier to add fields in the future if JSON is expected rather than to support the cases when a JSON body may or may not be returned.

For success responses, the following fields are valid.

Response field	Type	Description
state*	string	Valid values are <code>in progress</code> , <code>succeeded</code> , and <code>failed</code> . While <code>"state": "in progress"</code> , Cloud Foundry will continue polling. A response with <code>"state": "succeeded"</code> or <code>"state": "failed"</code> will cause Cloud Foundry to cease polling.
description	string	Optional field. A user-facing message displayed to the Cloud Foundry API client. Can be used to tell the user details about the status of the operation.

\* Fields with an asterisk are required.

```
{
  "state": "in progress",
  "description": "Creating service (10% complete)."
}
```

## Polling Interval

When a broker responds asynchronously to a request from Cloud Foundry containing the `accepts_incomplete=true` parameter, Cloud Foundry will poll the broker for the operation state at a configured interval. The Cloud Foundry operator can configure this interval in the BOSH deployment manifest using the property `properties.cc.broker_client_default_async_poll_interval_seconds` (defaults to 60 seconds). The maximum supported polling interval is 86400 seconds (24 hours).

## Maximum Polling Duration

When a broker responds asynchronously to a request from Cloud Foundry containing the `accepts_incomplete=true` parameter, Cloud Foundry will poll the broker for the operation state until the broker response includes `"state": "succeeded"` or `"state": "failed"`, or until a maximum polling duration is reached. If the max polling duration is reached, Cloud Foundry will cease polling and the operation state will be considered `failed`. The Cloud Foundry operator can configure this max polling duration in the BOSH deployment manifest using the property `properties.cc.broker_client_max_async_poll_duration_minutes` (defaults to 10080 minutes or 1 week).

## Additional Resources

- An example broker that implements this feature can be found at [Example Service Brokers](#).
- A demo video of the CLI user experience using the above broker can be found [here](#).

## Provisioning

When the broker receives a provision request from Cloud Controller, it should synchronously take whatever action is necessary to create a new service resource for the developer. The result of provisioning varies by service type, although there are a few common actions that work for many services. For a MySQL service, provisioning could result in:

- An empty dedicated `mysqld` process running on its own VM.
- An empty dedicated `mysqld` process running in a lightweight container on a shared VM.
- An empty dedicated `mysqld` process running on a shared VM.
- An empty dedicated database, on an existing shared running `mysqld`.
- A database with business schema already there.
- A copy of a full database, for example a QA database that is a copy of the production database.

For non-data services, provisioning could just mean getting an account on an existing system.

## Request

## Route

PUT /v2/service\_instances/:instance\_id

**Note:** The `:instance_id` of a service instance is provided by the Cloud Controller. This ID will be used for future requests (bind and deprovision), so the broker must use it to correlate the resource it creates.

## Body

Request field	Type	Description
organization_guid*	string	The Cloud Controller GUID of the organization under which the service is to be provisioned. Although most brokers will not use this field, it could be helpful in determining data placement or applying custom business rules.
plan_id*	string	The ID of the plan within the above service (from the catalog endpoint) that the user would like provisioned. Because plans have identifiers unique to a broker, this is enough information to determine what to provision.
service_id*	string	The ID of the service within the catalog above.
space_guid*	string	Similar to organization_guid, but for the space.
parameters	JSON object	Cloud Foundry API clients can provide a JSON object of configuration parameters with their request and this value will be passed through to the service broker. Brokers are responsible for validation.
accepts_incomplete	boolean	A value of true indicates that both the Cloud Controller and the requesting client support asynchronous provisioning. If this parameter is not included in the request, and the broker can only provision an instance of the requested plan asynchronously, the broker should reject the request with a 422 as described below.

\* Fields with an asterisk are required.

```
{
  "organization_guid": "org-guid-here",
  "plan_id": "plan-guid-here",
  "service_id": "service-guid-here",
  "space_guid": "space-guid-here",
  "parameters": {
    "parameter1": 1,
    "parameter2": "value"
  }
}
```

## cURL

```
$ curl http://username:password@broker-url/v2/service_instances/:instance_id -d '{
  "organization_guid": "org-guid-here",
  "plan_id": "plan-guid-here",
  "service_id": "service-guid-here",
  "space_guid": "space-guid-here",
  "parameters": {
    "parameter1": 1,
    "parameter2": "value"
  }
}' -X PUT -H "X-Broker-API-Version: 2.10" -H "Content-Type: application/json"
```

In this case, `:instance_id` refers to the service instance id generated by Cloud Controller

## Response

Status Code	Description
201 Created	Service instance has been created. The expected response body is below.
200 OK	May be returned if the service instance already exists and the requested parameters are identical to the existing service instance. The expected response body is below.
202 Accepted	Service instance creation is in progress. This triggers Cloud Controller to poll the <a href="#">Service Instance Last Operation Endpoint</a> for operation status.

HTTP Status Code	Description
422 Unprocessable Entity	Should be returned if the broker only supports asynchronous provisioning for the requested plan and the request did not include <code>?accepts_incomplete=true</code> . The expected response body is: <pre>{ "error": "AsyncRequired", "description": "This service plan requires client support for asynchronous service operations." }</pre> , as described below.

Responses with any other status code will be interpreted as a failure. Brokers can include a user-facing message in the `description` field; for details see [Broker Errors](#).

## Body

All response bodies must be a valid JSON Object (§). This is for future compatibility; it will be easier to add fields in the future if JSON is expected rather than to support the cases when a JSON body may or may not be returned.

For success responses, the following fields are supported. Others will be ignored. For error responses, see [Broker Errors](#).

Response field	Type	Description
dashboard_url	string	The URL of a web-based management user interface for the service instance; we refer to this as a service dashboard. The URL should contain enough information for the dashboard to identify the resource being accessed ("9189kdfsk0vfnku" in the example below). For information on how users can authenticate with service dashboards via SSO, see <a href="#">Dashboard Single Sign-On</a> .
operation	string	For async responses, service brokers can return operation state as a string. This field will be provided back to the service broker on <code>last_operation</code> requests as a URL encoded query param..

\* Fields with an asterisk are required.

```
{
  "dashboard_url": "http://example-dashboard.example.com/9189kdfsk0vfnku",
  "operation": "task_10"
}
```

## Updating a Service Instance

By implementing this endpoint, broker authors can enable users to modify two attributes of an existing service instance: the service plan and parameters. By changing the service plan, users can upgrade or downgrade their service instance to other plans. By modifying properties, users can change configuration options that are specific to a service or plan. To see how Cloud Foundry users make these requests, see [Managing Services](#).

To enable support for update of the plan, a broker should declare support per service by including `plan_updateable: true` in its [catalog endpoint](#). If this optional field is not included, Cloud Foundry will return a meaningful error to users for any plan change request, and will not make an API call to the broker. If this field is included and configured as true, Cloud Foundry will make API calls to the broker for all plan change requests, and it is up to the broker to validate whether a particular permutation of plan change is supported. Not all permutations of plan changes are expected to be supported. For example, a service may support upgrading from plan "shared small" to "shared large" but not to plan "dedicated". If a particular plan change is not supported, the broker should return a meaningful error message in response.

## Request

### Route

PATCH /v2/service\_instances/:instance\_id

 **Note:** `:instance_id` is the global unique ID of a previously-provisioned service instance.

## Body

Request Field	Type	Description
service_id*	string	The ID of the service within the catalog above.
plan_id	string	ID of the new plan from the catalog.
parameters	JSON object	Cloud Foundry API clients can provide a JSON object of configuration parameters with their request and this value will be passed through to the service broker. Brokers are responsible for validation.
previous_values	object	Information about the instance prior to the update.
previous_values.plan_id	string	ID of the plan prior to the update.
previous_values.service_id	string	ID of the service for the instance.
previous_values.organization_id	string	ID of the organization containing the instance.
previous_values.space_id	string	ID of the space containing the instance..
accepts_incomplete	boolean	A value of true indicates that both the Cloud Controller and the requesting client support asynchronous update. If this parameter is not included in the request, and the broker can only update an instance of the requested plan asynchronously, the broker should reject the request with a 422 as described below.

\* Fields with an asterisk are required.

```
{
  "service_id": "service-guid-here",
  "plan_id": "plan-guid-here",
  "parameters": {
    "parameter1": 1,
    "parameter2": "value"
  },
  "previous_values": {
    "plan_id": "old-plan-guid-here",
    "service_id": "service-guid-here",
    "organization_id": "org-guid-here",
    "space_id": "space-guid-here"
  }
}
```

## cURL

```
$ curl http://username:password@broker-url/v2/service_instances/:instance_id -d '{
  "service_id": "service-guid-here",
  "plan_id": "plan-guid-here",
  "parameters": {
    "parameter1": 1,
    "parameter2": "value"
  },
  "previous_values": {
    "plan_id": "old-plan-guid-here",
    "service_id": "service-guid-here",
    "organization_id": "org-guid-here",
    "space_id": "space-guid-here"
  }
}' -X PATCH -H "X-Broker-API-Version: 2.10" -H "Content-Type: application/json"
```

## Response

Status Code	Description
200 OK	New plan is effective. The expected response body is <code>[{}]</code> .
202 Accepted	Service instance update is in progress. This triggers Cloud Controller to poll the <a href="#">Service Instance Last Operation Endpoint</a> for operation status.
422 Unprocessable	May be returned if the particular plan change requested is not supported or if the request cannot currently be fulfilled due to the state of the instance (eg. instance utilization is over the quota of the requested plan). Broker should include a user-facing message in the body; for details see <a href="#">Broker Errors</a> . Additionally, a <code>422</code> can also be returned if the broker only supports asynchronous update for the requested plan and the request did not include <code>?accepts_incomplete=true</code> . The expected

Status Code	Description
	Response body is: <pre>{ "error": "AsyncRequired", "description": "This service plan requires client support for asynchronous service operations." }</pre>

Responses with any other status code will be interpreted as a failure. Brokers can include a user-facing message in the `description` field; for details see [Broker Errors](#).

## Body

All response bodies must be a valid JSON Object (8). This is for future compatibility; it will be easier to add fields in the future if JSON is expected rather than to support the cases when a JSON body may or may not be returned.

For success responses, the following fields are supported. Others will be ignored. For error responses, see [Broker Errors](#).

Response field	Type	Description
operation	string	For async responses, service brokers can return operation state as a string. This field will be provided back to the service broker on `last_operation` requests as a URL encoded query param..

\* Fields with an asterisk are required.

```
{
  "operation": "task_10"
}
```

## Binding

 **Note:** Not all services must be bindable — some deliver value just from being provisioned. Brokers that offer services that are bindable should declare them as such using `bindable: true` in the [Catalog](#). Brokers that do not offer any bindable services do not need to implement the endpoint for bind requests.

## Types of Binding

### Credentials

Credentials are a set of information used by an application or a user to utilize the service instance. If `bindable:true` is declared for a service in the catalog endpoint, users may request generation of credentials either by binding the service instance to an application or by creating a service key. When a service instance is bound to an app, Cloud Foundry will send the app id with the request. When a service key is created, the app id is not included. If the broker supports generation of credentials it should return `credentials` in the response. Credentials should be unique whenever possible, so access can be revoked for one application or user without affecting another. For more information on credentials, see [Binding Credentials](#).

### Application Log Streaming

In response to a bind request for an application (`app_id` included), a broker may also enable streaming of application logs from Cloud Foundry to a consuming service instance by returning `syslog_drain_url`. For details, see [Application Log Streaming](#).

### Route Services

If a broker has declared `"requires":["route_forwarding"]` for a service in the Catalog endpoint, Cloud Foundry will permit a user to bind a service to a route. When bound to a route, the route itself will be sent with the bind request. A route is an address used by clients to reach apps mapped to the route. In response a broker may return a `route_service_url` which Cloud Foundry will use to proxy any request for the route to the service instance at URL specified by `route_service_url`. A broker may declare `"requires":["route_forwarding"]` but not return `route_service_url`; this enables a broker to dynamically configure a network component already in the request path for the route, requiring no change in the Cloud Foundry router. For

more information, see [Route Services](#).

## Volume Services (Experimental)

If a broker has declared `"requires": ["volume_mount"]` for a service in the Catalog endpoint, Cloud Foundry will permit a user to bind one or more volumes to an application. In response to a bind request a volume service broker should return a set of `volume_mount` instructions that Cloud Foundry will ensure are mounted into the application's containers. For more information, see [Volume Services](#)

## Request

### Route

```
PUT /v2/service_instances/:instance_id/service_bindings/:binding_id
```

 **Note:** The `:binding_id` of a service binding is provided by the Cloud Controller. `:instance_id` is the ID of a previously-provisioned service instance; `:binding_id` will be used for future unbind requests, so the broker must use it to correlate the resource it creates.

### Body

Request Field	Type	Description
service_id*	string	ID of the service from the catalog.
plan_id*	string	ID of the plan from the catalog.
app_guid	string	GUID of the application that you want to bind your service to. Will be included when users bind applications to service instances.
bind_resource	JSON object	A JSON object that contains the required fields of the resource being bound. Currently only <code>app_guid</code> for application bindings and <code>route</code> for route bindings are supported.
parameters	JSON object	Cloud Foundry API clients can provide a JSON object of configuration parameters with their request and this value will be passed through to the service broker. Brokers are responsible for validation.

\* Fields with an asterisk are required.

```
{
  "plan_id": "plan-guid-here",
  "service_id": "service-guid-here",
  "app_guid": "app-guid-here",
  "bind_resource": {
    "app_guid": "app-guid-here"
  },
  "parameters": {
    "parameter1-name-here": 1,
    "parameter2-name-here": "parameter2-value-here"
  }
}
```

```
{
  "plan_id": "plan-guid-here",
  "service_id": "service-guid-here",
  "bind_resource": {
    "route": "route-url-here"
  },
  "parameters": {
    "parameter1-name-here": 1,
    "parameter2-name-here": "parameter2-value-here"
  }
}
```

### cURL

```
$ curl http://username:password@broker-url/v2/service_instances/:instance_id/service_bindings/:binding_id -d'{
  "plan_id": "plan-guid-here",
  "service_id": "service-guid-here",
  "app_guid": "app-guid-here",
  "bind_resource": {
    "app_guid": "app-guid-here"
  },
  "parameters": {
    "parameter1-name-here": 1,
    "parameter2-name-here": "parameter2-value-here"
  }
}' -X PUT
```

```
$ curl http://username:password@broker-url/v2/service_instances/:instance_id/service_bindings/:binding_id -d'{
  "plan_id": "plan-guid-here",
  "service_id": "service-guid-here",
  "bind_resource": {
    "route": "route-url-here"
  },
  "parameters": {
    "parameter1-name-here": 1,
    "parameter2-name-here": "parameter2-value-here"
  }
}' -X PUT
```

In this case, `:instance_id` refers to the id of an existing service instance in a previous provisioning, while `:binding_id` is service binding id generated by Cloud Controller.

## Response

Status Code	Description
201 Created	Binding has been created. The expected response body is below.
200 OK	May be returned if the binding already exists and the requested parameters are identical to the existing binding. The expected response body is below.
409 Conflict	Should be returned if the requested binding already exists. The expected response body is <code>{}</code> , though the description field can be used to return a user-facing error message, as described in <a href="#">Broker Errors</a> .
422 Unprocessable Entity	Should be returned if the broker requires that <code>app_guid</code> be included in the request body. The expected response body is: <code>{ "error": "RequiresApp", "description": "This service supports generation of credentials through binding an application only." }</code>

Responses with any other status code will be interpreted as a failure and an unbind request will be sent to the broker to prevent an orphan being created on the broker. Brokers can include a user-facing message in the `:description` field; for details see [Broker Errors](#).

## Body

All response bodies must be a valid JSON Object (`{ }` ). This is for future compatibility; it will be easier to add fields in the future if JSON is expected rather than to support the cases when a JSON body may or may not be returned.

For success responses, the following fields are supported. Others will be ignored. For error responses, see [Broker Errors](#).

Response Field	Type	Description
credentials	object	A free-form hash of credentials that the bound application can use to access the service. For more information, see <a href="#">Binding Credentials</a> .
syslog_drain_url	string	A URL to which Cloud Foundry should drain logs for the bound application. <code>requires:syslog_drain</code> must be declared in the <a href="#">catalog endpoint</a> or Cloud Foundry will consider the response invalid. For details, see <a href="#">Application Log Streaming</a> .
route_service_url	string	A URL to which Cloud Foundry should proxy requests for the bound route. <code>requires:route_forwarding</code> must be declared in the <a href="#">catalog endpoint</a> or Cloud Foundry will consider the response invalid. For details, see <a href="#">Route Services</a> .
volume_mounts	array-of-objects	An array of volume mount instructions. <code>requires:volume_mount</code> must be declared in the <a href="#">catalog endpoint</a> or Cloud Foundry will consider the response invalid. For more information, see <a href="#">Volume Services</a> 

```
{
  "credentials": {
    "uri": "mysql://mysqluser:pass@mysqlhost:3306/dbname",
    "username": "mysqluser",
    "password": "pass",
    "host": "mysqlhost",
    "port": 3306,
    "database": "dbname"
  }
}
```

## Unbinding

 **Note:** Brokers that do not provide any bindable services do not need to implement the endpoint for unbind requests.

When a broker receives an unbind request from Cloud Controller, it should delete any resources it created in bind. Usually this means that an application immediately cannot access the resource.

## Request

### Route

```
DELETE /v2/service_instances/:instance_id/service_bindings/:binding_id
```

The `:binding_id` in the URL is the identifier of a previously created binding (the same `:binding_id` passed in the bind request). The request has no body, because DELETE requests generally do not have bodies.

### Parameters

The request provides these query string parameters as useful hints for brokers.

Query-String Field	Type	Description
service_id*	string	ID of the service from the catalog.
plan_id*	string	ID of the plan from the catalog.

\* Query parameters with an asterisk are required.

### cURL

```
$ curl 'http://username:password@broker-url/v2/service_instances/:instance_id/
service_bindings/:binding_id?service_id=service-id-here&plan_id=plan-id-here' -X DELETE -H "X-Broker-API-Version: 2.10"
```

## Response

Status Code	Description
200 OK	Binding was deleted. The expected response body is <code>{}</code> .
410 Gone	Should be returned if the binding does not exist. The expected response body is <code>{}</code> .

Responses with any other status code will be interpreted as a failure and the binding will remain in the Cloud Controller database. Brokers can include a user-facing message in the `description` field; for details see [Broker Errors](#).

## Body

All response bodies must be a valid JSON Object ({}). This is for future compatibility; it will be easier to add fields in the future if JSON is expected rather than to support the cases when a JSON body may or may not be returned.

For a success response, the expected response body is {}.

## Deprovisioning

When a broker receives a deprovision request from Cloud Controller, it should delete any resources it created during the provision. Usually this means that all resources are immediately reclaimed for future provisions.

### Request

#### Route

```
DELETE /v2/service_instances/:instance_id
```

The :instance\_id in the URL is the identifier of a previously provisioned instance (the same :instance\_id passed in the provision request). The request has no body, because DELETE requests generally do not have bodies.

#### Parameters

The request provides these query string parameters as useful hints for brokers.

Query-String Field	Type	Description
service_id*	string	ID of the service from the catalog.
plan_id*	string	ID of the plan from the catalog.
accepts_incomplete	boolean	A value of true indicates that both the Cloud Controller and the requesting client support asynchronous deprovisioning. If this parameter is not included in the request, and the broker can only deprovision an instance of the requested plan asynchronously, the broker should reject the request with a 422 as described below.

\* Query parameters with an asterisk are required.

#### cURL

```
$ curl 'http://username:password@broker-url/v2/service_instances/:instance_id?service_id=
service-id-here&plan_id=plan-id-here' -X DELETE -H "X-Broker-API-Version: 2.10"
```

### Response

Status Code	Description
200 OK	Service instance was deleted. The expected response body is {}.
202 Accepted	Service instance deletion is in progress. This triggers Cloud Controller to poll the <a href="#">Service Instance Last Operation Endpoint</a> for operation status.
410 Gone	Should be returned if the service instance does not exist. The expected response body is {}.
422 Unprocessable Entity	Should be returned if the broker only supports asynchronous deprovisioning for the requested plan and the request did not include ?accepts_incomplete=true. The expected response body is: <pre>{ "error": "AsyncRequired", "description": "This service plan requires client support for asynchronous service operations." }</pre> , as described below.

Responses with any other status code will be interpreted as a failure and the service instance will remain in the Cloud Controller database. Brokers can include a user-facing message in the description field; for details see [Broker Errors](#).

## Body

All response bodies must be a valid JSON Object (§). This is for future compatibility; it will be easier to add fields in the future if JSON is expected rather than to support the cases when a JSON body may or may not be returned.

For success responses, the following fields are supported. Others will be ignored. For error responses, see [Broker Errors](#).

Response field	Type	Description
operation	string	For async responses, service brokers can return operation state as a string. This field will be provided back to the service broker on `last_operation` requests as a URL encoded query param..

\* Fields with an asterisk are required.

```
{
  "operation": "task_10"
}
```

## Broker Errors

### Response

Broker failures beyond the scope of the well-defined HTTP response codes listed above (like 410 on delete) should return an appropriate HTTP response code (chosen to accurately reflect the nature of the failure) and a body containing a valid JSON Object (not an array).

## Body

All response bodies must be a valid JSON Object (§). This is for future compatibility; it will be easier to add fields in the future if JSON is expected rather than to support the cases when a JSON body may or may not be returned.

For error responses, the following fields are valid. Others will be ignored. If an empty JSON object is returned in the body §, a generic message containing the HTTP response code returned by the broker will be displayed to the requestor.

Response Field	Type	Description
description	string	An error message explaining why the request failed. This message will be displayed to the user who initiated the request.

```
{
  "description": "Something went wrong. Please contact support at http://support.example.com."
}
```

## Orphans

The Cloud Controller is the source of truth for service instances and bindings. Service brokers are expected to have successfully provisioned all the instances and bindings Cloud Controller knows about, and none that it doesn't.

Orphans can result if the broker does not return a response before a request from Cloud Controller times out (typically 60 seconds). For example, if a broker does not return a response to a provision request before Cloud Controller times out, the broker might eventually succeed in provisioning an instance after Cloud Controller considers the request a failure. This results in an orphan instance on the service side.

To mitigate orphan instances and bindings, Cloud Controller will attempt to delete resources it cannot be sure were successfully created, and will keep trying to delete them until the broker responds with a success.

More specifically, when a provision or bind request to the broker fails, Cloud Controller will immediately send a corresponding delete or unbind request. If the delete or unbind request fails, Cloud Controller will retry the delete or unbind request ten times with an exponential backoff schedule (over a period of 34 hours).

Status code	Result	Orphan mitigation
-------------	--------	-------------------

Status code	Result	Orphan mitigation
200 with malformed response	Failure	
201	Success	
201 with malformed response	Failure	Yes
All other 2xx	Failure	Yes
408	Failure due to timeout	Yes
All other 4xx	Broker rejects request	
5xx	Broker error	Yes
Timeout	Failure	Yes

If the Cloud Controller encounters an internal error provisioning an instance or binding (for example, saving to the database fails), then the Cloud Controller will send a single delete or unbind request to the broker but will not retry.

This orphan mitigation behavior was introduced in cf-release v196.

## Managing Service Brokers

Page last updated:

This page assumes you are using cf CLI v6.16 or later.

In order to run many of the commands below, you must be authenticated with Cloud Foundry as an admin user or as a space developer.

