

# Keycloak in Docker #2 – How to import a Keycloak realm

 20th August 2021 /  little\_pinecone /  Tools

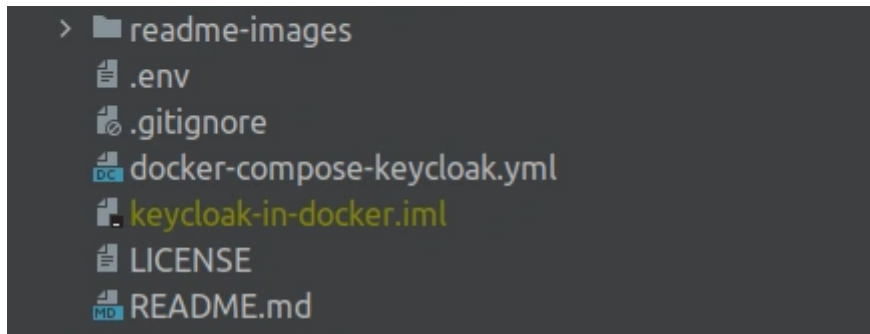
Having a dockerized Keycloak service that works out-of-the-box and contains an imported realm with its default users is very useful. Not only does this greatly simplify the setup process, it also allows us to share a replicable Keycloak instance with other developers.

I'm going to describe two ways of importing a realm from a file:

- with a **Docker volume and an environment variable** that triggers an import every time we start the container but only executes it if the realm doesn't exist yet,
- with a **Docker volume and a command** executed in our running **keycloak** service that will use a mounted volume but has to be triggered (manually or with a script) and can be configured to always replace an existing realm.

However, if you need to import multiple realms or a realm that has been exported to many files, see the [Keycloak in Docker #6 – How to import realms from a directory](#) post.

For the reference, below you'll see how the [keycloak directory](#) tree will look like in my project after finishing the work described in this article:



## Prerequisites

- I'm going to work with Keycloak running as a Docker service. You can learn how to run Keycloak with Docker in the [Keycloak in Docker #1 – How to run Keycloak in a Docker container](#) post. As a result of my previous work, I have two services running on my machine:

```
docker ps
```

CONTAINER ID	IMAGE	PORTS
774a1d259bf9	jboss/keycloak:15.0.2	8443/tcp, 0.0.0.0:8024->8080/tcp, :::8024->8080/tcp
6f10181d012b	postgres:14.1-alpine	0.0.0.0:5433->5432/tcp, :::5433->5432/tcp

- The starting point for the work presented in this post is contained in the [commit 05e4c72e4a01f33304b45e8410352060e1a17044](#).

## Create and export a custom realm

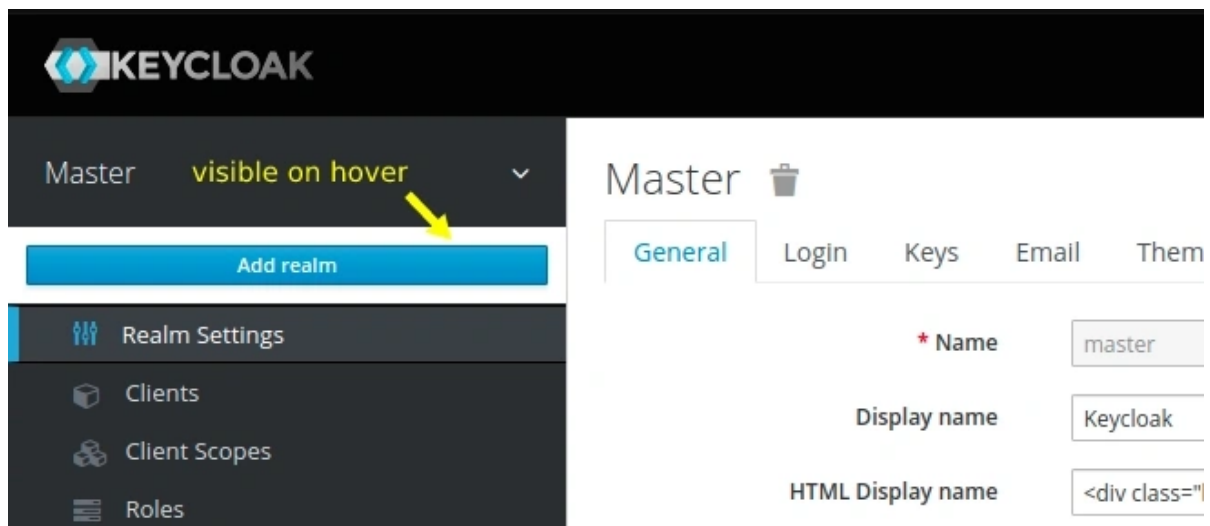
You can skip this part, if you already have a valid json file for your realm.



