# 7. Deployment Instructions

Describe the deployment instructions, the basic specifications of the server, etc.

7.1. How to clone project to server

1. Clone the project repository

|  |
| --- |
| git clone <https://github.com/rittidate/menti-app.git> |

7.2. Setting up environment (OSX)

i. Install Homebrew

|  |
| --- |
| ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)" |

ii. Install Postgresql

|  |
| --- |
| brew install postgres |

- To change called directory

|  |
| --- |
| cp /usr/local/Cellar/postgresql/9.4.5\_2/homebrew.mxcl.postgresql.plist ~/Library/LaunchAgents/ |

- To reload postgresql

|  |
| --- |
| launchctl unload ~/Library/LaunchAgents/homebrew.mxcl.postgresql.plist  launchctl load ~/Library/LaunchAgents/homebrew.mxcl.postgresql.plist |

\*\*\*9.4.5\_2 is version of postgresql on your machine.

iii. Install Ruby on Rails

- install RVM

|  |
| --- |
| curl -sSL https://get.rvm.io | bash -s stable |

- install ruby version 2.3.1

|  |
| --- |
| rvm install 2.3.1 |

- install rails version 4.2.6

|  |
| --- |
| gem install rails -v 4.2.6 --no-ri --no-rdoc |

iv. Install bundle gem install bundle

Bundler provides a consistent environment for Ruby projects by tracking and installing the exact gems and versions that are needed.

- install bundler

|  |
| --- |
| gem install bundler |

- go to project directory and install gems needed

|  |
| --- |
| bundle install |

v. Install heroku tool

<https://devcenter.heroku.com/articles/heroku-command-line>

Once installed, you’ll have access to the $ heroku command from your command shell. Log in using the email address and password you used when creating your Heroku account

|  |
| --- |
| heroku login |

vi. Change environment in ‘/.env’ or heroku environment

- All needed parameter put in this file.

|  |
| --- |
| RACK\_ENV=  PORT=  SECRET\_KEY\_BASE=  FACEBOOK\_APP\_ID=  FACEBOOK\_APP\_SECRET\_KEY=  BRAINTREE\_ENVIRONMENT=  BRAINTREE\_MERCHANT\_ID=  BRAINTREE\_PUBLIC\_KEY=  BRAINTREE\_PRIVATE\_KEY=  AWS\_S3\_BUCKET\_NAME=  AWS\_ACCESS\_KEY\_ID=  AWS\_SECRET\_ACCESS\_KEY= |

