
GemStone®

GemStone/S 64 Bit™ Installation Guide

for Solaris on Sun SPARC
or x86_64 Compatible Systems

Version 3.3

February 2016



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PATENTS

GemStone software is covered by U.S. Patent Number 6,256,637 "Transactional virtual machine architecture", Patent Number 6,360,219 "Object queues with concurrent updating", Patent Number 6,567,905 "Generational garbage collector with persistent object cache", and Patent Number 6,681,226 "Selective pessimistic locking for a concurrently updateable database". GemStone software may also be covered by one or more pending United States patent applications.

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Preface

About This Documentation

This document explains how to install GemStone/S 64 Bit™ version 3.3, and how to upgrade from previous GemStone/S 64 Bit versions.

For information regarding new and modified features in GemStone/S 64 Bit v3.3, please refer to the *GemStone/S 64 Bit Release Notes* for version 3.3.

These documents are also available on the GemStone customer website, as described below.

Terminology Conventions

The term “GemStone” is used to refer to the server products GemStone/S 64 Bit and GemStone/S, and the GemStone family of products; the GemStone Smalltalk programming language; and may also be used to refer to the company, now GemTalk Systems, previously GemStone Systems, Inc. and a division of VMware, Inc.

Technical Support

Support Website

gemtalksystems.com

GemTalk’s website provides a variety of resources to help you use GemTalk products:

- ▶ **Documentation** for the current and for previous released versions of all GemTalk products, in PDF form.
- ▶ **Product download** for the current and selected recent versions of GemTalk software.

- ▶ **Bugnotes**, identifying performance issues or error conditions that you may encounter when using a GemTalk product.
- ▶ **TechTips**, providing information and instructions that are not in the documentation.
- ▶ **Compatibility matrices**, listing supported platforms for GemTalk product versions.

This material is updated regularly; we recommend checking this site on a regular basis.

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Requests for technical assistance may be submitted online, by email, or by telephone. We recommend you use telephone contact only for more serious requests that require immediate evaluation, such as a production system down. The support website is the preferred way to contact Technical Support.

Website: techsupport.gemtalksystems.com

Email: techsupport@gemtalksystems.com

Telephone: (800) 243-4772 or (503) 766-4702

When submitting a request, please include the following information:

- ▶ Your name and company name.
- ▶ The versions of GemStone/S 64 Bit and of all related GemTalk products, and of any other related products, such as client Smalltalk products.
- ▶ The operating system and version you are using.
- ▶ A description of the problem or request.
- ▶ Exact error message(s) received, if any, including log files if appropriate.

Technical Support is available from 8am to 5pm Pacific Time, Monday through Friday, excluding GemTalk holidays.

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Installing GemStone/S 64 Bit Version 3.3

This chapter describes the procedure for installing GemStone/S 64 Bit version 3.3 on a single machine. We recommend that you set up GemStone this way initially to ensure that all the pieces work together. At the end of this chapter, we suggest refinements you might want to make, such as running GemStone in a network configuration.

NOTE

If you are upgrading to this release from a previous version of GemStone/S 64 Bit, follow the instructions in the appropriate later chapter of this Installation Guide.

Adjust the installation to meet your specific needs. The topic “What Next?” on page 18 provides references to procedures and related information in the *System Administration Guide*.

Review the Installation Procedure

The following list summarizes the steps to install GemStone/S 64 Bit.

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Check the System Requirements

Before you install GemStone/S 64 Bit, ensure that the following system requirements are satisfied. Systems meeting these requirements are suitable for installing GemStone/S 64 Bit and beginning development, but additional system resources may be necessary to support large applications.

Platforms

- ▶ Sun SPARC server, one or more CPUs,
or
- ▶ x86 64-bit system, one or more 2.6 GHZ CPUs.

RAM

- ▶ At least 1 GB Physical RAM installed.
1 GB is sufficient for only for very small systems. In most cases you will need much more, depending on the size of the cache and the number of Gem sessions.

Swap space

- ▶ Total swap space should be at least equal to the amount of RAM. We recommend installing twice as much swap space as RAM.
Due to the way GemStone uses memory, systems with insufficient swap space allocated have a risk of memory errors even if there is available RAM.

Disk space

- ▶ Space for the installed distribution files—you need approximately 450 MB for GemStone/S 64 Bit, and additional space for other products.
- ▶ Additional disk space as required for your repository.
The repository files should be located on a disk drive that does not contain swap space. Use of multiple disk drives is advisable for servers.

