# Table of Contents

Installing the Enterprise Edition ................................................................. i

1. Two Components ....................................................................................... i

1. Enterprise Server ....................................................................................... 1
   1.1. Setting Up Your License Keys ................................................................. 5
      1.1.1. Online Registration ......................................................................... 5
   1.2. Starting the Server ................................................................................. 9

2. Enterprise Client ....................................................................................... 11
   2.1. Installing the Client ............................................................................... 11
   2.2. Starting the Client ............................................................................... 11
      2.2.1. Settings and Passwords ................................................................. 12
      2.2.2. Connecting to the Enterprise Server ........................................... 12
      2.2.3. Starting a Collaboration ............................................................... 13

A. Troubleshooting ......................................................................................... 15

B. Configuring Server Properties ................................................................. 17
Installing the Enterprise Edition

The Enterprise Edition (EE) is a complex client-server system. A complete and functional work environment will have a server and several clients, an SSH service, and CVS installed and configured. However, a simple evaluation system can consist of merely one Enterprise client. This guide is designed to get your evaluation system up and running with one server, up to three clients, and a minimum of hassle.

Please be aware that this guide is not meant to take you through every detail of the installation process. The Quick Start Guide assumes you are not using SSH or CVS for your initial evaluation, and that the entire evaluation system will reside on one machine (or local network with no firewalls).

For complete details on how to install and configure all of the features of the Enterprise Edition (or for how to enable these features after using the Quick Start Guide), consult the Poseidon for UML Enterprise Edition Installation Guide.

1. Two Components

Poseidon for UML Enterprise Edition has two components, the server and the client. The server contains everything needed to manage collaborations, clients and projects. The client is a complete modeling environment that will connect to the Enterprise Server to enable collaborative working.

This document describes the installation process of the server and the client software. For convenience reasons, we are using a single installer for both the client and server. The server installation program should be executed under the user account that will start and run the evaluation server; the client install will have to be performed for each machine and each user that will run the client application.

Information about the client installation follows the description of the server setup.
Installing the Enterprise Edition
Chapter 1. Enterprise Server

The software is installed using the installer program (PoseidonEE_2_*_Installer or PoseidonEE_2_*_JRE_Installer). Depending on the local operating system, it can be started by double-clicking on its icon or calling the file from the command line.

1. The installer will open a new window, prompting you for all of the required information during the installation process.

2. The first thing you will encounter while running the installer is an introduction stating that the installer is for both client and server installations. You will choose which kind of installation you want in the next stage.

3. The next screen allows you to choose the type of installation that should be
Chapter 1. Enterprise Server

performed. You can choose between a client and a server installation. Please select ’Server’.

4. After clicking the ’Next’ button, the License Agreement will be presented to you. You can either accept the agreement by clicking the ’I accept ...’ button followed by the ’Next’ button, or reject it by clicking the ’Cancel’ button. Please read the agreement carefully before you decide which button to click. If you decide to reject the agreement, the installer will end without installing the software.

5. Following the License Agreement, the ’Choose Install Folder’ screen allows
you to decide which folder to use to install Poseidon. To change the default setting, you can either open a file dialog or edit the folder path directly.

6. Clicking ‘Next’ leads to a dialog to select the Java installation that will be used for Poseidon. Please make sure that you select a Java 1.4-compliant installation. Otherwise, Poseidon will refuse to work.

7. The next screen lets you set some server-specific information. As this is merely a demonstration and the entire installation will reside on one machine, the only information you should enter here is the ‘Administrator user name on the server’, which will be used for starting the administration tool. It should be the
name of the user installing and running the Enterprise Server.

8. The 'Choose Link Folder' screen allows you to decide where to create links on your system for faster access to the server and the administration tool. Although we recommend keeping the default settings, you can also choose other options or skip link creation completely.

9. Finally, you will be presented with an installation summary for you to approve before the software is actually placed on your system. Click 'Install' to continue.
1.1. Setting Up Your License Keys

During the initial three-day evaluation period, you are not required to register your copy of the Enterprise Edition.

To extend your evaluation period by 30 days, you have to register your product. You can do this by using either by using a GUI-based or a command line-based tool. We recommend using the GUI-based tool for local installations; however, when installing on real server engine you may have to resort to the command line tool. This section describes registration via the GUI method only. For command line information, see the complete Enterprise Edition Installation Guide.

