



Installation Guide

WebObjects 4.5 Developer

 Apple Computer, Inc.

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This manual describes WebObjects Developer version 4.5.

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Welcome to WebObjects Developer

WebObjects Developer provides you with tools for creating powerful and robust client/server applications for corporate intranets or the World Wide Web.

The WebObjects 4.5 Developer CD includes:

- WebObjects Builder for visual application development
- Enterprise Object Modeler for visual E-R modeling, forward and reverse engineering of database schema, and integration of multiple data sources within a single model
- Interface Builder for visual development of desktop and Java-client user interfaces
- Project Builder for managing and organizing your development projects, including code editing, compiling, and debugging in a variety of languages including 100% pure Java™
- Direct to Web, introduced with WebObjects 3.5, for fully interactive wizard-based application development.

This installation guide describes how to install WebObjects Developer on Mac OS X Server (page 5) and on Microsoft Windows NT (page 8). The WebObjects 4.5 Developer CD accompanying this guide contains the software you need for either of these installations.

System Requirements

To use WebObjects Developer you must have a Power Macintosh computer running Mac OS X Server, or a 100% Pentium-compatible computer running Microsoft Windows NT. See your *Mac OS X Server Installation Manual* for more information on system requirements.

Your computer should have

- at least 64 MB of RAM
- at least 500 MB of available hard disk space (this applies to computers running Mac OS X Server or Windows NT with an NTFS file system; on a FAT file system you'll need considerably more space).

Installing WebObjects Developer on Mac OS X Server

Before You Install

Before you install WebObjects Developer on Mac OS X Server, you must remove any previously installed WebObjects components. Refer to the installation guide for the previously installed software, or visit the Apple Enterprise Web site at <http://www.apple.com/enterprise/> for instructions.

Installing WebObjects Developer

1. Start up your computer in Mac OS X Server. (Refer to your *Mac OS X Server Installation Manual* for more information.)
2. Log in to an account (typically, “root”) that has Administrator privileges. Installation doesn’t work from accounts with lesser privileges.

The software you install will be available to all users.

3. Insert the WebObjects 4.5 Developer CD into your computer’s CD-ROM drive. You may need to double-click the CD’s icon to open its main window.
4. Locate the WebObjectsDeveloper.mpkg icon on the CD, in the Mac_OS_X_Server folder. Double-click the icon. The installer for WebObjects Developer starts and opens the Package Selection dialog box.

Note that the MacOSXServerDeveloper.mpkg icon in the Mac_OS_X_Server folder installs Apple’s Mac OS X Server Developer product, which is a subset of WebObjects Developer. When you install WebObjects, you install Mac OS X Server Developer and more.

5. Apple recommends that you perform a Complete installation, as described next. If you want to select the components to install, follow the Custom installation instructions instead.

Warning: If you're installing WebObjects Developer onto a system that currently has WebObjects Deployment installed, perform a Custom installation and uncheck the WebObjects Deployment package and any Enterprise Objects Adaptor packages that are already installed.

Installation of WebObjects Developer for Mac OS X Server requires a valid serial number. You can find the product serial number on the CD envelope, in the format "A-999-AAA-999-AAA-999-AAA-999-AAA-999".

Complete installation In the Package Selection dialog box, click Install. For each package, the installer checks for existing files on your disk and then installs the package files. You get everything you need to use WebObjects Developer.

The installer may need to run scripts or overwrite existing files. In these cases it presents one or more alerts. To proceed with installation, click OK.

If the installer asks for your serial number, enter it into the text field and then click OK.

Custom installation If you want to exclude one or more components, uncheck them before clicking Install. The following restrictions apply:

- To use WebObjects Developer, you must install, at least, the following packages: Developer Tools, Developer Libraries, WebObjects Deployment, WebObjects Developer, and WebObjects License.
- If you already have WebObjects Deployment installed, uncheck the WebObjects Deployment package and any Enterprise Objects Adaptor packages that are already installed.
- To honor file dependencies, the Developer Tools package must be installed before the Developer Libraries and WebObjects Deployment packages.

The installer may need to run scripts or overwrite existing files. In these cases it presents one or more alerts. To proceed with installation, click OK.

If the installer asks for your serial number, enter it into the text field and then click OK.

6. When all the files are installed, the legend in the installer dialog box changes to Installation Completed. Quit the installer by choosing the Package ► Quit menu item, and then restart your computer.

After Installation

The installer puts the WebObjects CGI adaptor into the Apache CGI Bin directory and configures WebObjects to use it. WebObjects also includes other HTTP server adaptors; to use one of these, see the online instructions in **/System/Library/WebObjects/Adaptors/InstallationInstructions.html**.

Adaptors are provided in source form and can be customized; for instructions on rebuilding the WebObjects HTTP server adaptors, see **/System/Developer/Examples/WebObjects/Source/Adaptors/BuildingInstructions.html**.

For instructions on configuring WebObjects to work with a database server, as well as additional steps you may want to take after installing WebObjects, see the *WebObjects Post-Installation Instructions*. This document is included with WebObjects Developer as part of the online documentation set, and can also be found at <http://developer.apple.com/techpubs/webobjects/>.

Installing WebObjects Developer on Windows NT

Before You Install

Before you install WebObjects Developer on Microsoft Windows NT, you must remove any previously installed WebObjects components. Refer to the installation guide for the previously installed software, or visit the Apple Enterprise Web site at <http://www.apple.com/enterprise/> for instructions.