## Quick Start

Given a service broker that has implemented the [Service Broker API](#), two steps are required to make its services available to end users in all organizations or a limited number of organizations by service plan.

1. [Register a Broker](#)
2. [Make Plans Public](#)

As of cf-release 229, CC API 2.47.0, Cloud Foundry supports both standard brokers and space-scoped private brokers. Standard private brokers can offer service plans privately or publish them to specific organizations or to all users. Space-scoped private brokers publish services only to users within the space they are registered to.

## Register a Broker

Registering a broker causes Cloud Controller to fetch and validate the catalog from your broker, and save the catalog to the Cloud Controller database. The basic auth username and password which are provided when adding a broker are encrypted in Cloud Controller database, and used by the Cloud Controller to authenticate with the broker when making all API calls. Your service broker should validate the username and password sent in every request; otherwise, anyone could curl your broker to delete service instances.

## Standard Private Brokers

```
$ cf create-service-broker mybrokername someuser somethingsecure http://mybroker.example.com/
```

## Space-Spaced Private Brokers

```
$ cf create-service-broker mybrokername someuser somethingsecure http://mybroker.example.com/ --space-scoped
```

## Make Plans Public

New service plans from standard brokers are private by default. To make plans available to end users, see [Make Plans Public](#). Instances of a private plan cannot be provisioned until either the plan is made public or is made available to an organization.

New service plans from space-scoped private brokers are automatically published to all users in the broker's space. It is not possible to manage visibility of a space-scoped private broker at the Cloud Foundry instance or organization level.

## Multiple Brokers, Services, Plans

Many service brokers may be added to a Cloud Foundry instance, each offering many services and plans. The following constraints should be kept in mind:

- It is not possible to have multiple brokers with the same name
- It is not possible to have multiple brokers with the same base URL
- The service ID and plan IDs of each service advertised by the broker must be unique across Cloud Foundry. GUIDs are recommended for these fields.

See [Possible Errors](#) below for error messages and what do to when you see them.

## List Service Brokers

```
$ cf service-brokers  
Getting service brokers as admin...Cloud Controller  
OK  
  
Name      URL  
my-service-name http://mybroker.example.com
```

## Update a Broker

Updating a broker is how to ingest changes a broker author has made into Cloud Foundry. Similar to adding a broker, update causes Cloud Controller to fetch the catalog from a broker, validate it, and update the Cloud Controller database with any changes found in the catalog.

Update also provides a means to change the basic auth credentials cloud controller uses to authenticate with a broker, as well as the base URL of the broker's API endpoints.

```
$ cf update-service-broker mybrokername someuser somethingsecure http://mybroker.example.com/
```

## Rename a Broker

A service broker can be renamed with the `rename-service-broker` command. This name is used only by the Cloud Foundry operator to identify brokers, and has no relation to configuration of the broker itself.

```
$ cf rename-service-broker mybrokername mynewbrokername
```

## Remove a Broker

Removing a service broker will remove all services and plans in the broker's catalog from the Cloud Foundry Marketplace.

```
$ cf delete-service-broker mybrokername
```

 **Note:** Attempting to remove a service broker will fail if there are service instances for any service plan in its catalog. When planning to shut down or delete a broker, make sure to remove all service instances first. Failure to do so will leave [orphaned service instances](#) in the Cloud Foundry database. If a service broker has been shut down without first deleting service instances, you can remove the instances with the CLI; see [Purge a Service](#).

## Purge a Service

If a service broker has been shut down or removed without first deleting service instances from Cloud Foundry, you will be unable to remove the service broker or its services and plans from the Marketplace. In development environments, broker authors often destroy their broker deployments and need a way to clean up the Cloud Controller database.

The following command will delete a service offering, all of its plans, as well as all associated service instances and bindings from the Cloud Controller database, without making any API calls to a service broker. For services from v1 brokers, you must provide a provider with `-p PROVIDER`. Once all services for a broker have been purged, the broker can be removed normally.

```
$ cf purge-service-offering v1-test -p pivotal-software
Warning: This operation assumes that the service broker responsible for this
service offering is no longer available, and all service instances have been
deleted, leaving orphan records in Cloud Foundry's database. All knowledge of
the service will be removed from Cloud Foundry, including service instances and
service bindings. No attempt will be made to contact the service broker; running
this command without destroying the service broker will cause orphan service
instances. After running this command you may want to run either
delete-service-auth-token or delete-service-broker to complete the cleanup.
```

```
Really purge service offering v1-test from Cloud Foundry? y
OK
```

## Purge a Service Instance

The following command will delete a single service instance, its service bindings and its service keys from the Cloud Controller database, without making any API calls to a service broker. This can be helpful in instances a Service Broker is not conforming to the Service Broker API and not returning a 200 or 410 to requests to delete the service instance.

```
$ cf purge-service-instance mysql-dev
WARNING: This operation assumes that the service broker responsible for this
service instance is no longer available or is not responding with a 200 or 410,
and the service instance has been deleted, leaving orphan records in Cloud
Foundry's database. All knowledge of the service instance will be removed from
Cloud Foundry, including service bindings and service keys.

Really purge service instance mysql-dev from Cloud Foundry?> y
Purging service mysql-dev...
OK
```

`purge-service-instance` requires cf-release v218 and cf CLI 6.14.0.

## Possible Errors

If incorrect basic auth credentials are provided:

```
Server error, status code: 500, error code: 10001, message: Authentication
failed for the service broker API.
Double-check that the username and password are correct:
http://github-broker.a1-app.example.com/v2/catalog
```

If you receive the following errors, check your broker logs. You may have an internal error.

```
Server error, status code: 500, error code: 10001, message:
The service broker response was not understood

Server error, status code: 500, error code: 10001, message:
The service broker API returned an error from
http://github-broker.a1-app.example.com/v2/catalog: 404 Not Found

Server error, status code: 500, error code: 10001, message:
The service broker API returned an error from
http://github-broker.primo.example.com/v2/catalog: 500 Internal Server Error
```

If your broker's catalog of services and plans violates validation of presence, uniqueness, and type, you will receive meaningful errors.

```
Server error, status code: 502, error code: 270012, message: Service broker catalog is invalid:
Service service-name-1
  service id must be unique
  service description is required
  service "bindable" field must be a boolean, but has value "true"
Plan plan-name-1
  plan metadata must be a hash, but has value [ {"bullets":>["bullet1", "bullet2"]} ]
```

## Access Control

Page last updated:

All new service plans from standard private brokers are private by default. This means that when adding a new broker, or when adding a new plan to an existing broker's catalog, service plans won't immediately be available to end users. This lets an admin control which service plans are available to end users, and manage limited service availability.

Space-scoped private brokers are registered to a specific space, and all users within that space can automatically access the broker's service plans. With space-scoped brokers, service visibility is not managed separately.

## Using the CLI

If your CLI and/or deployment of cf-release do not meet the following prerequisites, you can manage access control with [cf curl](#).

### Prerequisites

- CLI v6.4.0
- Cloud Controller API v2.9.0 (cf-release v179)
- Admin user access; the following commands can be run only by an admin user

To determine your API version, curl `/v2/info` and look for `api_version`.

```
$ cf curl /v2/info
{
  "name": "vcap",
  "build": "2222",
  "support": "http://support.cloudfoundry.com",
  "version": 2,
  "description": "Cloud Foundry sponsored by Pivotal",
  "authorization_endpoint": "https://login.system-domain.example.com",
  "token_endpoint": "https://uaa.system-domain.example.com",
  "api_version": "2.13.0",
  "logging_endpoint": "wss://loggregator.system-domain.example.com:443"
}
```

## Display Access to Service Plans

The `service-access` CLI command enables an admin to see the current access control setting for every service plan in the marketplace, across all service brokers.

```
$ cf service-access
getting service access as admin...
broker: p-riakes
  service plan    access  orgs
  p-riakes   developer  limited

broker: p-mysql
  service plan    access  orgs
  p-mysql  100mb-dev  all
```

The `access` column has values `all`, `limited`, or `none`. `all` means a service plan is available to all users of the Cloud Foundry instance; this is what we mean when we say the plan is "public". `none` means the plan is not available to anyone; this is what we mean when we say the plan is "private". `limited` means that the service plan is available to users of one or more select organizations. When a plan is `limited`, organizations that have been granted access are listed.

Flags provide filtering by broker, service, and organization.

```
$ cf help service-access
NAME:
  service-access - List service access settings

USAGE:
  cf service-access [-b BROKER] [-e SERVICE] [-o ORG]

OPTIONS:
  -b  access for plans of a particular broker
  -e  access for plans of a particular service offering
  -o  plans accessible by a particular organization
```

## Enable Access to Service Plans

Service access is managed at the granularity of service plans, though CLI commands allow an admin to modify all plans of a service at once.

Enabling access to a service plan for organizations allows users of those organizations to see the plan listed in the marketplace (`cf marketplace`), and if users have the Space Developer role in a targeted space, to provision instances of the plan.

```
$ cf enable-service-access p-riakcs
Enabling access to all plans of service p-riakcs for all orgs as admin...
OK

$ cf service-access
getting service access as admin...
broker: p-riakcs
  service plan    access orgs
  p-riakcs developer all
```

An admin can use `enable-service-access` to:

- Enable access to all plans of a service for users of all orgs (access `all`)
- Enable access to one plan of a service for users of all orgs (access `all`)
- Enable access to all plans of a service for users of a specified organization (access: `limited`)
- Enable access to one plan of a service for users of a specified organization (access: `limited`)

```
$ cf help enable-service-access
NAME:
  enable-service-access - Enable access to a service or service plan for one or all orgs

USAGE:
  cf enable-service-access SERVICE [-p PLAN] [-o ORG]

OPTIONS:
  -p  Enable access to a particular service plan
  -o  Enable access to a particular organization
```

## Disable Access to Service Plans

```
$ cf disable-service-access p-riakcs
Disabling access to all plans of service p-riakcs for all orgs as admin...
OK

$ cf service-access
getting service access as admin...
broker: p-riakcs
  service plan    access orgs
  p-riakcs developer none
```

An admin can use the `disable-service-access` command to:

- Disable access to all plans of a service for users of all orgs (access `all`)
- Disable access to one plan of a service for users of all orgs (access `all`)
- Disable access to all plans of a service for users of select orgs (access: `limited`)

- Disable access to one plan of a service for users of select orgs (access: `limited`)

```
$ cf help disable-service-access
NAME:
  disable-service-access - Disable access to a service or service plan for one or all orgs

USAGE:
  cf disable-service-access SERVICE [-p PLAN] [-o ORG]

OPTIONS:
  -p   Disable access to a particular service plan
  -o   Disable access to a particular organization
```

## Limitations

- You cannot disable access to a service plan for an organization if the plan is currently available to all organizations. You must first disable access for all organizations; then you can enable access for a particular organization.

## Using cf curl

The following commands must be run as a system admin user.

### Enable Access to Service Plans

Access can be enabled for users of all organizations, or for users of particular organizations. Service plans which are available to all users are said to be “public”. Plans that are available to no organizations, or to particular organizations, are said to be “private”.

#### Enable access to a plan for all organizations

Once made public, the service plan can be seen by all users in the list of available services. See [Managing Services](#) for more information.

To make a service plan public, you need the service plan GUID. To find the service plan GUID, run:

```
cf curl /v2/service_plans -X
'GET'
```

This command returns a filtered JSON response listing every service plan. Data about each plan shows in two sections `metadata` and `entity`. The `metadata` section shows the service plan GUID, while the `entity` section lists the name of the plan. Note: Because `metadata` is listed before `entity` for each service plan, the GUID of a plan is shown six lines above the name.

Example:

```
$ cf curl /v2/service_plans
...
{
  "metadata": {
    "guid": "1afd5050-664e-4be2-9389-6bf0c967c0c6",
    "url": "/v2/service_plans/1afd5050-664e-4be2-9389-6bf0c967c0c6",
    "created_at": "2014-02-12T06:24:04+00:00",
    "updated_at": "2014-02-12T18:46:52+00:00"
  },
  "entity": {
    "name": "plan-name-1",
    "free": true,
    "description": "plan-desc-1",
    "service_guid": "d9011411-1463-477c-b223-82e04996b91f",
    "extra": "{\"bullets\": [\"bullet1\", \"bullet2\"]}",
    "unique_id": "plan-id-1",
    "public": false,
    "service_url": "/v2/services/d9011411-1463-477c-b223-82e04996b91f",
    "service_instances_url": "/v2/service_plans/1afd5050-664e-4be2-9389-6bf0c967c0c6/service_instances"
  }
}
```

In this example, the GUID of plan-name-1 is 1afd5050-664e-4be2-9389-6bf0c967c0c6.

To make a service plan public, run:

```
cf curl /v2/service_plans/SERVICE_PLAN_GUID -X 'PUT' -d '{"public":true}'
```

As verification, the “entity” section of the JSON response shows the `"public":true` key-value pair.

```
$ cf curl /v2/service_plans/1113aa0-124e-4af2-1526-6bfacf61b111 -X 'PUT' -d '{"public":true}'  
  
{  
  "metadata": {  
    "guid": "1113aa0-124e-4af2-1526-6bfacf61b111",  
    "url": "/v2/service_plans/1113aa0-124e-4af2-1526-6bfacf61b111",  
    "created_at": "2014-02-12T06:24:04+00:00",  
    "updated_at": "2014-02-12T20:55:10+00:00"  
  },  
  "entity": {  
    "name": "plan-name-1",  
    "free": true,  
    "description": "plan-desc-1",  
    "service_guid": "d9011411-1463-477c-b223-82e04996b91f",  
    "extra": "{\"bullets\": [\"bullet1\", \"bullet2\"]}",  
    "unique_id": "plan-id-1",  
    "public": true,  
    "service_url": "/v2/services/d9011411-1463-477c-b223-82e04996b91f",  
    "service_instances_url": "/v2/service_plans/1113aa0-124e-4af2-1526-6bfacf61b111/service_instances"  
  }  
}
```

## Enable access to a private plan for a particular organization

Users have access to private plans that have been enabled for an organization only when targeting a space of that organization. See [Managing Services](#) for more information.

To make a service plan available to users of a specific organization, you need the GUID of both the organization and the service plan. To get the GUID of the service plan, run the same command described above for [enabling access to a plan for all organizations](#)

```
cf curl -X 'GET'  
/v2/service_plans
```

To find the organization GUIDs, run:

```
cf curl /v2/organizations?q=name:YOUR-ORG-NAME
```

The `metadata` section shows the organization GUID, while the `entity` section lists the name of the organization. Note: Because `metadata` is listed before `entity` for each organization, the GUID of an organization is shown six lines above the name.

Example:

```
$ cf curl /v2/organizations?q=name:my-org  
  
{  
  "metadata": {  
    "guid": "c54bf317-d791-4d12-89f0-b56d0936cfde",  
    "url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde",  
    "created_at": "2013-05-06T16:34:56+00:00",  
    "updated_at": "2013-09-25T18:44:35+00:00"  
  },  
  "entity": {  
    "name": "my-org",  
    "billing_enabled": true,  
    "quota_definition_guid": "52c5413c-869f-455a-8873-7972ecb85ca8",  
    "status": "active",  
    "quota_definition_url": "/v2/quota_definitions/52c5413c-869f-455a-8873-7972ecb85ca8",  
    "spaces_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde/spaces",  
    "domains_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde/domains",  
    "private_domains_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde/private_domains",  
    "users_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde/users",  
    "managers_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde/managers",  
    "billing_managers_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde/billing_managers",  
    "auditors_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde/auditors",  
    "app_events_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfde/app_events"  
  }  
}
```

In this example, the GUID of my-org is c54bf317-d791-4d12-89f0-b56d0936cfdc.

To make a private plan available to a specific organization, run:

```
cf curl /v2/service_plan_visibilities -X POST -d
'{"service_plan_guid":"SERVICE_PLAN_GUID","organization_guid":"ORG_GUID"}'
```

Example:

```
$ cf curl /v2/service_plan_visibilities -X 'POST' -d '{"service_plan_guid":"1113aa0-124e-4af2-1526-6bfaacf61b111","organization_guid":"aaaa1234-da91-4f12-8ffa-b51d0336aaaa"}'

{
  "metadata": {
    "guid": "99993789-a368-483e-ae7c-ebe79e199999",
    "url": "/v2/service_plan_visibilities/99993789-a368-483e-ae7c-ebe79e199999",
    "created_at": "2014-02-12T21:03:42+00:00",
    "updated_at": null
  },
  "entity": {
    "service_plan_guid": "1113aa0-124e-4af2-1526-6bfaacf61b111",
    "organization_guid": "aaaa1234-da91-4f12-8ffa-b51d0336aaaa",
    "service_plan_url": "/v2/service_plans/1113aa0-124e-4af2-1526-6bfaacf61b111",
    "organization_url": "/v2/organizations/c54bf317-d791-4d12-89f0-b56d0936cfdc"
  }
}
```

Members of my-org can now see the plan-name-1 service plan in the list of available services when a space of my-org is targeted.

Note: The `guid` field in the `metadata` section of this JSON response is the id of the “service plan visibility”, and can be used to revoke access to the plan for the organization as described below.

## Disable Access to Service Plans

### Disable access to a plan for all organizations

To make a service plan private, follow the instructions above for [Enable Access](#), but replace `"public":true` with `"public":false`.

Note: organizations that have explicitly been granted access will retain access once a plan is private. To be sure access is removed for all organizations, access must be explicitly revoked for organizations to which access has been explicitly granted. For details see below.

Example making plan-name-1 private:

```
$ cf curl /v2/service_plans/1113aa0-124e-4af2-1526-6bfaacf61b111 -X 'PUT' -d '{"public":false}'

{
  "metadata": {
    "guid": "1113aa0-124e-4af2-1526-6bfaacf61b111",
    "url": "/v2/service_plans/1113aa0-124e-4af2-1526-6bfaacf61b111",
    "created_at": "2014-02-12T06:24:04+00:00",
    "updated_at": "2014-02-12T20:55:10+00:00"
  },
  "entity": {
    "name": "plan-name-1",
    "free": true,
    "description": "plan-desc-1",
    "service_guid": "d9011411-1463-477c-b223-82e04996b91f",
    "extra": "{\"bullets\": [\"bullet1\", \"bullet2\"]}",
    "unique_id": "plan-id-1",
    "public": false,
    "service_url": "/v2/services/d9011411-1463-477c-b223-82e04996b91f",
    "service_instances_url": "/v2/service_plans/1113aa0-124e-4af2-1526-6bfaacf61b111/service_instances"
  }
}
```

### Disable access to a private plan for a particular organization

To revoke access to a service plan for a particular organization, run:

```
cf curl /v2/service_plan_visibilities/SERVICE_PLAN_VISIBILITIES_GUID -X  
'DELETE'
```

Example:

```
$ cf curl /v2/service_plan_visibilities/99993789-a368-483e-ae7c-ebe79e199999 -X DELETE
```

## Catalog Metadata

**Page last updated:**

The Services Marketplace is defined as the aggregate catalog of services and plans exposed to end users of a Cloud Foundry instance. Marketplace services may come from one or many service brokers. The Marketplace is exposed to end users by cloud controller clients (web, CLI, IDEs, etc), and the Cloud Foundry community is welcome to develop their own clients. All clients are not expected to have the same requirements for information to expose about services and plans. This document discusses user-facing metadata for services and plans, and how the broker API enables broker authors to provide metadata required by different cloud controller clients.

As described in the [Service Broker API](#), the only required user-facing fields are `label` and `description` for services, and `name` and `description` for service plans. Rather than attempt to anticipate all potential fields that clients will want, or add endless fields to the API spec over time, the broker API provides a mechanism for brokers to advertise any fields a client requires. This mechanism is the `metadata` field.

The contents of the `metadata` field are not validated by cloud controller but may be by cloud controller clients. Not all clients will make use of the value of `metadata`, and not all brokers have to provide it. If a broker does advertise the `metadata` field, client developers can choose to display some or all fields available.

 **Note:** In the [v1 broker API](#), the `metadata` field was called `extra`.

## Community-Driven Standards

This page provides a place to publish the metadata fields required by popular cloud controller clients. Client authors can add their metadata requirements to this document, so that broker authors can see what metadata they should advertise in their catalogs.

**Before adding new fields, consider whether an existing one will suffice.**

 **Note:** “CLI strings” are all lowercase, no spaces. Keep it short; imagine someone having to type it as an argument for a longer CLI command.