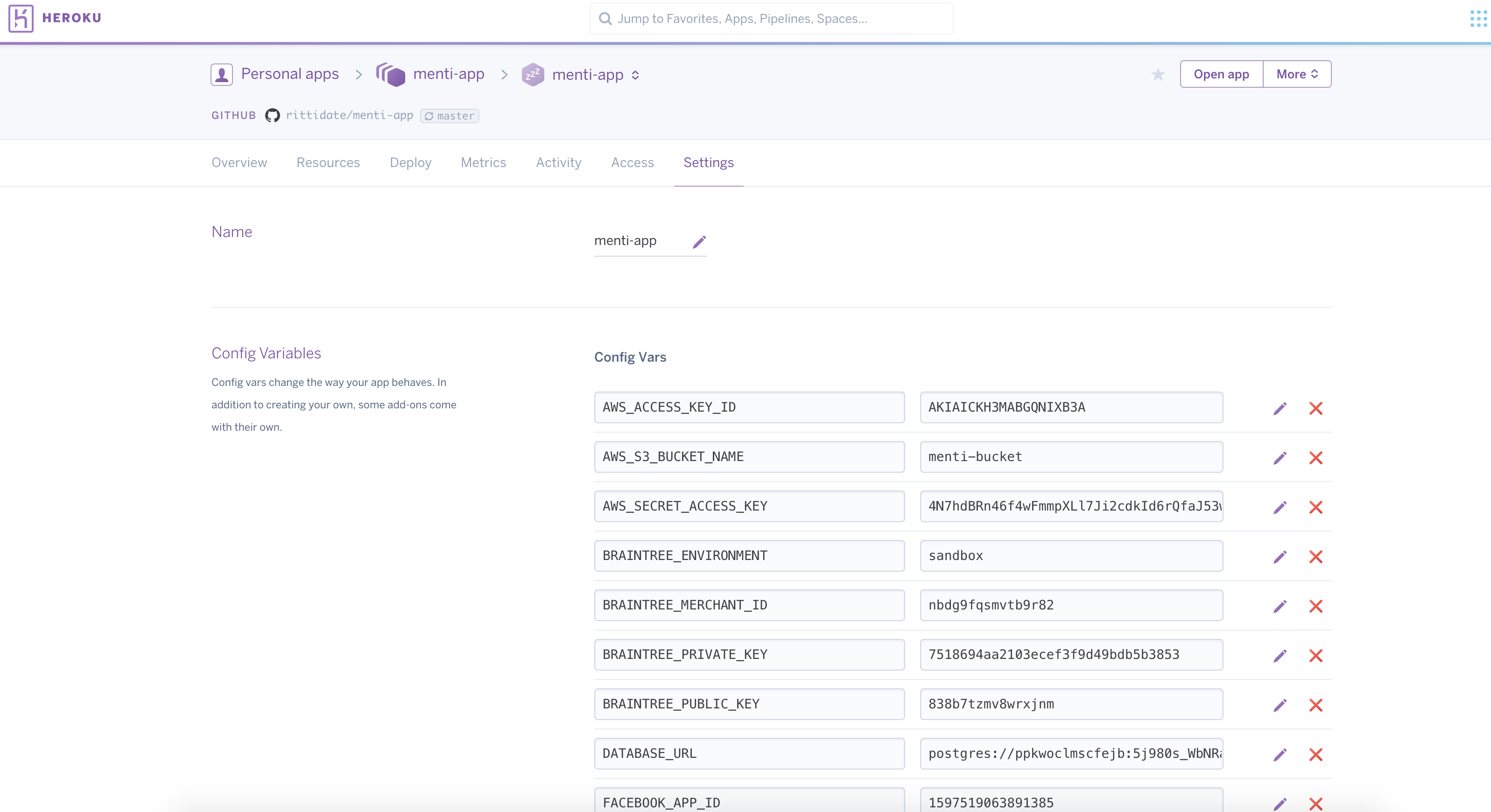
* Set up environment on heroku server in figure 7.1

Figure 7.1 Heroku environment setup

vii. Setup the project database by using

|  |
| --- |
| #initial setup database  bundle exec rake db:setup    # migrate all database schema  bundle exec rake db:migrate  # insert initial data needed  bundle exec rake db:seed |

viii. Run rails on machine

**7.3 Other deployment**

For hosting, you have choices to choose the Heroku hosting or alternative hosting.

|  |
| --- |
| rails server |

7.3.1 Using the Heroku hosting

- Moving staging environment to production environment.

https://devcenter.heroku.com/articles/multiple-environments

- Changing from heroku domain to your domain

https://devcenter.heroku.com/articles/custom-domains

- Heroku pricing

https://www.heroku.com/pricing

7.3.2 Alternative hosts which are compatible with this project.

- OpenShift

- Cloud Foundry

- AWS

For more information, http://blog.sudobits.com/2013/02/15/heroku-alternatives-for-deploying-rails-applications/

The other services are developed in this project

7.3.3 AWS S3

We use **AWS S3 service** to store files such as, images, documents and other files.

https://aws.amazon.com/s3

Create your own account in BrainTree\_sandbox

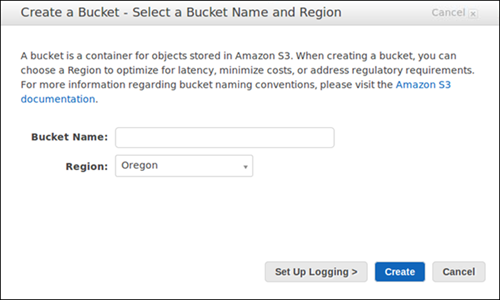
Click Account->my user find ‘API Keys, Tokenization Keys, Encryption Keys’ and click View Authorizations

Find ‘Generate New API Key’ Button and New Public Key will be list in a form down below

Click View, MERCHANT\_ID, PUBLIC\_KEY, PRIVATE\_KEY will be list in another form in new page.

AMAZON S3 BUCKET CREATION AND SETUP

1. Sign into the AWS Management Console and open the Amazon S3 console at <https://console.aws.amazon.com/s3>.
2. Click **Create Bucket**.