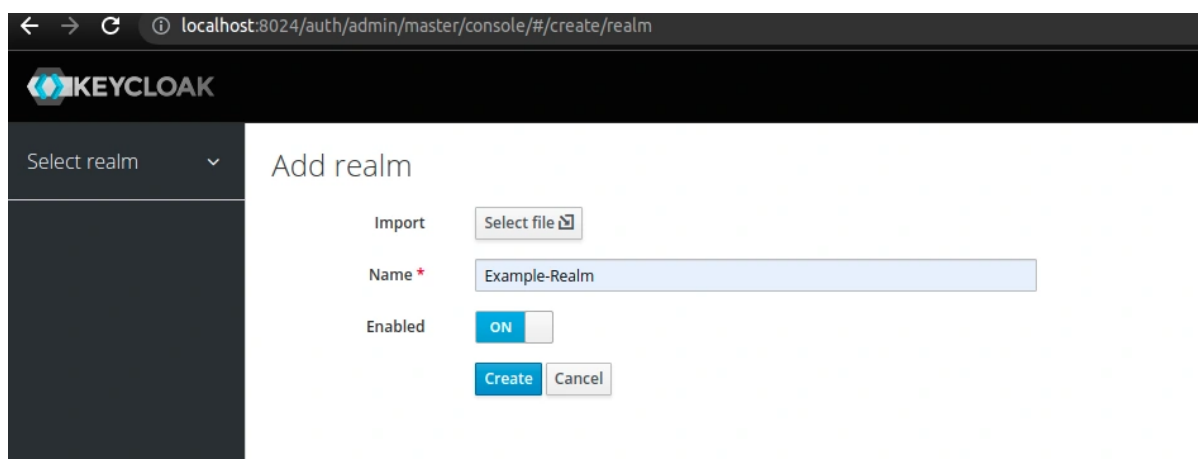
run the Keycloak service,

- use the UI to create a simple realm,
- export the realm using the [Admin console export](#) (not all resources can be exported with this method but it'll be enough for this example),
- add some default users to my exported realm file,
- destroy the dockerized services.

Visit the <http://localhost:8024/auth/> url and log in with admin credentials (`keycloak:keycloak` in my example). Hover the mouse over the name of the default "Master" realm in the top left corner of the page:



