



Artix™

Installation Guide

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Preface

What is Covered in this Book

This book describes the prerequisites for installing Artix and the procedures for installing Artix on supported systems.

Who Should Read this Book

This guide is intended for all users of Artix.

Finding Your Way Around the Library

The Artix library contains several books that provide assistance for any of the tasks you are trying to perform. The Artix library is listed here, with a short description of each book.

If you are new to Artix

You may be interested in reading:

- [Release Notes](#) contains release-specific information about Artix.
- [Installation Guide](#) describes the prerequisites for installing Artix and the procedures for installing Artix on supported systems.
- [Getting Started with Artix](#) describes basic Artix and WSDL concepts.

To design and develop Artix solutions

Read one or more of the following:

- [Designing Artix Solutions](#) provides detailed information about describing services in Artix contracts and using Artix services to solve problems.
- [Developing Artix Applications in C++](#) discusses the technical aspects of programming applications using the C++ API.

- [Developing Artix Plug-ins with C++](#) discusses the technical aspects of implementing plug-ins to the Artix bus using the C++ API.
- [Developing Artix Applications in Java](#) discusses the technical aspects of programming applications using the Java API.
- [Artix for CORBA](#) provides detailed information on using Artix in a CORBA environment.
- [Artix for J2EE](#) provides detailed information on using Artix to integrate with J2EE applications.
- [Artix Technical Use Cases](#) provides a number of step-by-step examples of building common Artix solutions.

To configure and manage your Artix solution

Read one or more of the following:

- [Deploying and Managing Artix Solutions](#) describes how to deploy Artix-enabled systems, and provides detailed examples for a number of typical use cases.
- [Artix Configuration Guide](#) explains how to configure your Artix environment. It also provides reference information on Artix configuration variables.
- [IONA Tivoli Integration Guide](#) explains how to integrate Artix with IBM Tivoli.
- [IONA BMC Patrol Integration Guide](#) explains how to integrate Artix with BMC Patrol.
- [Artix Security Guide](#) provides detailed information about using the security features of Artix.

Reference material

In addition to the technical guides, the Artix library includes the following reference manuals:

- [Artix Command Line Reference](#)
- [Artix C++ API Reference](#)
- [Artix Java API Reference](#)

Have you got the latest version?

The latest updates to the Artix documentation can be found at <http://www.iona.com/support/docs>.

Compare the version dates on the web page for your product version with the date printed on the copyright page of the PDF edition of the book you are reading.

Searching the Artix Library

You can search the online documentation by using the **Search** box at the top right of the documentation home page:

<http://www.iona.com/support/docs>

To search a particular library version, browse to the required index page, and use the **Search** box at the top right. For example:

<http://www.iona.com/support/docs/artix/3.0/index.xml>

You can also search within a particular book. To search within an HTML version of a book, use the **Search** box at the top left of the page. To search within a PDF version of a book, in Adobe Acrobat, select **Edit|Find**, and enter your search text.

Online Help

Artix Designer includes comprehensive online help, providing:

- Detailed step-by-step instructions on how to perform important tasks.
- A description of each screen.
- A comprehensive index, and glossary.
- A full search feature.
- Context-sensitive help.

There are two ways that you can access the online help:

- Click the Help button on the Artix Designer panel, or
- Select **Contents** from the Help menu

Additional Resources

The [IONA Knowledge Base](#) contains helpful articles written by IONA experts about Artix and other products.

The [IONA Update Center](#) contains the latest releases and patches for IONA products.

If you need help with this or any other IONA product, go to [IONA Online Support](#).

Comments, corrections, and suggestions on IONA documentation can be sent to docs-support@iona.com.

Document Conventions

Typographical conventions

This book uses the following typographical conventions:

<i>Fixed width</i>	<p>Fixed width (courier font) in normal text represents portions of code and literal names of items such as classes, functions, variables, and data structures. For example, text might refer to the <code>IT_Bus::AnyType</code> class.</p> <p>Constant width paragraphs represent code examples or information a system displays on the screen. For example:</p> <pre>#include <stdio.h></pre>
<i>Fixed width italic</i>	<p>Fixed width italic words or characters in code and commands represent variable values you must supply, such as arguments to commands or path names for your particular system. For example:</p> <pre>% cd /users/<i>YourUserName</i></pre>
<i>Italic</i>	<p>Italic words in normal text represent <i>emphasis</i> and introduce <i>new terms</i>.</p>
Bold	<p>Bold words in normal text represent graphical user interface components such as menu commands and dialog boxes. For example: the User Preferences dialog.</p>

Keying Conventions

This book uses the following keying conventions:

No prompt	When a command's format is the same for multiple platforms, the command prompt is not shown.
%	A percent sign represents the UNIX command shell prompt for a command that does not require root privileges.
#	A number sign represents the UNIX command shell prompt for a command that requires root privileges.
>	The notation > represents the MS-DOS or Windows command prompt.
...	Horizontal or vertical ellipses in format and syntax descriptions indicate that material has been eliminated to simplify a discussion.
[]	Brackets enclose optional items in format and syntax descriptions.
{ }	Braces enclose a list from which you must choose an item in format and syntax descriptions.
	In format and syntax descriptions, a vertical bar separates items in a list of choices enclosed in { } (braces). In graphical user interface descriptions, a vertical bar separates menu commands (for example, select File Open).