3. In the **Create a Bucket** dialog box, in the **Bucket Name** box, enter a bucket name.

The bucket name you choose must be unique across all existing bucket names in Amazon S3. One way to help ensure uniqueness is to prefix your bucket names with the name of your organization. Bucket names must comply with certain rules. For more information, see [Bucket Restrictions and Limitations](http://docs.aws.amazon.com/AmazonS3/latest/dev/BucketRestrictions.html) in the *Amazon Simple Storage Service Developer Guide*.

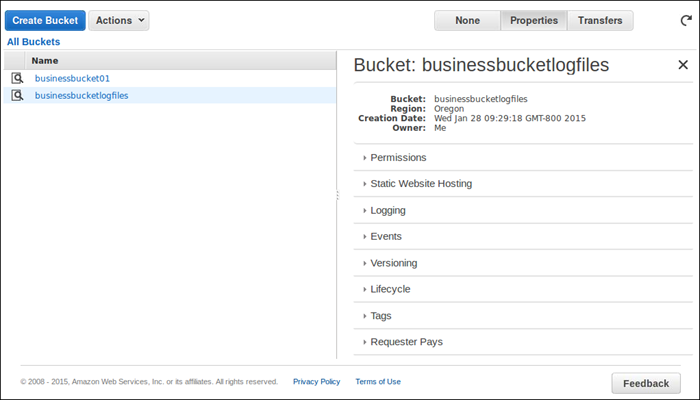
**Note:**After you create a bucket, you cannot change its name. In addition, the bucket name is visible in the URL that points to the objects stored in the bucket. Ensure that the bucket name you choose is appropriate.

4. In the **Region** box, select a region. For this exercise, select **Oregon** from the drop-down list.

You can choose a region to optimize latency, minimize costs, or address regulatory requirements. Objects stored in a region never leave that region unless you explicitly transfer them to another region. For more information about regions, see [Accessing a Bucket](http://docs.aws.amazon.com/AmazonS3/latest/dev/UsingBucket.html#access-bucket-intro) in the *Amazon Simple Storage Service Developer Guide*.

5. Click **Create**.

When Amazon S3 successfully creates your bucket, the console displays your empty bucket in the **Buckets** panel.



7.3.4 **Facebook login app**

1. Login to Facebook

Before creating a developer account, login in to your Facebook account.

2. Developer Account

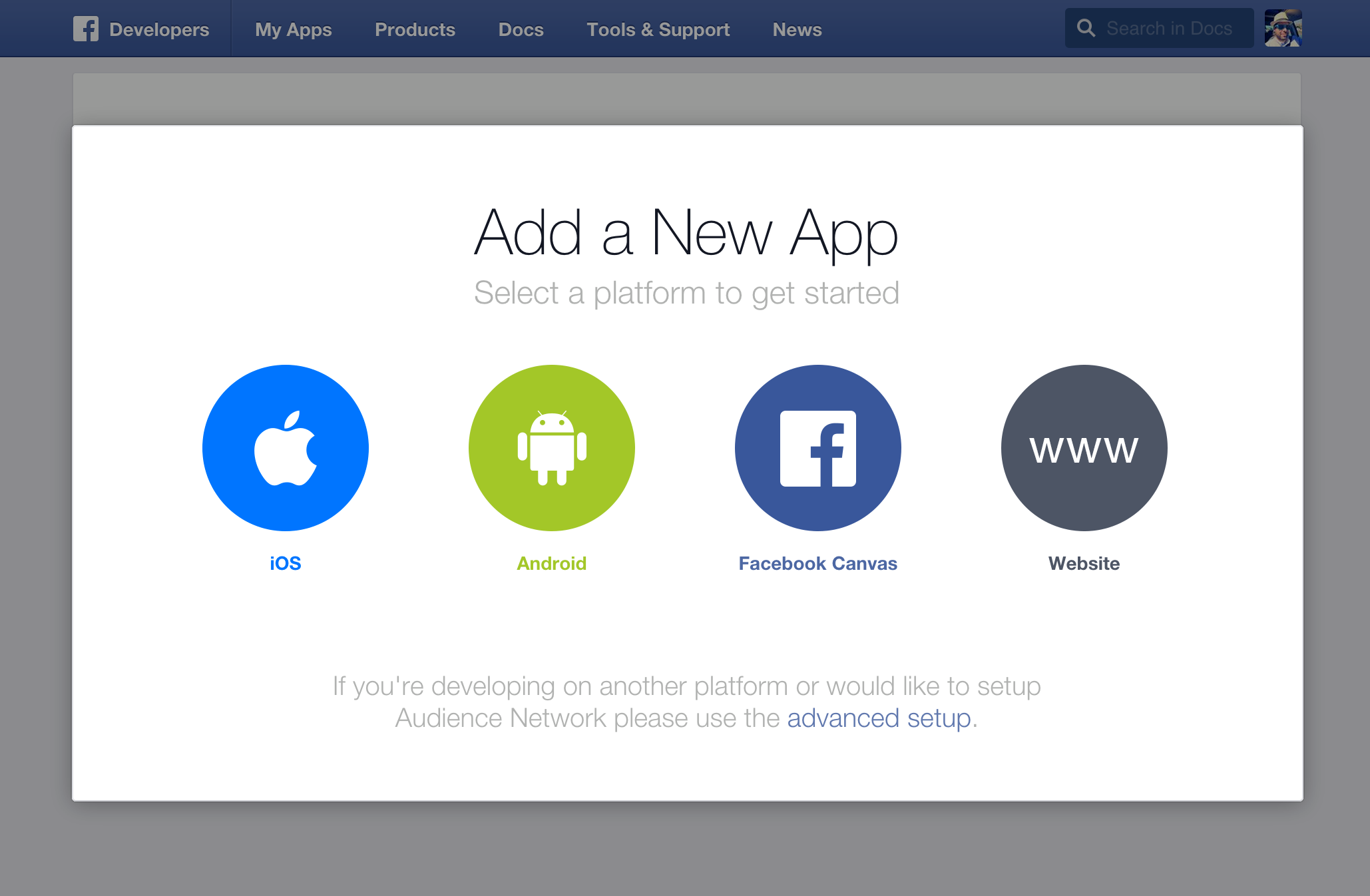
You'll need Facebook developer account to get started. If you don't have one upgrade your personal Facebook account to a Facebook Developer account now. Skip this step, if you already have a developer account.