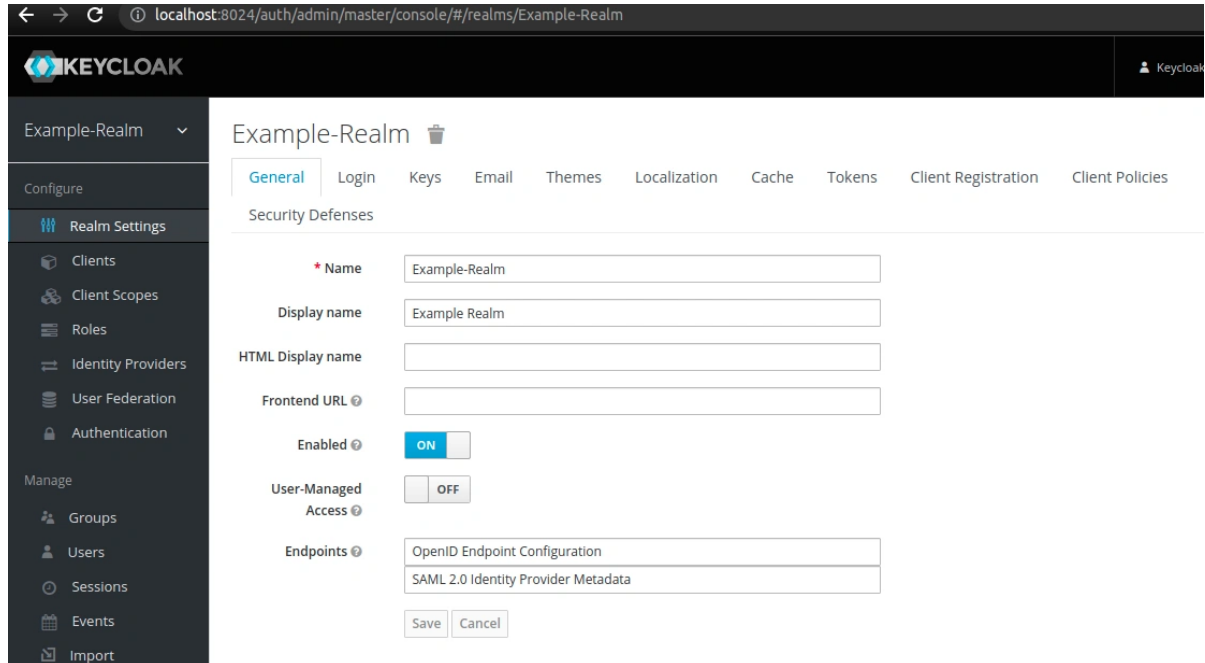
Click the **Add realm** option to go to the form where we're going to provide our realm name:



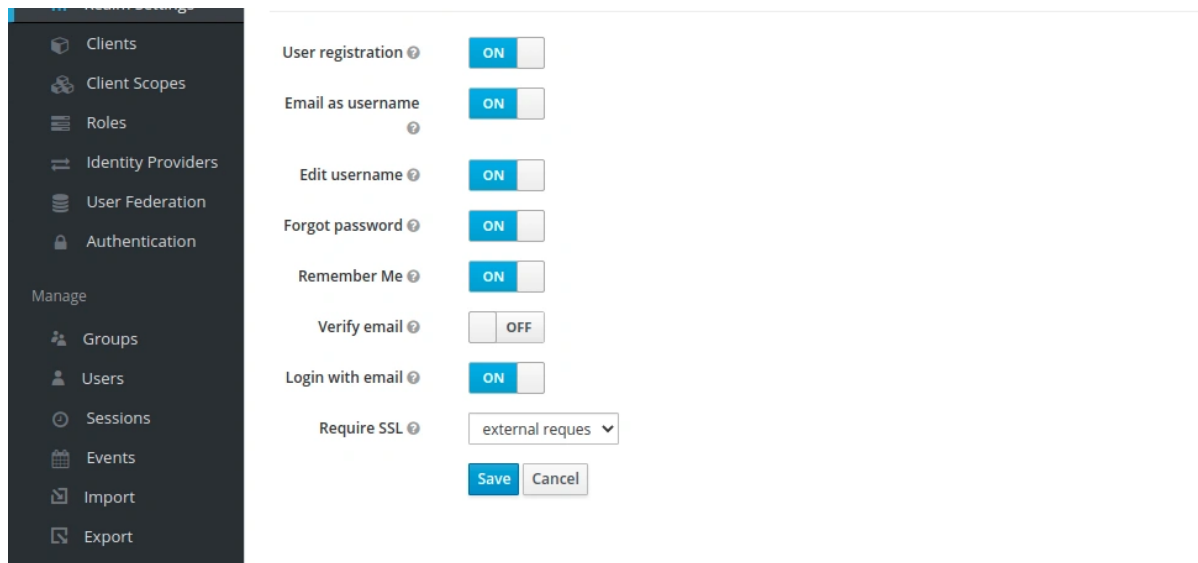
As we can read in the official documentation:

Furthermore, the name will be used in URLs so we don't use any whitespaces here.