Operating system

- ▶ Solaris 10 or 11 for SPARC
kernel version Generic_144488-06 or later
- ▶ Solaris 10 for x86
kernel version Generic_127128-11 or later, with required patches

C/C++ Compiler

SPARC:

- ▶ Solaris Studio 11
CC: Sun C++ 5.8 Patch 121017-05 2006/08/30

x86:

- ▶ Solaris Studio 12 update 1
CC: Sun C++ 5.10 SunOS_i386 128229-09 2010/06/24

GemStone requires a C/C++ compiler only if you are developing C or C++ code for user actions or for a C or C++ application. This compiler is required only for development work, not for execution.

Debugger

SPARC:

- ▶ Sun Dbx Debugger 7.5 Patch 121023-07 2010/09/22

x86:

- ▶ Sun Dbx Debugger 7.7 SunOS_i386 2009/06/03

A C debugger can be useful to allow problem analysis by GemStone consulting or Technical Support. It also may allow you to debug your C user actions. It is not required for GemStone execution.

Configure the Operating System

The kernel must be configured to support shared memory and semaphores. See your operating system documentation for further information. These requirements apply both to server nodes and to client nodes (nodes that will run Gem processes).

The following suggested settings in `/etc/system` are typical of those used at GemStone, and most are intentionally set high to provide flexibility. These settings may not be suitable for your hardware configuration and system load.

On Solaris 10 and above, Sun recommends configuring shared memory and semaphores at the project level, rather than system wide. This provides greater flexibility, as well as avoiding the need to reboot after editing `/etc/system`. However, if the parameter settings are present in `/etc/system`, they are used as the default project settings. If you are not partitioning your system using projects, you can continue to configure these settings using `/etc/system`.

1. Shared memory maximum

The default for maximum shared memory segment is not adequate to run GemStone/S 64 Bit. We recommend a value larger than your desired Shared Page Cache size, and not more than 75% of your real memory.

For example, if you have 8192 MB of real memory:

$$8192 \text{ MB} * .75 = 6144 \text{ MB}$$

$$6144 \text{ MB} * 2^{20} = 6442450944 \text{ bytes}$$

The parameter in Solaris 10 and above is `project.max-shm-memory`, which controls project total memory use, not segment size. To configure this, use a command similar to the following, which sets the shared memory maximum to 6GB.

Solaris 10:

```
prctl -n project.max-shm-memory -v 6gb -r -i project "user.root"
```

Solaris 11:

```
projmod -sK 'process.max-shm-memory=(privileged,6G,deny)' default
```

In earlier versions of Solaris, `shmsys:shminfo_shmmax` set the maximum shared memory segment size, rather than limiting total memory use. To set this parameter using legacy-style Solaris configuration, in `/etc/system` include the following:

```
set shmsys:shminfo_shmmax=6442450944
```

2. Semaphores

The maximum number of semaphores per id (per semaphore set) limits the number of GemStone sessions that can log in to a particular Stone and connect to its shared page cache.

On the Stone's node, this parameter must provide **two** semaphores for each user who will log in to that Stone from any node plus an overhead of **four**. In distributed systems, nodes that have only user sessions (Gems), but no Stones, must provide **two** semaphores for each user session on that node plus an overhead of **one**.

The number of semaphores actually requested for a particular shared page cache depends on the GemStone configuration file read by the process that starts the cache and is $(SHR_PAGE_CACHE_NUM_PROCS * 2) + 1$.

In Solaris 10 and above, the project parameter is `process.max-sem-nsems`. The default is 512 which is adequate for smaller-sized systems. For larger systems, use a command similar to the following, which set the value to 2048:

Solaris 10:

```
prctl -n project.max-sem-nsems -v 2048 -r -i project "user.root"
```

Solaris 11:

```
projmod -sK 'process.max-sem-nsems=(privileged,2048,deny)' default
```

In earlier versions of Solaris, this parameter was named `semsys:seminfo_semmsl` (Note that `semmsl` ends with a lowercase L, not a digit.). To set this, use a command similar to the following, which sets the value to 500:

```
set semsys:seminfo_semmsl=500
```

If you are adjusting settings using `/etc/system`, save the file, and reboot the system using `boot -r`.

The maximum number of semaphore identifiers in the system limits the number of GemStone shared page caches on the node; each shared page cache uses one identifier. This parameter must be large enough to allow for one shared page cache for each Stone running on the node, plus one for each cache running on a remote node.

The project parameter in Solaris 10 and above is `project.max-sem-ids`. The default is 128. This should be adequate for most installations.

In earlier versions of Solaris, the parameter is `semsys:seminfo_semmni`.

3. PAM

If you are using UNIX authentication for GemStone logins, or if you run NetLDI as root with `setuid` (i.e. not in guest mode), you must have PAM (Pluggable Authentication Module) configured on the server. You may include a specific GemStone authorization service name, or allow the default "other" authentication definitions to be used.