3. Create new Facebook app

Choose [Apps](https://developers.facebook.com/apps/) in the header navigation and select **Add a New App**

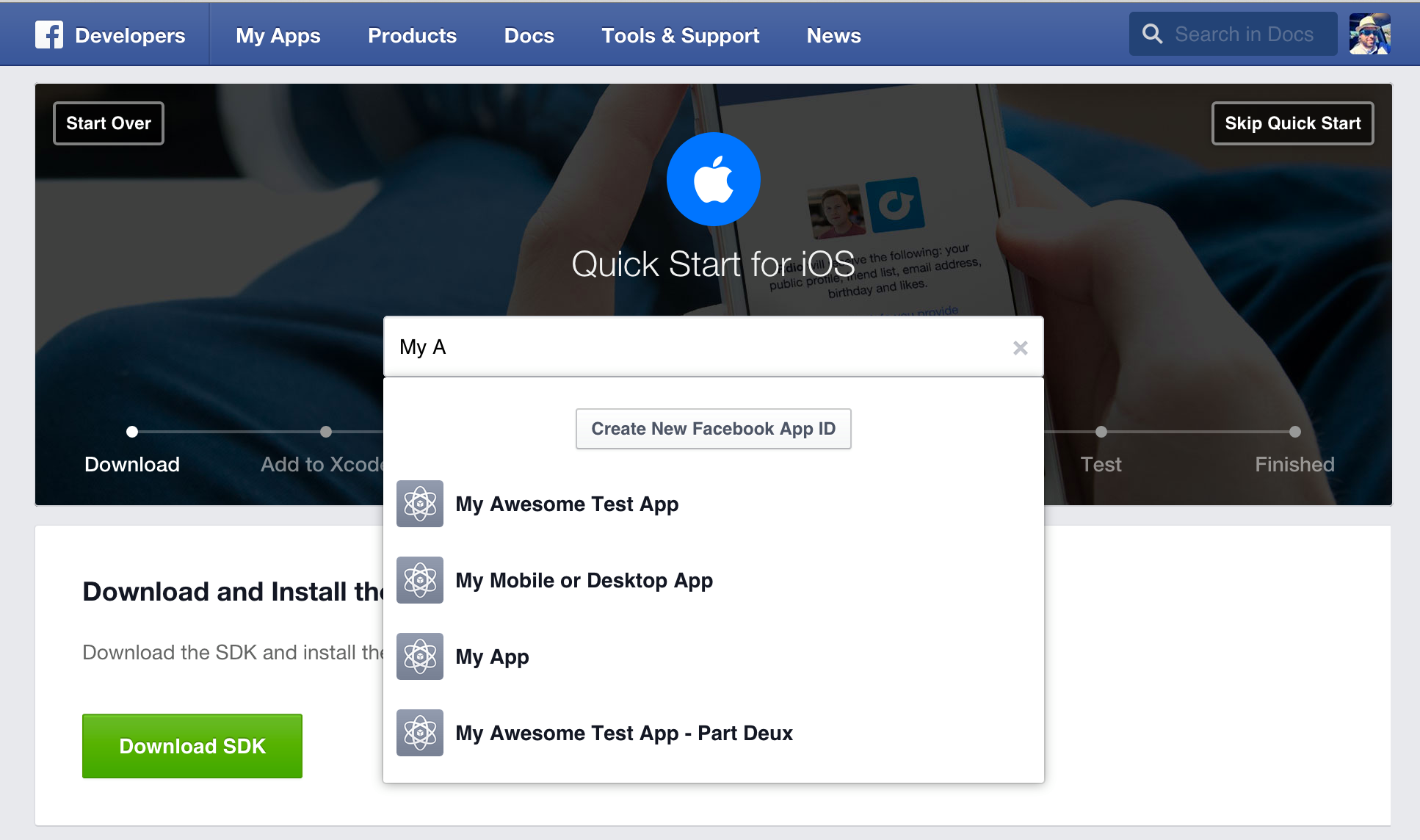
4. Choose Platform

Choose the platform you want to add. If your app is on multiple platforms, you'll be able to add them to your Facebook app later.



5. Choose a Name

Choose a name for your app and select **Create New Facebook App ID**. Choose a **category** for your app. If you're creating a test version of an existing Facebook app, select the app you're testing.



6. Follow "Quick Start" Steps

The quick start wizard will help you to set up your Facebook app for the selected platform. You can come back to the quick start wizard at a later time to either continue your setup or add a new platform to your app.

7. App ID

Your app will have a unique app ID. You will use this ID whenever you use one of our [SDKs](https://developers.facebook.com/docs/apis-and-sdks) or [Open Graph tags for sharing](https://developers.facebook.com/docs/sharing/webmasters/). You can find your app ID in your [app's dashboard](https://developers.facebook.com/apps/).