I'm going to name my realm **Example-Realm** and provide **Example Realm** name as a value that will be displayed to users:



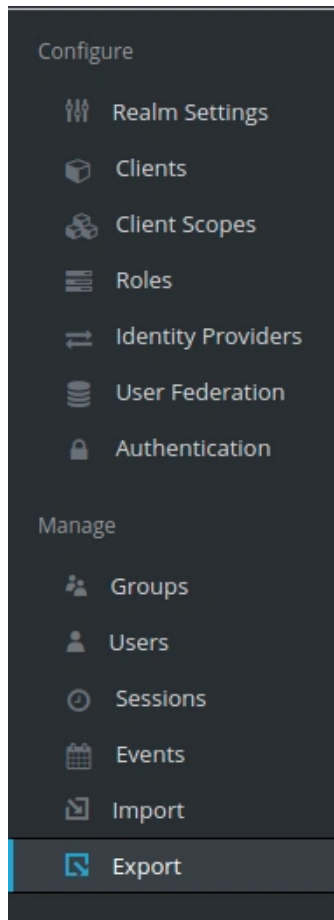
Next we should define all the other settings for our realm. For instance, you can see my example **Login** configuration on the image below:



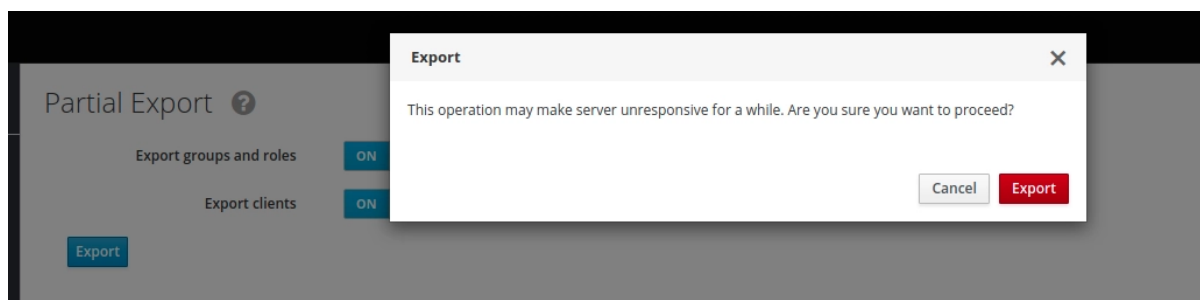
This is all I will need in my example realm. You can freely **configure yours** before exporting it.

## Export the realm

We're going to export our realm to a **json** file. Select the **Export** option from the side menu and choose what you want to include in the exported file:

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Remember that realm export may take some time and make the service unresponsive for other requests:



As a result, we'll have the `realm-export.json` file saved on our machine. Remember the location of this file as you'll use it to provide the volume content for our dockerized Keycloak.

## Add default users

```
-  
2  "users": [  
3    {  
4      "username": "christina",  
5      "enabled": true,  
6      "email": "christina@test.com",  
7      "firstName": "Christina",  
8      "lastName": "Travis",  
9      "credentials": [  
10     {  
11       "type": "password",  
12       "value": "test"  
13     }  
14   ],  
15   "realmRoles": [  
16     "user"  
17   ],  
18   "clientRoles": {  
19     "account": [  
20       "view-profile",  
21       "manage-account"  
22     ]  
23   }  
24 },  
25   ...  
26 ]  
27 }
```