PAM authentication definitions are in `/etc/pam.conf`. The specific GemStone service names are `gemstone.gem` for user authentication, and `gemstone.netldi` for a NetLDI running with authentication. The libraries that are specified in the stack

depend on how you are configuring PAM to perform the authentication. The examples below are for PAM configured to invoke LDAP for authentication.

For example, to allow GemStone UNIX authentication, which uses PAM, to authenticate via LDAP:

```
gemstone.gem      auth requisite  pam_authtok_get.so.1
gemstone.gem      auth required   pam_ldap.so.1
```

For NetLDI authentication, again using LDAP:

```
gemstone.netldi  auth requisite  pam_authtok_get.so.1
gemstone.netldi  auth required   pam_ldap.so.1
```

If the following “other” stack is available in `/etc/pam.conf`, GemStone can use this to authenticate via LDAP:

```
other            auth requisite  pam_authtok_get.so.1
other            auth required   pam_ldap.so.1
```

Consult your System Administrators for more information on how authentication is handled on your system.

4. Configuring GemStone’ Shared Page Cache

The configuration option `SHR_PAGE_CACHE_SIZE_KB` defines the size (in KBytes) of extent page space in the shared page cache. The maximum acceptable value for this configuration option is limited by system memory, kernel configurations, cache space allocated by `SHR_PAGE_CACHE_NUM_PROCS` and space allocated for other GemStone caches.

For more general information about these and other configuration options, see Appendix A of the *System Administration Guide*.

5. System clock

The system clock must be set to the correct time. When GemStone opens the repository at startup, it compares the current system time with the recorded checkpoint times as part of a consistency check. A system time earlier than the time at which the last checkpoint was written may be taken as an indication of corrupted data and prevent GemStone from starting. The time comparisons use GMT.

6. TCP keepalive option

GemStone processes ordinarily use the `TCP keepalive` option to determine how long they will wait after communications activity ceases unexpectedly. This setting can be useful for reaping stale RPC Gems, but the operating system default may not be appropriate for this purpose. For further information, refer to your operating system documentation.

Prepare for Installation

Perform the following steps to prepare the machine to receive the GemStone/S 64 Bit software. Although most steps require root login, we recommend that you perform the initial step as the GemStone administrator.

These are the portions of the system that are affected by the installation of GemStone:

`/dev/rdsk`

Optional raw partitions for repository extents and transaction logs.

`/etc/services`

Internet services database, for NetLDI name lookup.

`/InstallDir/GemStone64Bit3.3.0-sparc.Solaris`

`/InstallDir/GemStone64Bit3.3.0-i386.Solaris`

Location of the object server software.

`/opt/gemstone`

Default location for server lock files, host name id file, and log files for GemStone network servers (NetLDIs). See the *System Administration Guide* for more information.

`/tmp/gemstone`

Pipe file for the Stone repository monitor.

`/usr/gemstone`

Alternative location for lock and log files, for compatibility with previous products; `/opt/gemstone` is created unless `/usr/gemstone` already exists. See the *System Administration Guide* for more information.

1. As the GemStone administrator, log in to a machine that has adequate resources to run GemStone and that owns the disk on which you are going to install the GemStone files.

NOTE

Do not copy the files as root. The ownerships that were in effect when the distribution media was created are preserved, and this might result in file permission errors for users at your site.

2. Determine that adequate swap space is available.:

```
% /usr/sbin/swap -s
```

3. Check the free disk space and determine the disk drive and partition on which you will install the GemStone software.

To list all disk partitions, along with the amount of free space in each partition:

```
% df
```

We recommend that you avoid choosing either an NFS-mounted partition or one containing UNIX swap space for the initial installation. Mounted partitions can result in executables running on the wrong machine and in file permission problems. Existence of swap space on the same drive can dramatically slow GemStone disk accesses.

4. Select an installation directory, *InstallDir*, and make this directory the current working directory.
5. GemStone/S 64 Bit is provided as a zipped archive file with a name similar to `GemStone64Bit3.3.0-sparc.Solaris.zip` or `GemStone64Bit3.3.0-i386.Solaris.zip`.
6. Move this distribution file to the directory location in which GemStone will be installed, *InstallDir*.

7. Unzip the distribution file using unzip. For example:


```
% unzip GemStone64Bit3.3.0-sparc.Solaris.zip
```
8. The *InstallDir* now contains a GemStone directory with a name similar to `GemStone64Bit3.3.0-sparc.Solaris` or `GemStone64Bit3.3.0-i386.Solaris`.

In addition to several subdirectories, this directory also contains two text files: `PACKING`, which lists all of the GemStone files, and `version.txt`, which identifies this particular product and release of GemStone.