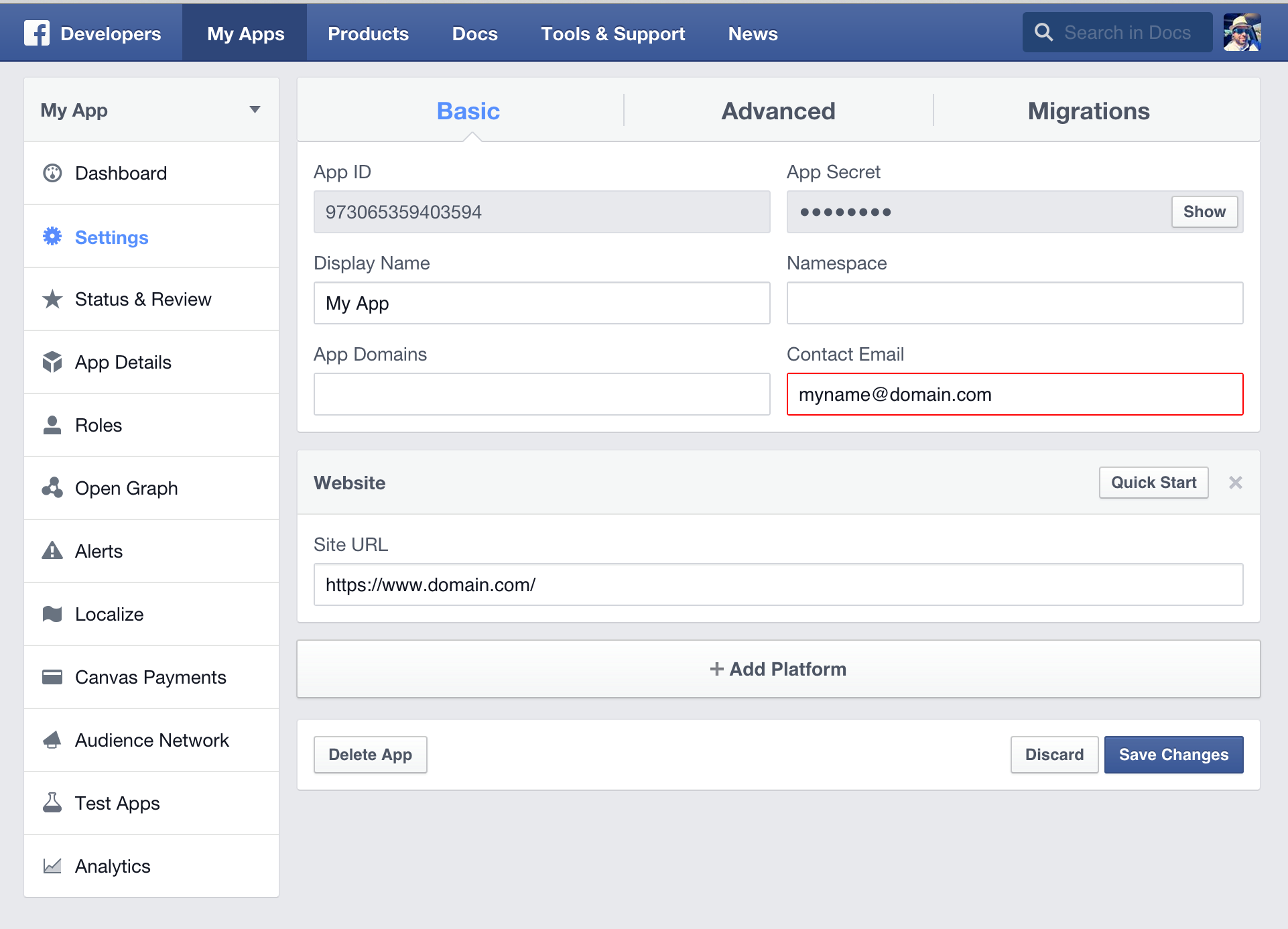
8. Protect your App Secret

Facebook auto-generates an app secret associated with your application. The application secret authenticates requests made by your application to Facebook servers and should be treated like a password.

Do not output your Facebook application secret in your web page markup; be careful when committing files