## Services Metadata Fields

Broker API Field	Type	Description	CC API Field	Pivotal CLI	Pivotal Apps Manager
<code>name</code>	CLI string	A short name for the service to be displayed in a catalog.	<code>label</code>	X	X
<code>description</code>	string	A short 1-line description for the service, usually a single sentence or phrase.	<code>description</code>	X	X
<code>metadata.displayName</code>	string	The name of the service to be displayed in graphical clients	<code>extra.displayName</code>		X
<code>metadata.imageUrl</code>	string	The URL to an image.	<code>extra.imageUrl</code>		X
<code>metadata.longDescription</code>	string	Long description	<code>extra.longDescription</code>		X
<code>metadata.providerDisplayName</code>	string	The name of the upstream entity providing the actual service	<code>extra.providerDisplayName</code>		X
<code>metadata.documentationUrl</code>	string	Link to documentation page for service	<code>extra.documentationUrl</code>		X
<code>metadata.supportUrl</code>	string	Link to support for the service	<code>extra.supportUrl</code>		X

## Plan Metadata Fields

Broker API Field	Type	Description	CC API Field	Pivotal CLI	Pivotal Apps Manager
<code>name</code>	CLI	A short name for the service plan to be displayed in a catalog.	<code>name</code>	X	

Broker API Field	Type	Description	OS API Field	Pivotal CLI	Pivotal Apps Manager
metadata.bullets	array-of-strings	Features of this plan, to be displayed in a bulleted-list	extra.bullets		X
metadata.costs	cost object	An array-of-objects that describes the costs of a service, in what currency, and the unit of measure. If there are multiple costs, all of them could be billed to the user (such as a monthly + usage costs at once). Each object must provide the following keys:  amount: { usd: float }, unit: string This indicates the cost in USD of the service plan, and how frequently the cost is occurred, such as "MONTHLY" or "per 1000 messages".	extra.costs		X
metadata.displayName	string	Name of the plan to be display in graphical clients.	extra.displayName		X

## Example Broker Response Body

The example below contains a catalog of one service, having one service plan. Of course, a broker can offering a catalog of many services, each having many plans.

```
{
  "services": [
    {
      "id": "766fa866-a950-4b12-adff-c11fa4cf8fdc",
      "name": "cloudamqp",
      "description": "Managed HA RabbitMQ servers in the cloud",
      "requires": [
        ],
      "tags": [
        "amqp",
        "rabbitmq",
        "messaging"
      ],
      "metadata": {
        "displayName": "CloudAMQP",
        "imageUrl": "https://d3na3ni6eqf5j.cloudfront.net/app_resources/18492/thumbs_112/img9069612145282015279.png",
        "longDescription": "Managed, highly available, RabbitMQ clusters in the cloud",
        "providerDisplayName": "84codes AB",
        "documentationUrl": "http://docs.cloudfoundry.com/docs/dotcom/marketplace/services/cloudamqp.html",
        "supportUrl": "http://www.cloudamqp.com/support.html"
      },
      "dashboard_client": {
        "id": "p-mysql-client",
        "secret": "p-mysql-secret",
        "redirect_uri": "http://p-mysql.example.com/auth/create"
      },
      "plans": [
        {
          "id": "024f3452-67f8-40bc-a724-a20c4ea24b1c",
          "name": "bunny",
          "description": "A mid-sized plan",
          "metadata": {
            "bullets": [
              "20 GB of messages",
              "20 connections"
            ],
            "costs": [
              {
                "amount": {
                  "usd": "99.0"
                },
                "unit": "MONTHLY"
              },
              {
                "amount": {
                  "usd": "0.99"
                },
                "unit": "1GB of messages over 20GB"
              }
            ],
            "displayName": "Big Bunny"
          }
        }
      ]
    }
  ]
}
```

## Example Cloud Controller Response Body

```
{
  "metadata": {
    "guid": "bc8748f1-fe05-444d-ab7e-9798e1f9aef6",
    "url": "/v2/services/bc8748f1-fe05-444d-ab7e-9798e1f9aef6",
    "created_at": "2014-01-08T18:52:16+00:00",
    "updated_at": "2014-01-09T03:19:16+00:00"
  },
  "entity": {
    "label": "cloudamqp",
    "provider": "cloudamqp",
    "url": "http://adgw.a1.cf-app.example.com",
    "description": "Managed HA RabbitMQ servers in the cloud",
    "long_description": null,
    "version": "n/a",
    "info_url": null,
    "active": true,
    "bindable": true,
    "unique_id": "18723",
    "extra": {
      "displayName": "CloudAMQP",
      "imageUrl": "https://d33na3ni6eqf5j.cloudfront.net/app_resources/18723/thumbs_112/img9069612145282015279.png",
      "longDescription": "Managed, highly available, RabbitMQ clusters in the cloud",
      "providerDisplayName": "84codesAB",
      "documentationUrl": null,
      "supportUrl": null
    },
    "tags": [
      "amqp",
      "rabbitmq"
    ],
    "requires": [
    ],
    "documentation_url": null,
    "service_plans": [
      {
        "metadata": {
          "guid": "6c4903ab-14ce-41de-adb2-632cf06117a5",
          "url": "/v2/services/6c4903ab-14ce-41de-adb2-632cf06117a5",
          "created_at": "2013-11-01T00:21:25+00:00",
          "updated_at": "2014-01-09T03:19:16+00:00"
        },
        "entity": {
          "name": "bunny",
          "free": true,
          "description": "Big Bunny",
          "service_guid": "bc8748f1-fe05-444d-ab7e-9798e1f9aef6",
          "extra": {
            "bullets": [
              "20 GB of messages",
              "20 connections"
            ],
            "costs": [
              {
                "amount": {
                  "usd": "99.0"
                },
                "unit": "MONTHLY"
              },
              {
                "amount": {
                  "usd": "0.99"
                },
                "unit": "1GB of messages over 20GB"
              }
            ],
            "displayName": "Big Bunny"
          },
          "unique_id": "addonOffering_1889",
          "public": true
        }
      }
    ]
  }
}
```

## Dashboard Single Sign-On

Page last updated:

### Introduction

Single sign-on (SSO) enables Cloud Foundry users to authenticate with third-party service dashboards using their Cloud Foundry credentials. Service dashboards are web interfaces which enable users to interact with some or all of the features the service offers. SSO provides a streamlined experience for users, limiting repeated logins and multiple accounts across their managed services. The user's credentials are never directly transmitted to the service since the OAuth2 protocol handles authentication.

Dashboard SSO was introduced in [cf-release v169](#) so this or a newer version is required to support the feature.

### Enabling the feature in Cloud Foundry

To enable the SSO feature, the Cloud Controller requires a UAA client with sufficient permissions to create and delete clients for the service brokers that request them. This client can be configured by including the following snippet in the cf-release manifest:

```
properties:  
  uaa:  
    clients:  
      cc-service-dashboards:  
        secret: cc-broker-secret  
        scope: openid,cloud_controller_service_permissions.read  
        authorities: clients.read,clients.write,clients.admin  
        authorized-grant-types: authorization_code,client_credentials
```

When this client is not present in the cf-release manifest, Cloud Controller cannot manage UAA clients and an operator will receive a warning when creating or updating service brokers that advertise the `dashboard_client` properties discussed below.

### Service Broker Responsibilities

#### Registering the Dashboard Client

1. A service broker must include the `dashboard_client` field in the JSON response from its [catalog endpoint](#) for each service implementing this feature. A valid response would appear as follows:

```
{  
  "services": [  
    {  
      "id": "44b26033-1f54-4087-b7bc-da9652c2a539",  
      ...  
      "dashboard_client": {  
        "id": "p-mysql-client",  
        "secret": "p-mysql-secret",  
        "redirect_uri": "http://p-mysql.example.com"  
      }  
    }  
  ]  
}
```

The `dashboard_client` field is a hash containing three fields:

- `id` is the unique identifier for the OAuth2 client that will be created for your service dashboard on the token server (UA), and will be used by your dashboard to authenticate with the token server (UA).
- `secret` is the shared secret your dashboard will use to authenticate with the token server (UA).
- `redirect_uri` is used by the token server as an additional security precaution. UAA will not provide a token if the callback URL declared by the service dashboard doesn't match the domain name in `redirect_uri`. The token server matches on the domain name, so any paths will also match; e.g. a service dashboard requesting a token and declaring a callback URL of `http://p-mysql.example.com/manage/auth` would be approved if `redirect_uri` for its client is `http://p-mysql.example.com/`.

- When a service broker which advertises the `dashboard_client` property for any of its services is [added or updated](#), Cloud Controller will create or update UAA clients as necessary. This client will be used by the service dashboard to authenticate users.

## Dashboard URL

A service broker should return a URL for the `dashboard_url` field in response to a [provision request](#). Cloud Controller clients should expose this URL to users. `dashboard_url` can be found in the response from Cloud Controller to create a service instance, enumerate service instances, space summary, and other endpoints.

Users can then navigate to the service dashboard at the URL provided by `dashboard_url`, initiating the OAuth2 login flow.

## Service Dashboard Responsibilities

### OAuth2 Flow

When a user navigates to the URL from `dashboard_url`, the service dashboard should initiate the OAuth2 login flow. A summary of the flow can be found in [section 1.2 of the OAuth2 RFC](#). OAuth2 expects the presence of an [Authorization Endpoint](#) and a [Token Endpoint](#). In Cloud Foundry, these endpoints are provided by the UAA. Clients can discover the location of UAA from Cloud Controller's info endpoint; in the response the location can be found in the `token_endpoint` field.

```
$ curl api.example.com/info
{"name":"vcap","build":"2222","support":"http://support.example.com","version":2,"description":"Cloud Foundry sponsored by Pivotal","authorization_endpoint":"https://login.example.com","token_endpoint":"https://uaa.example.com","allow_debug":true}
```

 To enable service dashboards to support SSO for service instances created from different Cloud Foundry instances, the `/v2/info` url is sent to service brokers in the `X-Api-Info-Location` header of every API call. A service dashboard should be able to discover this URL from the broker, and enabling the dashboard to contact the appropriate UAA for a particular service instance.

A service dashboard should implement the OAuth2 Authorization Code Grant type ([UAA docs](#), [RFC docs](#)).

- When a user visits the service dashboard at the value of `dashboard_url`, the dashboard should redirect the user's browser to the Authorization Endpoint and include its `client_id`, a `redirect_uri` (callback URL with domain matching the value of `dashboard_client.redirect_uri`), and list of requested scopes. Scopes are permissions included in the token a dashboard client will receive from UAA, and which Cloud Controller uses to enforce access. A client should request the minimum scopes it requires. The minimum scopes required for this workflow are `cloud_controller_service_permissions.read` and `openid`. For an explanation of the scopes available to dashboard clients, see [On Scopes](#).
- UAA authenticates the user by redirecting the user to the Login Server, where the user then approves or denies the scopes requested by the service dashboard. The user is presented with human readable descriptions for permissions representing each scope. After authentication, the user's browser is redirected back to the Authorization endpoint on UAA with an authentication cookie for the UAA.
- Assuming the user grants access, UAA redirects the user's browser back to the value of `redirect_uri` the dashboard provided in its request to the Authorization Endpoint. The `Location` header in the response includes an authorization code.

```
HTTP/1.1 302 Found
Location: https://p-mysql.example.com/manage/auth?code=F45jH
```

- The dashboard UI should then request an access token from the Token Endpoint by including the authorization code received in the previous step. When making the request the dashboard must authenticate with UAA by passing the client `id` and `secret` in a basic auth header. UAA will verify that the client id matches the client it issued the code to. The dashboard should also include the `redirect_uri` used to obtain the authorization code for verification.
- UAA authenticates the dashboard client, validates the authorization code, and ensures that the redirect URI received matches the URI used to redirect the client when the authorization code was issued. If valid, UAA responds back with an access token and a refresh token.

## Checking User Permissions

UAA is responsible for authenticating a user and providing the service with an access token with the requested permissions. However, after the user has been logged in, it is the responsibility of the service dashboard to verify that the user making the request to manage an instance currently has access to that service instance.

The service can accomplish this with a GET to the `/v2/service_instances/:guid/permissions` endpoint on the Cloud Controller. The request must include a token for an authenticated user and the service instance guid. The token is the same one obtained from the UAA in response to a request to the Token Endpoint, described above. .

Example Request:

```
curl -H 'Content-Type: application/json' \
-H 'Authorization: bearer eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiJ9.eyJc2VyX2lkIjoid' \
http://api.cloudfoundry.com/v2/service_instances/44b26033-1f54-4087-b7bc-da9652c2a539/permissions
```

Response:

```
{
  "manage": true
}
```

The response will indicate to the service whether this user is allowed to manage the given instance. A `true` value for the `manage` key indicates sufficient permissions; `false` would indicate insufficient permissions. Since administrators may change the permissions of users, the service should check this endpoint whenever a user uses the SSO flow to access the service's UI.

## On Scopes

Scopes let you specify exactly what type of access you need. Scopes limit access for OAuth tokens. They do not grant any additional permission beyond that which the user already has.

### Minimum Scopes

The following two scopes are necessary to implement the integration. Most dashboard shouldn't need more permissions than these scopes enabled.

Scope	Permissions
<code>openid</code>	Allows access to basic data about the user, such as email addresses
<code>cloud_controller_service_permissions.read</code>	Allows access to the CC endpoint that specifies whether the user can manage a given service instance

### Additional Scopes

Dashboards with extended capabilities may need to request these additional scopes:

Scope	Permissions
<code>cloud_controller.read</code>	Allows read access to all resources the user is authorized to read
<code>cloud_controller.write</code>	Allows write access to all resources the user is authorized to update / create / delete

## Reference Implementation

The [MySQL Service Broker](#) is an example of a broker that also implements a SSO dashboard. The login flow is implemented using the [OmniAuth library](#) and a custom [UAU OmniAuth Strategy](#). See this [OmniAuth wiki page](#) for instructions on how to create your own strategy.

The UAU OmniAuth strategy is used to first get an authorization code, as documented in [this section](#) of the UAU documentation. The user is redirected back to the service (as specified by the `callback_path` option or the default `auth/cloudfoundry/callback` path) with the authorization code. Before the application / action is dispatched, the OmniAuth strategy uses the authorization code to [get a token](#) and uses the token to request

information from UAA to fill the `omniauth.auth` environment variable. When OmniAuth returns control to the application, the `omniauth.auth` environment variable hash will be filled with the token and user information obtained from UAA as seen in the [Auth Controller](#).

## Restrictions

- UAA clients are scoped to services. There must be a `dashboard_client` entry for each service that uses SSO integration.
- Each `dashboard_client_id` must be unique across the CloudFoundry deployment.

## Resources

- [OAuth2](#)
- [Example broker with SSO implementation](#)
- [Cloud Controller API Docs](#)
- [User Account and Authentication \(UAA\) Service APIs](#)

## Example Service Brokers

Page last updated:

The following example service broker applications have been developed - these are a great starting point if you are developing your own service broker.

### Ruby

- [GitHub repo service](#) - this is designed to be an easy-to-read example of a service broker, with complete documentation, and comes with a demo app that uses the service. The broker can be deployed as an application to any Cloud Foundry instance or hosted elsewhere. The service broker uses GitHub as the service back end.
- [MySQL database service](#) - this broker and its accompanying MySQL server are designed to be deployed together as a [BOSH](#) release. BOSH is used to deploy or upgrade the release, monitors the health of running components, and restarts or recreates unhealthy VMs. The broker code alone can be found [here](#).

### Java

- [Spring Cloud - Cloud Foundry Service Broker](#) - This implements the REST contract for service brokers and the artifacts are published to the spring maven repo. This greatly simplifies development: include a single dependency in Gradle, implement interfaces, and configure. A sample implementation has been provided for [MongoDB](#).
- [MySQL Java Broker](#) - a Java port of the Ruby-based [MySQL broker](#) above.

### Go

- [Asynchronous Service Broker for AWS EC2](#) - This broker implements support for the experimental [Asynchronous Service Operations](#), and calls AWS APIs to provision EC2 VMs.

## Binding Credentials

**Page last updated:**

A bindable service returns credentials that an application can consume in response to the `cf bind` API call. Cloud Foundry writes these credentials to the `VCAP_SERVICES` environment variable. In some cases, buildpacks write a subset of these credentials to other environment variables that frameworks might need.

Choose from the following list of credential fields if possible, though you can provide additional fields as needed. Refer to the [Using Bound Services](#) section of the *Managing Service Instances with the CLI* topic for information on how these credentials are consumed.

 **Note:** If you provide a service that supports a connection string, provide the `uri` key for buildpacks and application libraries to use.

CREDENTIALS	DESCRIPTION
uri	Connection string of the form <code>DB-TYPE://USERNAME:PASSWORD@HOSTNAME:PORT/NAME</code> , where <code>DB-TYPE</code> is a type of database such as mysql, postgres, mongodb, or amqp.
hostname	FQDN of the server host
port	Port of the server host
name	Name of the service instance
vhost	Name of the messaging server virtual host - a replacement for a <code>name</code> specific to AMQP providers
username	Server user
password	Server password

The following is an example output of `ENV['VCAP_SERVICES']`.

 **Note:** Depending on the types of databases you are using, each database might return different credentials.

```
VCAP_SERVICES=
{
  cleardb: [
    {
      name: "cleardb-1",
      label: "cleardb",
      plan: "spark",
      credentials: {
        name: "ad_c6f4446532610ab",
        hostname: "us-cdbr-east-03.cleardb.com",
        port: "3306",
        username: "b5d435f40dd2b2",
        password: "ebfc00ac",
        uri: "mysql://b5d435f40dd2b2:ebfc00ac@us-cdbr-east-03.cleardb.com:3306/ad_c6f4446532610ab",
        jdbcUrl: "jdbc:mysql://b5d435f40dd2b2:ebfc00ac@us-cdbr-east-03.cleardb.com:3306/ad_c6f4446532610ab"
      }
    }
  ],
  cloudamqp: [
    {
      name: "cloudamqp-6",
      label: "cloudamqp",
      plan: "lemur",
      credentials: {
        uri: "amqp://ksvyjmiv:IwN6dCdZmeQD400ZPKpu1Y0aLx1he8wo@lemur.cloudamqp.com/ksvyjmiv"
      }
    }
  ],
  rediscloud: [
    {
      name: "rediscloud-1",
      label: "rediscloud",
      plan: "20mb",
      credentials: {
        uri: "amqp://vhuklnxa:9lNFxpTuJsAdTts98vQIdKHW3MojyMyV@lemur.cloudamqp.com/vhuklnxa"
      }
    }
  ]
}
```

```
    port: "6379",
    host: "pub-redis-6379.us-east-1-2.3.ec2.redislabs.com",
    password: "1M5zd3QfWi9nUyya"
  },
  ],
}

}
```

## Application Log Streaming

Page last updated:

By binding an application to an instance of an applicable service, Cloud Foundry will stream logs for the bound application to the service instance.

- Logs for all apps bound to a log-consuming service instance will be streamed to that instance
- Logs for an app bound to multiple log-consuming service instances will be streamed to all instances

To enable this functionality, a service broker must implement the following:

1. In the `catalog` endpoint, the broker must include `requires: syslog_drain`. This minor security measure validates that a service returning a `syslog_drain_url` in response to the `bind` operation has also declared that it expects log streaming. If the broker does not include `requires: syslog_drain`, and the bind request returns a value for `syslog_drain_url`, Cloud Foundry will return an error for the bind operation.
2. In response to a `bind` request, the broker should return a value for `syslog_drain_url`. The syslog URL has a scheme of syslog, syslog-tls, or https and can include a port number. For example:  
`"syslog_drain_url": "syslog://logs.example.com:1234"`

## How does it work?

1. Service broker returns a value for `syslog_drain_url` in response to bind
2. Loggregator periodically polls CC `/v2/syslog_drain_urls` for updates
3. Upon discovering a new `syslog_drain_url`, Loggregator identifies the associated app
4. Loggregator streams app logs for that app to the locations specified by the service instances' `syslog_drain_url`s

Users can manually configure app logs to be streamed to a location of their choice using User-provided Service Instances. For details, see [Using Third-Party Log Management Services](#).

## Route Services

Page last updated:

This documentation is intended for service authors who are interested in offering a service to a Cloud Foundry services marketplace. Developers interested in consuming these services can read the [Manage Application Requests with Route Services](#) topic.

## Introduction

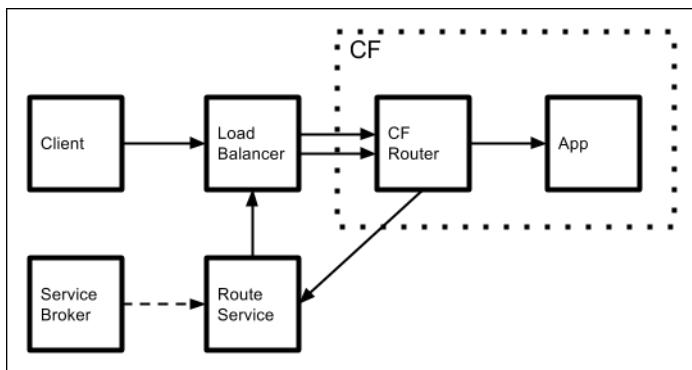
Cloud Foundry application developers may wish to apply transformation or processing to requests before they reach an application. Common examples of use cases are authentication, rate limiting, and caching services. Route Services are a new kind of Marketplace Service that developers can use to apply various transformations to application requests by binding an application's route to a service instance. Through integrations with service brokers and optionally with the Cloud Foundry routing tier, providers can offer these services to developers with a familiar automated, self-service, and on-demand user experience.

## Architecture

Cloud Foundry supports three models for Route Services: fully-brokered services; static, brokered services; and user-provided services. In each case, you configure a route service to process traffic addressed to an app.

### Fully-Brokered Service

In this model, the CF router receives all traffic to apps in the deployment before any processing by the route service. Developers can bind a route service to any app, and if an app is bound to a route service, the CF router sends its traffic to the service. After the route service processes requests, it sends them back to the load balancer in front of the CF router. The second time through, the CF router recognizes that the route service has already handled them, and forwards them directly to app instances.



The route service can run inside or outside of CF, so long as it fulfills the [Service Instance Responsibilities](#) to integrate it with the CF router. A service broker publishes the route service to the CF marketplace, making it available to developers. Developers can then create an instance of the service and bind it to their apps with the following commands:

```
cf create-service BROKER_SERVICE_PLAN  
SERVICE_INSTANCE
```

```
cf bind-route-service YOUR_APP_DOMAIN SERVICE_INSTANCE [--hostname  
HOSTNAME]
```

Developers configure the service either through the service provider's web interface or by passing [arbitrary parameters](#) to their

call, through the `-c` flag.

```
cf create-service
```

#### Advantages:

- Developers can use a Service Broker to dynamically configure how the route service processes traffic to specific applications.
- Adding route services requires no manual infrastructure configuration.
- Traffic to apps that do not use the service makes fewer network hops; requests for those apps do not pass through the route service.

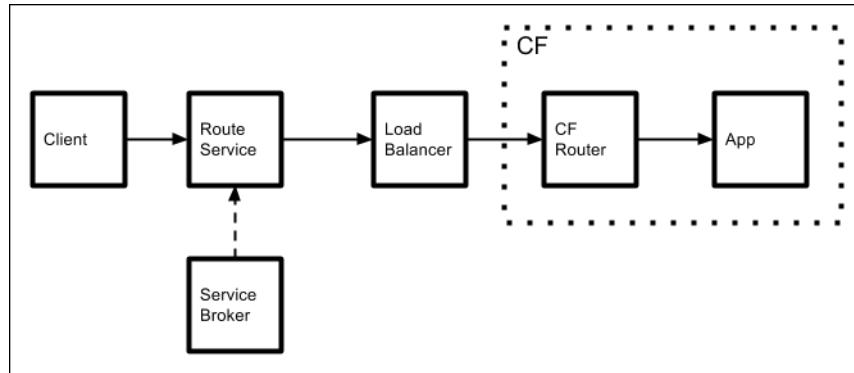
#### Disadvantages:

- Traffic to apps that use the route service makes additional network hops, as compared to the static model.

## Static, Brokered Service

In this model, an operator installs a static routing service, which might be a piece of hardware, in front of the Load Balancer. The routing service runs outside of Cloud Foundry and receives traffic to all apps running in the CF deployment. The service provider creates a service broker to publish the service to the CF marketplace. As with a [fully-brokered service](#), a developer can use the service by instantiating it with `cf create-service`

and binding it to an app with `cf bind-route-service`.



In this model, you configure route services on an app-by-app basis. When you bind a service to an app, the service broker directs the routing service to process that app's traffic rather than pass the requests through unchanged.

### Advantages:

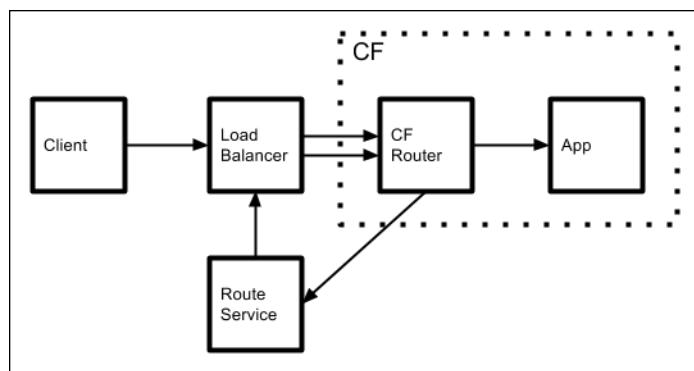
- Developers can use a Service Broker to dynamically configure how the route service processes traffic to specific applications.
- Traffic to apps that use the route service takes fewer network hops.

### Disadvantages:

- Adding route services requires manual infrastructure configuration.
- Unnecessary network hops for traffic to apps that do not use the route service; requests for all apps hosted by the deployment pass through the route service component.

## User-Provided Service

If a route service is not listed in the CF marketplace by a broker, a developer can still bind it to their app as a User-Provided service. The service can run anywhere, either inside or outside of CF, but it must fulfill the integration requirements described in [Service Instance Responsibilities](#). The service also needs to be reachable by an outbound connection from the CF Router.



This model is identical to the [fully-brokered service](#) model, except without the broker. Developers configure the service manually, outside of Cloud Foundry. They can then create a user-provided service instance and bind it to their application with the following commands, supplying the URL of their route service:

`cf create-user-provided-service SERVICE_INSTANCE -r  
ROUTE_SERVICE_URL`

`cf bind-route-service DOMAIN SERVICE_INSTANCE [--hostname  
HOSTNAME]`

#### Advantages:

- Adding route services requires no manual infrastructure configuration.
- Traffic to apps that do not use the service makes fewer network hops; requests for those apps do not pass through the route service.