Now, we're going to add the **users** list at the beginning of the **realm-export.json** file (users' details are folded so that we can see the list and the start of the realm config) as you can see on the following screenshot from my IDE:



```
70      {"username": "noel"...}  
92    ],  
93    "id": "Example-Realm",  
94    "realm": "Example-Realm",  
95    "displayName": "Example Realm",  
96    "notBefore": 0,  
97    "defaultSignatureAlgorithm": "RS256",  
98    "revokeRefreshToken": false,  
99    "refreshTokenMaxReuse": 0,  
100   "accessTokenLifespan": 300,
```

## Remove containers

Now, we can remove the containers and the database volume with the following command:

```
1 docker-compose -f docker-compose-keycloak.yml down --volumes
```

## Import a Keycloak realm on a container startup using an env variable

We're going to map a volume to our **realm-export.json** file and use the **KEYCLOAK\_IMPORT** environment variable.

## Define the volume for realm import

The [image documentation](#) tells us to use the **KEYCLOAK\_IMPORT** environment variable to specify the realm file mounted to the **/tmp** directory:





Therefore, I'm going to add the volume with the realm to my **docker-compose.yml** file:

```
1  # backend/docker/docker-compose-keycloak.yml
2  ...
3  services:
4    keycloak:
5      image: ...
6      ports:
7        ...
8      environment:
9        - KEYCLOAK_IMPORT=/tmp/realm-export.json
10     ...
11     volumes:
12       - ./keycloak/realms/realm-export.json:/tmp/realm-export.json
13     networks:
14       ...
15     depends_on:
16       ...
17     ...
```

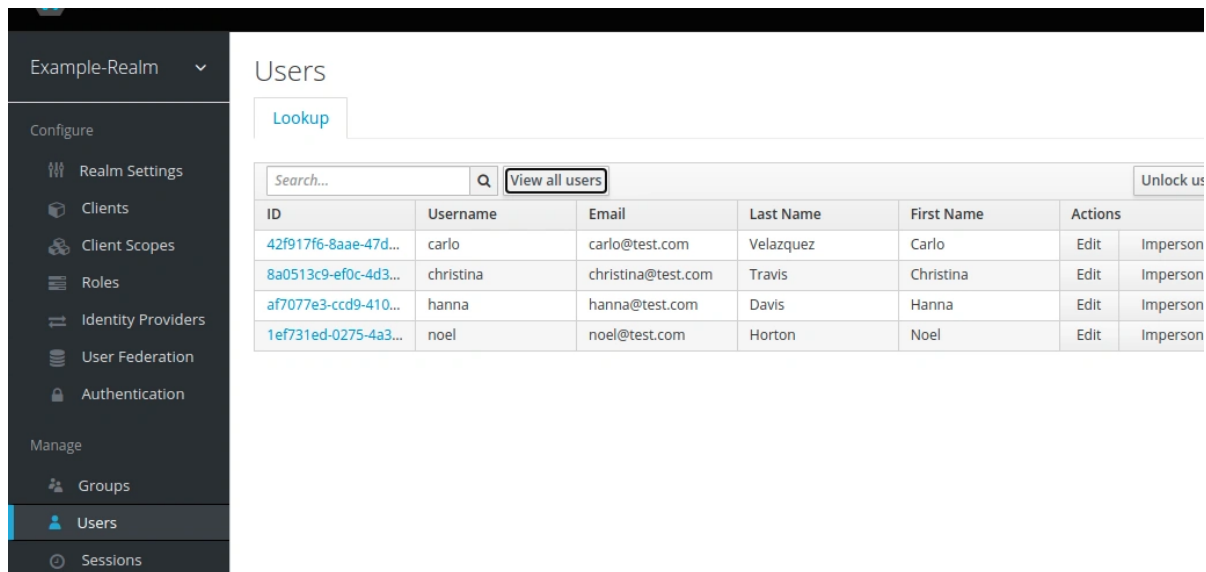
## Recreate the container

Make sure that the **keycloak** and **keycloakdb** services (and their volumes) were purged from your system after you had exported your realm. Now, we're going to recreate the containers with the following command:

```
docker-compose -f docker-compose-keycloak.yml up -d
```