PREFACE

Installation Prerequisites

Before you install Artix 3.0, check the system requirements and familiarize yourself with the steps involved in installing the product.

In this chapter

This chapter discusses the following topics:

Before You Begin	page 2
System Requirements	page 3
Disk Space Requirements	page 7
Using Artix with Other Products	page 8

Before You Begin

Read the release notes

Before installing Artix:

- Visit the IONA Product Documentation web page at:
<http://www.iona.com/support/docs/artix/3.0/index.xml>
- Read the *Artix Release Notes* for late-breaking information on new features, known problems, and other release-specific information.

There may also be updates to this *Installation Guide* available at the Web address above.

Saving your license

You will receive your Artix license file by e-mail. When the e-mail arrives, save the attached license file to a safe location on your hard drive. During installation, the Artix installer prompts for the location of the license file.

System Requirements

Platforms and patches

Artix 3.0 is supported on both Windows and UNIX. [Table 1](#) shows the supported platforms and their required patches and C++ runtimes.

Table 1: *Supported Platforms*

Hardware	Platform	OS Patches and C++ Drivers/Runtimes
x86	Windows 2000	SP3
x86	Windows XP	SP1
x86	Windows Server 2003	
SPARC	Solaris 8	108827-12; 108434-09 (32-bit C++ runtime); 108827-12 (libthread patch)
SPARC	Solaris 8 64-bit	
SPARC	Solaris 9	
SPARC	Solaris 9 64-bit	
SPARC	Solaris 10	
SPARC	Solaris 10 64-bit	
PA-RISC	HP-UX 11	PHSS_25170 (aCC runtime); PHSS_24627 (aCC runtime); PHSS_21075 (varargs.h and +DA2.0W); PHSS_23699 (libc1); PHSS_24303 (dld); PHCO_24148 (libc); PHSS_26559

Table 1: *Supported Platforms (Continued)*

Hardware	Platform	OS Patches and C++ Drivers/Runtimes
PA-RISC	HP-UX 11i	PHSS_24638 (aCC runtime); PHCO_24402 (1.0 libc cumulative header file patch 60); PHCO_25452 (1.0 libc cumulative patch 23632); PHSS_24304 (1.0 ld(1) and linker tools cumulative patch 21234)
x86	Red Hat Linux 8	GCC 3.2 runtime (libstdc++.so.5 and libgcc_s.so[.1])
x86	Red Hat Linux 9	GCC 3.2 runtime (libstdc++.so.5 and libgcc_s.so[.1])
x86	Red Hat Enterprise Linux Advanced Server 3.0	GCC 3.2 runtime (libstdc++.so.5 and libgcc_s.so[.1])
AMD64, EMT64	Red Hat Enterprise Linux Advanced Server 3.0	
AMD64, EMT64	SUSE Linux Enterprise Server 9	SP1
POWER, PowerPC	AIX 5.2	Fix for IY57576

Java runtime requirements

The Artix installer allows you either to install a Java virtual machine along with Artix, or to use a previously installed JVM.

You can install the JVM as part of the Java Runtime Environment (JRE) or as part of the Java 2 Platform, Standard Edition (J2SE) Software Development Kit (SDK).

For information on installing J2SE or the required patches, see Sun Microsystems' Java site at <http://java.sun.com/j2se>.

Table 2 shows the Java requirements for the various supported operating systems.

Table 2: *Supported Java Runtimes*

Operating System	Java Runtime or Development Kit
Windows	JRE 1.4.2_04 or J2SE SDK 1.4.2_04
Solaris	JRE 1.4.2_04 or J2SE SDK 1.4.2_04 and all recommended OS patches
HP-UX	JRE 1.4.2_05 or J2SE SDK 1.4.2_05 and all recommended OS patches
Red Hat Linux 8 and 9	JRE 1.4.2_04 or J2SE SDK 1.4.2_04
Red Hat Enterprise Linux AS 3.0	JDK 1.4.2_04 (32-bit) JDK 1.5.0_03 (64-bit) ¹
SUSE Linux Enterprise Server 9	JDK 1.4.2_04 (32-bit) JDK 1.5.0_03 (64-bit) ¹
AIX	IBM JDK 1.4.2

1. Both JDKs are required for 64-bit Linux.

Note: Unless you plan to use the JVM that ships with Artix, set your system's `JAVA_HOME` environment variable to point to your Java SDK (JDK) installation.

Since 64-bit Linux requires both 32-bit and 64-bit compilers, you must set `JAVA_HOME_32` and `JAVA_HOME_64` environment variables and point them to the correct JDK.

Java development requirements

If you plan to develop Artix applications in Java or if you want to run any of the Artix Java demos, you must have a Java Development Kit installed on your machine. For each supported operating system, Artix supports the same versions for Java Development Kits as for Java Runtime Environments, as shown in Table 2.