#### Disadvantages:

- Developers must manually provision/configure route services out of the context of Cloud Foundry; no service broker automates these operations.
- Traffic to apps that use the route service makes additional network hops, as compared to the static model.

## Architecture Comparison

The models above require the [broker](#) and [service instance](#) responsibilities below, as summarized in the following table:

Route Services Architecture	Fulfils CF Service Instance Responsibilities	Fulfils CF Broker Responsibilities
Fully-Brokered	Yes	Yes
Static Brokered	No	Yes
User-Provided	Yes	No

## Enabling Route Services in Pivotal Cloud Foundry

You configure Route Services for your deployment in the Elastic Runtime tile, under [Settings > Networking](#). Depending on your infrastructure, refer to the Elastic Runtime configuration topics for [Amazon Web Services](#), [OpenStack](#), or [vSphere and vCloud](#).

## Service Instance Responsibilities

The following applies only when a broker returns `route_service_url` in the bind response.

### How It Works

Binding a service instance to a route will associate the `route_service_url` with the route in the Cloud Foundry router. All requests for the route will be proxied to the URL specified by `route_service_url`.

Once a route service completes its function, it is expected to forward the request to the route the original request was sent to. The Cloud Foundry router will include a header that provides the address of the route, as well as two headers that are used by the route itself to validate the request sent by the route service.

### Headers

The `X-CF-Forwarded-Url` header contains the URL of the application route. The route service should forward the request to this URL.

The route service should not strip off the `X-CF-Proxy-Signature` and `X-CF-Proxy-Metadata`, as the GoRouter relies on these headers to validate that the request.

### SSL Certificates

When Cloud Foundry is deployed in a development environment, certificates hosted by the load balancer will be self-signed (not signed by a trusted certificate authority). When the route service has finished processing an inbound request, and makes a call to the value of `X-CF-Forwarded-Url`, be prepared to accept the self-signed certificate when integrating with a non-production deployment of Cloud Foundry.

## Timeouts

Route services must forward the request to the application route within the number of seconds configured by the `router.route_service_timeout` property (default 60 seconds).

In addition, all requests must respond in the number of seconds configured by the `request_timeout_in_seconds` property (default 900 seconds).

Timeouts are configurable for the router using the cf-release BOSH deployment manifest. For more information, see the [spec](#).

## Broker Responsibilities

### Catalog Endpoint

Brokers must include `requires: ["route_forwarding"]` for a service in the catalog endpoint. If this is not present, Cloud Foundry will not permit users to bind an instance of the service to a route.

### Binding Endpoint

When users bind a route to a service instance, Cloud Foundry will send a [bind request](#) to the broker, including the route address with `bind_resource.route`. A route is an address used by clients to reach apps mapped to the route. The broker may return `route_service_url`, containing a URL where Cloud Foundry should proxy requests for the route. This URL must have a `https` scheme, otherwise the Cloud Controller will reject the binding. `route_service_url` is optional; not returning this field enables a broker to dynamically configure a network component already in the request path for the route, requiring no change in the Cloud Foundry router.

## Example Route Services

- [Logging Route Service](#): This route service can be pushed as an app to Cloud Foundry. It fulfills the service instance responsibilities above and logs requests received and sent. It can be used to see the route service integration in action by tailing its logs.
- [Rate Limiting Route Service](#): This example route service is a simple Cloud Foundry app that provides rate limiting to control the rate of traffic to an application.
- [Spring Boot Example](#): Logs requests received and sent; written in Spring Boot

## Tutorial

The following instructions show how to use the [Logging Route Service](#) described in [Example Route Services](#) to verify that when a route service is bound to a route, requests for that route are proxied to the route service.

A video of this tutorial is available on [Youtube](#).

Requires CLI version 6.16 or above.

1. Push the [Logging Route Service](#) as an app.

```
$ cf push logger
```

2. Create a user-provided service instance, and include the route of the [Logging Route Service](#) you pushed as `route_service_url`. Be sure to use `https` for the scheme.

```
$ cf create-user-provided-service mylogger -r https://logger.cf.example.com
```

3. Push a sample app like [Spring Music](#). By default this will create a route `spring-music.cf.example.com`.

```
$ cf push spring-music
```

4. Bind the user-provided service instance to the route of your sample app. The `bind-route-service` command takes a route and a service instance; the route is specified in the following example by domain `cf.example.com` and hostname `spring-music`.

```
$ cf bind-route-service cf.example.com mylogger --hostname spring-music
```

5. Tail the logs for your route service.

```
$ cf logs logger
```

6. Send a request to the sample app and see in the route service logs that the request is forwarded to it.

```
$ curl spring-music.cf.example.com
```

## Manage Application Requests with Route Services

Page last updated:

This topic describes how to bind a service instance to a route for the purpose of adding preprocessing to application requests.

Route services are a class of [marketplace services](#) that perform filtering or content transformation on application requests and responses. This helps to remove the burden on developers who would otherwise have to implement these functions themselves. Popular use cases for route services include rate limiting, authorization, and caching. A route service may reject requests or after some transformation pass the request on to applications.

To use route services, developers must first create a service instance, choosing from compatible Marketplace services. For more information, see the [Managing Services](#) and [User-provided Service Instances](#) topics. Developers then bind this service instance to a route, and all requests for the route will be preprocessed by the service instance. While some services may support instances being bound to both routes and apps, these operations have different effects. For application requests and responses to be routed through a route service, the service instance must be bound to the route.

A video demonstrating use of a sample route service can be found on [Youtube](#).

### Bind a Route to a Service Instance

Binding a route to a service instance can be accomplished using the [cf bind-route-service](#) command:

```
$ cf bind-route-service shared-domain.example.com my-route-service --hostname my-app  
Binding route my-app.shared-domain.example.com to service instance my-route-service in org my-org / space my-space as developer...  
OK
```

 **Note:** When binding a service instance to a route, Cloud Foundry may proxy requests for the route to the service instance, or configure a network component already in the request path.

Some services support additional configuration parameters with the bind request. These parameters are passed in a valid JSON object containing service-specific configuration parameters, provided either in-line or in a file. For a list of supported configuration parameters, see documentation for the particular service offering.

```
$ cf bind-route-service shared-domain.example.com my-route-service --hostname my-app -c '{"rate_limit_threshold_rps":10000}'  
Binding service my-db to app rails-sample in org console / space development as user@example.com..  
OK
```

```
$ cf bind-route-service shared-domain.example.com my-route-service --hostname my-app -c /tmp/config.json  
Binding route my-app.shared-domain.example.com to service instance my-route-service in org my-org / space my-space as developer...  
OK
```

### Unbind a Route from a Service Instance

Unbinding a route to a service instance from an application can be accomplished using the [cf unbind-route-service](#) command:

```
$ cf unbind-route-service shared-domain.example.com my-route-service --hostname my-app  
Unbinding may leave apps mapped to route myapp.superman.cf-app.com vulnerable; e.g. if service instance myspringlogger provides authentication. Do you want to proceed?> y  
Unbinding route my-app.shared-domain.example.com from service instance my-route-service in org my-org / space my-space as developer...  
OK
```

## Supporting Multiple Cloud Foundry Instances

Page last updated:

It is possible to register a service broker with multiple Cloud Foundry instances. It may be necessary for the broker to know which Cloud Foundry instance is making a given request. For example, when using [Dashboard Single Sign-On](#), the broker is expected to interact with the authorization and token endpoints for a given Cloud Foundry instance.

There are two strategies that can be used to discover which Cloud Foundry instance is making a given request.

### Routing & Authentication

The broker can use unique credentials and/or a unique url for each Cloud Foundry instance. When registering the broker, different Cloud Foundry instances can be configured to use different base urls that include a unique id. For example:

- On Cloud Foundry instance 1, the service broker is registered with the url `broker.example.com/123`
- On Cloud Foundry instance 2, the service broker is registered with the url `broker.example.com/456`

### X-Api-Info-Location Header

All calls to the broker from Cloud Foundry include an `X-Api-Info-Location` header containing the `/v2/info` url for that instance. The `/v2/info` endpoint will return further information, including the location of that Cloud Foundry instance's UAA.

Support for this header was introduced in cf-release v212.

## Logging and Metrics

Loggregator is the next generation system for aggregating and streaming logs and metrics from all of the user apps and system components in Elastic Runtime.

## Table of Contents

- [Overview of the Loggregator System](#)
- [Loggregator Guide for Cloud Foundry Operators](#)
- [Application Logging in Cloud Foundry](#)
- [Security Event Logging for Cloud Controller and UAA](#)
- [Cloud Foundry Component Metrics](#)
- [Deploying a Nozzle to the Loggregator Firehose](#)
- [Cloud Foundry Data Sources](#)
- [Installing the Loggregator Plugin for cf CLI](#)
- [The Pivotal Cloud Ops Approach to Monitoring a Pivotal Cloud Foundry Deployment](#)
- [Using SSL with a Self-Signed Certificate in JMX Bridge](#) 
- [Deploying JMX Bridge](#) 
- [Using JMX Bridge](#) 

## Overview of the Loggregator System

Page last updated:

Loggregator is the next generation system for aggregating and streaming logs and metrics from all of the user apps and system components in an Elastic Runtime deployment.

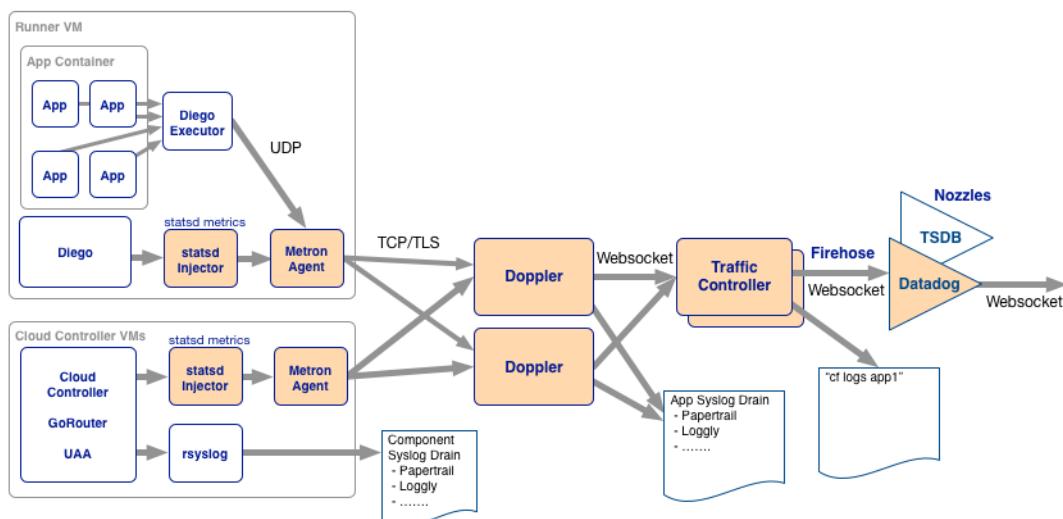
[Loggregator on GitHub](#)

### Using Loggregator

The main use cases are as follows:

- App developers can tail their application logs or dump the recent logs from the CF CLI, or stream these to a third party log archive and analysis service.
- Operators and administrators can access the **Loggregator Firehose**, the combined stream of logs from all apps, plus metrics data from CF components.
- Operators can deploy ‘nozzles’ to the Firehose. A nozzle is a component that listens to the Firehose for specified events and metrics and streams this data to external services.

### Loggregator Components



Loggregator components

Overview of

## Source

Sources are logging agents that run on the Cloud Foundry components.

## Metron

Metron agents are co-located with sources. They collect logs and forward them to the Doppler servers.

## Doppler

Dopplers gather logs from the Metron agents, store them in temporary buffers, and forward them to the Traffic Controller or to third party syslog drains.

## Traffic Controller

Handles client requests for logs. Gathers and collates messages from all Doppler servers, and provides external API and message translation (as needed for legacy APIs). Exposes the Firehose.

## Firehose

The Firehose is a websocket endpoint which streams all the event data coming from an Elastic Runtime deployment. The data stream includes logs, HTTP events and container metrics from all applications, and metrics from all Elastic Runtime system components. Logs from system components such as Cloud Controller are not included in the firehose and are typically accessed via rsyslog configuration.

Because the data coming from the Firehose may contain sensitive information, such as customer information in the application logs, the Firehose is only accessible by users who have the right permissions.

The Traffic Controller serves the Firehose over websocket at the `/firehose` endpoint. The events coming out of the Firehose are formatted as protobuf messages conforming to the [dropsonde protocol](#).

The address of the traffic controller can be discovered by hitting the info endpoint on the API and getting the value of the `doppler_logging_endpoint`.

Example output for a BOSH Lite CF environment:

```
$ cf curl /v2/info | jq .doppler_logging_endpoint  
wss://doppler.192.0.2.34.xip.io:443
```

## Nozzles

Nozzles are programs which consume data from the Loggregator Firehose. Nozzles can be configured to select, buffer, and transform data, and forward it to other applications and services. For example:

- The [Datadog nozzle](#) publishes metrics coming from the Firehose to Datadog.
- The [Syslog nozzle](#) filters out log messages coming from the Firehose and sends it to a syslog server.

See our [Nozzle Tutorial](#).

## Loggregator Guide for Cloud Foundry Operators

Page last updated:

This topic contains information for Cloud Foundry deployments operators about how to configure the [Loggregator system](#) to avoid data loss with high volumes of logging and metrics data.

### Scaling Loggregator

When the volume of log and metric data generated by Elastic Runtime components exceeds the storage buffer capacity of the Dopplers that collect it, data can be lost. [Configuring System Logging in Elastic Runtime](#) explains how to scale the Loggregator system to keep up with high stream volume and minimize data loss.

### Scaling Nozzles

You can scale [nozzles](#) using the subscription ID, specified when the nozzle connects to the Firehose. If you use the same subscription ID on each nozzle instance, the Firehose evenly distributes events across all instances of the nozzle. For example, if you have two nozzles with the same subscription ID, the Firehose sends half of the events to one nozzle and half to the other. Similarly, if you have three nozzles with the same subscription ID, the Firehose sends each instance one-third of the event traffic.

Stateless nozzles should handle scaling gracefully. If a nozzle buffers or caches the data, the nozzle author must test the results of scaling the number of nozzle instances up or down.

### Slow Nozzle Alerts

The [Traffic Controller](#) alerts nozzles if they consume events too slowly. If a nozzle falls behind, Loggregator alerts the nozzle in two ways:

- **TruncatingBuffer** alerts: If the nozzle consumes messages more slowly than they are produced, the Loggregator system may drop messages. In this case, Loggregator sends the log message, `TB: Output channel too full. Dropped (n) messages`, where “n” is the number of dropped messages. Loggregator also emits a **CounterEvent** with the name `TruncatingBuffer.DroppedMessages`. The nozzle receives both messages from the Firehose, alerting the operator to the performance issue.
- **PolicyViolation** error: The Traffic Controller periodically sends `ping` control messages over the Firehose WebSocket connection. If a client does not respond to a `ping` with a `pong` message within 30 seconds, the Traffic Controller closes the WebSocket connection with the WebSocket error code `ClosePolicyViolation (1008)`. The nozzle should intercept this WebSocket close error, alerting the operator to the performance issue.

An operator can scale the number of nozzles in response to these alerts to minimize the loss of data.

### Forwarding Logs to an External Service

You can configure Elastic Runtime to forward log data from components and apps to an external aggregator service instead of routing it to the Loggregator Firehose. [Configuring System Logging in Elastic Runtime](#) explains how to enable log forwarding by specifying the aggregator address, port, and protocol.

[Using Log Management Services](#) explains how to bind applications to the external service and configure it to receive logs from Elastic Runtime.

### Log Message Size Constraints

The Diego cell emits application logs as UDP messages to the Metron. Diego breaks up log messages greater than approximately 60KiB into multiple envelopes to mitigate this constraint.

## Application Logging in Cloud Foundry

Page last updated:

Loggregator, the Cloud Foundry component responsible for logging, provides a stream of log output from your app and from Cloud Foundry system components that interact with your app during updates and execution.

By default, Loggregator streams logs to your terminal. If you want to persist more than the limited amount of logging information that Loggregator can buffer, you can drain logs to a third-party log management service. See [Third-Party Log Management Services](#).

Cloud Foundry gathers and stores logs in a best-effort manner. If a client is unable to consume log lines quickly enough, the Loggregator buffer may need to overwrite some lines before the client has consumed them. A syslog drain or a CLI tail can usually keep up with the flow of app logs.

### Contents of a Log Line

Every log line contains four fields:

1. Timestamp
2. Log type (origin code)
3. Channel: either `STDOUT` or `STDERR`
4. Message

Loggregator assigns the timestamp when it receives log data. The log data is opaque to Loggregator, which simply puts it in the message field of the log line. Apps or system components sending log data to Loggregator may include their own timestamps, which then appear in the message field.

Origin codes distinguish the different log types. Origin codes from system components have three letters. The app origin code is `APP` followed by slash and a digit that indicates the app instance.

Many frameworks write to an app log that is separate from `STDOUT` and `STDERR`. This is not supported by Loggregator. Your app must write to `STDOUT` or `STDERR` for its logs to be included in the Loggregator stream. Check the buildpack your app uses to determine whether it automatically insures that your app correctly writes logs to `STDOUT` and `STDERR` only. Some buildpacks do this, and some do not.

### Log Types and Their Messages

Different types of logs have different message formats, as shown in the examples below. The digit appended to the code indicates the instance index: 0 is the first instance, 1 is the second, and so on.

### API

Users make API calls to request changes in app state. Cloud Controller, the Cloud Foundry component responsible for the API, logs the actions that Cloud Controller takes in response.

For example:

```
2016-06-14T14:10:05.36-0700 [API/0] OUT Updated app with guid cdabc600-0b73-48e1-b7d2-26af2c63f933 ({ "name"=>"spring-music", "instances"=>1, "memory"=>512, "environment_js
```

### STG

The Diego cell or the Droplet Execution Agent emits STG logs when staging or restaging an app. These actions implement the desired state requested by the user. After the droplet has been uploaded, STG messages end and CELL or DEA messages begin. For STG, the instance index is almost always 0.

For example:

```
2016-06-14T14:10:27.91-0700 [STG/0] OUT Staging...
```

## RTR

The Router emits RTR logs when it routes HTTP requests to the app. Router messages include the app name followed by a Router timestamp and then selections from the HTTP request.

For example:

```
2016-06-14T10:51:32.51-0700 [RTR/1] OUT www.example.com - [14/06/2016:17:51:32.459 +0000] "GET /user/ HTTP/1.1" 200 0 103455 "-" "Mozilla/5.0 (Windows NT 6.1; WOW64) Ap
```

## LGR

Loggregator emits LGR to indicate problems with the logging process. Examples include “can’t reach syslog drain url” and “dropped log messages due to high rate.”

## APP

Every app emits logs according to choices by the developer.

For example:

```
2016-06-14T14:10:15.18-0700 [APP/0] OUT Exit status 0
```

## SSH

The Diego cell emits SSH logs when a user accesses an application container through SSH by using the [cf ssh](#) command.

For example:

```
2016-06-14T14:16:11.49-0700 [SSH/0] OUT Successful remote access by 192.0.2.33:7856
```

## CELL

The Diego cell emits CELL logs when it starts or stops the app. These actions implement the desired state requested by the user. The Diego cell also emits messages when an app crashes.

For example:

```
2016-06-14T13:44:38.14-0700 [CELL/0] OUT Successfully created container
```

## DEA

The Droplet Execution Agent emits DEA logs beginning when it starts or stops the app. These actions implement the desired state requested by the user. The DEA also emits messages when an app crashes.

For example:

```
2014-02-13T11:44:52.07-0800 [DEA] OUT Starting app instance (index 1) with guid e1ca6390-cf78-4fc7-9d86-5b7ed01e9c28
```

## Writing to the Log from Your App

Your app must write logs to `STDERR` or `STDOUT`. Both are typically buffered, and you should flush the buffer before delivering the message to Loggregator.

Alternatively, you can write log messages to `STDERR` or `STDOUT` synchronously. This approach is mainly used for debugging because it may affect app performance.

## Viewing Logs in the Command Line Interface

You view logs in the CLI using the `cf logs` command. You can tail, dump, or filter log output.

### Tailing Logs

`cf logs APP_NAME` streams Loggregator output to the terminal.

For example:

```
$ cf logs spring-music
Connected, tailing logs for app spring-music in org example / space development as admin@example.com...
2016-06-14T15:16:12.70-0700 [RTR/4]  OUT www.example.com - [14/06/2016:22:16:12.582 +0000] "GET / HTTP/1.1" 200 0 103455 "-" "Mozilla/5.0 (Macintosh; Intel Mac OS X 10_10_5
2016-06-14T15:16:20.06-0700 [RTR/4]  OUT www.example.com - [14/06/2016:22:16:20.034 +0000] "GET /test/ HTTP/1.1" 200 0 6879 "http://www.example.com/" "Mozilla/5.0 (Macintosh
2016-06-14T15:16:22.44-0700 [RTR/4]  OUT www.example.com - [14/06/2016:22:17:22.415 +0000] "GET /test5/ HTTP/1.1" 200 0 5461 "http://www.example.com/test5" "Mozilla/5.0 (Mac
...
...
```

Use **Ctrl-C** (^C) to exit the real-time stream.

### Dumping Logs

`cf logs APP_NAME --recent` displays all the lines in the Loggregator buffer.

### Filtering Logs

To view some subset of log output, use `cf logs` in conjunction with filtering commands of your choice. In the example below, `grep -v RTR` excludes all Router logs:

```
$ cf logs spring-music --recent | grep -v RTR
2016-06-14T14:10:05.36-0700 [API/0]  OUT Updated app with guid cdabc604-0b73-47e1-a7d5-24af2c63f723 ({ "name": "spring-music", "instances": 1, "memory": 512, "environment_js
2016-06-14T14:10:14.52-0700 [APP/0]  OUT - Gracefully stopping, waiting for requests to finish
2016-06-14T14:10:14.52-0700 [CELL/0]  OUT Exit status 0
2016-06-14T14:10:14.54-0700 [APP/0]  OUT === puma shutdown: 2016-06-14 21:10:14 +0000 ===
2016-06-14T14:10:14.54-0700 [APP/0]  OUT - Goodbye!
2016-06-14T14:10:14.56-0700 [CELL/0]  OUT Creating container
...
...
```

## Security Event Logging for Cloud Controller and UAA

Page last updated:

This topic describes how to enable and interpret security event logging for the Cloud Controller and the User Account and Authentication (UAA) server. Operators can use these logs to retrieve information about a subset of requests to the Cloud Controller and the UAA server for the purposes of security or compliance.

### Cloud Controller Logging

The Cloud Controller logs security events to syslog. You must configure a syslog drain to forward your system logs to a log management service.

See the [Configuring System Logging in Elastic Runtime](#) topic for more information.