The Enterprise Edition utilizes a concurrent license manager. This means that if you own one server license and two client licenses, then you may start one server and two clients at the same time. As soon as one of the two clients is shut down, another client (for example, another person working on a different computer) may start another Enterprise Client. In contrast to the Standard and Professional Editions, you do not supply the license keys to the clients, but rather to the server. You do this using the ConcurrentLicenseManager tool, as outlined below.

When you request an evaluation of the Enterprise Edition, you will receive serial numbers via email. After three days, you have to register these serial numbers in order to receive your license keys. There are two ways to register the serial numbers, but for our purposes we will only describe ‘Online Registration’ (which is the recommended registration method). Both methods are described in the Enterprise Edition Installation Guide.
Chapter 1. Enterprise Server

1.1.1. Online Registration

1. Stop the Enterprise Server if it is active.

2. In the server’s `bin` folder, start the script `manageConcurrentLicenses`. If you have used Poseidon before, then you will understand the concept immediately as this license manager works just like Poseidon’s ‘ordinary’ license manager.

   The upper part of the screen displays all the licenses known to the Enterprise Edition Concurrent License Server. These licenses will allow the Enterprise Collaboration Server and the Poseidon clients to operate without bothering about local license installation. The lower part is where you enter your licenses.

3. Copy the first license string from the email you received into the text area, and
press the 'Add' button. This will move the license up into the list of known licenses.

4. You will have to register this license to make it work. To do so, select the license in the list, and then press the 'Register' button.

5. A new dialog will open and request for you to enter some basic user
6. You now have the choice to register the key immediately - provided your computer is connected to the internet - or register the key via the Gentleware website (covered in the next section). Select 'Register Online' and press 'Finish'.

7. After successfully registering, the window closes and returns you to the main window. Your key should now have changed and display that it is 'valid'.
8. Now repeat these steps with the other key(s) you received in your email. (For the evaluation, one key allows the server to start, the other key allows 3 clients to operate simultaneously). After you are done, close the license manager and restart the server.

1.2. Starting the Server

Before the Enterprise Server can be started for the first time, some adjustments must be made to your environment variables. Please make sure that the variable POSEIDON_HOME is set to the folder in which Poseidon is installed on the server machine. The variable JAVA_HOME must be set to the folder of the Java installation you want to use for the Enterprise Server.

The Enterprise Server can be started from the command line only. The script for doing so is called startServer.{bat|sh} and it can be found in the bin directory.

Important note: Currently, you have to start the script from within the bin folder. You cannot type this:

C:\programs\PoseidonEE:> bin\startServer.bat

Instead you have to switch to bin first, and then start the server like this:

C:\programs\PoseidonEE\bin:> startServer.bat
Chapter 1. Enterprise Server

If, for some reason, it becomes necessary to shut down the server, the script
\texttt{stopServer\_.(bat|sh)} will execute this task. Any client connected to the
Enterprise Server will receive a notification that the server is being shut down and
they will be disconnected immediately. Active collaborations will be closed and
their content will be saved to the corresponding project files. Additionally, the RMI
activation system will be stopped.
Chapter 2. Enterprise Client

Please note: Although it is possible to run a single client during the initial three-day evaluation period, you really should install and start the server first. We assume that you did, and will not explain technical details again, as they were already explained in the previous chapter.

2.1. Installing the Client

You install the client software with the same installer as the server software. Many screens and options will be similar, except once you have told the installer to install a Poseidon Client, an 'Enter Client Settings' screen will allow you to set some client specific information. All of the information is needed for establishing a valid connection to the Enterprise Server.

- **server name** - can either be a logical name or an IP address.
- **username** - should be an account name that is known to the SSH service on the server machine, but you can skip this name since you don’t have an SSH service running yet.
- **port of the RMI registry** - on the server has to be the same as the starting port of the port range as set for the Enterprise Server. You should not need to change this if the default settings were kept while installing the server application.

2.2. Starting the Client

Once the installation is done, the client can be started either from the alias created during the installation process (such as a shortcut on the desktop) or by using the start script (`<installation folder>/bin/poseidon.{bat|sh}`). The client will connect to the Enterprise Server machine in order to obtain a concurrent license.