C++ development requirements

If you plan to develop Artix applications in C++ or if you want to run any of the Artix C++ demos, you must have a C++ compiler installed on your machine. [Table 3](#) shows the compilers supported by Artix:

Table 3: C++ Compilers Supported by Artix

Operating System	C++ Compiler
Windows 2000, Windows XP, Windows Server 2003	Microsoft Visual C++ 6.0 SP3 Microsoft Visual C++ 7.1
HP-UX	aCC 3.56
Solaris (32-bit and 64-bit)	Sun C++ 5.5 (part of Sun ONE Studio 8)
AIX	Visual Age 6.0.2 (32-bit)
Red Hat Linux (32-bit)	GCC 3.2
Red Hat Linux (64-bit)	GCC 3.2.3
SUSE Linux (64-bit)	GCC 3.3.3

Artix Designer requirements

The Artix Designer development tool ships as a series of plug-ins to the Eclipse open source framework.

Note: Artix Designer is only available with the Windows and Linux versions of Artix.

The Artix installer installs the Eclipse platform, the Artix Designer plug-ins, and all necessary supporting plug-ins into the following directory:

```
InstallDir\artix\3.0\eclipse
```

If you are already an Eclipse user, you can add the Artix Designer plug-ins to your existing Eclipse installation, as described in [“Configuring Eclipse for Artix Designer” on page 25](#).

Disk Space Requirements

Overview

This section lists the approximate amount of disk space in megabytes required to install Artix 3.0.3. In all cases, the calculation includes an Artix-installed JRE.

Artix Standard

The disk requirements for Artix Standard are shown in [Table 4](#).

Table 4: *Disk Space in MB used by Artix Standard*

Installation Type	Windows	Solaris	Linux	HP-UX	AIX
Artix Standard Runtime	202	379	317	535	524
Artix Standard Development and Runtime	438	429	492	644	644
Artix Standard Development and Runtime with SOAPScope	458	n/a	n/a	n/a	n/a

Artix Advanced

The disk requirements for Artix Advanced are shown in [Table 5](#).

Table 5: *Disk Space in MB used by Artix Advanced*

Installation Type	Windows	Solaris	Linux	HP-UX	AIX
Artix Advanced Runtime	209	394	328	560	558
Artix Advanced Development and Runtime	454	450	509	681	637
Artix Advanced Development and Runtime with SOAPScope	474	n/a	n/a	n/a	n/a

Temporary space

You will also need approximately 30 MB of temporary work space for the installer.

On UNIX, if the required temporary space is not available on `/tmp`, you can specify a different partition for the Artix installer by setting the `IATEMPDIR` environment variable. For example: `IATEMPDIR=/local2;export IATEMPDIR`.

Using Artix with Other Products

This section outlines the Artix support for third-party products and protocols. This information helps you plan for running some of the Artix demos and examples.

This section includes important information on installing Artix on a machine that hosts other IONA products.

Messaging

Artix supports the following messaging product versions:

- IBM WebSphere MQ 5.3
 - BEA Tuxedo
 - ◆ 6.5 on Windows and HP-UX
 - ◆ 8.1 on all supported platforms except AIX
 - TIBCO Rendezvous 7.2
 - SonicMQ 5.x, 6.x
-

Transports

Artix supports these transports:

- SOAP 1.1
 - IIOP 1.1 and 1.2
 - HTTP
-

Application servers

The Artix J2EE Connector supports the following application servers:

- JBoss 4.0.1
 - BEA WebLogic 8.1 SP3
 - IBM WebSphere 5.1
-

Security

Artix supports the following security products and protocols:

- SiteMinder 4.6.1, 5.5
- Kerberos 5
- LDAP 3.0

Web services

Artix supports these web services products and protocols:

- Apache Axis 1.2 RC3
 - jUDDI 0.9rc3
-

Artix and Microsoft .NET

Artix ships with an assembly that developers can use to build interactions between Artix and Microsoft .NET. The assembly provides a set of helper libraries that facilitate interaction between the Artix session manager and locator services, and an IS2 Kerberos adapter, using Microsoft Active Directory.

The Microsoft environments supported for .NET integration are:

- Development environment: Visual Studio .NET 2003
- Runtime environment: .NET Framework 1.1
- Operating systems: Windows 2000, Windows XP, and Windows Server 2003

For further information, see the *Artix and .NET* technical note on the Artix Tech Zone at <http://www.iona.com/devcenter/artix/notes.htm>.

Installing Artix with other IONA products

If you have another IONA product installed on the machine where you are installing Artix 3.0, remember the following:

- Do not install Artix 3.0 under the same directory tree as an existing Artix installation. Either uninstall the existing version, or install Artix 3.0 under a separate directory structure.
- Do not install Artix 3.0 under the same directory tree as any other IONA product, except Orbix 6.2.
- Do not allow the Artix installer to set or update the `IT_PRODUCT_DIR` or `PATH` environment variables.
- If you are installing Artix 3.0 on the same machine as Orbix 6.2, first read “Installing Artix with Orbix” on page 31.

Installing Artix

This chapter describes how to install Artix.

