

OBJECTSTORE

INSTALLATION AND LICENSE
FOR WINDOWS

RELEASE 5.1

March 1998

ObjectStore Installation and License for Windows

Release 5.1 for Windows, March 1998

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Part number SW-OS-DOC-IWI-510

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Chapter 1

Overview of ObjectStore Installation

ObjectStore Release 5.1 does not support pre-Release 5.0 persistent relocation mapping (prm) format. If you have pre-release 5.0 databases, or if you used the earlier (standard prm) format in your release 5 databases, you must upgrade using the ObjectStore Release 5.0 utility **osupgprm** before you can use ObjectStore Release 5.1 with these databases.

ObjectStore Release 5.1 Product Modules

ObjectStore Release 5.1 for Windows comprises the ObjectStore database engine and three interfaces — the C++, the Java, and ActiveX interfaces — and the Component Server Framework software. The ObjectStore database engine is bundled with the C++ interface. The Java and ActiveX interface installation is optional.

The first screen you see after inserting the CDROM in the drive is a menu that provides a button corresponding to each interface and an Exit button.

You must install ObjectStore C++ and the database engine first. Complete the C++ installation according to instructions in the remaining chapters in this book. Once this installation is complete, you can initiate installation of the Java and ActiveX interfaces as well as the Component Server Framework from the buttons in the main menu.

Installation Summary

Here are generalized steps for installing ObjectStore:

- Read *ObjectStore C++ Interface Release Notes*, included on the ObjectStore Release 5.1 distribution CDROM. You can find these in a location such as the following:

`x\ODI\ostore\doc\index.htm`

where `x` is equivalent to the root of the CDROM.

- If you download the distribution, the latest version of the installation instructions can be viewed on the Object Design Web Server at URL <http://support.odi.com/ostore/doc/index.htm>.
- Read this book completely before you perform any installation steps.
- Ensure that you have the correct hardware and software prerequisites.
- If you are planning to use ObjectStore rawfs databases, ensure that you have raw file space that is available *to be overwritten*. If you are at all unsure about whether to use file databases or rawfs databases, you can discuss the decision with your system administrator or Object Design Technical Support. You can defer the creation of an ObjectStore rawfs partition until later.
- If you are running an earlier release of ObjectStore, shut down any ObjectStore applications, and back up your databases and ObjectStore software.

- Load and configure ObjectStore software.
- If you intend to install the DEBUG or DDEBUG build of ObjectStore Release 5.1, see the instructions for such an installation in the *ObjectStore C++ Interface Release Notes*, [Chapter 3, Platform-Specific Considerations](#) section [Platform-Specific Considerations](#).

Considerations in Configuring ObjectStore

About rawfs components

ObjectStore Release 5.1 for Windows NT and Windows 95 supports storage of rawfs databases for compatibility with previous releases and existing installations. Most installations find file databases more convenient, and can ignore rawfs configuration. However, if you are going to take advantage of the ObjectStore Release 5.1 high-availability features, configuring rawfs disk partitions or physical disks is a necessity. Refer to *ObjectStore Management* for more information about managing the rawfs and high availability.

When you configure rawfs components, you can choose one of the following options:

- Files (Windows 95 and Windows NT)
- Disk partitions (Windows NT only)
- Physical disks (Windows NT only)

Creating and editing rawfs components

When you use rawfs databases, you specify a set of rawfs components. Each file component can be expandable or of a fixed size. Disk partitions and physical disks are always fixed.

You must create these partitions before initializing the Server and using rawfs databases. Otherwise you must reinitialize after creating the Server partitions.

Neither disk partitions nor physical disks contain a file system. If you choose to use rawfs databases in disk partitions or physical disks, you should create the raw partitions before you initialize the Server.

The Server partition takes at least 2.5 MB of disk space, and must be placed on a local hard drive. After you initialize the partitions, you cannot shrink them without losing data. However, you can expand partitions or add more partitions whenever you want.

Initializing the
Server

After you have created rawfs components, initialize the Server. This creates the root directory in an empty rawfs.

There is a small performance advantage if you put the log file on a physical disk separate from your database partitions and file databases.