You should see the Keycloak realm import info in the **keycloak** container logs:

```
09:50:34,246 INFO [org.keycloak.services] (ServerService Thread Pool -- 63) KC-SERVICES00050: Initializing master realm
09:50:36,893 INFO [org.keycloak.services] (ServerService Thread Pool -- 63) KC-SERVICES00004: Imported realm Example-Realm from file /tmp/realm-export.json.
```



After restarting the **keycloak** service, we'll see the following message in its logs:

```
1 | 09:46:09,016 INFO [org.keycloak.services] (ServerService Thread Pool -- 66) K
   | C-SERVICES0003: Not importing realm Example-Realm from file /tmp/realm-export.
   | json. It already exists.
```

You can see the work presented in this article in the [ada085f379746d91bf8f3024843780b2585c415f commit](#).

## Import a Keycloak realm with a command

Alternatively, we can execute the following command in a running **keycloak** service (the container from this example is called **keycloakindocker\_keycloak\_1**):

```
1 | docker exec -it keycloakindocker_keycloak_1 /opt/jboss/keycloak/bin/standalone.s
2 | -Djboss.socket.binding.port-offset=100 \
3 | -Dkeycloak.migration.action=import \
4 | -Dkeycloak.migration.provider=singleFile \
5 | -Dkeycloak.migration.realmName=Example-Realm \
6 | -Dkeycloak.migration.file=/tmp/realm-export.json
```



```

3 services:
4   keycloak:
5     image: ...
6     ports:
7       ...
8     environment:
9       ...
10    volumes:
11      - ./keycloak/realms/realm-export.json:/tmp/realm-export.json
12    networks:
13      ...
14    depends_on:
15      ...
16  ...

```

The default strategy is to replace an existing realm. Therefore, we can see in the logs the following info:

```

1  ...
2  09:48:00,855 INFO  [org.keycloak.services] (ServerService Thread Pool -- 61) KC-SERVICES0031: Import of realm 'Example-Realm' requested. Strategy: OVERWRITE
3  _EXISTING
4  09:48:00,855 INFO  [org.keycloak.exportimport.singlefile.SingleFileImportProvider] (ServerService Thread Pool -- 61) Full importing from file /tmp/realm-export.json
5  09:48:00,956 INFO  [org.keycloak.exportimport.util.ImportUtils] (ServerService Thread Pool -- 61) Realm 'Example-Realm' already exists. Removing it before import
6  09:48:03,279 INFO  [org.keycloak.exportimport.util.ImportUtils] (ServerService Thread Pool -- 61) Realm 'Example-Realm' imported
7  09:48:03,303 INFO  [org.keycloak.services] (ServerService Thread Pool -- 61) KC-SERVICES0032: Import finished successfully
8  ...

```

Quit the process with **Ctrl+C** after a successful import.



What to check when the command import didn't work as planned?

## No such file or directory

If you see **FileNotFoundException** in the logs make sure that the value you provided for the **Dkeycloak.migration.file** property value is consistent with the volume mapping. The following example error shows what happens if I provide **/tmp/realm-export-test.json** to the command but my volume maps to **/tmp/realm-export.json**:

```
1 | Error during startup: java.lang.RuntimeException: java.io.FileNotFoundException: /tmp/realm-export-test.json (No such file or directory)
```

## Permission denied

Make sure that the volume on your local machine wasn't created by the **root** user.

# Learn more on how to import a Keycloak realm

- [How to run Keycloak in a Docker container](#)
- [Keycloak in Docker #6 – How to import realms from a directory](#)
- [Keycloak export and import documentation](#)
- [Importing a realm and exporting a realm chapters in the image documentaion](#)
- [KeyCloak: Display name vs HTML Display name](#)

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