In this chapter

This chapter discusses the following topics:

Running the Artix Installer	page 12
Licensing Artix	page 21
Setting up the Artix Environment	page 23
Configuring Eclipse for Artix Designer	page 25
Installing Artix with Orbix	page 31

Running the Artix Installer

Downloading the installation package

The Artix 3.0 installation package is available for download from the IONA Product Download Center at <http://www.iona.com/downloads/>.

The following installation packages are available:

Table 6: *Artix Installation Packages*

Platform	Installation Package
Windows	artix_ <i>version</i> _Windows.zip
HP-UX	artix_ <i>version</i> _HP-UX.tar
Solaris	artix_ <i>version</i> _SunOS.tar
Linux	artix_ <i>version</i> _Linux.tar
AIX	artix_ <i>version</i> _AIX.tar

In this table's installation package names, *version* is replaced by the currently shipping version number. For example: artix_3.0.3_SunOS.tar

Download the package for your platform and extract its contents to a temporary directory on your hard drive.

Installation issues

The following are known issues with the installation of Artix 3.0:

- Artix 3.0 cannot be installed in the same directory tree as Artix 1.x or 2.x. We recommend that you remove any 1.x or 2.x installations from your system before installing Artix 3.0.
- When installing Artix 3.0 on Windows Server 2003, you must run the installer in XP compatibility mode.
- When installing Artix 3.0 on Windows platforms, do not install into a top-level folder whose pathname contains a space. For example, do not install into C:\Program Files\IONA. If you do, the settings of PATH and CLASSPATH in the artix_env.bat file, and the demo build scripts will be incorrect.

Installation modes

You can run the Artix installer in three modes, as described in the following topics:

Installing in GUI Mode	page 14
Installing in Console Mode	page 17
Installing in Silent Mode	page 18

Installing in GUI Mode

Overview

You can run the Artix installer in graphical user interface mode on all supported platforms.

Running the installer

To install Artix in GUI mode:

1. Go to the directory into which you extracted the installation package and run the installer:

Windows

```
artix.exe
```

UNIX

```
./artix.bin
```

2. Click **Next** to begin the installation.
3. Accept the license agreement by selecting the **I accept the terms of the License Agreement** button and click **Next**.
4. Enter the name of the folder into which you want to install Artix and click **Next**. For Windows systems, enter a pathname that contains no spaces, such as `C:\IONA`.

Note: If other IONA products are already installed on your machine, refer to [“Installing Artix with other IONA products” on page 9](#).

5. On Windows systems, you are prompted to select where on the **Start** menu to place shortcuts. Select a location and click **Next**.
6. Choose whether you want to install the Standard or Advanced version of Artix.

Note: Be sure you install the version for which you have a license. For details of the differences between the Standard and Advanced versions, refer to the [Artix features list](#).

7. Choose the type of installation you want and click **Next**:
 - ◆ **Developer Tools and Runtime**
 - ◆ **Runtime Tools Only** (If you choose this option, skip to step 12.)
8. Choose to install a JVM or select a previously installed JRE or JDK.

Note: If you are running 64-bit Linux and plan to do 64-bit development, do not allow the Artix installer to install a JVM. Instead, select your locally installed 64-bit JVM. After Artix is installed, set the `JAVA_HOME_32` environment variable to point to your 32-bit JVM.

9. **UNIX:** Specify the root folder for all of your Artix projects. You must have read and write access for the specified location. Click **Next**.
10. **Windows:** Specify whether you want to set the following system environment variables for all users on this system, for the current user only, or not at all. Then click **Next**:
 - ◆ `IT_PRODUCT_DIR` specifies the root folder of your Artix installation
 - ◆ The Artix `bin` directories are prepended to the `PATH` variable

WARNING: Do not allow the installer to set these variables if you have other IONA products already installed on your machine.

These environment variables are set for you when you run the `artix_env` script. You must run this script manually before doing Artix development from the command line, and the script is run automatically when you launch Artix Designer. (See [“Setting up the Artix Environment” on page 23](#) for more details.)

11. **Windows:** You are prompted for permission to install the Mindreef SOAPscope web services diagnostic tool. Make your selection, then click **Next**.

Note: If you already have SOAPscope installed on your machine, do not re-install it.

12. Review your installation information, then click **Install**.

13. When the installer finishes installing the Artix files, it launches the License Installer. Click **Browse** to locate your license file. The licenses are copied into the file `InstallDir\etc\licenses.txt`.
If you prefer to install the license later, click **Cancel**. For more information see [“Licensing Artix” on page 21](#).
14. Click **Done** to finish the installer.

Installing in Console Mode

Overview

UNIX users can run the Artix installer in console mode if no windowing environment is available.

Running the installer

To run the Artix installer in console mode:

1. Go to the directory into which you extracted the installation package and run the installer as follows:

```
./artix.bin -i console
```

2. Complete the installation steps, as described in [“Installing in GUI Mode” on page 14](#).

Installing in Silent Mode

Overview

Silent installations are installations that run without user intervention. Their main advantage is that they allow you to automate the process of installing on more than one machine.

In a non-silent installation, the installer receives necessary user input in the form of responses to questions posed in a GUI or console.