9. Log in as root.

NOTE

Although you can complete the installation as a non-root user, we do not recommend this. During installation, GemStone system security is established through file permissions and process attributes. To ensure that the installation is successful, you must install as root. If you later decide to change the security of your GemStone system, see Chapter 1 of the System Administration Guide, which explains the concept of GemStone server file permissions and how to change them.

Set the Environment

Perform the following steps to properly configure the operating environment.

1. Set the environment variable GEMSTONE.
 - a. If more than one installation of any GemStone/S product resides on this machine, check for existing GemStone environment variables:


```
% env | grep GEM
```

All GemStone environment variables are displayed.
 - b. If any environment variables exist and are not appropriate for the new installation, you must specifically unset each one. For example, depending on your shell:


```
% unsetenv GEMSTONE GEMSTONE_SYS_CONF
$ unset GEMSTONE GEMSTONE_SYS_CONF
```
 - c. Set the environment variable GEMSTONE to the *full pathname* (starting with a slash) of your new GemStone installation directory. For example, depending on your shell:

```
% setenv GEMSTONE InstallDir/GemStone64Bit3.3.0-sparc.Solaris
% setenv GEMSTONE InstallDir/GemStone64Bit3.3.0-i386.Solaris
$ GEMSTONE=InstallDir/GemStone64Bit3.3.0-sparc.Solaris
$ export GEMSTONE
$ GEMSTONE=InstallDir/GemStone64Bit3.3.0-i386.Solaris
$ export GEMSTONE
```

Create the GemStone Key File

To run GemStone, you must have a key file for this version of GemStone/S 64 Bit and for the appropriate platform. Email keyfiles@gemtalksystems.com, or contact GemTalk Technical Support, if you have questions about your keyfile, or if you need an evaluation keyfile.

Once you receive your keyfile with the name *mykeyfile.key*:

1. Change the permissions on the directory `$GEMSTONE/sys` so that you can create the file:

```
% cd $GEMSTONE/sys
% chmod 755 .
```

2. Copy the keyfile into this directory, using the name `gemstone.key`.

```
cp mykeyfile.key $GEMSTONE/sys/gemstone.key
```

You may locate and name the file differently, but you will need to specify the path using the `KEYFILE` parameter in the configuration file used by this repository.

3. Change the file and directory permissions so that they are not writable:

```
% chmod 555 gemstone.key
% chmod 555 .
```

Verify TCP/IP

To run GemStone, TCP/IP must be functioning, even if your machine is not connected to a network.

1. Verify that TCP/IP networking software is functioning (1 is the number 1):

```
% /usr/sbin/ping hostname 1 1
```

where *hostname* is the name of your machine. If **ping** responds with *hostname is alive*, TCP/IP is functioning.

Define the NetLDI Service

The NetLDI service, by default `gs64ldi`, should be defined in your system services database. A NetLDI is required for certain kinds of local and remote sessions to log into GemStone, and if it cannot be resolved by name, you must refer to it by port number. For clients on remote machines, the same NetLDI service name and port number must be defined on the remote machines as well as the main host.

If you are upgrading from a previous version, you may need to keep the NetLDI for that version running. In this case, select a distinct name and port for the NetLDI for GemStone/S 64 Bit 3.3.

1. Determine whether the `gs64ldi` service is already defined. How to do this will depend on how your system is set up. The GemStone distribution includes an executable that will allow you to do this:

```
% $GEMSTONE/install/getservbyname gs64ldi
s_name=gs64ldi s_port = 50377 s_proto = tcp
```

If you are using a local copy of the system services database, `/etc/services`, then check in this file for a definition for `gs64ldi`.

```
% grep gs64ldi /etc/services
```

If you are using NIS or LDAP, consult your UNIX system administrator for assistance.

If `gs64ldi` is defined, skip the rest of this procedure and continue with the installation at “Run the Installation Script” on page 15.

If it is not defined, continue performing this procedure.

2. Add an entry similar to the following to the system services database:

```
gs64ldi 50377/tcp #GemStone/S 64 Bit 3.3
```

Choose a port number that is not being used by another service. The port number should be in the range 49152 <= port <= 65535, to conform to IANA standards (<http://www.iana.org/assignments/port-numbers>).

3. If several machines will be running GemStone, have the UNIX system administrator update the system services database for each machine. This includes Windows client machines as well as UNIX nodes. Note that the port number must be the same for every machine.

Run the Installation Script

Invoke the installation script from the `install` subdirectory:

```
% cd $GEMSTONE/install
% ./installgs
```

`installgs` is an interactive script that analyzes your system configuration and makes suggestions to guide you through installing GemStone on your machine.