Chapter 2

Installation Requirements

This chapter describes the minimum hardware and software requirements for installing ObjectStore Release 5.1 on Windows. The installation steps follow in Chapter 3, Installing ObjectStore, on page 9.

System Requirements

Hardware	This release requires that you have an IBM or compatible Intel PC, preferably a 486 or Pentium machine.
Software	Software requirements and options include <ul style="list-style-type: none">• Operating system software: Microsoft Windows NT 4.0 or Windows 95 or higher• Compiler and development tools: Microsoft Visual C++ version 5.0 The following sections define the minimum requirements for several ObjectStore configurations.
Memory	A minimum of 16 MB of memory is required for ObjectStore, although 20 MB is required for operation of Visual C++. Be sure to read the Windows-specific section of the <i>ObjectStore C++ Interface Release Notes</i> for additional information. Consult <i>ObjectStore</i>

Building C++ Interface Applications for special instructions about running applications on minimum-memory systems.

Disk Space

The table below summarizes the hard disk requirements for development and on-line run-time versions of ObjectStore 5.0 on Windows platforms.

<i>ObjectStore Distribution Type</i>	<i>Client Only</i>	<i>Client/Server</i>	<i>Server Only</i>	<i>Standalone</i>
Windows development	28 MB	28 MB	28 MB	28 MB
Windows on-line run time	11 MB	11 MB	11 MB	11 MB

You need an additional 2.5 MB for the Server log or database partition file if a file rawfs is being used, and additional disk space for databases.

The on-line ObjectStore documentation requires 225 MB of disk space.

Other Information

Have the following information available before beginning the installation procedure.

License type	You must know your license type before beginning the ObjectStore installation. Check with your Object Design Sales representative if you are uncertain.
Rawfs use	Decide if you will use a rawfs file system. See <i>ObjectStore Management</i> for further information.

Log file location	The Server log must be located on a local hard drive. Allow approximately 2.5 MB for this file.
ObjectStore components to install	<p>Your list of installable options depends on which license type you select and also whether you select typical or custom installation. The Development Client/Server license displays the maximum number of installable options.</p> <p>Decide which optional ObjectStore components to install, and where you want to put them. The optional components are</p> <ul style="list-style-type: none">• ObjectStore DBMS• ObjectStore/Single [Client licenses only]• Example Source Files [Development license only]• ObjectStore HTML Documentation• ObjectStore Documentation PostScript Files <p>Choose Custom installation to install any of these components.</p>
Upgrade information	If you are upgrading, you need to decide whether to write over the old directory, rename it, or discard it. Object Design recommends that you shut down all Windows applications before beginning the installation.

Chapter 3

Installing ObjectStore

This chapter describes the installation steps for ObjectStore Release 5.1 for Windows 95 and Windows NT.

Installation Procedure

Log-in permissions On Windows NT you must be logged in as a user with Administrator privileges to install ObjectStore for Windows. This is not required on Windows 95.

- 1 **Execute setup.exe.** When you run **setup** in the top level of the CDROM, the utility starts a series of dialog boxes that walk you through the installation procedure. The first dialog box that appears is the screen that displays the ObjectStore C++, Java, ActiveX, and Component Server buttons.
- 2 **Select the ObjectStore C++ button.** This begins the installation. If you are upgrading, the procedure detects the existing ObjectStore copy and asks if you want to install before displaying the Welcome screen.
- 3 **Register.** The next screen prompts you for your registration information. If you are reinstalling ObjectStore, this information is picked up automatically from the Windows registry.

- 4 **Select your license type.** Once your registration information is verified, select your license type from the displayed list and select the **Next** button. There is no option to install the non-on-line license types; use the corresponding on-line selection. For your convenience, there is a single option to install two licenses — a Client and a Server — on a single machine.
- 5 **Choose an installation type.** Select the icon for a **Typical** or **Custom** installation path. Use the **Custom** installation if you want to
 - Set Server parameters to other than the default values
 - Choose specific components to install
 - Set up or modify a rawfs file system
- 6 **Select components to install.** Select the ObjectStore components you want to install. The available components vary depending on the license type selected. ObjectStore / Single is only available if the license type includes a client (so it is not available for On-Line Run-Time Server or Development Server). Examples are only available for the Development license types. The disk space required for each component and the available disk space for the selected drive are displayed on the screen. Choices for a development installation are
 - ObjectStore DBMS
 - ObjectStore / Single (Development Client/Server license only)
 - Example Source Files (Development license only)

- ObjectStore HTML and PDF Documentation

When this dialog appears, the items that are selected vary depending on which license you have, and whether you choose typical or custom installation.