In a silent installation, you must provide this information in a properties file.

Creating the properties file

First, create a properties file to contain the values for the silent installation. Create the properties file in any text editor and save it as

```
installer.properties
```

The properties file should contain the following variables:

Table 7: *Properties File Variables*

Variable	Description
USER_INSTALL_DIR	The directory where Artix will be installed on the user's machine
USER_INPUT_WHICH_PRODUCT	Takes one of the following values: <ul style="list-style-type: none"> • Artix Standard • Artix Advanced
CHOSEN_INSTALL_SET	Set to <code>SWDev</code> to install the Artix development tools and runtime. Set to <code>SWDep</code> to install the Artix runtime only.
SOAPSCOPE_INSTALL_SELECTED	Determines whether Mindreef SOAPscope is installed. Takes a value of <code>Yes</code> or <code>No</code> .

Table 7: *Properties File Variables (Continued)*

Variable	Description
SET_PATH	<p>Allows you to set the system environment variables <code>IT_PRODUCT_DIR</code> and <code>PATH</code> for all users on this destination machine, just the current user, or not at all.</p> <p>Takes the following values:</p> <ul style="list-style-type: none"> • Do not set now • All users • Current user
SILENT_ACCEPT_LICENSE_AGREEMENT	Set to <code>true</code> to accept the Artix license agreement
JDK_HOME	<p>The path to the root of a JDK installation.</p> <p>This is only set if the chosen VM is a JDK. If it is not a JDK, then this variable will have a blank value.</p>
INSTALLER_UI	Set to <code>silent</code> for a silent installation

Note: When including directory paths in the `installer.properties` file, be sure to represent file separators in the format `$/`.

An example of an `installer.properties` file is shown below:

```

USER_INSTALL_DIR=C:/$IONA
USER_INPUT_WHICH_PRODUCT=Artix Standard
CHOSEN_INSTALL_SET=SwDev
JDK_HOME=C:/$j2sdk1.4.2_06
SOAPSCOPE_INSTALL_SELECTED=No
SET_PATH=All users
SILENT_ACCEPT_LICENSE_AGREEMENT=true
INSTALLER_UI=silent

```

Running the installer

To run the Artix installer in silent mode:

1. Save the `installer.properties` file to the folder into which you extracted the installation package.
2. From the same folder, run the Artix installer:

Windows

```
artix.exe
```

UNIX

```
./artix.bin
```

When the Artix installation is complete, you need to install the Artix license file. For more information see [“Licensing Artix” on page 21](#).

Uninstalling a Silent Installation

As long as the `installer.properties` file is present in the installation folder, both installing and uninstalling proceed silently. If you prefer to go through an interactive uninstallation after installing silently, you must remove or rename the `installer.properties` file.

Licensing Artix

Overview

Before you can begin using Artix, you must install a valid product license. The license is a text file containing keys for the individual components that you have purchased.

Typically, you receive your Artix license from IONA by e-mail. Save it to a location on your hard drive and then install it in one of the following ways:

- automatically from the Artix installer (See [“Installing in GUI Mode” on page 14](#))
- by running the License Installer script (See below)
- by manually copying the license file to the default location (See [“Installing the license file manually” on page 22](#))
- by appending the Artix license to an existing IONA product license (See [“Merging Artix and Orbix licenses” on page 32](#))

Running the License Installer

If you didn't install the license while running the installer, you can use the License Installer script:

To install a license using the License Installer:

1. Run the License Installer as follows:

Windows

From the Windows **Start** menu, select **(All) Programs | IONA | Artix 3.0 | License Installer**.

UNIX

Run the following script:

```
InstallDir/artix/3.0/bin/license_installer
```

2. In the Install Artix Licenses dialog box, click the **Browse** button.
3. Browse to the directory where you saved your license file.
4. Select the license file and then click **Select**.
5. The license file is added to the default license location. Click **OK** to close the License Installer.

Installing the license file manually

You can install your license manually by copying the license file to the default location:

```
InstallDir\etc
```

If you want to save the license file to an alternative location on your hard drive, you must set the `IT_LICENSE_FILE` environment variable to point to the alternate location.

Windows

```
set IT_LICENSE_FILE=license_file_path
```

UNIX

```
export IT_LICENSE_FILE=license_file_path
```

WARNING: If you have other licensed IONA products installed, setting `IT_LICENSE_FILE` may cause your existing products to stop working. See [“Merging Artix and Orbix licenses” on page 32](#).

Setting up the Artix Environment

Setting the runtime environment

Before you can run any Artix-based processes you must set up the runtime environment. To set the runtime environment do the following:

Windows

```
> cd InstallDir\artix\3.0\bin
> artix_env
```

UNIX

```
% cd InstallDir/artix/3.0/bin
% . ./artix_env
```

This script modifies the system path to include the Artix `bin` directory and edits the shared library path to include the Artix shared library directory.

Setting the environment for Visual C++ 7.1

The default Artix for Windows installation presumes the compiler in use is Visual C++ 6.0. If you are using Visual C++ 7.1 (Visual C++ .NET 2003) as your compiler, you must run a one-time setup command to configure the runtime environment.