NOTE

You can usually terminate execution of the installation script with Ctrl-C without risk to your files. When it is not safe to do so, the message Please do not interrupt appears on the screen. If this happens, wait for the message now it is OK to interrupt before you interrupt the script. You can run the script again from the beginning as many times as necessary.

Decisions to Make During Installation

During installation, you are asked several questions. The entire installation dialog is not reproduced here, but the main points are addressed. Some questions may not be asked, depending on answers to previous questions.

Whenever you are asked to answer “yes” or “no,” answer with y or n. When the script offers a default answer in square brackets (such as “[y]”), press Enter to accept the default.

Do you want the installation script to set up directories for server lock files and NetLDI logs?

The default location for server lock files and NetLDI log files is `/opt/gemstone`, although for compatibility with earlier products `/usr/gemstone` is used only if it exists. If the environment variable `GEMSTONE_GLOBAL_DIR` is defined to point to a valid directory, this overrides the default server lock files and log file location; however, all Gemstone processes that will interact on this machine must have this environment variable set to the same directory.

If these directories do not exist, the installation script offers to create `/opt/gemstone` and the subdirectories `locks` and `log`. Then, the script offers to set access (770) to these directories.

If you answer no to creating the directories, you must create them (or provide a symbolic link) before starting the server.

Do you want the installation script to set the owner and group for all the files in the GemStone distribution?

If you answer **yes**, the script will prompt you for the owner and group you want to use. Refer to Chapter 1 of the *System Administration Guide* for more information about setting owner and group permissions.

If you answer **no**, the permissions will remain the same as when the files were extracted from the distribution media.

Do you want the installation script to protect the repository file?

The default, which we recommend, gives only the owner read and write access (600) through ordinary UNIX commands. Other users can read and write the repository through a GemStone session. If you choose not to protect the repository, the setuid bit is cleared from all executables, which causes them to run under ownership of the user who invokes them.

Default: Set the repository permission to 600, and leave the setuid bit applied.

Allow NetLDI to Run as Root?

Do you want the installation script to allow non-root users to start a NetLDI that runs as root?

The NetLDI is a network server that permits remote processes to interact with the repository. There are two ways to set up a NetLDI so that it can provide services to all GemStone users: it can run as root, or it can run in guest mode with a captive account.

- ▶ To run NetLDIs as root, accept the default “yes” response. Ownership of the NetLDI executable is changed to root, and the setuid bit is set. Any GemStone user will be able to start a NetLDI process that is accessible to all GemStone users because it will always run as root. For certain services, users will need to authenticate themselves by supplying a password. Alternatively, answer “no” but log in as root before starting the NetLDI.

If the NetLDI uses a port number less than 1024, it must run as root.

- ▶ To run NetLDIs in guest mode with a captive account, answer “no” to the prompt, because those modes are not permitted if the NetLDI runs as root. “Guest mode” means that GemStone users do not have to supply a UNIX password to use NetLDI services. The “captive account” is an account that owns all processes the NetLDI starts; typically, it is the GemStone administrative account that owns the files. You must start the NetLDI while logged in as that account.

Default: Change ownership of the `netldi` executable to root, and set its setuid bit.

Set up an Extent?

Do you want the installation script to set up an extent now?

GemStone is distributed with a read-only copy of the initial repository in `$GEMSTONE/bin/extent0.dbf`. Before you can start GemStone, this file must be copied to a suitable location and made writable. The script offers to copy the file to its default location of `$GEMSTONE/data`.

If you are a new GemStone user, we recommend that you answer *y*. If you are an existing GemStone user, you might prefer to answer *n*, then copy the extent to a different location yourself. (If you choose a location other than the default, you must edit your configuration file before starting GemStone. For information, see the *System Administration Guide*.)

Default: Place a writable copy of `extent0.dbf` in `$GEMSTONE/data`.

Start a NetLDI?

Do you want the installation script to start a NetLDI?

If you prefer, you can start these processes manually at any time.

Almost every host needs a NetLDI. You must start a NetLDI when the Stone repository monitor or Gem session processes will run on this machine.

You can start a NetLDI that runs as root by answering *yes* to this prompt and the confirmation that follows. However, if you want to start the NetLDI in guest mode with a captive account, you must do that after completing the installation. For more information about guest mode with captive account, see Chapter 3 of the *System Administration Guide*.

Default: Do not start a NetLDI at this time.

Start an Object Server?

As root, you cannot start an object server, but the script offers to start one as another user. You will start the server later in the installation, so answer *no*.

Default: Do not start an object server at this time.

Log out as root

Log out as user root. The rest of the installation is done as the GemStone administrative user.