### Format for Log Entries

Cloud Controller logs security events in the [Common Event Format](#) (CEF). CEF specifies the following format for log entries:

```
CEF:Version|Device Vendor|Device Product|Device Version|Signature ID|Name|Severity|Extension
```

Entries in the Cloud Controller log use the following format:

```
CEF:CEF_VERSION|cloud_foundry|cloud_controller_ng|CC_API_VERSION|
SIGNATURE_ID|NAME|SEVERITY|rt=TIMESTAMP user=USERNAME uid=USER_GUID
cs1Label=userAuthenticationMechanism cs1=AUTH_MECHANISM
cs2Label=vcapRequestId cs2=VCAP_REQUEST_ID request=REQUEST
requestMethod=REQUEST_METHOD cs3Label=result cs3=RESULT
cs4Label=httpStatusCode cs4=HTTP_STATUS_CODE src=SOURCE_ADDRESS
dst=DESTINATION_ADDRESS cs5Label=xForwardedFor cs5=X_FORWARDED_FOR_HEADER
```

Refer to the following list for a description of the properties above:

- `CEF_VERSION` : The version of CEF used in the logs.
- `CC_API_VERSION` : The current Cloud Controller API version.
- `SIGNATURE_ID` : The method and path of the request. For example, `GET /v2/app:GUID`.
- `NAME` : The same as `SIGNATURE_ID`.
- `SEVERITY` : An integer that reflects the importance of the event.
- `TIMESTAMP` : The number of milliseconds since the Unix epoch.
- `USERNAME` : The name of the user who originated the request.
- `USER_GUID` : The GUID of the user who originated the request.
- `AUTH_MECHANISM` : The user authentication mechanism. This can be `oauth-access-token`, `basic-auth`, or `no-auth`.
- `VCAP_REQUEST_ID` : The VCAP request ID of the request.
- `REQUEST` : The request path and parameters. For example, `/v2/info?MY-PARAM=VALUE`.
- `REQUEST_METHOD` . The method of the request. For example, `GET`.
- `RESULT` : The meaning of the HTTP status code of the response. For example, `success`.
- `HTTP_STATUS_CODE` . The HTTP status code of the response. For example, `200`.
- `SOURCE_ADDRESS` : The IP address of the client who originated the request.
- `DESTINATION_ADDRESS` : The IP address of the Cloud Controller VM.
- `X_FORWARDED_FOR_HEADER` : The contents of the X-Forwarded-For header of the request. This is empty if the header is not present

### Example Log Entries

The following list provides several example requests with the corresponding Cloud Controller log entries.

- An anonymous GET request:

```
CEF:0|cloud_foundry|cloud_controller_ng|2.54.0|GET /v2/info|GET
/v2/info|0|rt=1460690037402 suser= uid= request=/v2/info
requestMethod=GET src=127.0.0.1 dst=192.0.2.1
cs1Label=userAuthenticationMechanism cs1=no-auth cs2Label=vcapRequestId
cs2=c4bac383-7cc9-4d9f-b1c0-1iq8c0baa000 cs3Label=result cs3=success
cs4Label=httpStatusCode cs4=200 cs5Label=xForwardedFor
cs5=198.51.100.1
```

- A GET request with basic authentication:

```
CEF:0|cloud_foundry|cloud_controller_ng|2.54.0|GET /v2/syslog_drain_urls|GET
/v2/syslog_drain_urls|0|rt=1460690165743 suser=bulk_api uid=
request=/v2/syslog_drain_urls?batch_size=1000 requestMethod=GET
src=127.0.0.1 dst=192.0.2.1 cs1Label=userAuthenticationMechanism
cs1=basic-auth cs2Label=vcapRequestId cs2=79187189-e810-33dd-6911-b5d015bbc999
::eat1234d-4004-4622-ad11-9iaai88e3ae9 cs3Label=result cs3=success
cs4Label=httpStatusCode cs4=200 cs5Label=xForwardedFor cs5=198.51.100.1
```

- A GET request with OAuth access token authentication:

```
CEF:0|cloud_foundry|cloud_controller_ng|2.54.0|GET /v2/routes|GET
/v2/routes|0|rt=1460689904925 suser=admin uid=c7ca208f-8a9e-4aab-
92f5-28795f86d62a request=/v2/routes?inline-relations-depth=1&q=
host%3Adora%3Bdomain_guid%3B777-109f-5fn-i888-o2025cb2dfc3
requestMethod=GET src=127.0.0.1 dst=192.0.2.1
cs1Label=userAuthenticationMechanism cs1=oauth-access-token
cs2Label=vcapRequestId cs2=79187189-990i-8930-52b2-9090b2c5poz0
::5a265621-b223-4520-afae-ab7d0ee7c75b cs3Label=result cs3=success
cs4Label=httpStatusCode cs4=200 cs5Label=xForwardedFor cs5=198.51.100.1
```

- A GET request that results in a 404 error:

```
CEF:0|cloud_foundry|cloud_controller_ng|2.54.0|GET /v2/apps/7f310103-
39aa-4a8c-b92a-9ff8a6a2fa6b|GET /v2/apps/7f310103-39aa-4a8c-b92a-
9ff8a6a2fa6b|0|rt=1460691002394 suser=bob uid=a0012026-55ic-3983-
555o-40e611410aec request=/v2/apps/7f310103-39aa-4a8c-b92a-9ff8a6a2fa6b
requestMethod=GET src=127.0.0.1 dst=192.0.2.1
cs1Label=userAuthenticationMechanism cs1=oauth-access-token cs2Label=vcapRequestId
cs2=49f21579-9eb5-4bdf-6e49-c77d2de647a2::9f8841e6-e04a-498b-b3ff-d59cf7cb7ea
cs3Label=result cs3=clientError cs4Label=httpStatusCode cs4=404
cs5Label=xForwardedFor cs5=198.51.100.1
```

- A POST request that results in a 403 error:

```
CEF:0|cloud_foundry|cloud_controller_ng|2.54.0|POST /v2/apps|POST
/v2/apps|0|rt=1460691405564 suser=bob uid=49a33f9-fb13-4774-a708-
f60c939625cd request=/v2/apps?async=true requestMethod=POST
src=127.0.0.1 dst=192.0.2.1 cs1Label=userAuthenticationMechanism
cs1=oauth-access-token cs2Label=vcapRequestId cs2=booc03111-9999-4003-88ab-
20i9r33333ou::5a4993fc-722f-48bc-aff4-99b2005i9bb5 cs3Label=result
cs3=clientError cs4Label=httpStatusCode cs4=403 cs5Label=xForwardedFor
cs5=198.51.100.1
```

## UAA Logging

UAA logs security events to a file located at `/var/vcap/sys/log/uaa/uaa.log` on the UAA VM. Because these logs are automatically rotated, you must configure a syslog drain to forward your system logs to a log management service.

See the [Configuring System Logging in Elastic Runtime](#) topic for more information.

## Log Events

UAA logs identify the following categories of events:

- Authorization and Password Events

- Scim Administration Events
- Token Events
- Client Administration Events
- UAA Administration Events

To learn more about the names of the events included in these categories and the information they record in the UAA logs, see [User Account and Authentication Service Audit Requirements](#).

## Example Log Entries

The following sections provide several example requests with the corresponding UAA log entries.

### Successful User Authentication

```
Audit: TokenIssuedEvent (["openid","scim.read","uaa.user",
"cloud_controller.read","password.write","cloud_controller.write",
"scim.write"]): principal=a42026d6-5533-1884-cef2-838abcd0i3e3,
origin=[client=cf, user=bob], identityZoneId=[uaa]
```

- This entry records a `TokenIssuedEvent`.
- UAA issued a token associated with the scopes  
"openid", "scim.read", "uaa.user", "cloud\_controller.read", "password.write", "cloud\_controller.write", "scim.write" to the user bob

### Failed User Authentication

```
Audit: UserAuthenticationFailure ('bob@example.com'):
principal=61965469-c821-46b7-825f-630e12a51d6c,
origin=[remoteAddress=198.51.100.1, clientId=cf],
identityZoneId=[uaa]
```

- This entry records a `UserAuthenticationFailure`.
- The user bob@example.com originating at 198.51.100.1 failed to authenticate.

### Successful User Creation

```
Audit: UserCreatedEvent (["user_id=61965469-c821-
46b7-825f-630e12a51d6c","username=bob@example.com"]):
principal=91220262-d901-44c0-825f-633i33b55d6c,
origin=[client=cf, user=admin, details=(198.51.100.1,
tokenType=bearertokenValue=<TOKEN>,
sub=20i03423-dd8e-33e1-938d-e9999e30f500,
iss=https://uaa.example.com/oauth/token)], identityZoneId=[uaa]
```

- This entry records a `UserCreatedEvent`.
- The admin user originating at 198.51.100.1 created a user named bob@example.com.

### Successful User Deletion

```
Audit: UserDeletedEvent (["user_id=61965469-c821-
46b7-825f-630e12a51d6c","username=bob@example.com"]):
principal=61965469-c821-46b7-825f-630e12a51d6c,
origin=[client=admin, details=(remoteAddress=198.51.100.1,
tokenType=bearertokenValue=<TOKEN>,
sub=admin, iss=https://uaa.example.com/oauth/token)], identityZoneId=[uaa]
```

- This entry records a `UserDeletedEvent`.
- The admin user originating at 198.51.100.1 deleted a user named bob@example.com.



## Cloud Foundry Component Metrics

**Page last updated:**

This topic lists and describes the metrics available for Pivotal Cloud Foundry (PCF) system components. These metrics are streamed from the Loggregator [Firehose](#).

### Cloud Controller

Metric Name	Description
failed_job_count.<VM_NAME>-<VM_INDEX>	Number of failed jobs in the <VM_NAME>-<VM_INDEX> queue. This is the number of delayed jobs where the <code>failed at</code> column is populated with the time of the most recently failed attempt at the job. The failed job count is not specific to the jobs run by the Cloud Controller worker. By default, Cloud Controller deletes failed jobs after 31 days. Emitted every 30 seconds per VM.
failed_job_count.cc-generic	Number of failed jobs in the cc-generic queue. By default, Cloud Controller deletes failed jobs after 31 days. Emitted every 30 seconds per VM.
failed_job_count.total	Number of failed jobs in all queues. By default, Cloud Controller deletes failed jobs after 31 days. Emitted every 30 seconds per VM.
http_status.1XX	Number of HTTP response status codes of type 1xx (informational). This resets when the Cloud Controller process is restarted and is incremented at the end of each request cycle.
http_status.2XX	Number of HTTP response status codes of type 2xx (success). This resets when the Cloud Controller process is restarted and is incremented at the end of each request cycle. Emitted for each Cloud Controller request.
http_status.3XX	Number of HTTP response status codes of type 3xx ( redirection). This resets when the Cloud Controller process is restarted and is incremented at the end of each request cycle. Emitted for each Cloud Controller request.
http_status.4XX	Number of HTTP response status codes of type 4xx (client error). This resets when the Cloud Controller process is restarted and is incremented at the end of each request cycle. Emitted for each Cloud Controller request.
http_status.5XX	Number of HTTP response status codes of type 5xx (server error). This resets when the Cloud Controller process is restarted and is incremented at the end of each request cycle.
job_queue_length.cc-<VM_NAME>-<VM_INDEX>	Number of background jobs in the <VM_NAME>-<VM_INDEX> queue that have yet to run for the first time. Emitted every 30 seconds per VM.
job_queue_length.cc-generic	Number of background jobs in the cc-generic queue that have yet to run for the first time. Emitted every 30 seconds per VM.
job_queue_length.total	Total number of background jobs in the queues that have yet to run for the first time. Emitted every 30 seconds per VM.
log_count.all	Total number of log messages, sum of messages of all severity levels. The count resets when the Cloud Controller process is restarted. Emitted every 30 seconds per VM.
log_count.debug	Number of log messages of severity “debug.” The count resets when the Cloud Controller process is restarted. Emitted every 30 seconds per VM.
log_count.debug1	Not used.
log_count.debug2	Number of log messages of severity “debug2.” The count resets when the Cloud Controller process is restarted. Emitted every 30 seconds per VM.
log_count.error	Number of log messages of severity “error.” Error is the most severe level. It is used for failures and during error handling. Most errors can be found under this log level, eg. failed unbinding a service, failed to cancel a task, Diego app crashed error, staging completion errors, staging errors, and resource not found. The count resets when the Cloud Controller process is restarted. Emitted every 30 seconds per VM.
log_count.fatal	Number of log messages of severity “fatal.” The count resets when the Cloud Controller process is restarted. Emitted every 30 seconds per VM.

Number of log messages of severity “info.” Examples of info messages are droplet

Metric Name	Description
log_count.info	Number of log messages of severity "info." Examples of info messages are droplet created, copying package, uploading package, access denied due to insufficient scope, job logging, blobstore actions, staging requests, and app running requests. The count resets when the Cloud Controller process is restarted. Emitted every 30 seconds per VM.
log_count.off	Number of log messages of severity "off." The count resets when the Cloud Controller process is restarted. Emitted every 30 seconds per VM.
log_count.warn	Number of log messages of severity "warn." Warn is also used for failures and during error handling, eg. diagnostics written to file, failed to capture diagnostics, app rollback failed, service broker already deleted, and UAA token problems. The count resets when the Cloud Controller process is restarted. Emitted every 30 seconds per VM.
requests.completed	Number of requests that have been processed. Emitted for each Cloud Controller request.
requests.outstanding	Number of request that are currently being processed. Emitted for each Cloud Controller request.
tasks_running.count	Number of currently running tasks. Emitted every 30 seconds per VM. This metric is only seen in version 3 of the Cloud Foundry API.
tasks_running.memory_in_mb	Memory being consumed by all currently running tasks. Emitted every 30 seconds per VM. This metric is only seen in version 3 of the Cloud Foundry API.
thread_info.event_machine.connection_count	Number of open connections to event machine. Emitted every 30 seconds per VM.
thread_info.event_machine.resultqueue.num_waiting	Number of scheduled tasks in the result. Emitted every 30 seconds per VM.
thread_info.event_machine.resultqueue.size	Number of unscheduled tasks in the result. Emitted every 30 seconds per VM.
thread_info.event_machine.threadqueue.num_waiting	Number of scheduled tasks in the threadqueue. Emitted every 30 seconds per VM.
thread_info.event_machine.threadqueue.size	Number of unscheduled tasks in the threadqueue. Emitted every 30 seconds per VM.
thread_info.thread_count	Total number of threads that are either runnable or stopped. Emitted every 30 seconds per VM.
total_users	Total number of users ever created, including inactive users. Emitted every 10 minutes per VM.
vcap_sinatra.recent_errors	50 most recent errors. DEPRECATED
vitals.cpu	Percentage of CPU used by the Cloud Controller process. Emitted every 30 seconds per VM.
vitals.cpu_load_avg	System CPU load averaged over the last 1 minute according to the OS. Emitted every 30 seconds per VM.
vitals.mem_bytes	The RSS bytes (resident set size) or real memory of the Cloud Controller process. Emitted every 30 seconds per VM.
vitals.mem_free_bytes	Total memory available according to the OS. Emitted every 30 seconds per VM.
vitals.mem_used_bytes	Total memory used (active + wired) according to the OS. Emitted every 30 seconds per VM.
vitals.num_cores	The number of CPUs of a host machine. Emitted every 30 seconds per VM.
vitals.uptime	The uptime of the Cloud Controller process in seconds. Emitted every 30 seconds per VM.

[Top](#)

## Diego

Diego metrics have the following origin names:

- [auctioneer](#)
- [bbs](#)
- [cc\\_uploader](#)
- [file\\_server](#)
- [garden\\_linux](#)
- [nsync\\_bulker](#)

- [nsync\\_listener](#)
- [rep](#)
- [route\\_emitter](#)
- [ssh\\_proxy](#)
- [stager](#)
- [tps\\_listener](#)
- [tps\\_watcher](#)

Default Origin Name: auctioneer

Metric Name	Description
AuctioneerFetchStatesDuration	Time in nanoseconds that the auctioneer took to fetch state from all the cells when running its auction. Emitted every 30 seconds during each auction.
AuctioneerLRPAuctionsFailed	Cumulative number of LRP instances that the auctioneer failed to place on Diego cells. Emitted every 30 seconds during each auction.
AuctioneerLRPAuctionsStarted	Cumulative number of LRP instances that the auctioneer successfully placed on Diego cells. Emitted every 30 seconds during each auction.
AuctioneerTaskAuctionsFailed	Cumulative number of Tasks that the auctioneer failed to place on Diego cells. Emitted every 30 seconds during each auction.
AuctioneerTaskAuctionsStarted	Cumulative number of Tasks that the auctioneer successfully placed on Diego cells. Emitted every 30 seconds during each auction.
LockHeld.v1-locks-auctioneer_lock	Whether an auctioneer holds the auctioneer lock: <code>1</code> means the lock is held, and <code>0</code> means the lock was lost. Emitted every 30 seconds by the active auctioneer.
LockHeldDuration.v1-locks-auctioneer_lock	Time in nanoseconds that the active auctioneer has held the auctioneer lock. Emitted every 30 seconds by the active auctioneer.
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.

Default Origin Name: bbs

Metric Name	Description
BBSMasterElected	Emitted once when the BBS is elected as master.
ConvergenceLRPDuration	Time in nanoseconds that the BBS took to run its LRP convergence pass. Emitted every 30 seconds when LRP convergence runs.
ConvergenceLRPPreProcessingActualLRPsDeleted	Cumulative number of times the BBS has detected and deleted a malformed ActualLRP in its LRP convergence pass. Emitted every 30 seconds.
ConvergenceLRPPreProcessingMalformedRunInfos	Cumulative number of times the BBS has detected a malformed DesiredLRP RunInfo in its LRP convergence pass. Emitted every 30 seconds.
ConvergenceLRPPreProcessingMalformedSchedulingInfos	Cumulative number of times the BBS has detected a malformed DesiredLRP SchedulingInfo in its LRP convergence pass. Emitted every 30 seconds.
ConvergenceLPRRuns	Cumulative number of times BBS has run its LRP convergence pass. Emitted every 30 seconds.
ConvergenceTaskDuration	Time in nanoseconds that the BBS took to run its Task convergence pass. Emitted every 30 seconds when Task convergence runs.
ConvergenceTaskRuns	Cumulative number of times the BBS has run its Task convergence pass. Emitted every 30 seconds.
ConvergenceTasksKicked	Cumulative number of times the BBS has updated a Task during its Task convergence pass. Emitted every 30 seconds.

Metric Name	Description
ConvergenceTasksPruned	Cumulative number of times the BBS has deleted a malformed Task during its Task convergence pass. Emitted every 30 seconds.
CrashedActualLRPs	Total number of LRP instances that have crashed. Emitted every 30 seconds.
CrashingDesiredLRPs	Total number of DesiredLRPs that have at least one crashed instance. Emitted every 30 seconds.
Domain.cf-apps	Whether the 'cf-apps' domain is up-to-date, so that CF apps from CC have been synchronized with DesiredLRPs for Diego to run. <code>1</code> means the domain is up-to-date, no data means it is not. Emitted every 30 seconds.
Domain.cf-tasks	Whether the 'cf-tasks' domain is up-to-date, so that CF tasks from CC have been synchronized with tasks for Diego to run. <code>1</code> means the domain is up-to-date, no data means it is not. Emitted every 30 seconds.
ETCDLeader	Index of the leader node in the etcd cluster. Emitted every 30 seconds.
ETCDRaftTerm	Raft term of the etcd cluster. Emitted every 30 seconds.
ETCDReceivedBandwidthRate	Number of bytes per second received by the follower etcd node. Emitted every 30 seconds.
ETCDReceivedRequestRate	Number of requests per second received by the follower etcd node. Emitted every 30 seconds.
ETCDSentBandwidthRate	Number of bytes per second sent by the leader etcd node. Emitted every 30 seconds.
ETCDSentRequestRate	Number of requests per second sent by the leader etcd node. Emitted every 30 seconds.
ETCDWatchers	Number of watches set against the etcd cluster. Emitted every 30 seconds.
LockHeld.v1-locks-bbs_lock	Whether a BBS holds the BBS lock: <code>1</code> means the lock is held, and <code>0</code> means the lock was lost. Emitted every 30 seconds by the active BBS server.
LockHeldDuration.v1-locks-bbs_lock	Time in nanoseconds that the active BBS has held the BBS lock. Emitted every 30 seconds by the active BBS server.
LRPsClaimed	Total number of LRP instances that have been claimed by some cell. Emitted every 30 seconds.
LRPsDesired	Total number of LRP instances desired across all LRPs. Emitted periodically.
LRPsExtra	Total number of LRP instances that are no longer desired but still have a BBS record. Emitted every 30 seconds.
LRPsMissing	Total number of Tasks running on cells. Emitted every 30 seconds.
LRPsRunning	Total number of LRP instances that are running on cells. Emitted every 30 seconds.
LRPsUnclaimed	Total number of LRP instances that have not yet been claimed by a cell. Emitted every 30 seconds.
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
MetricsReportingDuration	Time in nanoseconds that the BBS took to emit metrics about etcd. Emitted every 30 seconds.
MigrationDuration	Time in nanoseconds that the BBS took to run migrations against its persistence store. Emitted each time a BBS becomes the active master.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.
RequestCount	Cumulative number of requests the BBS has handled through its API. Emitted for each BBS request.
RequestLatency	Time in nanoseconds that the BBS took to handle requests to its API endpoints. Emitted when the BBS API handles requests.

Metric Name	Description
TasksCompleted	Total number of Tasks that have completed. Emitted every 30 seconds.
TasksPending	Total number of Tasks that have not yet been placed on a cell. Emitted every 30 seconds.
TasksResolving	Total number of Tasks locked for deletion. Emitted every 30 seconds.
TasksRunning	Total number of Tasks running on cells. Emitted every 30 seconds.

Default Origin Name: cc\_uploader

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.

Default Origin Name: file\_server

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.

Default Origin Name: garden\_linux

Metric Name	Description
BackingStores	Number of container backing store files. Emitted every 30 seconds.
DepotDirs	Number of directories in the Garden depot. Emitted every 30 seconds.
LoopDevices	Number of attached loop devices. Emitted every 30 seconds.
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
MetricsReporting	How long it took to emit the BackingStores, DepotDirs, and LoopDevices metrics. Emitted every 30 seconds.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.

Default Origin Name: nsync\_bulker

Metric Name	Description
DesiredLRPSyncDuration	Time in nanoseconds that the nsync-bulker took to synchronize CF apps and Diego DesiredLRPs. Emitted every 30 seconds.
LockHeld.v1-locks-nsync_bulker_lock	Whether an nsync-bulker holds the nsync-bulker lock: <input checked="" type="checkbox"/> means the lock is held, and <input type="checkbox"/> means the lock was lost. Emitted every 30 seconds by the active nsync-bulker.

Metric Name	Description
lockheldDuration.v1-locks-nsync_bulker_lock	Time in nanoseconds that the active nsync-bulker has held the convergence lock. Emitted every 30 seconds by the active nsync-bulker.
LRPsDesired	Cumulative number of LRPCs desired through the nsync API. Emitted on each request desiring a new LRP, every 30 seconds.
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
NsyncInvalidDesiredLRPsFound	Number of invalid DesiredLRPs found during nsync-bulker periodic synchronization. Emitted every 30 seconds.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.

Default Origin Name: nsync\_listener

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.

Default Origin Name: rep

Metric Name	Description
CapacityRemainingContainers	Remaining number of containers this cell can host. Emitted every 30 seconds.
CapacityRemainingDisk	Remaining amount in MiB of disk available for this cell to allocate to containers. Emitted every 30 seconds.
CapacityRemainingMemory	Remaining amount in MiB of memory available for this cell to allocate to containers. Emitted every 30 seconds.
CapacityTotalContainers	Total number of containers this cell can host. Emitted every 30 seconds.
CapacityTotalDisk	Total amount in MiB of disk available for this cell to allocate to containers. Emitted every 30 seconds.
CapacityTotalMemory	Total amount in MiB of memory available for this cell to allocate to containers. Emitted every 30 seconds.
CM	Emitted every 30 seconds.
ContainerCount	Number of containers hosted on the cell. Emitted every 30 seconds.
GardenContainerCreationDuration	Time in nanoseconds that the rep Garden backend took to create a container. Emitted after every successful container creation.
LogMessage	Emitted every 30 seconds.
logSenderTotalMessagesRead	Count of application log messages sent by Diego Executor. Emitted every 30 seconds.
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.

