Icon change:

The front-end code is present in the n5geh/entirety image in the docker hub.

There was also source code available in git hub as “N5GEH/n5geh.tools.entirety”.

The Link: https://github.com/N5GEH/n5geh.tools.entirety#gui-application-overview

The link provided above currently has a newer/updated/changed version. The older version source code, the one being used as a docker image, is available in our own project “HYPERRIDE plattform”.

When the project is run, all the docker images are pulled from the docker repository and the images are run in docker containers. The image for the entirety is “n5geh/entirety”.

In order to make changes to Icon code, the following step were followed:

1. The Icon “hyperride.png” was copied from local device to the static folder in the entirety image docker container. The code for copying: docker cp <src-path> <container>:<dest-path>
2. The Icon html front end code was done in the base.html file which is located in the templates folder of the source code. The base.html file was copied to the local device. Copy code was: docker cp <container>:<src-path> <dest-path> .
3. In the local device, the “logo file” name was changed in the “base.html” file to the new name “hyperride.png”.
4. The updated “base.html” file was copied and replaced with the “base.html” in the docker container. Code : docker cp <src-path> <container>:<dest-path>
5. Commit was made to the docker container. Code: docker commit <container ID> <new image name>. New image has been created with all the changes.

Docker image upload:

1. Login to the docker account. Code: docker login. Enter the user ID and Passwords to login.
2. The new image has to be uploaded to the repository. First a tag was added to the docker image. Code: docker tag <image name>:<version> <tag>/<image name>:<version>
3. Push the docker file to the docker repository. Code: docker push

Docker compose file:

1. Open the “docker-compose.yml” file, make change in the “entirety”, “image” name to the new name uploaded in the docker repository.
2. Run the project in the terminal. Code: ./services start