- 7 **Specify where to install ObjectStore.** In the same dialog, choose the destination directory for the ObjectStore sources.

ObjectStore can be installed on any type of file system partition. Note that Server logs and database partitions must be on a local hard drive. ObjectStore itself takes 28 MB of disk for the development version, and 11 MB for the run-time version, plus at least an additional 2.5 MB for the Server log file and/or database partition file.
- 8 **Verify the destination directory selection.** If the directory you specified as the location for the ObjectStore installation already exists, you are given three options: overwrite the existing directory, rename the existing directory, or install ObjectStore after the installation program deletes the files in the existing directory.
- 9 **Create and store ObjectStore icons.** In a custom installation, the **Select Program Folder** dialog adds ObjectStore program icons to the folder you specify. This can be an existing folder or a new folder you name with this dialog.
- 10 **Check the settings you have chosen and install ObjectStore.** This dialog summarizes the settings you have selected. If you want to change a setting, except for Server parameters, use the **Back** button to get to the

appropriate menu. Otherwise, select the **Next** button to begin installation. File copying begins.

- 11 To install the ObjectStore full-text-searchable documentation, you must install the ObjectStore C++ Interface first, choose Custom installation and check off the **ObjectStore HTML Documentation** checkbox. This will install the documentation on your hard disk, and put an icon in your ObjectStore Win32 program group called **OSSearch Setup** Run **OSSearch Setup** to install the documentation

Once the file copying is complete, the next set of screens assists you to configure the ObjectStore installation. The procedure is described in the next section.

Configuring ObjectStore

- 1 **Modify the Server Parameters.** When copying is completed, the setup utility asks you whether you want to modify Server parameters before proceeding. See *ObjectStore Management* for information on Server parameters' purpose and values. (Custom installation only.)
- 2 **Add or modify the rawfs.** The **setup** utility asks you if you want to create or modify the rawfs components.
- 3 **Initialize (or Reinitialize) the Server log file.** Select this option before starting the ObjectStore services. **Reinitialize** appears when the installation procedure detects an existing log file.

Choosing to start Objectstore services automatically

- 4 **Start ObjectStore Services.** Supply a pathname and verify that you want to initialize the Server log file. If you are unable to or do not want to initialize the Server, you can do so later with the command **OSSERVER -con -i**.

Users without Administrator privileges on Windows cannot start and stop ObjectStore services. Consequently, if the necessary ObjectStore services are not started automatically, these users are unable to run ObjectStore applications. In particular, the Cache Manager must be started automatically, even if there is no Server running on the machine. By default, ObjectStore services are always started automatically; therefore, this issue only arises if you change the defaults for service start-up.

Start the Cache Manager

The ObjectStore Cache Manager starts automatically at system start-up and is required to run ObjectStore. You are asked whether to start the ObjectStore Cache Manager 5.1 immediately.

- 5 **Finish the Installation.** The dialog enables you to bring up the **README** file immediately after you complete the installation by selecting **finish**.
- 6 **The setup utility** returns you to the top-level screen that offers you the option of installing the Java interface, the ActiveX interface, and the Component Server. Each of these packages has its own installation procedure that is menu driven and easy to install. If you choose to install either or both of these interfaces, respond to the dialog choices

in a manner similar to the one you used for the ObjectStore C++ installation.

User environment changes

ObjectStore makes all its changes in the *system* environment. These settings are visible to all users who log in to the machine.

Environment variable changes

Changes to environment variables made by the ObjectStore installation program do not affect the environment settings in existing command prompt windows. So attempting to use ObjectStore in such command prompt windows does not work. Instead, open new command prompt windows that have the correct environment settings. In some cases, you might need to reboot.