Change System Passwords and Add Users

After installing GemStone/S 64 Bit, you must change the passwords for the administrative users: DataCurator, SystemUser, and GcUser. (The initial password for each is `swordfish`.) The DataCurator account is used to perform system administration tasks. The SystemUser account ordinarily is used only for performing GemStone system upgrades. The GcUser account is used by the garbage collection task, which runs automatically as a separate login. Access to each of these accounts should be restricted.

You must then establish GemStone accounts for each of your system's users.

The chapter entitled User Accounts and Security in the *System Administration Guide* tells you how to change the passwords and set up accounts for other GemStone users, and how to create new GemStone user accounts. These functions can also be done using GemBuilder for Smalltalk tools; see the *GemBuilder for Smalltalk Users's Guide* for more information.

Users must execute gemsetup

The directory `$GEMSTONE/bin` contains two files, `gemsetup.sh` and `gemsetup.csh`, to help set a user's environment. These files define the GemStone environment for users by

modifying the PATH and MANPATH variables to include \$GEMSTONE/bin and \$GEMSTONE/doc, respectively.

After GemStone/S 64 Bit 3.3 has been installed, you should notify each GemStone user of the installation and explain how to use the `gemsetup` files.

Each user must perform this procedure before running GemStone.

1. Set the environment variable GEMSTONE to the *full pathname* (starting with a slash) of the GemStone/S 64 Bit 3.3 directory. For example, depending on your shell:

```
% setenv GEMSTONE InstallDir/GemStone64Bit3.3.0-sparc.Solaris
% setenv GEMSTONE InstallDir/GemStone64Bit3.3.0-i386.Solaris
$ GEMSTONE=InstallDir/GemStone64Bit3.3.0-sparc.Solaris
$ export GEMSTONE
$ GEMSTONE=InstallDir/GemStone64Bit3.3.0-i386.Solaris
$ export GEMSTONE
```

2. Invoke the script `gemsetup`. For example, depending on your shell:

```
% source $GEMSTONE/bin/gemsetup.csh
$ . $GEMSTONE/bin/gemsetup.sh
```

3. If you will use GemStone frequently, consider adding to your login shell's initialization file (`.cshrc` or `.profile`) the environment variable GEMSTONE and the command `gemsetup`. This way, the GemStone environment is automatically configured every time you log in or create a login shell.

Install the default TimeZone

GemStone/S 64 Bit is shipped with a default time zone of US Pacific. If you are in another Time Zone, edit the file `installtimezone.txt` in the GemStone upgrade directory, then file it in as `SystemUser`.

What Next?

This chapter has guided you through installation of GemStone/S 64 Bit 3.3 in an initial configuration that is sufficient to create a basic repository and begin setting up user accounts. The objective has been to get a simple, default configuration up and running.

You might consider performing the following tasks:

- ▶ To modify the initial object server configuration to one that is more efficient for your particular needs, refer to Chapter 1 of the *System Administration Guide*. This chapter describes in detail the many options for configuring your system.
- ▶ To modify the configuration of Gem session processes and to ensure that users have the necessary permissions to access the shared page cache and the extents, refer to Chapter 2 of the *System Administration Guide*.
- ▶ Chapter 3 of the *System Administration Guide* has additional information about setting up distributed configurations.
- ▶ To start and stop the GemStone object server, refer to instructions in Chapter 4 of the *System Administration Guide*.

Upgrading from GemStone/S 64 Bit 3.x versions

This chapter describes how to upgrade an existing GemStone/S 64 Bit 3.x installation to GemStone/S 64 Bit version 3.3. GemStone/S 64 Bit version 3.3 supports upgrade from GemStone/S 64 Bit versions 3.1.x and 3.2.x. For upgrading from GemStone/S 64 Bit 2.x versions, which require conversion, see Chapter 3 on page 27.

If you are using GemBuilder for Smalltalk (GBS), you also need to upgrade the client libraries that are used by GBS. You may also need to upgrade your version of GBS; versions of GBS earlier than 8.1 or 5.4.3 are not compatible with v3.3. See Chapter 4 for supported versions of GBS for use with GemStone/S 64 Bit 3.3, and instructions on installing updated client libraries.

Keyfiles

New keyfiles are required with GemStone/S 64 Bit version 3.3; keyfiles for GemStone/S 64 Bit 3.0.x, 3.1.x, or 3.2.x will not work with v3.3. To acquire an updated keyfile for version 3.3, email keyfiles@gemtalksystems.com, or contact GemStone Technical Support, preferably providing your existing keyfile.