containing this value into source control software such as a public Git or Subversion repository.

9. Contact Email

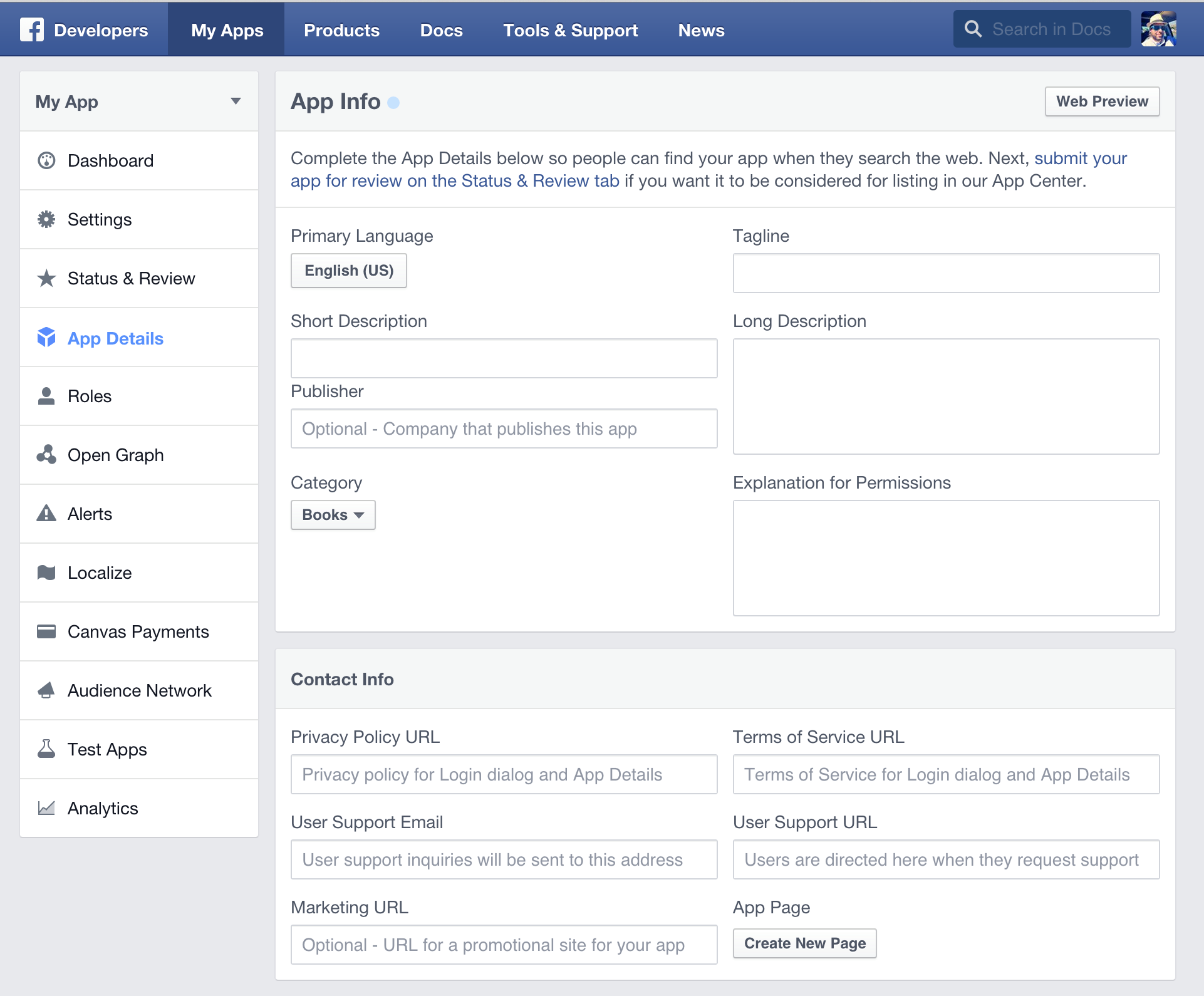
You need to add a contact email for each app. Go to your [app's dashboard](https://developers.facebook.com/apps/) and select the navigation item **Settings** in the left sidebar and provide a valid contact email.



