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# Installation Guide

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# Installation Prerequisites

*Before you install Artix 2.1, check the system requirements and familiarize yourself with the steps involved in installing the product.*

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**In this chapter**

This chapter discusses the following topics:

<a href="#">Before You Begin</a>	<a href="#">page 2</a>
<a href="#">Prerequisites</a>	<a href="#">page 3</a>
<a href="#">Using Artix with Other Products</a>	<a href="#">page 6</a>

# Before You Begin

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## Read the release notes

Before installing Artix, visit the IONA Product Documentation web page at:

<http://www.iona.com/support/docs/artix/2.1/index.xml>

and 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.

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## Saving your license

You should receive your license file by e-mail. Save this file to your hard drive. During installation, the Artix installer will prompt for the location of the file.

Make sure the license file is accessible by all systems where Artix processes run.

# Prerequisites

## Operating systems and runtimes

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>.

**Note:** Be sure to set your system's JAVA\_HOME environment variable to point to your Java SDK (JDK) installation.

Table 1 shows the patches and C++ and Java runtime requirements for all supported platforms:

**Table 1:** *Supported Operating Systems*

Platform	OS Patches and C++ Drivers/Runtimes	Java Runtimes
x86/Windows NT 4.0	SP6a; msvcrt.dll, msvcirt.dll, and msvcp60.dll	JRE or SDK 1.4.1_02
x86/Windows 2000	SP3; msvcrt.dll, msvcirt.dll, and msvcp60.dll	JRE or SDK 1.4.1_02
x86/Windows XP	SP1; msvcrt.dll, msvcirt.dll, and msvcp60.dll	JRE or SDK 1.4.1_02

**Table 1:** *Supported Operating Systems (Continued)*

<b>Platform</b>	<b>OS Patches and C++ Drivers/Runtimes</b>	<b>Java Runtimes</b>
SPARC/Solaris 8	108827-12; 108434-09 (32-bit C++ runtime); 108827-12 (libthread patch)	JRE or SDK 1.4.1_02 and its recommended OS patches
SPARC/Solaris 9		JRE or SDK 1.4.1_02 and its recommended OS patches
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 (d1d); PHCO_24148 (libc); PHSS_26559	JRE or SDK 1.4.2_02 and its recommended OS patches
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)	JRE or SDK 1.4.2_02 and its recommended OS patches



**Table 1:** *Supported Operating Systems (Continued)*

Platform	OS Patches and C++ Drivers/Runtimes	Java Runtimes
x86/RedHat Linux 8	GCC 3.2 runtime (libstdc++.so.5 and libgcc_s.so[.1])	JRE or SDK 1.4.2_04
x86/RedHat Linux 9	GCC 3.2 runtime (libstdc++.so.5 and libgcc_s.so[.1])	JRE or SDK 1.4.2_04
AIX 5.2		IBM JDK 1.4.1

**C++ development requirements**

If you plan to use the Artix development tools or run any of the C++ demos, you will need a C++ compiler installed on your machine. Table 2 shows the compilers supported by Artix:

**Table 2:** *C++ Compilers Supported by Artix*

Platform	C++ Compiler
Windows NT 4.0	Microsoft Visual C++ 6.0 SP3
Windows 2000 and XP	Microsoft Visual C++ 6.0 SP3 Microsoft Visual C++ 7.1
HP-UX 11 and 11i	aCC 3.31
Solaris 8 and 9	Sun C++ 5.3 (part of Forte 6 Update 2) with 111685-01 patch
AIX	Visual Age 6.0.2
Red Hat Linux 8 and 9	GCC 3.2

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# Using Artix with Other Products

This section contains information about using Artix with other products and transports. You will need to know this information if you plan to run the demos and examples for IBM VisualAge MQSeries, BEA Tuxedo, or TIBCO/Rendezvous.