The keyfiles for v3.2 and later also manage access to GemConnect and GemBuilder for Java. If you are using these add-on products, you must use a keyfile with the appropriate permissions. Applications using GemConnect or GemBuilder for Java also require updated versions of these products, depending on which version you are upgrading from. These products need to be reinstalled following the upgrade process.

Upgrade Strategy

We recommend that you perform the upgrade twice: first a pilot upgrade and then the production upgrade. With this strategy, you can keep your production system running while you familiarize yourself with the upgrade process.

Upgrade Procedure

The following list summarizes the steps necessary to perform the upgrade to GemStone/S 64 Bit version 3.3.

- ▶ Prior to Upgrade in existing application. 20
- ▶ Prepare for Upgrade 21
- ▶ Perform the Upgrade 22
- ▶ Post-upgrade Application Code Modifications. 23
- ▶ Backup repository and configure GBS. 24

NOTE

The following instructions use the version number 3.2.12 to refer to the version you are upgrading from, and version number 3.3 indicate the target version you are upgrading to. The process is the same when upgrading from any 3.x repository, and upgrading to any 3.2.x versions for which this Installation Guide applies.

Prior to Upgrade in existing application

1. Check for use of deprecated methods

Verify that your application does not invoke any methods that were deprecated in previous releases, by enabling error or logging on deprecation in your existing repository. Deprecated methods are subject to removal in major releases; finding them before upgrading allows the deprecation messages to provide replacement instructions.

For details on finding deprecated methods, refer to the *Programming Guide for GemStone/S 64 Bit v3.3*.

2. File out your application code

If you do not already have source code for your application stored externally to the GemStone repository in a code management system, it is recommended to file out all application source code. Filein of application code is used to recompile all methods. You may also write code to manually recompile methods in all classes; see “Recompile application code” on page 24 for details.

You should confirm that the format of your filed out code does not create new versions of your application classes on filein.

GemStone supports multiple versions of the same class, but tools operate on the most recent version of the classes. If you have instance of older versions of your applications classes that have not been migrated to the latest version, these class versions will not be upgraded by filein. We recommend that you migrate all instances to the most recent version of your application classes.

3. File out modifications to GemStone classes

File out any modifications or additions you made to GemStone/S 64 Bit kernel class methods. For more information about fileout, see the *GemStone/S 64 Bit Topaz Programming Environment*.

You will need to carefully compare these changes with GemStone/S 64 Bit 3.3 kernel methods, and refer to the *Release Notes* for version 3.3 and all release notes after the

version you are upgrading from, to determine whether your changes are still necessary or appropriate. For a listing of Release Notes, see [GemStone/S 64 Bit Release History](#).

CAUTION

Any changes that you have made to the GemStone/S 64 Bit kernel classes will be lost during upgrade; you MUST file these out in order to preserve the changes in version 3.3.

Prepare for Upgrade

1. Install and configure GemStone/S 64 Bit 3.3

Install GemStone/S 64 Bit 3.3 to a new installation directory, separate from the installation directory for version 3.2.12, as described in Chapter 1, starting on page 7.

Configure GemStone/S 64 Bit 3.3 the way you expect to use it – that is, with the appropriate extent locations and sizes.

You should ensure that adequate space is available for extents, transaction logs, and a backup during the upgrade. You must provide space for the extents and transaction logs for both repositories, the old and the new.

2. Reset SystemUser password

Log in to the version 3.2.12 system as a user with OtherPassword privilege, such as DataCurator, and reset the SystemUser password to 'swordfish':

```
topaz 1> printit
(AllUsers userWithId: #SystemUser) password: 'swordfish' .
System commitTransaction.
%
```

The upgrade script logs in with the SystemUser account and the default password, and resets the password for DataCurator and GcUser.

3. Stop user activity

Log in to the version 3.2.12 system as a user with SessionAccess and SystemControl privileges, such as DataCurator, and halt all user activity on the repository.

```
topaz 1> printit
System stopUserSessions.
%
```

4. Shut down the repository

You may now shut down the Stone. At the UNIX command line:

```
% stopstone stone3212
```

where *stone3212* is the name of the version 3.2.12 stone on this machine. The repository must be cleanly shut down to avoid needing recovery when it is restarted with the new version's executables.

5. Set up the version 3.3 environment.

Set the environment variables required for the upgrade.

C shell:

```
% setenv GEMSTONE InstallDir33
% set path = ($GEMSTONE/bin $path)
% setenv upgradeLogDir tempDir
```

Bourne or Korn shell:

```
$ GEMSTONE=InstallDir33
$ export GEMSTONE
$ export PATH=$GEMSTONE/bin:$PATH
$ upgradeLogDir=tempDir
$ export upgradeLogDir
```

where *InstallDir33* is the GemStone/S 64 Bit version 3.3 installation and *tempDir* is a temporary directory for which you have write permission.