To set the runtime environment to use Visual C++ 7.1, open a new command prompt session (that is, one in which you have not already run the `artix_env` script) and run the following:

```
> cd InstallDir\artix\3.0\bin
> artix_env -compiler vc71
```

Note: You only need to use the `-compiler` switch one time when switching compilers. Once the compiler version is set, you can run the `artix_env` script normally, without the switch.

Resetting the environment for Visual C++ 6.0

To reset the Artix runtime environment for Visual C++ 6.0, run the following from a new command prompt:

```
> cd InstallDir\artix\3.0\bin
> artix_env -compiler vc60
```

Setting the environment for 64-bit development

If you are running 64-bit Linux and plan to do 64-bit development you must set the Artix environment accordingly.

To set the runtime environment for 64-bit development, open a command prompt in which you have not already run the `artix_env` script and run the following:

```
> cd InstallDir\artix\3.0\bin
> ./artix_env -bits 64
```

Note: You only need to include the `-bits` switch once when running the `artix_env` script.

Verifying the environment

To verify that the Artix environment is correctly set up, open a command prompt and run the following:

Windows

```
cd %IT_ARTIX_BASE_DIR%
```

UNIX

```
cd $IT_ARTIX_BASE_DIR
```

Your working directory should change to the directory where you installed Artix.

Configuring Eclipse for Artix Designer

In this section

Depending on how you have set up your development environment, you may need to do some further Eclipse configuration.

This section contains the following topics:

Installing Artix Designer into an Existing Eclipse Platform	page 26
Configuring Eclipse for C++ Development	page 30

Installing Artix Designer into an Existing Eclipse Platform

Overview

The Artix installer by default installs a new Eclipse framework, including the Artix Designer plug-ins, onto your machine. However, you may want to use Artix Designer with an existing Eclipse platform.

Note: Artix Designer 3.0 must be used with Eclipse 3.0.2. Eclipse 3.1 is *not* supported.

To install and use Artix Designer in your own instance of Eclipse, you must have:

- Eclipse 3.0.2, including the Java Development Tools (JDT).
- The C/C++ Development Tools plug-in (CDT), if you plan to develop with C++. CDT 2.1.1 is the latest version supported with Eclipse 3.0.2.
- A licensed installation of Artix 3.0 on the same machine.

There are two ways of adding the Artix Designer plug-ins to an existing instance of Eclipse:

- [Using the Eclipse update mechanism](#)
- [Extracting the Artix Designer archives](#)

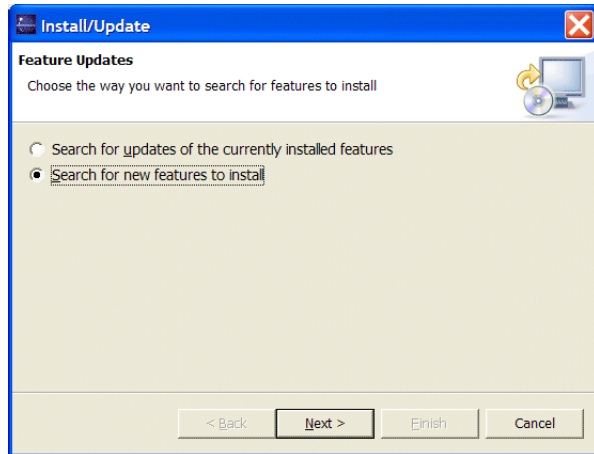
Using the Eclipse update mechanism

By using the Eclipse update mechanism, you can always be sure that you are installing the most up-to-date version of Artix Designer.

To add Artix Designer to Eclipse via the update mechanism:

1. In Eclipse, select **Help | Software Updates | Find and Install**. The Install/Update wizard launches.

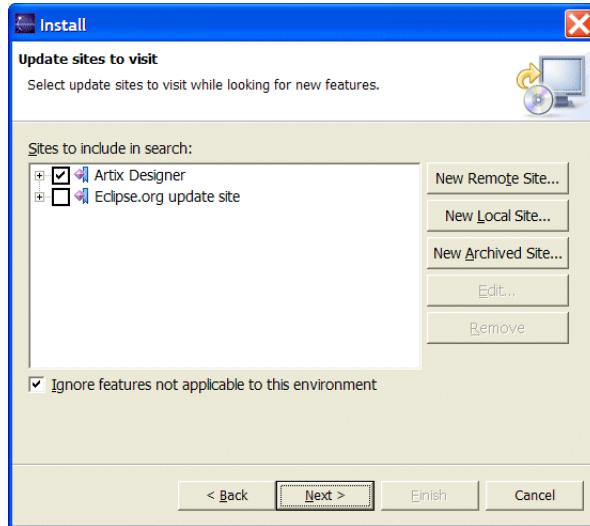
Figure 1: *The Feature Updates Panel of the Install/Update Wizard*



2. In the Feature Updates panel, select **Search for new features to install** and then click **Next**.
3. In the Update Sites to Visit panel, click the **New Remote Site** button.
4. Enter the following details in the New Update Site dialog box:
 - ◆ Name: **Artix Designer**
 - ◆ URL: **`http://www.ionas.com/downloads/artix/eclipse`**
5. Click **OK**.