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## Supported messaging products

Artix supports the following messaging product:

- ◆ IBM WebSphere MQ (MQSeries) 5.x or higher
  - ◆ BEA Tuxedo 7.1 or higher
  - ◆ TIBCO Rendezvous 7.1 or higher
- 

## Supported transports

Artix also supports the following transports:

- ◆ SOAP 1.1
  - ◆ IIOP 1.1 and 1.2
- 

## 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 are:

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

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

# Installing Artix

*This chapter describes how to install Artix.*

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## **In this chapter**

This chapter discusses the following topics:

<a href="#">Running the Artix Installer</a>	<a href="#">page 8</a>
<a href="#">Licensing Artix</a>	<a href="#">page 16</a>
<a href="#">Setting up the Artix Environment</a>	<a href="#">page 18</a>
<a href="#">Installing Artix with IONA Orbix</a>	<a href="#">page 20</a>

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# Running the Artix Installer

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## Downloading the installation package

The Artix 2.1 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 3:** *Artix Installation Packages*

Platform	Installation Package
Windows	artix_21_Windows.zip
HP-UX	artix_21_HP-UX.tar
Solaris	artix_21_SunOS.tar
Red Hat Linux	artix_21_Linux.tar
AIX	artix_21_AIX.tar

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

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## Installation modes

You can run the Artix installer in one of the following modes:

- GUI mode - [see page 9](#)
- Console mode - [see page 12](#)
- Silent mode - [see page 13](#)

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# Installing Artix in GUI Mode

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## Overview

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

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## Installing in GUI mode

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. Read the license agreement.
4. Accept the license agreement by selecting **I accept the terms of the License Agreement** and click **Next**.
5. Enter the name of the folder into which you want to install Artix and click **Next**.

**Note:** If other IONA products are already installed on your machine, you should install Artix into a separate directory tree. An exception to this rule is Orbix 6.x, which can exist alongside Artix under the same directory, provided that Orbix is installed first. (See [“Installing Artix with IONA Orbix” on page 20](#) for more information).

6. On Windows systems, you will be asked to select where on the **Start** menu to place shortcuts. Select a location and click **Next**.
7. Choose which version of Artix you want to install.

**Note:** Artix is available in either Standard, Advanced, or Enterprise version. Make sure you install the version for which you have a license.

8. Choose what type of installation you want and click **Next**:
  - ◆ **Developer Tools and Runtime**
  - ◆ **Runtime Tools Only** (If you choose this skip to step 14)
9. Choose to install a JVM or select a previously installed JRE or JDK.
10. **UNIX**: Specify the root folder for all of your Artix projects. You should have read and write access to this location. Click **Next**.
11. **Windows**: Specify if you want to set the following system environment variables for all users on this system, just the current user, or not at all, then click **Next**:
  - ◆ `IT_PRODUCT_DIR` specifies the root folder of your Artix installation.
  - ◆ `PATH` is appended with the Artix `bin` directories.

**Note:** Artix will still work without setting these values. They make it easier to navigate to the Artix installation directory and will allow you to run some of the Artix utilities in a command window.

When doing Artix development from the command line, you will need to set the Artix environment using the `artix_env` script, which sets these values for you. (See [“Setting up the Artix Environment” on page 18](#) for more details.)

Note, however, that if you have other IONA products - such as Orbix - installed, you should be careful about letting the installer set these variables. The other products may rely on these variables being set to point to some other directory.

12. Specify if you would like to associate the following file types with Artix Designer, then click **Next**:
  - ◆ `.iad` files - project files used by Artix to store project information
  - ◆ `.xsd` files - XML Schema files
  - ◆ `.wsdl` files - Web Service Definition Language files
13. **Windows**: You will be asked whether you want to install the Mindreef SOAPscope web services diagnostic tool. Make your selection, then click **Next**.
14. Review your installation information then click **Install**.
15. 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 `install_dir\etc\licenses.txt`.

If you installed Artix into a directory in which IONA Orbix 6.x is already installed, the contents of the Artix license file will be appended to your existing license file.

If you want to install the license later, click **Cancel**. For more information see [“Licensing Artix” on page 16](#).

16. Click **Done** to finish the installer.

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## Installing Artix in Console Mode

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### Overview

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

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### Installing in console mode

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 the [“Installing Artix in GUI Mode”](#) section.



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## Installing Artix in Silent Mode

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### 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.

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### Creating the properties file

First you need to create a properties file to contain the values for the silent installation.

Create the properties file in a text editor and save it as `installer.properties`.