When starting the client for the first time, the client will let you know that it will not try to connect to the Enterprise Server machine and fetch a concurrent license for the first three days. After this time, the client will attempt to get a license from the concurrent License server. If retrieving a license fails for some reason, the license manager dialog will be displayed showing the concurrent license tab. You can change the name of the server machine and the port to use here. Pressing 'Connect' will try to establish the connection and fetch a license. A status line showing the result is displayed right below it. Please contact your server administrator for the
correct server name and port if the connection failed. If it succeeds, the button ‘Start Poseidon’ will be enabled allowing you to continue starting the application.

2.2.1. Settings and Passwords

Before you can connect to the Enterprise Server, some additional settings must be entered. Open the Settings dialog (Edit->Settings) and choose the ‘Enterprise’ tab. The 'Temporary File Directory’ is used to store temporary files needed for the communication between your client and the Enterprise Server. Please set this value to a valid and existing folder. If the value is not set correctly, the Enterprise Edition will not work properly.

'Username' and 'Password' are used to establish a secure connection between the client application and the Enterprise Server. The username is the name of a user that has been created on the server machine that has also been configured to handle connections. The password is the password of that user. If you do not know this information, ask your server administrator.

To change the password, press the 'Change Password' button. This will open up a new dialog asking you for the old password, a new password, and a retype of the new password (to avoid problems encountered through mis-typing). None of the password fields will show the password as plain text. **If you are setting the password for the first time, the default value for the old password is 'password'**. As using this password is considered insecure, change the password as soon as possible, even when you don’t intend to connect to the Enterprise Server immediately.

Press the 'Change Password’ button in the password dialog to evaluate your input and return to the settings dialog. (Due to a known bug in window management, the settings dialog might be hidden in the background.) Press ‘OK’ in the settings dialog to apply the changes. Now you are ready to make your first connection to the Enterprise Server.

2.2.2. Connecting to the Enterprise Server

In order to start your first collaboration with the Enterprise Server, choose 'Enterprise->Connect to Server’ from the menu. In the field 'Username', enter a name the server can use to identify you. We recommend using your username, but any name is valid as long as it is unique to the server and does not contain whitespace.

From the combo box below, select the appropriate server. If this list is empty, add the new server to the combo box by clicking the ‘Edit server list’ button and entering the server details. Servers are identified by their network identification,
either the logical machine name or the IP address in dotted format. If you don’t know the address of your local server, ask your system administrator.

### 2.2.3. Starting a Collaboration

Once you have successfully connected to the Enterprise Server, the Collaboration Management dialog will open. In the upper part, you will find a list of the currently active collaborations and their participants. You can choose to join one of them by selecting it from the list and pressing the ‘Join selected collaboration’ button. You can also start your own collaboration by pressing ‘Create collaboration’. In the upcoming dialog you will be asked for the name of the new collaboration. Please make sure that the name is unique to the server and that it does not contain whitespace.

In the lower part of the dialog, you will find a list of projects known to the Enterprise Server. You can start a collaboration based on one of these projects by selecting it and pressing ‘Load and start selected project’ - unless your Enterprise Server is not yet set up for SSH connections.

The initialization of the collaboration might take some time, depending on the size of the collaboration. Once the initialization is finished, you are part of a live collaboration and can start sharing your modeling experience and ideas with others.
Appendix A. Troubleshooting

RMI-Activation Exception

If starting Poseidon in the background fails with an exception coming from the RMI activation system, removing the log subfolder in the directory from which the start script is executed will solve this problem in most of the cases. The problem usually occurs only when the server machine changes its address (which can happen, particularly in DHCP aware environments).
Appendix B. Configuring Server Properties

The server properties can be found in the file `poseidon2/EE/CollabServer.properties` in the user’s home folder. (In Windows systems, this is typically `C:\Documents and Settings\<username>\poseidon2\EE`) The following entries are the only ones you should edit for this evaluation. A complete listing is available in the main installation guide.

- **collabserver.temp.file.location** - Folder where temporary files are stored to by the Enterprise Server. This folder has to be accessible for the user running the server.

- **collabserver.project.file.location** - Folder where project files are saved to and loaded from by the Enterprise Server. This folder has to be accessible for the user running the server.
Appendix B. Configuring Server Properties