6. Select the Artix Designer check box and click **Next**.

Figure 2: *The Update Sites to Visit Panel*



7. In the Search Results panel, select the check boxes beside each of the Artix Designer plug-ins and click **Next**.
8. Click **Finish** to begin the install.

Extracting the Artix Designer archives

The Artix 3.0 installer places an archive file containing the Artix Designer plug-ins onto your hard disk.

To add the Artix Designer plug-ins to your existing Eclipse installation:

1. Browse to the following directory:

```
ArtixInstallDir/artix/3.0/eclipse
```

2. Extract the contents of the `ArtixDesignerPlugin.zip` file to the root of your `EclipseInstallDir` directory.

Extracting from this archive file places files in the following locations:

- The Artix Designer plug-ins are placed in the Eclipse plugins directory.

- Two Eclipse Modeling Framework (EMF) plug-ins are placed in the Eclipse `plugins` directory.
 - A `start_eclipse` script is placed at the root of `EclipseInstallDir`. This script sets the Artix environment and contains additional parameters that launch Eclipse with the Artix Designer plug-ins loaded.
-

Starting Eclipse

To start Eclipse with Artix Designer loaded:

1. From a command prompt, change to your `EclipseInstallDir` directory.
 2. Inspect the `start_eclipse` script and check for site-specific settings you might need to change. For example, if you installed Artix 3.0 in a directory other than the Artix installer's suggested default, then change all instances in the script of "C:\Iona" (Windows) or `/opt/iona` (Linux) to the directory you specified during installation.
 3. Run the `start_eclipse` script.
-

Differences when running self-installed Artix Designer

To run the Artix Designer plug-ins in your own copy of Eclipse, you must have a licensed installation of Artix 3.0 on the same machine. The `EclipseInstallDir\start_eclipse` script calls the environment setting script from the Artix 3.0 installation. The Artix libraries and demo files are used from the Artix 3.0 installation.

You can have two or more instances of Eclipse on the same machine without conflict. There is no need to remove the Artix-installed instance of Eclipse if you prefer to use Artix Designer integrated in your own instance of Eclipse.

When you use Artix Designer in your own Eclipse instance, only the Eclipse Welcome page is different. The other features of Artix Designer are all present in the self-installed version, including the Artix perspective, the Artix Designer menu, and the Artix additions to the help system, tutorials, and cheat sheets.

Configuring Eclipse for C++ Development

Overview

This step applies if you are running Artix Designer on Windows and you plan to create C++ applications. This step applies equally when running Artix Designer:

- within the Eclipse platform installed by the Artix installer
- within a separately installed Eclipse

Sourcing Visual C++ in the start_eclipse script

The `start_eclipse.bat` script contains additional parameters needed to launch Eclipse with the Artix Designer plug-ins loaded.

You must source your version of Visual C++ in the `start_eclipse.bat` script before you start any C++ development with Artix Designer.

To edit the `start_eclipse` script:

1. Using a text editor, open the `start_eclipse.bat` file from either of the following locations:

Artix-installed Eclipse

`ArtixInstallDir/artix/3.0/bin`

Existing Eclipse

`EclipseInstallDir`

2. Add the following line before the call to `artix_env.bat`:

Visual C++ 6.0

```
call "C:\Program Files\Microsoft Visual  
Studio\vc98\bin\vcvars32.bat"
```

Visual C++ 7.1

```
call "C:\Program Files\Microsoft Visual Studio .NET  
2003\Common7\Tools\vsvars32.bat"
```

If you installed Visual C++ in a non-default location, then adjust the `call` line as appropriate for your machine.

Once you have edited the `start_eclipse` script, shut down Eclipse and run the script again to relaunch Artix Designer.

Installing Artix with Orbix

Overview

There are two possible reasons for installing Artix on the same machine as Orbix:

- To allow Orbix applications to use Artix functionality. For example, you may want to embed the Artix routing plug-in into an Orbix application.
- To enable Artix applications to use Orbix enterprise features, such as the Name Service.

Choosing an installation directory

There are two ways of installing Artix and Orbix on the same machine:

- Install both products in a common *InstallDir* directory, such as `C:\IONA`
- Install the products in separate directories

There are advantages and disadvantages to both approaches, as described in [Table 8](#).

Table 8: *Installation directory comparison*

Destination	Advantages	Disadvantages
Common directory	<p>Merges license files in the <i>InstallDir/etc</i> directory.</p> <p>Overwrites and updates Orbix library files in the <i>InstallDir/bin</i> directory.</p> <p>Allows you to set the <code>IT_PRODUCT_DIR</code> and <code>PATH</code> environment variables at install time.</p>	<p>Restricted to Artix 3.0 and Orbix 6.2.</p> <p>Orbix must be installed first.</p>

Table 8: *Installation directory (Continued) comparison*

Destination	Advantages	Disadvantages
Separate directories	Can be used with Orbix 6.1 and earlier.	No merging of license files. Duplicates some libraries in each product's <i>InstallDir/bin</i> directory. IT_PRODUCT_DIR and PATH environment variables cannot be set at install time.