**Table 4:** *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"> <li>• Artix Standard</li> <li>• Artix Advanced</li> <li>• Artix Enterprise</li> </ul>
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 4:** *Properties File Variables (Continued)*

Variable	Description
ASSOCIATE	Determines whether <code>.iad</code> , <code>.xsd</code> , and <code>.wsdl</code> files are associated with Artix Designer. Takes a value of <code>Yes</code> or <code>No</code> .
SET_PATH	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. Takes the following values: <ul style="list-style-type: none"> <li>• Do not set now</li> <li>• All users</li> <li>• Current user</li> </ul>
SILENT_ACCEPT_LICENSE_AGREEMENT	Set to <code>true</code> to accept the Artix license agreement
JDK_HOME	The path to the root of a JDK installation. 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.
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
ASSOCIATE=Yes
SET_PATH=All users
SILENT_ACCEPT_LICENSE_AGREEMENT=true
INSTALLER_UI=silent
```

## Installing in silent mode

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 16](#).

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# Licensing Artix

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## Overview

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

Typically, you will receive your Artix license from IONA by e-mail. You should 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 Artix in GUI Mode” on page 9](#))
  - 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 17](#))
  - by appending the Artix license to an existing IONA product license (See [“Adding Artix licenses to an existing license file” on page 17](#))
- 

## 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 2.1 - IONA Artix 2.1 - License Installer**.

### UNIX

Run the following script:

```
install_dir/artix/2.1/license_installer
```

2. In the Install Artix Licenses dialog box, click the **Browse** button.
3. Browse to the directory where you saved the license file.
4. Select the license file and then click **Select**

5. The license file will be 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:

```
install_dir\etc
```

If you want to save the license file to an alternative location on your hard drive, you must set `IT_LICENSE_FILE` to point to the 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 [“Adding Artix licenses to an existing license file”](#) below.

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### Adding Artix licenses to an existing license file

If you already have licensed IONA products you will have a valid license file. To ensure that your existing licenses are not overwritten by the Artix licenses, you can use a text editor to append the Artix licenses to your existing license file.

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# Setting up the Artix Environment

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## Setting the Artix 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 install_dir\artix\2.1\bin
> artix_env
```

### UNIX

```
% cd install_dir/artix/2.1/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

If you are using Visual C++ 7.1 as your compiler, you need to run a slightly different command to set the runtime environment. This is because Artix assumes a default C++ compiler setting of Visual C++ 6.0.

To set the runtime environment to use Visual C++ 7.1 on a Windows machine, run the following from a command prompt:

```
> cd install_dir\artix\2.1\bin
> artix_env -compiler vc71
```

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

---

## Resetting the environment for Visual C++ 6.0

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

```
> cd install_dir\artix\2.1\bin
> artix_env -compiler vc60
```

## 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.

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## Installing Artix with IONA Orbix

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### Installation

If you plan to use Artix plug-ins in Orbix 6.x applications, we recommend that you install Artix into the same directory tree as Orbix. You should install Orbix first.

Otherwise, we recommend that you install Artix in its own directory tree.

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### Environment variables

All IONA products use two environment variables to get their configuration and licensing information: `IT_PRODUCT_DIR` and `IT_LICENSE_FILE`. If you accept all installer defaults and follow the procedure to add your Artix license to your existing license file ([“Adding Artix licenses to an existing license file” on page 17](#)), there will be no conflicts.

However, if you install Artix in a different directory tree than Orbix 6.1 or choose to keep your Artix licenses separate from your Orbix licenses, you will need to set `IT_PRODUCT_DIR` and `IT_LICENSE_FILE` to point to the correct locations.

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### IDL compiler

Currently, the Artix IDL compiler and the Orbix 6.x IDL compiler use separate configuration files. We suggest that you use the Artix IDL compiler by setting your environment to Artix with the `artix_env` script.

To use the Orbix IDL compiler, set your environment for an Orbix domain.



# Uninstalling Artix

*This chapter describes how to uninstall Artix.*

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## **In this chapter**

This chapter contains the following sections:

<a href="#">Uninstalling on Windows</a>	<a href="#">page 22</a>
<a href="#">Uninstalling on UNIX</a>	<a href="#">page 23</a>

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# Uninstalling on Windows

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## Procedure

To uninstall Artix on Windows:

1. From the Windows **Start** menu, select **(All) Programs - IONA Artix 2.1 - IONA Artix 2.1 - Uninstall Artix 2.1**.
2. Click **Uninstall**.

Alternatively, you can run the following from a command prompt:

```
install_dir\artix\2.1\uninstall\uninstall_artix_2_1.exe
```

This will usually leave some files behind in the `install_dir` directory. These must be removed manually.

---

# Uninstalling on UNIX

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**Procedure**

To uninstall Artix on UNIX, run the following script:

```
install_dir/artix/2.1/uninstall/Uninstall_artix_2_1
```