10. App Details

Select the App Details on the left sidebar to view and add additional information about your app.

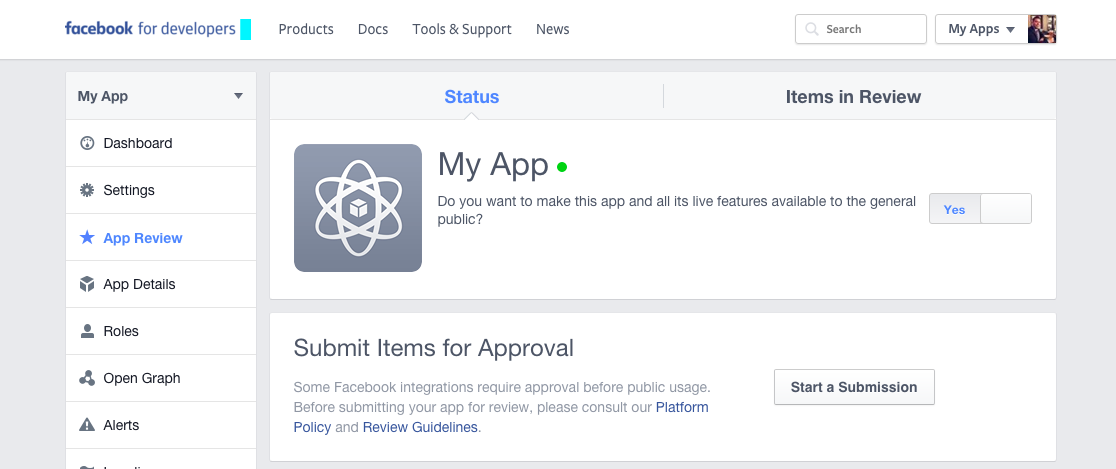
If you want your app to be listed in app center, turn on the App Center Listed Platform setting for your website or mobile site. Add icons, promotional images, and videos. Make sure to follow the [App Center Guidelines](https://developers.facebook.com/docs/games/appcenter/guidelines) to be approved for listing in App Center.



11. Disable Development Mode

New Facebook apps exist in development mode by default. This limits published actions and related objects such as friend tagging to Facebook Timelines owned by a developer of the application.

Once your application is ready for public use you can switch from development mode to public mode to allow your app to interact with Facebook accounts not associated with your app.



Submit Your App for Review

Once your app is ready you need to submit it for review. Learn more about the review process and what's required to pass review.

- **Braintree payment**

https://developers.braintreepayments.com/start/hello-server/ruby?\_ga=1.215030231.197112222.1476859006