Merging Artix and Orbix licenses

If you install Artix into the same top-level directory as Orbix 6.2, the Artix installer automatically appends the Artix license to the existing Orbix license in the *InstallDir/etc* directory.

However, if you choose to install Artix and Orbix into separate directories, and you want your Orbix applications to access Artix functionality, you must merge the two license files using a text editor.

IONA recommends that you preserve your existing Artix and Orbix license files, and save the merged license file in a new location.

You then need to point to the location of the merged license in a

```
SET IT_LICENSE_FILE=
```

command in the *DomainName_env* file for your Orbix application.

Combining Artix and Orbix configuration files

Once you have Artix and Orbix installed on the same machine, you need to reference the Artix configuration file from within the Orbix configuration file:

You can do this in one of the following ways:

1. By adding the following `include` statement to the bottom of the Orbix configuration file:

```
artix {
  include "ArtixInstallDir/artix/3.0/etc/domains/artix.cfg";
};
```

2. By adding a new scope containing the entire contents of the `artix.cfg` file to the bottom of the Orbix configuration file, as follows:

```
artix {  
    ContentsOfArtixConfigFile  
};
```

3. By adding the following `include` statement to the bottom of the Orbix configuration file:

```
include "ArtixInstallDir/artix/3.0/etc/domains/artix.cfg";
```

and then opening the `artix.cfg` file and adding an `artix` scope around the entire contents of the file, as follows:

```
artix {  
    ContentsOfArtixConfigFile  
};
```

Running Orbix and Artix applications

Overview

If you combine your Artix and Orbix configuration files, take into account the implications described in this section when running Orbix or Artix applications.

Running an Orbix application in a pure Orbix environment

To run an Orbix application under a pure Orbix environment, use the `DomainName_env` file, which references the Orbix `DomainName.cfg` file.

As long as your application's `ORBname` does not include `artix` as the initial scope name, the Artix configuration information is ignored.

Running an Artix application in a pure Artix environment

To run an Artix application under a pure Artix environment, use the `artix_env` file, which references the `artix.cfg` file.

If you used the third approach to combining the Artix and Orbix configuration files, all Artix applications will need to run under a scope that starts with `artix`.

Running Artix/Orbix applications that use the other product's functionality

To run either an Artix or an Orbix application that references the other product's functionality, create an application-specific environment file that:

- References the location of the Orbix `DomainName.cfg` file
- Includes `artix` as the initial scope of the application's `ORBname`
- Sets the location of the merged license file (`IT_LICENSE_FILE`)
- Sets the `PATH` environment variable, including the Artix directories first, then the Orbix directories

The application reads all the Orbix configuration information first and then reads all of the Artix configuration information.

If the same configuration entry is encountered twice, the Artix value takes precedence because it is contained in the nested scope. (All the Orbix entries are at global scope, whereas all the Artix entries are within the `artix` scope.)

Uninstalling Artix

This chapter describes how to uninstall Artix.

In this chapter

This chapter contains the following sections:

Uninstalling Artix Designer	page 36
Uninstalling on Windows	page 37
Uninstalling on UNIX	page 38

Uninstalling Artix Designer

Uninstalling from the Artix Eclipse platform

If you are running Artix Designer from the Eclipse platform that was installed along with Artix, Eclipse is removed when you uninstall Artix.

Uninstalling from an existing Eclipse platform

If you added the Artix Designer plug-ins to an existing Eclipse installation, you must delete the plug-ins manually.

To delete the Artix Designer plug-ins that you manually installed into Eclipse:

1. Shut down Eclipse.
2. Go to your *EclipseInstallDir/plugins* directory.
3. Delete all the plug-in folders whose names begin with *com.iona.bus*.
4. Restart Eclipse.

Uninstalling on Windows

Uninstalling Artix

To uninstall Artix on Windows:

1. From the Windows **Start** menu, select **(All) Programs | IONA | Artix 3.0 | Uninstall Artix**.
2. Click **Uninstall**.

As an alternative, you can run the following from a command prompt:

```
InstallDir\artix\3.0\uninstall\uninstall_artix_3_0.exe
```

Uninstalling SOAPscope

If you installed Mindreef SOAPscope along with Artix, SOAPscope is not removed by the Artix uninstaller.

However, since it relies on the Artix license, SOAPscope does not work after you have uninstalled Artix.

You can remove SOAPscope by running its own uninstaller. From the Windows **Start** menu, select **(All) Programs | Mindreef SOAPscope 3.0 | Uninstall Mindreef SOAPscope 3.0**. You can also use the **Add/Remove Programs** icon in the Windows Control Panel.

Installing SOAPscope automatically installs a driver named WinPcap. However, uninstalling SOAPscope does not uninstall WinPcap. After uninstalling SOAPscope, you can remove WinPcap by selecting WinPcap from the **Add/Remove Programs** control panel.

Uninstalling on UNIX

Uninstalling Artix

To uninstall Artix on UNIX, run the following script:

```
InstallDir/artix/3.0/uninstall/Uninstall_artix_3_0
```


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