Metric Name	Description
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.
RepBulkSyncDuration	Time in nanoseconds that the cell rep took to synchronize the ActualLRPs it has claimed with its actual garden containers. Emitted every 30 seconds by each rep.
UnhealthyCell	Whether the cell has failed to pass its healthcheck against the garden backend. <code>0</code> signifies healthy, and <code>1</code> signifies unhealthy. Emitted every 30 seconds.

Default Origin Name: route\_emitter

Metric Name	Description
LockHeld.v1-locks-route_emitter_lock	Whether a route-emitter holds the route-emitter lock: <code>1</code> means the lock is held, and <code>0</code> means the lock was lost. Emitted every 30 seconds by the active route-emitter.
LockHeldDuration.v1-locks-route_emitter_lock	Time in nanoseconds that the active route-emitter has held the route-emitter lock. Emitted every 30 seconds by the active route-emitter.
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
MessagesEmitted	The cumulative number of registration messages that this process has sent. Emitted every 30 seconds.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.
RouteEmitterSyncDuration	Time in nanoseconds that the active route-emitter took to perform its synchronization pass. Emitted every 30 seconds.
RoutesRegistered	Cumulative number of route registrations emitted from the route-emitter as it reacts to changes to LRPCs. Emitted every 30 seconds.
RoutesSynced	Cumulative number of route registrations emitted from the route-emitter during its periodic routetable synchronization. Emitted every 30 seconds.
RoutesTotal	Number of routes in the route-emitter's routing table. Emitted every 30 seconds.
RoutesUnregistered	Cumulative number of route unregistrations emitted from the route-emitter as it reacts to changes to LRPCs. Emitted every 30 seconds .

Default Origin Name: ssh\_proxy

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process .

Default Origin Name: stager

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.

Metric Name	Description
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.
StagingRequestFailedDuration	Time in nanoseconds that the failed staging task took to run. Emitted each time a staging task fails.
StagingRequestsFailed	Cumulative number of failed staging tasks handled by each stager. Emitted every time a staging task fails.
StagingRequestsSucceeded	Cumulative number of successful staging tasks handled by each stager. Emitted every time a staging task completes successfully.
StagingRequestSucceededDuration	Time in nanoseconds that the successful staging task took to run. Emitted each time a staging task completes successfully.
StagingStartRequestsReceived	Cumulative number of requests to start a staging task. Emitted by a stager each time it handles a request .

Default Origin Name: tps\_listener

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the process.

Default Origin Name: tps\_watcher

Metric Name	Description
LockHeld.v1-locks-tps_watcher_lock	Whether a tps-watcher holds the tps-watcher lock: <input checked="" type="checkbox"/> means the lock is held, and <input type="checkbox"/> means the lock was lost. Emitted every 30 seconds by the active tps-watcher.
LockHeldDuration.v1-locks-tps_watcher_lock	Time in nanoseconds that the active tps-watcher has held the convergence lock. Emitted every 30 seconds by the active tps-watcher.
memoryStats.lastGCPauseTimeNS	Duration in nanoseconds of the last garbage collector pause.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine. Emitted every 30 seconds.
numGoRoutines	Instantaneous number of active goroutines in the process.

[Top](#)

## DopplerServer

Default Origin Name: DopplerServer

Metric Name	Description
dropsondeListener.currentBufferCount	DEPRECATED
dropsondeListener.receivedByteCount	DEPRECATED in favor of DopplerServer.udpListener.receivedByteCount.
dropsondeListener.receivedMessageCount	DEPRECATED in favor of DopplerServer.udpListener.receivedMessageCount.
dropsondeUnmarshaller.containerMetricReceived	Lifetime number of ContainerMetric messages unmarshalled.

Metric Name	Description
dropsonde.marshaller.counterEventReceived	Lifetime number of CounterEvent messages unmarshalled.
dropsondeUnmarshaller.errorReceived	Lifetime number of Error messages unmarshalled.
dropsondeUnmarshaller.heartbeatReceived	DEPRECATED
dropsondeUnmarshaller.httpStartStopReceived	Lifetime number of HttpStartStop messages unmarshalled.
dropsondeUnmarshaller.logMessageTotal	Lifetime number of LogMessage messages unmarshalled.
dropsondeUnmarshaller.unmarshalErrors	Lifetime number of errors when unmarshalling messages.
dropsondeUnmarshaller.valueMetricReceived	Lifetime number of ValueMetric messages unmarshalled.
httpServer.receivedMessages	Number of messages received by Doppler's internal MessageRouter. Emitted every 5 seconds.
LinuxFileDescriptor	Number of file handles for the Doppler's process.
memoryStats.lastGCPauseTimeNS	Duration of the last Garbage Collector pause in nanoseconds.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
messageRouter.numberOfContainerMetricSinks	Instantaneous number of container metric sinks known to the SinkManager. Emitted every 5 seconds.
messageRouter.numberOfDumpSinks	Instantaneous number of dump sinks known to the SinkManager. Emitted every 5 seconds.
messageRouter.numberOfFirehoseSinks	Instantaneous number of firehose sinks known to the SinkManager. Emitted every 5 seconds.
messageRouter.numberOfSyslogSinks	Instantaneous number of syslog sinks known to the SinkManager.
messageRouter.numberOfWebsocketSinks	Instantaneous number of WebSocket sinks known to the SinkManager. Emitted every 5 seconds.
messageRouter.totalDroppedMessages	Lifetime number of messages dropped inside Doppler for various reasons (downstream consumer can't keep up internal object wasn't ready for message, etc.).
sentMessagesFirehose.<SUBSCRIPTION_ID>	Number of sent messages through the firehose per subscription id. Emitted every 5 seconds.
udpListener.receivedByteCount	Lifetime number of bytes received by Doppler's UDP Listener.
udpListener.receivedMessageCount	Lifetime number of messages received by Doppler's UDP Listener.
udpListener.receivedErrorCount	Lifetime number of errors encountered by Doppler's UDP Listener while reading from the connection.
tcpListener.receivedByteCount	Lifetime number of bytes received by Doppler's TCP Listener. Emitted every 5 seconds.
tcpListener.receivedMessageCount	Lifetime number of messages received by Doppler's TCP Listener. Emitted every 5 seconds.
tcpListener.receivedErrorCount	Lifetime number of errors encountered by Doppler's TCP Listener while handshaking, decoding or reading from the connection.
tlsListener.receivedByteCount	Lifetime number of bytes received by Doppler's TLS Listener. Emitted every 5 seconds.
tlsListener.receivedMessageCount	Lifetime number of messages received by Doppler's TLS Listener. Emitted every 5 seconds.
tlsListener.receivedErrorCount	Lifetime number of errors encountered by Doppler's TLS Listener while handshaking, decoding or reading from the connection.
TruncatingBuffer.DroppedMessages	Number of messages intentionally dropped by Doppler from the sink for the specific sink. This counter event will correspond with log messages "Log message output is too high." Emitted every 5 seconds.
TruncatingBuffer.totalDroppedMessages	Lifetime total number of messages intentionally dropped by Doppler from all of its sinks due to back pressure. Emitted every 5 seconds.
listeners.totalReceivedMessageCount	Total number of messages received across all of Doppler's listeners (UDP, TCP, TLS).
numCpus	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the Doppler process.

<code>signatureVerifier.invalidSignatureErrors</code>	Description Lifetime number of messages received with an invalid signature.
<code>signatureVerifier.missingSignatureErrors</code>	Lifetime number of messages received that are too small to contain a signature.
<code>signatureVerifier.validSignatures</code>	Lifetime number of messages received with valid signatures.
<code>Uptime</code>	Uptime for the Doppler's process.

[Top](#)

## Etcd

Visit [etcd stats API](#)

Default Origin Name: etcd

Metric Name	Description
<code>CompareAndDeleteFail</code>	CompareAndDeleteFail operation count. Emitted every 30 seconds.
<code>CompareAndDeleteSuccess</code>	CompareAndDeleteSuccess operation countEmitted every 30 seconds.
<code>CompareAndSwapFail</code>	CompareAndSwapFail operation count. Emitted every 30 seconds.
<code>CompareAndSwapSuccess</code>	CompareAndSwapSuccess operation count. Emitted every 30 seconds.
<code>CreateFail</code>	CreateFail operation count. Emitted every 30 seconds.
<code>CreateSuccess</code>	CreateSuccess operation count. Emitted every 30 seconds.
<code>DeleteFail</code>	DeleteFail operation count. Emitted every 30 seconds.
<code>DeleteSuccess</code>	DeleteSuccess operation count. Emitted every 30 seconds.
<code>EtcdIndex</code>	X-Etcd-Index value from the /stats/store endpoint. Emitted every 30 seconds.
<code>ExpireCount</code>	ExpireCount operation count. Emitted every 30 seconds.
<code>Followers</code>	Number of etcd followers. Emitted every 30 seconds.
<code>GetsFail</code>	GetsFail operation count. Emitted every 30 seconds.
<code>GetsSuccess</code>	GetsSuccess operation count. Emitted every 30 seconds.
<code>IsLeader</code>	<code>1</code> if the current server is the leader, <code>0</code> if it is a follower. Emitted every 30 seconds.
<code>Latency</code>	Current latency in milliseconds from leader to a specific follower. Emitted every 30 seconds.
<code>RaftIndex</code>	X-Raft-Index value from the <code>/stats/store</code> endpoint. Emitted every 30 seconds.
<code>RaftTerm</code>	X-Raft-Term value from the <code>/stats/store</code> endpoint. Emitted every 30 seconds.
<code>ReceivedAppendRequests</code>	Number of append requests this node has processed. Emitted every 30 seconds.
<code>ReceivingBandwidthRate</code>	Number of bytes per second this node is receiving (follower only). Emitted every 30 seconds.
<code>ReceivingRequestRate</code>	Number of requests per second this node is receiving (follower only). Emitted every 30 seconds.
<code>SendingBandwidthRate</code>	Number of bytes per second this node is sending (leader only). This value is undefined on single member clusters. Emitted every 30 seconds.
<code>SendingRequestRate</code>	Number of requests per second this node is sending (leader only). This value is undefined on single member clusters. Emitted every 30 seconds.
<code>SentAppendRequests</code>	Number of requests that this node has sent. Emitted every 30 seconds.
<code>SetsFail</code>	SetsFail operation count. Emitted every 30 seconds.
<code>SetsSuccess</code>	SetsSuccess operation count. Emitted every 30 seconds.
<code>UpdateFail</code>	UpdateFail operation count. Emitted every 30 seconds.
<code>UpdateSuccess</code>	UpdateSuccess operation count. Emitted every 30 seconds.
<code>Watchers</code>	Watchers operation count. Emitted every 30 seconds.

[Top](#)

## Metron Agent

Default Origin Name: MetronAgent

Metric Name	Description
MessageAggregator.counterEventReceived	Lifetime number of CounterEvents aggregated in Metron.
MessageBuffer.droppedMessageCount	Lifetime number of intentionally dropped messages from Metron's batch writer buffer. Batch writing is performed over TCP/TLS only.
DopplerForwarder.sentMessages	Lifetime number of messages sent to Doppler regardless of protocol. Emitted every 30 seconds.
dropsondeAgentListener.currentBufferCount	Instantaneous number of Dropsonde messages read by UDP socket but not yet unmarshalled.
dropsondeAgentListener.receivedByteCount	Lifetime number of bytes of Dropsonde messages read by UDP socket.
dropsondeAgentListener.receivedMessageCount	Lifetime number of Dropsonde messages read by UDP socket.
dropsondeMarshaller.containerMetricMarshalled	Lifetime number of ContainerMetric messages marshalled.
dropsondeMarshaller.counterEventMarshalled	Lifetime number of CounterEvent messages marshalled.
dropsondeMarshaller.errorMarshalled	Lifetime number of Error messages marshalled.
dropsondeMarshaller.heartbeatMarshalled	Lifetime number of Heartbeat messages marshalled.
dropsondeMarshaller.httpStartStopMarshalled	Lifetime number of HttpStartStop messages marshalled.
dropsondeMarshaller.logMessageMarshalled	Lifetime number of LogMessage messages marshalled.
dropsondeMarshaller.marshalErrors	Lifetime number of errors when marshalling messages.
dropsondeMarshaller.valueMetricMarshalled	Lifetime number of ValueMetric messages marshalled.
dropsondeUnmarshaller.containerMetricReceived	Lifetime number of ContainerMetric messages unmarshalled.
dropsondeUnmarshaller.counterEventReceived	Lifetime number of CounterEvent messages unmarshalled.
dropsondeUnmarshaller.errorReceived	Lifetime number of Error messages unmarshalled.
dropsondeUnmarshaller.heartbeatReceived	DEPRECATED
dropsondeUnmarshaller.httpStartStopReceived	Lifetime number of HttpStartStop messages unmarshalled.
dropsondeUnmarshaller.logMessageTotal	Lifetime number of LogMessage messages unmarshalled.
dropsondeUnmarshaller.unmarshalErrors	Lifetime number of errors when unmarshalling messages.
dropsondeUnmarshaller.valueMetricReceived	Lifetime number of ValueMetric messages unmarshalled.
legacyAgentListener.currentBufferCount	Instantaneous number of Legacy messages read by UDP socket but not yet unmarshalled.
legacyAgentListener.receivedByteCount	Lifetime number of bytes of Legacy messages read by UDP socket.
legacyAgentListener.receivedMessageCount	Lifetime number of Legacy messages read by UDP socket.
memoryStats.lastGCPauseTimeNS	Duration of the last Garbage Collector pause in nanoseconds.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCpus	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the Doppler process.
tcp.sendErrorCount	Lifetime number of errors if writing to Doppler over TCP fails.
tcp.sentByteCount	Lifetime number of sent bytes to Doppler over TCP.
tcp.sentMessageCount	Lifetime number of sent messages to Doppler over TCP.
tls.sendErrorCount	Lifetime number of errors if writing to Doppler over TLS fails.
tls.sentByteCount	Lifetime number of sent bytes to Doppler over TLS. Emitted every 30 seconds.
tls.sentMessageCount	Lifetime number of sent messages to Doppler over TLS. Emitted every 30 seconds.
udp.sendErrorCount	Lifetime number of errors if writing to Doppler over UDP fails.
udp.sentByteCount	Lifetime number of sent bytes to Doppler over UDP.
udp.sentMessageCount	Lifetime number of sent messages to Doppler over UDP.

[Top](#)

## Routing

Routing Release metrics have following origin names:

- [gorouter](#)
- [routing\\_api](#)
- [tcp\\_emitter](#)
- [tcp\\_router](#)

Default Origin Name: gorouter

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration of the last Garbage Collector pause in nanoseconds. Emitted every 10 seconds.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use. Emitted every 10 seconds.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use. Emitted every 10 seconds.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator. Emitted every 10 seconds.
memoryStats.numFrees	Lifetime number of memory deallocations. Emitted every 10 seconds.
memoryStats.numMallocs	Lifetime number of memory allocations. Emitted every 10 seconds.
numCPUS	Number of CPUs on the machine. Emitted every 10 seconds.
numGoRoutines	Instantaneous number of active goroutines in the Doppler process. Emitted every 10 seconds.
logSenderTotalMessagesRead	Lifetime number of application log messages. Emitted every 5 seconds.
bad_gateways	Lifetime number of bad gateways. Emitted every 5 seconds.
latency	Time in milliseconds that the Gorouter took to handle requests to its application endpoints. Emitted per router request.
latency.{component}	Time in milliseconds that the Gorouter took to handle requests from each component to its endpoints. Emitted per router request.
registry_message.{component}	Lifetime number of route register messages received for each component. Emitted per route-register message.
rejected_requests	Lifetime number of bad requests received on gorouter. Emitted every 5 seconds.
requests.{component}	Lifetime number of requests received for each component. Emitted every 5 seconds.
responses	Lifetime number of HTTP responses. Emitted every 5 seconds.
responses.2xx	Lifetime number of 2xx HTTP responses. Emitted every 5 seconds.
responses.3xx	Lifetime number of 3xx HTTP response. Emitted every 5 seconds.
responses.4xx	Lifetime number of 4xx HTTP response. Emitted every 5 seconds.
responses.5xx	Lifetime number of 5xx HTTP response. Emitted every 5 seconds.
responses.xxx	Lifetime number of other(non-(2xx-5xx)) HTTP response. Emitted every 5 seconds.
routed_app_requests	The collector sums up requests for all dea-{index} components for its output metrics. Emitted every 5 seconds.
total_requests	Lifetime number of requests received. Emitted every 5 seconds.
ms_since_last_registry_update	Time in millisecond since the last route register has been received. Emitted every 30 seconds.
total_routes	Lifetime number of routes registered. Emitted every 30 seconds.
uptime	Uptime for router. Emitted every second.

Default Origin Name: routing\_api

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration of the last Garbage Collector pause in nanoseconds. Emitted every 10 seconds.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use. Emitted every 10 seconds.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use. Emitted every 10 seconds.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator. Emitted every 10 seconds.
memoryStats.numFrees	Lifetime number of memory deallocations. Emitted every 10 seconds.
memoryStats.numMallocs	Lifetime number of memory allocations. Emitted every 10 seconds.

Metric Name	Description
numCPUS	Number of CPUs on the machine. Emitted every 10 seconds.
numGoRoutines	Instantaneous number of active goroutines in the Doppler process. Emitted every 10 seconds.
key_refresh_events	Total number of events when fresh token was fetched from UAA. Emitted every 30 seconds.
total_http_routes	Number of HTTP routes in the routing table. Emitted every 30 seconds, or when there is a new HTTP route added. Interval for emitting this metric can be configured with manifest property <code>metrics_reporting_interval</code> .
total_http_subscriptions	Number of HTTP routes subscriptions. Emitted every 30 seconds. Interval for emitting this metric can be configured with manifest property <code>metrics_reporting_interval</code> .
total_tcp_routes	Number of TCP routes in the routing table. Emitted every 30 seconds, or when there is a new TCP route added. Interval for emitting this metric can be configured with manifest property <code>metrics_reporting_interval</code> .
total_tcp_subscriptions	Number of TCP routes subscriptions. Emitted every 30 seconds. Interval for emitting this metric can be configured with manifest property <code>metrics_reporting_interval</code> .
total_token_errors	Total number of UAA token errors. Emitted every 30 seconds. Interval for emitting this metric can be configured with manifest property <code>metrics_reporting_interval</code> .

Default Origin Name: tcp\_emitter

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration of the last Garbage Collector pause in nanoseconds. Emitted every 10 seconds.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use. Emitted every 10 seconds.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use. Emitted every 10 seconds.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator. Emitted every 10 seconds.
memoryStats.numFrees	Lifetime number of memory deallocations. Emitted every 10 seconds.
memoryStats.numMallocs	Lifetime number of memory allocations. Emitted every 10 seconds.
numCPUS	Number of CPUs on the machine. Emitted every 10 seconds.
numGoRoutines	Instantaneous number of active goroutines in the Doppler process. Emitted every 10 seconds.

Default Origin Name: router\_configurer (bosch job tcp\_router)

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration of the last Garbage Collector pause in nanoseconds. Emitted every 10 seconds.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use. Emitted every 10 seconds.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use. Emitted every 10 seconds.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator. Emitted every 10 seconds.
memoryStats.numFrees	Lifetime number of memory deallocations. Emitted every 10 seconds.
memoryStats.numMallocs	Lifetime number of memory allocations. Emitted every 10 seconds.
numCPUS	Number of CPUs on the machine. Emitted every 10 seconds.
numGoRoutines	Instantaneous number of active goroutines in the Doppler process. Emitted every 10 seconds.
{session_id}.ConnectionTime	Average connection time to backend in current session. Emitted every 60 seconds per session ID. Interval value for this metric can be configured with manifest property <code>router_configurer.tcp_stats_collection_interval</code> .
{session_id}.CurrentSessions	Total number of current sessions. Emitted every 60 seconds per session ID. Interval value for this metric can be configured with manifest property <code>router_configurer.tcp_stats_collection_interval</code> .
AverageConnectTimeMs	Average backend response time (in ms). Emitted every 60 seconds. Interval value for this metric can be configured with manifest property <code>router_configurer.tcp_stats_collection_interval</code> .
AverageQueueTimeMs	Average time spent in queue (in ms). Emitted every 60 seconds. Interval value for this metric can be configured with manifest property <code>router_configurer.tcp_stats_collection_interval</code> .
TotalBackendConnectionErrors	Total number of backend connection errors. Emitted every 60 seconds. Interval value for this metric can be configured with manifest property <code>router_configurer.tcp_stats_collection_interval</code> .
TotalCurrentQueuedRequests	Total number of requests unassigned in queue. Emitted every 60 seconds. Interval value for this metric can be configured with manifest property <code>router_configurer.tcp_stats_collection_interval</code> .

Metric Name	Description
Top	figurer.tcp_stats_collection_interval ·

## Syslog Drain Binder

Default Origin Name: syslog\_drain\_binder

Metric Name	Description
memoryStats.lastGCPauseTimeNS	Duration of the last Garbage Collector pause in nanoseconds.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the Doppler process.
pollCount	Number of times the syslog drain binder has polled the cloud controller for syslog drain bindings. Emitted every 30 seconds.
totalDrains	Number of syslog drains returned by cloud controller. Emitted every 30 seconds.

[Top](#)

## Traffic Controller

Default Origin Name: LoggregatorTrafficController

Metric Name	Description
dopplerProxy.containermetricsLatency	Duration for serving container metrics via the containermetrics endpoint (milliseconds). Emitted every 30 seconds.
dopplerProxy.recentlogsLatency	Duration for serving recent logs via the recentLogs endpoint (milliseconds). Emitted every 30 seconds.
memoryStats.lastGCPauseTimeNS	Duration of the last Garbage Collector pause in nanoseconds.
memoryStats.numBytesAllocated	Instantaneous count of bytes allocated and still in use.
memoryStats.numBytesAllocatedHeap	Instantaneous count of bytes allocated on the main heap and still in use.
memoryStats.numBytesAllocatedStack	Instantaneous count of bytes used by the stack allocator.
memoryStats.numFrees	Lifetime number of memory deallocations.
memoryStats.numMallocs	Lifetime number of memory allocations.
numCPUS	Number of CPUs on the machine.
numGoRoutines	Instantaneous number of active goroutines in the Doppler process.
Uptime	Uptime for the Traffic Controller's process. Emitted every 30 seconds.
LinuxFileDescriptor	Number of file handles for the TrafficController's process.

[Top](#)

## User Account and Authentication (UAA)

Default Origin Name: uaa

Metric Name	Description
audit_service.principal_authentication_failure_count	Number of failed non-user authentication attempts since the last startup. Emitted every 30 seconds.