WebObjects Developer works in concert with your HTTP server software. If you haven't installed an HTTP server already, Apple recommends that you do so before installing WebObjects Developer.

Installing WebObjects Developer

1. Start up your computer in Microsoft Windows NT.
2. Log in to an account that has Administrator privileges.
Installation doesn't work from accounts with lesser privileges.

The software you install will be available to all users.

3. Insert the WebObjects 4.5 Developer CD into your computer's CD-ROM drive. You may need to double-click the CD's icon to open its main window.
4. Locate the Setup.exe icon on the CD, in the Windows folder. (Depending on your system settings, the icon may appear instead as Setup.) Double-click the icon. The installer for WebObjects Developer starts.
5. In the User Information dialog box, enter your name and company name, and the product serial number. Click Next.

You can find the number on the CD envelope, in the format "A-999-AAA-999-AAA-999-AAA-999-AAA-999".

Warning: Installation of WebObjects Developer for Windows NT requires a valid serial number.

6. Read the software license agreement. If you agree to its terms, click Yes to continue with the installation.

(If you disagree with the license terms, click No to exit the installer, and click Exit Setup to confirm. The installer quits.)

7. In the Choose Destination Location dialog box, review the default path for WebObjects Developer. If you accept this path, click Next. Otherwise, click Browse and enter or navigate to a new path, click OK, then click Next.

If the folder that you specify doesn't exist, you are asked if you would like to create the folder. Click Yes.

Warning: Do not install WebObjects Developer into a system-related folder such as WinNT, directly to the root of a disk, or to any path or folder whose name contains spaces. If you do, the software may not work.

8. Apple recommends that you perform a Typical installation, as described below. Perform a Custom installation only if you need to install any of the packages omitted by the Typical installation option:

GNU Source—GNU source code with Apple modifications (part of the Extras component)

IME Support—Japanese-language input components (part of the App Runtime component)

If you're installing on a system running the Japanese version of Windows NT, perform a Custom installation and choose the IME Support package.

Typical installation In the Setup Type dialog box, click Next to install everything you need to develop with WebObjects Developer.

Custom installation In the Setup Type dialog box, click the Custom radio button. Click Next, check the checkboxes of the additional packages you want, and then click Next again to proceed.

Warning: Apple recommends that you do not uncheck any of the default packages during a Custom installation.

If you omit packages in a way that violates dependencies, the installer resets your package selection to the default (Typical) set, and returns you to the Package Selection dialog box.

9. If the installer recognizes at least one web server on your Windows NT computer, it then displays the Available Web Servers dialog box (if it cannot, installation proceeds with step 10). In this dialog, indicate the web server you'll be using (if it is listed) or click the checkbox next to "Other." Click Next to proceed.

Warning: To deploy WebObjects applications from this computer, it must have an HTTP server.

10. In the HTTP Server CGI Bin Directory dialog box, enter the path to your HTTP server's CGI Bin or Scripts directory (or click Browse to navigate to it), and then click Next. Note that based upon your selection of a web server in the previous step, the installer may have filled this field in for you.

If this computer does not have an HTTP server, specify a temporary location for the CGI Bin directory. Once you've specified the location, click Next to proceed.

Once an HTTP server is installed, you can copy the files from your temporary directory to the server's CGI Bin (or Scripts) directory. Contact your system administrator, or refer to your HTTP server manual, for more information.

11. In the HTTP Server Document Root Directory dialog box, enter the path to your HTTP server's Document Root directory (or click Browse to navigate to it), and then click Next. Again, based upon your selection of a web server in step 9, the installer may have filled this field in for you.

If this computer does not have an HTTP server, specify a temporary location for the Document Root directory. Once you've specified the location, click Next to proceed.

Once an HTTP server is installed, you can copy the files from your temporary directory to the server's Document Root directory. Contact your system administrator, or refer to your HTTP server manual, for more information.

12. In the Select Program Group dialog box, you may rename the program group for the WebObjects software by replacing the text in the Program Folders box, or just click Next to proceed.

The installation application installs the WebObjects Developer components. Installation takes several minutes.

Warning: Clicking Cancel during installation is not recommended; a partial installation can interfere with subsequent attempts to install the product.

13. Once the software is installed, the new WebObjects program group opens. In the Setup Complete dialog box, click Finish to restart your computer.

Alternatively, click the “No, I will restart my computer later” radio button before you click Finish. Be sure to restart your computer before using WebObjects.

After Installation

The installer puts the WebObjects CGI adaptor into the CGI Bin directory you specified during installation and configures WebObjects to use it. WebObjects also includes a number of other HTTP server adaptors; to use one of these, see the online adaptor installation instructions in **Library\WebObjects\Adaptors\InstallationInstructions.html** (relative to the root directory specified in step 7). These adaptors are provided in source form and can be customized; for instructions on rebuilding one of these WebObjects HTTP server adaptors, see **Developer\Examples\WebObjects\Source\Adaptors\BuildingInstructions.html** (also relative to the root directory specified in step 7).

For instructions on configuring WebObjects to work with a database server, as well as additional steps you may want to take after installing WebObjects, see the *WebObjects Post-Installation Instructions*. This document is included with WebObjects Developer as part of the online documentation set, and can also be found at <http://developer.apple.com/techpubs/webobjects/>.

If you're installing on a system running the Japanese version of Windows NT, configure the default character encoding by editing (or, if necessary, creating) the text file "CStringEncoding" located in **Library\Frameworks\Foundation.framework\Resources** (relative to the root directory specified in step 7). The first character of this text file should be set to "8".

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