Metric Name	Description
audit_service.principal_not_found_count	Number of times non-user was not found since the last startup. Emitted every 30 seconds.
audit_service.user_authentication_count	Number of successful authentications by the user since the last startup. Emitted every 30 seconds.
audit_service.user_authentication_failure_count	Number of failed user authentication attempts since the last startup. Emitted every 30 seconds.
audit_service.user_not_found_count	Number of times the user was not found since the last startup. Emitted every 30 seconds.
audit_service.user_password_changes	Number of successful password changes by the user since the last startup. Emitted every 30 seconds.
audit_service.user_password_failures	Number of failed password changes by the user since the last startup. Emitted every 30 seconds.

[Top](#)

## Deploying a Nozzle to the Loggregator Firehose

Page last updated:

This topic describes deploying a “nozzle” application to the Cloud Foundry (CF) [Loggregator Firehose](#). The Cloud Foundry Loggregator created an example nozzle application for use with this tutorial.

The procedure described below deploys this example nozzle to the Firehose of a Cloud Foundry installation deployed locally with BOSH Lite.

### Prerequisites

- [BOSH CLI](#) installed locally.
- Spiff installed locally and added to your shell’s load path. See [Spiff on GitHub](#).
- BOSH Lite deployed locally using VirtualBox. See [BOSH Lite on GitHub](#).
- A working [Cloud Foundry](#) deployment, including Loggregator, deployed with your local BOSH Lite. This serves as our source of data. See [Deploying Cloud Foundry using BOSH Lite](#), or use the `provision_cf` script included in the [BOSH Lite release](#).

 **Note:** Deploying Cloud Foundry can take up to several hours, depending on your internet bandwidth, even when using the automated `provision_cf` script.

### Step 1: Download Cloud Foundry BOSH Manifest

1. Run `bosh deployments` to identify the name of the current BOSH deployment:

```
$ bosh deployments
+-----+-----+
| Name | Release(s) | Stemcell(s)
+-----+-----+
| cf-example | cf-mysql/10 | bosh-vsphere-esxi-ubuntu-trusty-go_agent/2690.3 |
|          | cf/183.2   |           |
+-----+-----+
```

2. Run `bosh download manifest DEPLOYMENT-NAME LOCAL-SAVE-NAME` to download and save the current BOSH deployment manifest. You need this manifest to locate information about your databases. Replace `DEPLOYMENT-NAME` with the name of the current BOSH deployment. For this procedure, use `cf.yml` as the `LOCAL-SAVE-NAME`.

```
$ bosh download manifest cf-example cf.yml
Deployment manifest saved to `cf.yml'
```

### Step 2: Add UAA client

You must authorize the example nozzle as a UAA client for your CF deployment. To do this, add an entry for the example nozzle as `client` for `uaa` under the `properties` key in your CF deployment manifest. You must enter the example nozzle object in the correct location in the manifest, and with the correct indentation, as described below.

 Deployment manifests are YAML files. Visit [YAML](#) to learn about YAML syntax.

1. Open the deployment manifest in a text editor.
2. Locate the left-aligned `properties` key.
3. Under the `properties` key, locate `uaa` at the next level of indentation.
4. Under the `uaa` key, locate the `clients` key at the next level of indentation.
5. Enter properties for the `example-nozzle` at the next level of indentation, exactly as shown below. The `...` in the text below indicate other properties that may populate the manifest at each level in the hierarchy.

```
properties:  
...  
uaa:  
...  
clients:  
...  
example-nozzle:  
  access-token-validity: 1209600  
  authorized-grant-types: authorization_code,client_credentials,refresh_token  
  override: true  
  secret: example-nozzle  
  scope: openid,oauth.approvals,doppler.firehose  
  authorities: oauth.login,doppler.firehose
```

6. Save the deployment manifest file.

## Step 3: Redeploy Cloud Foundry

1. Use the `bosh deployment` command to set the edited manifest file for your deployment.

```
$ bosh deployment cf.yml  
Deployment set to '/Users/example_user/workspace/bosh-lite(cf.yml'
```

2. Deploy your Cloud Foundry with BOSH.

```
$ bosh deploy  
Acting as user 'admin' on deployment 'cf-warden' on 'Bosh Lite Director'  
Getting deployment properties from director...  
  
Detecting deployment changes  
-----  
Releases  
No changes  
  
Compilation  
No changes  
  
Update  
No changes  
  
Resource pools  
No changes  
  
Disk pools  
No changes  
  
Networks  
No changes  
  
Jobs  
No changes  
  
Properties  
uaa  
clients  
example-nozzle  
+ access-token-validity: 1209600  
+ authorized-grant-types: authorization_code,client_credentials,refresh_token  
+ override: true  
+ secret: example-nozzle  
+ scope: openid,oauth.approvals,doppler.firehose  
+ authorities: oauth.login,doppler.firehose  
  
Meta  
No changes  
  
Please review all changes carefully  
  
Deploying  
-----  
Are you sure you want to deploy? (type 'yes' to continue):yes
```

## Step 4: Clone Example Release

The Cloud Foundry Loggregator team created an example nozzle application for use with this tutorial.

1. Run `git clone` to clone the main release repository from [GitHub](#).

```
$ git clone git@github.com:cloudfoundry-incubator/example-nozzle-release.git
Cloning into 'example-nozzle-release'...
```

2. Run `git submodule update --init --recursive` to update all of the included submodules.

```
$ git submodule update --init --recursive
Submodule 'src/github.com/cloudfoundry-incubator/example-nozzle' (git@github.com:cloudfoundry-incubator/example-nozzle.git) registered for path 'src/github.com/cloudfoundry-incubator/example-nozzle'
Submodule 'src/github.com/cloudfoundry-incubator/uaago' (git@github.com:cloudfoundry-incubator/uaago.git) registered for path 'src/github.com/cloudfoundry-incubator/uaago'
...
Cloning into 'src/github.com/cloudfoundry-incubator/example-nozzle'...
...
```

3. Navigate to the `example-release` directory.

```
$ cd example-nozzle-release
```

## Step 5: Prepare Nozzle Manifest

Complete the following steps to prepare the nozzle deployment manifest:

1. In the `example-nozzle-release` directory, navigate to the `templates` directory.

```
$ cd templates
```

Within this directory, examine the two YAML files. `bosh-lite-stub.yml` contains the values used to populate the missing information in `template.yml`. By combining these two file, we create a deployment manifest for our nozzle.

2. Create a `tmp` directory for the compiled manifest.
3. Use [Spiff](#) to compile a deployment manifest from the template and stub, and save this manifest.

```
$ spiff merge templates/template.yml templates/bosh-lite-stub.yml > tmp/manifest_bosh_lite.yml
```

4. Run `bosh status --uuid` to obtain your BOSH director UUID.

```
$ bosh status --uuid
```

5. In the compiled nozzle deployment manifest, locate the `director_uuid` property. Replace `PLACEHOLDER-DIRECTOR-UUID` with your BOSH director UUID.

```
compilation:
cloud_properties:
  name: default
network: example-nozzle-net
reuse_compilation_vms: true
workers: 1
director_uuid: PLACEHOLDER-DIRECTOR-UUID # replace this
```

 **Note:** If you do not want to see the complete deployment procedure, run the following command to automatically prepare the manifest:  
`scripts/make_manifest_spiff_bosh_lite`

## Step 6: Set Nozzle Deployment Manifest

Use the `bosh deployment` command to set the deployment manifest for the nozzle.

```
$ bosh deployment tmp/manifest_bosh_lite.yml  
Deployment set to '/Users/example_user/workspace/example-nozzle-release/templates/tmp/manifest_bosh_lite.yml'
```

## Step 7: Create Nozzle BOSH Release

Use the `bosh create release --name RELEASE-NAME` command to create a BOSH release. Replace RELEASE-NAME with `example-nozzle` to match the [UAA client](#) that you created in the CF deployment manifest.

```
$ bosh create release --name example-nozzle  
Syncing blobs...  
...
```

## Step 8: Upload Nozzle BOSH Release

Run `bosh upload release` to upload the release that you created in [Step 7: Create Nozzle BOSH Release](#).

```
$ bosh upload release  
Acting as user 'admin' on 'Bosh Lite Director'  
  
Copying packages  
-----  
example-nozzle  
golang1.4  
  
Copying jobs  
-----  
example-nozzle  
  
Generated /var/folders/4n/qs1rbmd1c5gb78m3_06j6r0000gn/T/d20151009-71219-17a5m49/d20151009-71219-rts928/release.tgz  
Release size: 59.2M  
  
Verifying release...  
...  
Release info  
-----  
Name: nozzle-test  
Version: 0+dev.2  
  
Packages  
- example-nozzle (b0944f95eb5a332e9be2adfb4db1bc88f9755894)  
- golang1.4 (b68dc9557ef296cb21c577c31ba97e2584a5154b)  
  
Jobs  
- example-nozzle (112e01c6ee91e8b268a42239e58e8e18e0360f58)  
  
License  
- none  
  
Uploading release
```

## Step 9: Deploy Nozzle

Run `bosh deploy` to deploy the nozzle.

```
$ bosh deploy  
Acting as user 'admin' on deployment 'example-nozzle-lite' on 'Bosh Lite Director'  
Getting deployment properties from director...  
Unable to get properties list from director, trying without it...  
Cannot get current deployment information from director, possibly a new deployment  
Please review all changes carefully  
  
Deploying  
-----  
Are you sure you want to deploy? (type 'yes' to continue):yes
```

## Step 10: View Nozzle Output

The example nozzle outputs all of the data originating coming from the Firehose to its log files. To view this data, SSH into the example-nozzle VM and examine the logs.

- Run `bosh ssh` to access the nozzle VM at the IP configured in the nozzle's manifest template `stu./templates/bosh-lite-stub.yml`.

```
$ bosh ssh example-nozzle
Welcome to Ubuntu 14.04.1 LTS (GNU/Linux 3.19.0-25-generic x86_64)

Documentation: https://help.ubuntu.com/
Last login: Wed Sep 23 21:29:50 2015 from 192.0.2.1
```

- Use the `cat` command to output the `stdout` log file.

```
$ cat /var/vcap/sys/log/example-nozzle/example-nozzle.stdout.log
===== Streaming Firehose (will only succeed if you have admin credentials)
origin:"DopplerServer" eventType:ValueMetric timestamp:1443046217700750747 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046218910193187 deployment:"cf-warden" job:"loggregator_trafficcontroller_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046218910360012 deployment:"cf-warden" job:"loggregator_trafficcontroller_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046218910252169 deployment:"cf-warden" job:"loggregator_trafficcontroller_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046218910294255 deployment:"cf-warden" job:"loggregator_trafficcontroller_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046218910318582 deployment:"cf-warden" job:"loggregator_trafficcontroller_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046218910339088 deployment:"cf-warden" job:"loggregator_trafficcontroller_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046218910379199 deployment:"cf-warden" job:"loggregator_trafficcontroller_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046218910394886 deployment:"cf-warden" job:"loggregator_trafficcontroller_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"router_0" eventType:HttpStartStop timestamp:1443046219105062148 deployment:"cf-warden" job:"router_z1" index:"0" ip:"203.0.113.22" httpStartStop: peerType:Client method:
origin:"api_z1_0" eventType:HttpStartStop timestamp:1443046219109842455 deployment:"cf-warden" job:"api_z1" index:"0" ip:"203.0.113.134" httpStartStop: peerType:Server method:
origin:"router_0" eventType:HttpStartStop timestamp:1443046219110064368 deployment:"cf-warden" job:"router_z1" index:"0" ip:"203.0.113.22" httpStartStop: peerType:Client method:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177165446 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177288325 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177346726 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177274975 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177310389 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177330214 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177353454 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177360052 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"syslog_drain_binder" eventType:ValueMetric timestamp:1443046219177481456 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" valueMetric:
origin:"DopplerServer" eventType:CounterEvent timestamp:1443046219880585603 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" counterEvent:
origin:"DopplerServer" eventType:CounterEvent timestamp:1443046219880895040 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.146" counterEvent:
origin:"DopplerServer" eventType:CounterEvent timestamp:1443046219881017888 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" counterEvent:
origin:"DopplerServer" eventType:CounterEvent timestamp:1443046219881011670 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" counterEvent:
origin:"DopplerServer" eventType:CounterEvent timestamp:1443046219880929574 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" counterEvent:
origin:"DopplerServer" eventType:CounterEvent timestamp:1443046219881004417 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" counterEvent:
origin:"DopplerServer" eventType:CounterEvent timestamp:1443046219880929568 deployment:"cf-warden" job:"doppler_z1" index:"0" ip:"203.0.113.142" counterEvent:
origin:"MetronAgent" eventType:CounterEvent timestamp:1443046220058280679 deployment:"cf-warden" job:"api_z1" index:"0" ip:"203.0.113.134" counterEvent:
```

## Cloud Foundry Data Sources

Page last updated:

Currently, Cloud Foundry logs and metrics come from several sources:

- Loggregator is the next generation logging and metrics system for Cloud Foundry. It aggregates metrics from applications and CF system components and streams these out to the CF cli or to third party log management services.
- The [Collector](#) is Cloud Foundry's original metric aggregation system. It gathers metrics from all Cloud Foundry system components by querying their `/healthz` and `/varz` endpoints, and then publishes this data to external systems such as Datadog, AWS CloudWatch and OpenTSDB.

 **Note:** The Collector will eventually be deprecated in favor of the Loggregator system.

- The BOSH Health Monitor continually listens for one 'heartbeat' per minute from each deployed VM. These heartbeats contain status updates and lifecycle events. Health Monitor can be extended by plugins to forward heartbeat data to other CF components or third party services.
- Logs from CF components can also be forwarded directly to your own server, bypassing loggregator. See [Loggregator for Operators](#) for more information.

Currently, Cloud Foundry supports all of these metrics pipelines. Data from each of these sources can be streamed to a variety of services including the following:

- JMX Bridge
- Datadog
- AWS CloudWatch

See [Using Log Management Services](#) for more information about draining logs from Elastic Runtime.

## Installing the Loggregator Firehose Plugin for cf CLI

Page last updated:

The Loggregator Firehose plugin for the Cloud Foundry Command Line Interface (cf CLI) allows Cloud Foundry (CF) administrators access to the output of the [Loggregator Firehose](#), which includes logs and metrics from all CF components.

See [Using cf CLI Plugins](#) for more information about using plugins with the cf CLI.

### Prerequisites

- Administrator access to the Cloud Foundry deployment that you want to monitor
- Cloud Foundry Command Line Interface (cf CLI) 6.12.2 or later

Refer to the [Installing the cf CLI](#) topic for information about downloading, installing, and uninstalling the cf CLI.

### Install the Plugin

- Run `cf add-plugin-repo REPO_NAME URL` to add the Cloud Foundry Community plugin repository to your cf CLI plugins.

```
$ cf add-plugin-repo CF-Community https://plugins.cloudfoundry.org
```

- Run `cf install-plugin PLUGIN-NAME -r PLUGIN-REPO` to install the Firehose plugin from the CF Community plugin repository.

```
$ cf install-plugin "Firehose Plugin" -r CF-Community
```

### View the Firehose

Run `cf nozzle --debug` to view the streaming output of the Firehose, which includes logging events and metrics from CF system components. For more information about logging and metrics in CF, see [Overview of the Loggregator System](#).

```
$ cf nozzle --debug
```

 **Note:** You must be logged in as a Cloud Foundry administrator to access the Firehose.

### Uninstall the Plugin

Run `cf plugins` to see a list of installed plugins.

```
$ cf plugins
Listing Installed Plugins...
OK
Plugin Name  Version  Command Name  Command Help
FirehosePlugin  0.6.0  nozzle      Command to print out messages from the firehose
```

Run `cf uninstall-plugin PLUGIN-NAME` to uninstall the plugin.

```
$ cf uninstall-plugin FirehosePlugin
```

## Pivotal Cloud Foundry Release Notes and Known Issues

### Release Notes

- [Pivotal Elastic Runtime Release Notes](#)
- [Pivotal Operations Manager Release Notes](#)

### Known Issues

- [Pivotal Elastic Runtime Known Issues](#)
- [Pivotal Operations Manager Known Issues](#)

## Pivotal Elastic Runtime v1.7.0.0 Release Notes

Versions 1.7.0 and higher versions of Elastic Runtime consist of these Cloud Foundry versions:

- CF Release version: 235
- Diego version: 0.1467
- Garden version: 0.337 -> 0.338 as of Elastic Runtime 1.7.5
- CF MySQL version: 25.2
- etcd version: 45
- Apps Manager release version: 629
- UAA version: 3.2.1
- Consul version: 80 -> 96 as of Elastic Runtime 1.7.12

### 1.7.20

This version adds a manifest change for Diego that enables successful upgrades to a future 1.8.0 version of Elastic Runtime, once that is released.

### 1.7.19

Bumps the PHP buildpack to v4.3.18. The buildpack was exposing the `.profile` file which could contain environment variables and credentials. The PHP buildpack prior to v4.3.18 did not actually allow for execution of the `.profile` file, so it is unlikely that many applications were using it.

### 1.7.18

We've discovered a rare condition where a PCF deployment running an internal MySQL cluster can experience a fault in replication that may result in some data loss. When this occurs, previous releases do not log the root cause of the bug. In order to best address this issue, version 1.7.18 contains significant additional telemetry and several defensive features which will account for the failure condition and prevent data loss.

 **If any of these protections activate, it is critical that you contact Pivotal support immediately.** Support will work with you to determine the nature of the cluster's failure, and advise a suggested resolution. Additionally, contacting Support will provide us with evidence that will enable us to identify and address the root cause in the future.

- **Introducing the Replication Canary**

We've included a new long-running monitor, the **Replication Canary**. The Replication Canary continually monitors the MySQL cluster, watching for instances in which cross-cluster replication has failed. It is enabled by default, and requires an e-mail address in the Advanced Options configuration pane.

In the event that replication has failed, the Canary performs two actions:

- E-mail the Operator: Part of the Replication Canary's configuration is an e-mail address, which can be directed to any Operator e-mail address, or an escalation system similar to PagerDuty.
- Deny Access: When replication has failed, the Replication Canary will automatically disable user and applications' ability to access the cluster via the Proxies.
- You **must** set the `Monitoring` job to 1 in the Resource Config pane, or the Replication Canary will not be enabled, regardless of configuration.
- You **must** also confirm that the Elastic Runtime tile is properly configured to send e-mail. These settings are necessary for any standard Cloud Foundry configuration.
  - Ensure that the `Notifications` errand has been enabled.
  - Ensure that `SMTP Config` has been properly configured.

If either of these are not set, configure and **Apply Changes** before deploying version 1.7.18.

- **Introducing the Interruptor**

The MySQL nodes have new logic that, when enabled, will prevent a node from re-joining a cluster under certain conditions. This is a second level of protection against the possibility of data loss.

- **New feature:** Backup Improvements

- In the Internal MySQL configuration pane, there's now an option to take backups from all MySQL nodes. This feature protects your users from data loss in the case that some nodes have different data than the others.
- Additionally, there is now the option to provide either an S3-compatible bucket or SCP endpoint for automated backups.

## 1.7.17

Removes the maximum memory restriction for the NATS VM. This artificial limit prevented some IaaSes from provisioning VMs that could support the NATS job.

## 1.7.16

Patches CVE-2016-5388 and USN-3024-1. Additional info can be found at <https://pivotal.io/security>.

Also adds an endpoint for Apps Usage Service to help determine if this app has corrupted data. This update will extend the app event data kept from Cloud Controller to 160 days instead of 30 days.

## 1.7.15

Patches USN-3064-1, USN-3048-1, USN-3060-1, USN-3061-1, and USN-3065-1. Additional info can be found at <https://pivotal.io/security>.

Also introduces a patch which addresses application routing downtime during upgrades whenever IPSec has been applied to the PCF environment. Additional info can be found in this [Knowledge Base article](#).

Also fixes an issue where the legacy Apps Manager and Apps Usage system applications were not always completely deleted from the environment to make way for the latest versions of these apps.

Also updates the size of the push-errand VM for Autoscale, to increase the chances of the errand's success.

## 1.7.14

Introduces a feature which allows you to use AWS's Server-Side Encryption (SSE) feature for your S3 buckets if you use S3 buckets as Cloud Controller's file store.

Also updates the version of Golang used by system apps in Elastic Runtime to a newer version, since Golang 1.5 will soon be end of life.

Also patches Apps Manager to address an issue where app events were not appearing in the older version of Apps Manager (the Ruby version).

Also patches Autoscale to address an issue where autoscaling was not properly scaling apps automatically and sending notifications.

## 1.7.13

This release addresses an issue where metron sometimes panics from a concurrency fault while aggregating messages when the load is higher.

## 1.7.12

This release adds all link-local addresses, in the range of 169.254.0.0/16, to be excluded from access in the default application security group of Elastic Runtime. This range includes the metadata endpoints of most IaaS providers, such as AWS. This security group does not take effect for upgrades, only new installs of Elastic Runtime. If you would like to update your pre-existing deployment, please refer to the [Application Security Groups](#) topic of our documentation.

This also introduces a patch to Cloud Controller's API that will enable use of the upcoming [Spring Cloud Data Flow](#) 's Task support on Cloud Foundry. More about this release will be announced soon.

This also updates Consul to v96 in preparation for future upgrades to Elastic Runtime 1.8 (the release of which is upcoming), which will require all components to adopt a new format for the bosh manifest.

## 1.7.11

Note: The Cloudformation script for PCF setup on AWS was updated at the same time as this release to switch over to using a NAT EC2 instance instead of a NAT gateway, as there is a known issue with AWS NAT gateways handling hairpin routing requests.

Patches CVE-2016-5006, USN-3012-1, USN-3010-1, and CVE-2016-4450. Additional info can be found at <https://pivotal.io/security>.

Also introduces a fix for GoRouter to address an issue where failover of requests to unresponsive app instances was not working properly whenever the request has a body. See [tracker story](#) for details.

Also increases the default instance size of the UAA instance to handle larger logs.

## 1.7.10

Updates the Cloud Foundry CLI used by the Pivotal Notifications and Autoscaling system applications, to address an issue where the errands that push these apps may sometimes fail on an environment with higher network latency.

This also patches Diego to increase the log-streamer message size from 4 Kb to 60 Kb. See [tracker story](#) for details.

## 1.7.9

Patches USN-3020-1. Additional info can be found at <https://pivotal.io/security>.

This also addresses an issue with Loggregator not properly setting timeouts on TCP connections to Cloud Controller and UAA.

## v1.7.8 Patch

Patches CVE-2016-0928 and CVE-2016-0926. Additional info can be found at <https://pivotal.io/security>.

This also addresses an issue with the Apps Manager push errand sometimes failing.

This also addresses an issue with rare occurrences of application containers being assigned duplicate IP addresses.

## v1.7.7 Patch

Patches CVE-2016-4468. Additional info can be found at <https://pivotal.io/security>.

## v1.7.6 Patch

Patches USN-3001-1. Additional info can be found at <https://pivotal.io/security>.

## v1.7.5 Patch

Patches USN-2985-1, USN-2985-2, USN-2981-1, USN-2970-1, USN-2966-1, USN-2994-1, USN-2987-1, USN-2990-1, USN-2983-1, and USN-2961-1. Additional info can be found at <https://pivotal.io/security>.

This also addresses an issue with rare occurrences of application containers being assigned duplicate IP addresses.

## v1.7.4 Patch

This only patches the CF CLI version used to push the Elastic Runtime system apps, like Apps Manager, to be more reliable. You do not need to upgrade to this version if you're already at Elastic Runtime 1.7.3.

## v1.7.3 Patch

As part of this release, there is a checkbox in the Elastic Runtime tile configuration that asks for every operator/administrator of the deployment to acknowledge that they understand how to implement application security groups successfully to secure their deployments. More info about this topic can be found here, in the [Application Security Groups](#) topic of our documentation.

This also introduces a few bug fixes, including a patch to Diego to prevent rare occurrences of the route-emitter locking up, another patch to Diego to prevent Diego BBS contention issues, added AWS regions to the Region field dropdown in the S3 option for file storage to enable selection of other regions using a V4 S3 endpoint, a patch for UAA to fix a bug introduced by Elastic Runtime 1.7.2 that broke using external LDAP over SSL, and a patch to the Elastic Runtime tile user-interface for custom branding to perform better when entering base-64 encoded images for your company logos.

## v1.7.2 Patch

Patches USN-2977-1 and CVE-2016-3084. Additional info can be found at <https://pivotal.io/security>. Also increases the maximum length you can have for CF task commands and ensures greater reliability for etcd.

## v1.7.1 Patch

Introduces an option to configure security event tracking in the Cloud Controller logs. Also adds statsd metrics from Cloud Controller.

Also patches USN-2959-1, USN-2957-1, USN-2949-1, USN-2943-1, and USN-2935-2. Additional info can be found at <https://pivotal.io/security>.

If you are using Single Sign-On 1.1.0, it is recommended that you update to Single Sign-On 1.1.1. Additional info can be found at <http://docs.pivotal.io/p-identity/release-notes.html>.

## Version 1.7.0 New Features

## Elastic Runtime

### Diego completely replaces DEAs

Before you upgrade to Pivotal Cloud Foundry 1.7, you must migrate all apps that are currently running on DEA architecture to run on Diego architecture. Pivotal does not support DEA architecture in Pivotal Cloud Foundry 1.7. You may need to scale up your VMs before migrating applications. More information can be found [here](#).

If you have any issues migrating your applications to Diego, please contact Support.

### Elastic Runtime Tile UI Changes

The tile has been re-designed in layout to improve the configuration workflow for operators. Several configuration fields have been moved to different sections of the tile. Also, more advanced logic has been implemented for some sections to make configuring complicated networking use cases easier for operators.

## Compiled Releases

Installs and upgrades of Elastic Runtime are now much faster than before, as the installation now makes use of compiled binaries instead of

source code.

## Automated Backups

Operators using Pivotal Elastic Runtime can enable automatic backup on S3-compatible blobstores. This feature can be enabled for ERT running AWS, OpenStack, or vSphere.

Please see [this topic](#) for more information.

## Docker Private Registries

Please see [this topic](#) for information on Docker Trusted and Private registries.

## Unused Docker Image Cleanup

In the Application Containers configuration section of Elastic Runtime, you can configure how aggressively unused Docker Image files are removed from disk on Diego Cell VMs. The advantage to cleaning up less frequently is that subsequent push/scale events for Docker Images that have previously been run on the platform may be faster, since the image does not need to be downloaded from the Docker registry again. The “Threshold of Disk-Used (MB)” value refers to the total size of all Docker Images (whether in use or not) on an individual Cell VM.

## Route Services

Route Services are a new kind of Marketplace Service that developers can use to apply various transformations to application requests by binding an application’s route to a service instance. Through integrations with service brokers and optionally with the Cloud Foundry routing tier, providers can offer these services to developers with a familiar automated, self-service, and on-demand user experience.

Please see [this topic](#) for more information.

## Space Scoped Private Brokers

Space scoped private brokers allow a space developer to create and manage a service broker and scope it to a single space in order to allow faster iteration on service brokers without requiring full admin privileges.

Please see the [managing service brokers](#) topic for more information. This feature can be managed with the `space_scoped_private_broker_creation` cloud controller feature flag.

## Experimental Feature: Disk and Memory Overcommit Settings

If your apps do not use the full allocation of disk space and memory set in the **Resource Config** tab, you may want use this feature. These fields control the amount to overcommit disk and memory resources to assign more memory and disk space to each Diego Cell VM.

Please see [this topic](#) for more information.

## Experimental Feature: Diego Tasks

Although you can use the V3 Tasks API to run asynchronous tasks, Pivotal reserves the right to change this API or truncate the data about past task runs. For more information about running one-off tasks in Cloud Foundry, see the [Cloud Foundry V3 API Docs](#).

## AWS Cloudformation Script Update

You can now specify whether you would like to enable HTTP traffic to port 80 of your ELB if you are setting up an environment in AWS to deploy PCF.

## App Manager White Labeling

Pivotal Cloud Foundry® operators can now visually brand Apps Manager by changing certain text, colors, and images of the interface. Developers will see the customized interface when logging in, creating an account, resetting a password, or using Apps Manager.

Please see [this topic](#) for more information.

## Identity (aka UAA Server)

### UAA PW Policy Config in ERT

Operators can now specify some password policies in the UAA section of Elastic Runtime, including password length, specific character type requirements, expiration, and maximum password attempts allowed.

Please see [this topic](#) for more information.

### UAA SAML features

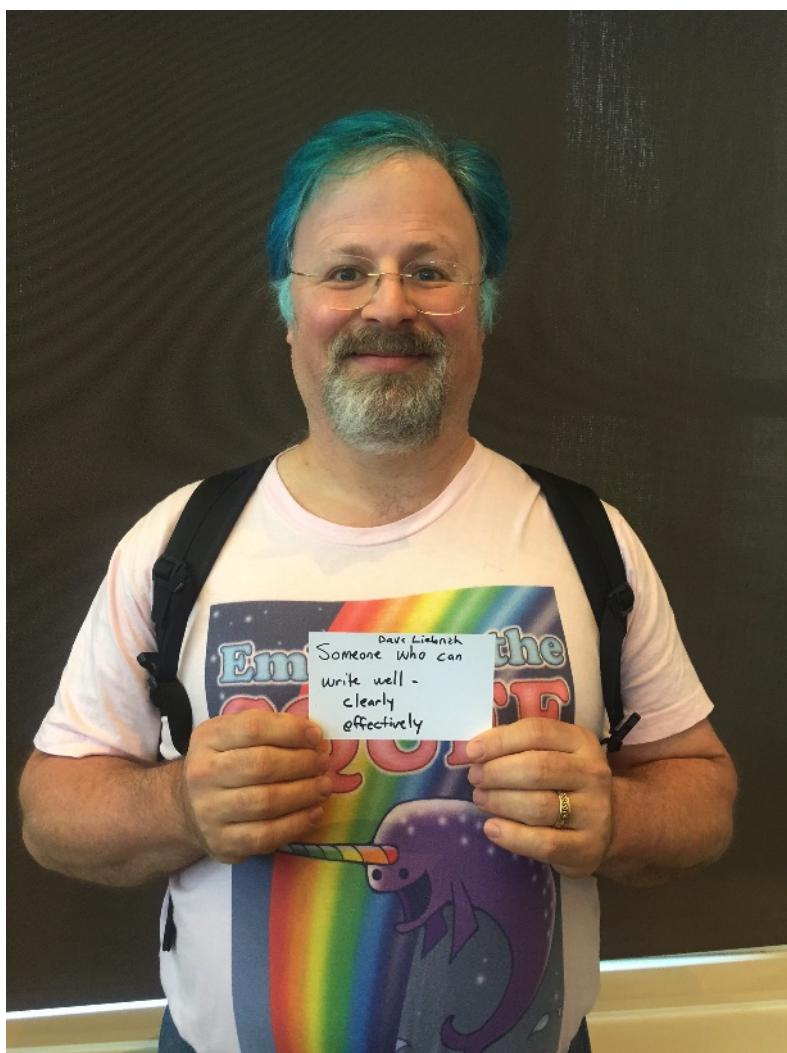
Please see [this topic](#) for more information.

### UAA Token Lifetime Settings

Please see [this topic](#) for more information.

### In memory...

We would like to dedicate this work in memory of our dear friend and colleague Dave Liebreich, who passed away on February 22, 2016. Thank you for everything, Dave, you are missed every day by your family here at Pivotal!



## Pivotal Cloud Foundry Ops Manager v1.7 Release Notes

 **Note:** Pivotal Cloud Foundry (PCF) for vCloud Air and vCloud Director is deprecated and availability is restricted to existing customers. Contact [Support](#) for more information.

### How to Upgrade

Upgrading Pivotal Cloud Foundry is documented [here](#).

#### 1.7.12 Patch

- Customers can now opt in to provision a UAA admin client while configuring their Ops Manager with SAML. This client can be used to run scripts against the Bosh Director.
- Fixed a bug with the logout workflow
- Customers can now enter a custom value for instance count in the Resource Config Form

Versions
Stemcell: 3232.17
vSphere CPI: 26
AWS CPI: 57
OpenStack CPI: 23

#### 1.7.11 Patch

- Patches USN-3064-1. Additional information can be found at <https://pivotal.io/security>.
- Bumped UAA to version 11.4

Versions
Stemcell: 3232.17
vSphere CPI: 26
AWS CPI: 57
OpenStack CPI: 23

#### 1.7.10 Patch

- Introduced a new feature that lets operators specify a custom host name for the Bosh Director.
- Introduced a new feature that lets operators add a Load Balancer to the Ops Manager Director Job
- For more information on how to set up a load balancer in front of the Director, please refer to the [KB article](#).
- Includes new Bosh Networking release with the correct RPFilter necessary for dual homing scenarios
- Fixed API endpoint to log out all active sessions

Versions
Stemcell: 3232.12
vSphere CPI: 26
AWS CPI: 57
OpenStack CPI: 23

#### 1.7.9 Patch

- Patches USN-3020-1. Additional information can be found at <https://pivotal.io/security>.
- Fixed an issue that was preventing customers from using OpenStack keystone versions greater than 3.0

## 1.7.8 Patch

- Patches CVEs including CVE-2016-0897 and CVE-2016-4468. Additional information can be found at <https://pivotal.io/security>.
- Bumped UAA version to 3.3.0.2
- Customers using vSphere or vCloud Air are now required to enter a default admin password in their OVA or TAR template. Failure to do so will result in the VM to not boot up. Additional information can be found at <http://docs.pivotal.io/pivotalcf/1-7/customizing/vsphere.html>
- Customers using the dual-homed feature in OpsManager v1.6 can now import their installations into v1.7.8 and continue to use the dual homed Bosh Director
- Customers can now dual-home their Bosh Director starting with new deployments of v1.7.8
- For more information on how to use the dual homing feature, please refer to the [KB article](#)

## 1.7.7 Patch

- Patches USN-3001-1. Additional information can be found at <https://pivotal.io/security>.

## 1.7.6 Patch

- Patches USN-2016-4435, USN-2985-2, USN-2985-1, USN-2981-1, and USN-2966-1. Additional information can be found at <https://pivotal.io/security>.
- Fixed an issue in OpenStack that prevented users from assigning multiple AZs in a subnet.

## 1.7.5 Patch

- Bumps Bosh-Init to v.0.92 to disable HTTP connection reuse to avoid issues observed only on OpenStack environments

## 1.7.4 Patch

- Fixes an issue that caused Ops Manager deploys to fail due to a Bosh-init bug
- Fixes an issue that caused JavaScript migrations to fail for large tiles
- Bumps UAA to version 3.3.0

## 1.7.3 Patch

Patches USN 2977-1. Additional info can be found at <https://pivotal.io/security>.

## 1.7.2 Patch

- Fixes a bug that caused initial User Authorization and Authentication (UAA) setup to stall in upgrade cases
- Upgraded stemcell version to 3232.3

## 1.7.1 Patch

Patches USN-2959-1, USN-2957-1, USN-2949-1, USN-2943-1, and USN-2935-2. Additional info can be found at <https://pivotal.io/security>.

## Version 1.7.0 New Features

## Security

All Ops Manager assets are now being protected by UAA [User Authorization and Authentication](#). Customers upgrading from 1.6 will have their Admin user migrated into PCF UAA while retaining their existing password as the [passphrase](#). Ops Manager 1.7 has support for multiple user accounts when using internal as well as remote [SAML](#) identity management. In order to avoid consistency issues, OpsManager restricts the number of concurrent users in the system by allowing only one user to log in at a time.

Users now have the capability to add custom certificates to all the VMs managed in a BOSH deployment. Please see below for more information about custom certificates:

- [Amazon Web Services](#)
- [OpenStack](#)
- [vSphere](#)
- [vCloud](#)

Operators can now see a detailed change log that describes all actions performed by all authenticated users.

Several improvements to stemcell management have been added to Ops Manager 1.7.0. Operators can only upgrade stemcells (i.e. stemcells cannot be downgraded). For AWS installations, only the Light HVM versions can be used. Additionally, tiles installed in Ops Manager will not need to be manually upgraded for security patches to a minor version of the stemcell.

## Networks and Availability

For Ops Manager 1.7.0, networks are now a logical collection of subnets. Users can create more than one network, and add one or many subnets to those networks. For Availability Zones (AZs), users can add more than one AZ per subnet. They can also assign products to both networks and AZs. Jobs in a deployment will be balanced across subnets and Availability Zones. Please see the following topics for more information on configuring subnets and AZs.

- [Amazon Web Services](#)
- [OpenStack](#)
- [vSphere](#)
- [vCloud](#)

## Resource Configuration

There is a new workflow for configuring resources in Ops Manager. This workflow includes a standard way of configuring instance sizes across all infrastructures. Operators also have the ability to opt in or opt out of default sizes set by Pivotal [product tiles](#). For more information, please see:

- [Amazon Web Services](#).
- [OpenStack](#)
- [vSphere](#)

## API Endpoints

As of Ops Manager 1.7, all API endpoints are protected by PCF UAA [User Authentication and Authorization](#).

Ops Manager has these new endpoints:

- List installed products
- List VM credentials by product
- Unlock Ops Manager with passphrase
- CRUD disk types and vm types
- List static IPs
- Manifest for staged products
- Manifest for deployed products
- Token expiration time can be configured

- Diagnostic information to attach to support tickets
- Get a BOSH manifest for bosh-init deployment

## AWS

For AWS installations, EBS (Elastic Block Store) is not supported on all instances. For more information on EBS encryption, please see [Configuring Amazon EBS Encryption](#). Amazon Machine Images (AMIs) can now be built in Frankfurt and Seoul. Additionally, AWS S3 version 4 is now supported.

Several changes have been made for CloudFormation on AWS. The script now considers RDS (Relational Database Service) as optional and supports an HA NAT instance and multiple AZs. For more information, please see the [Deploying the CloudFormation Template for PCF on AWS](#) topic.

Security groups that are assigned to EC2 instances are now referenced by ID. Please see below for more information:

- [Amazon Web Services](#)
- [OpenStack](#)

## vSphere

- Datastores can be split by Ephemeral and Persistent disk types
- Unlike other IaaS providers, subnets on vSphere can span availability zones
- vCenter IP field now supports IP or host

## OpenStack

For OpenStack Deployments, [Ops Manager 1.7.0](#) now supports connection options and Keystone version 3.

## Tile Authors

Multiple improvements have been included in Ops Manager 1.7.0 for [Tile Authors](#). PCF product tiles now must be upgraded using ECMA (JavaScript) [migration](#) syntax. Imports into 1.7 are limited to ECMA script migrations only.

For forms, invalid user input can be rejected using regular expressions and form fields support placeholder text. Markdown can be used above a form.

Several changes to how products and jobs are configured are included in Ops Manager 1.7.0. A job's instance count can be toggled to 0 based on a selector value. The [product template](#) must include `minimum_version_for_upgrade`. Additionally, products with pre 1.7 metadata are limited to a single subnet. Users must specify whether their product gets persistent disk or not: the field is required. `First-network-deprecated` has been removed as a key / value pair. Tile authors can limit a product's jobs to a single AZ. Additionally, Accessor information is available for trusted certificates.

## Operational Improvements

In addition to the major features, there are a number of smaller improvements that will enhance the operator's experience with installing and maintaining Pivotal Cloud Foundry.

- Operators can select and deselect errands before applying changes
- Support for compiled releases
- Users can disable ICMP checks (default off on AWS)
- Checkbox exists to run `bosh deploy --recreate` (recreates all VMs)
- Support for monitoring and Pager Duty™ BOSH plugins
- UAAC gem added to Ops Manager VM
- Automatic cleanup of `/tmp` directory for 24-hour-old files

## Bug Fixes

- Some products could not be uploaded via API
- Wrong tile version shown in error messages
- Passwords aggressively scrubbed from logs resulting in non-secret obfuscation
- Job logs cleaned up by file cleaner
- Hints in selectors fixed
- Users had to specify resource pools on vSphere
- Installations were slower by writing logs to database
- When DNS is unreachable 500 error
- Importing installation errors with resource pools result in 500 error
- Partial selection of errands results in all errands checked
- Powering off VM can result in empty installation.yml under certain conditions
- Many API docs errata fixes
- Broken EULA links
- Selector checkboxes were not persisting
- Exports with empty releases causes 500 error

## Pivotal Elastic Runtime v1.7 Known Issues

### Issues with Application Uptime in PCF Elastic Runtime v1.7.0 - v1.7.15

Issue: If you kill the NATS server without stopping it cleanly or if you upgrade/stop/restart NATS in an environment where the IPSec add-on is applied, then you may experience a period of application downtime. More information can be found in this [Knowledge Base](#) article.

#### Recommended action

Contact Pivotal Support for remediation of application downtime if you have IPSec versions older than 1.5.37 and an Elastic Runtime older than 1.7.15.

### Issues with Autoscaling in PCF Elastic Runtime v1.7.10 - 1.7.13

Issue: PCF Elastic Runtime versions 1.7.0 to 1.7.13 contain a version of PCF Autoscale app (a service used to scale your app instances automatically) that periodically crashes once a scaling event has taken place.

This will be fixed soon in a future patch release of Elastic Runtime.

#### Recommended action

If you are planning to install these affected versions of Elastic Runtime and you use the autoscaling service, before you deploy the upgrade, disable the following: The errand that pushes an updated autoscale app (Deploy CF Autoscaling App) The errand to register the service broker (Register Autoscaling Service Broker)

Disabling these errands will prevent the new malfunctioning autoscale app from being deployed, and will allow you to continue using the old autoscale app as before.

#### Please note

If you have already upgraded to PCF Elastic Runtime versions 1.7.10 to 1.7.13 and you did not disable these errands, your updated version of the PCF Autoscale app will intermittently crash until a patch has been released. If you are experiencing this issue, you will need to manually scale your apps until the fix has been released.

If you need further assistance, please contact [Pivotal Support](#).

## New Issues

- Autoscaling does not work in PCF Elastic Runtime versions 1.7.10 to 1.7.13.
- The Single Sign-On service tile operates in lockstep with PCF Elastic Runtime. If you are a customer upgrading from PCF 1.6 to PCF 1.7 and you are using SSO v1.0.x, you must upgrade to the SSO v1.1.0 service tile when you upgrade the Elastic Runtime Tile to 1.7.
- LDAP SSL with self-signed certificates is not functional in the PCF 1.7.2 release. Upgrading to this release will cause UAA to not start up. This issue will be addressed in the next patch release (1.7.3) of PCF.
- The Push Notifications service tile operates in lockstep with PCF Elastic Runtime. If you are a customer upgrading from PCF 1.6 to PCF 1.7 and you are using Push Notifications v1.4.4 or earlier versions, you must upgrade to the Push Notifications v1.4.5 tile when you upgrade the Elastic Runtime Tile to 1.7.
- The Apps Manager console URL has changed from `console.YourSystemDomain` to `apps.YourSystemDomain` with no redirect. If you experience any issues because of this change, please contact [Support](#).
- Apps Manager's "Tools" page links to the incorrect version of the cf CLI. To get the latest version, download it directly from [the CLI releases page](#).
- When you upgrade Ops Manager from 1.6 to 1.7 on vSphere or vCloud, you might notice that several of your Elastic Runtime VMs will automatically resize to have more CPU, memory, and/or disk. This is because the new Ops Manager defines specific instance types instead

of custom sizings, and each instance will adopt an instance type that is the closest match to the previous custom size. For instance, you might see the Diego Cells will increase their CPU to 4 and their disk to 130 GB per Cell if you kept the default size of Cell instances from Elastic Runtime 1.6.x. If you disagree with the instance size automatically selected, you may select a different type anytime.

- No metrics from any jobs in Elastic Runtime 1.7.0 will be emitted to the firehose, so none of these metrics will appear in the JMX bridge. This was fixed in 1.7.1.
- Java apps can take advantage of the custom certificate authority feature of PCF 1.7, but it requires using a more recent Java buildpack version than the one included with Elastic Runtime 1.7.0. The buildpack version is 3.7, and it requires that you also enable the Container Certificate Trust Store feature. The feature is turned off by default, because it can impact staging performance of Java apps, adding an extra 45 seconds or so.
- The cross-container traffic checkbox is removed from Elastic Runtime, because since the migration from the DEA architecture to Diego, this feature setting is now controlled by your CF application security groups.

## Existing Issues

- Do not put an apostrophe in database passwords for Elastic Runtime. The notifications and autoscale system apps are unable to use a password with an apostrophe.
- Diego Cells may sometimes time out on app pushes when any given Diego Cell receives its first app push with no buildpack specified for that app. This is because the Cell is caching all of the buildpacks for subsequent app pushes, and this may take longer than what the app staging allows.
- The CLI command for viewing application files, `cf files`, does not work with applications on Diego.
- To SSH into an application container on Diego, your CF user must have the Space Developer role attached to it for the application space.
- The Smoke Tests may occasionally fail at the logging test suite. The Smoke Tests errand is fine to re-run in case of any failures.
- .NET support on Windows cells does not support the same level of security and isolation as seen on Linux cells. At this time, it is only recommended for running “trusted” apps.
- At this time, the container accounts on Windows cells must have permissions to log on locally, which may not be the default.
- Application file names on Windows cells are limited to maximum length of 100 characters. As a workaround, make sure that all filenames in an application directory are shorter than 100 characters before pushing.
- On the Security Config page of Elastic Runtime, after you supply your own cipher sets and click Save, do not erase the HAProxy and Router Cipher fields. The ciphers will not return to their default values when deleted, and will instead be interpreted as an empty cipher set.
- When selecting between internal and external System Database and/or File Storage config, if saved values for external systems fail verification (e.g. a host is not reachable from Ops Manager), the values will persist if you then select ‘Internal Databases’ or ‘Internal File Store’. To resolve this issue, return to your Ops Manager Installation Dashboard and click **Revert**, located in the upper right corner of the page.

## Pivotal Cloud Foundry Ops Manager v1.7.0 Known Issues

### New Issues

Some of these issues may be fixed in subsequent patch releases to 1.7. Consult the Ops Manager 1.7[Release Notes](#) for more information.

- Ops Manager 1.7.0 limits the integration with products like CA Single Sign-On, in that a single BOSH Director and Ops Manager can be registered. This limitation will be addressed in 1.7.1.
- Ops Manager uses new instance sizes on vSphere that may result in higher capacity VMs being deployed.
- The initial setup of Ops Manager should be done using a FQDN via DNS as the UAA will use the address for redirects. If the initial setup of Ops Manager is performed by accessing Ops Manager via an IP address or URL that you do not control, that address must not change.
- Ops Manager director is now limited to one network to avoid asymmetric routing. Ops Manager will assign the director to the deployment network unless the user limits the director to one network before upgrading. BOSH can be multi-homed manually. Please file a [support ticket](#) if you need help.

### Existing Issues

- If EBS encryption is initially disabled, and then later enabled, the change will not apply to the Director's persistent disk.
- If you are using OpenStack Juno, make sure you have applied this patch: <https://bugs.launchpad.net/horizon/+bug/1394051>