NOTE

Use a separate log directory for each repository you convert.

6. Copy extent files

Copy your version 3.2.12 extent files into the location specified by the configuration file option `DBF_EXTENT_NAMES`:

- Using a text editor, open the configuration file that the version 3.2.12 repository uses.
- Locate the last occurrence of the option `DBF_EXTENT_NAMES`, and note its value, a list of `.dbf` files.
- Copy each `.dbf` file to the noted location in the version 3.3 installation. For example:

```
% cp InstallDir3212/data/extent0.dbf 33location
% cp InstallDir3212/data/extent1.dbf 33location
% cp InstallDir3212/data/extent2.dbf 33location
```

where *33location* is the location specified by `DBF_EXTENT_NAMES` in the configuration file that will be used in version 3.3.

Before upgrading, ensure that there are no transaction logs from a previous version of GemStone/S 64 Bit in any of the transaction log locations specified in the configuration file that will be used by version 3.3. Transaction logs from earlier versions are not compatible with version 3.3. If the transaction log directories will be reused for version 3.3, any transaction logs should be deleted or copied elsewhere.

Perform the Upgrade

1. Start the Stone

Start the 3.3 Stone on the 3.2.12 extents you just copied:

```
% startstone stoneName33
```

2. Upgrade image

Ensure you are in a directory to which you have write permission, and run the upgrade script.

The upgrade is performed by the script `upgradeImage`. This script has optional switches to specify the stone name and to set to size of the `GEM_TEMPOBJ_CACHE_SIZE` used for the upgrade process.

```
upgradeImage [-h] [-c <cacheSize>] [-s <stoneName>]
```

`-h` prints this usage information.

`-c <cacheSize>` sets the size of the `GEM_TEMPOBJ_CACHE_SIZE`; if this is not used, the script will default to use a value of 100000.

`-s <stoneName>` sets the name of the running stone to upgrade; if this option is not used, the script will default to **gs64stone**.

For example,

```
% upgradeImage -s stoneName33
```

The script will prompt you to press the return key to begin.

The script invokes subordinate scripts to complete the upgrade. The upgrade process will take some time. You can examine the progress, if desired, by examining the file `$GEMSTONE/upgradeImage.out`.

The script should complete with the message:

```
Upgrade completed. No errors detected.
```

If not, please preserve the Stone log file and the contents of `$upgradeLogDir`.

Contact your internal GemStone support person or GemStone Technical Support.

3. Restore System Account passwords

Log in to GemStone/S 64 Bit version 3.3 as `DataCurator` or `SystemUser`, and change the password for `SystemUser`, `DataCurator`, and `GcUser` to a secure password, such as the passwords used for these accounts in v3.2.12. For example:

```
topaz 1> printit
(AllUsers userWithId: 'SystemUser') password: '3212Password'.
(AllUsers userWithId: 'GcUser') password: '3212Password'.
(AllUsers userWithId: 'DataCurator') password: '3212Password'.
System commitTransaction
%
```

where `3212Password` is the account password used in version 3.2.12.

Post-upgrade Application Code Modifications

1. Reinstall any other GemStone products that modify kernel classes.

If you use GemConnect or GemBuilder for Java, you must reinstall the appropriate version of these products into your repository at this time.

To install, use the procedure in the *Installation Guide* for that product.

2. File in Kernel class changes

If you have modified any kernel class methods of the previous version or if you have added methods to kernel classes, carefully compare your changes with the changes in version 3.3 to see whether your changes are still necessary or appropriate. Carefully

review the *Release Notes* for each intervening version, as well as examining code in the image.

If the kernel class changes are still applicable, file in the changes, verify that errorcount is 0, and commit.

3. Recompile application code

The upgrade process requires all executable methods to be recompiled. You should have fileins available, from Step 2. on page 20. Alternatively, you may iterate classes in your image and recompile each one. If you are reusing scripts that managed recompile for the 2.x conversion, verify that the configuration parameter `GemConvertArrayBuilder` is not set.

a. Recompile by filein

File in all development and application code. Verify that errorcount is 0, and commit.

If you have instances of previous versions of classes, these old class versions will not be recompiled by this process. You should ensure that all application instances are migrated to current class versions before conversion, or manually recompile instances of older class versions.

b. Recompile within image

To recompile classes without filein, for each class in your repository execute

```
Class recompileAllMethods
```

You should ensure that you do not miss any classes. If you have instance of older versions of your classes, you will need to recompile methods on these older versions. For example:

```
class classHistory do: [:aClassVersion |
    aClassVersion recompileAllMethods]
```

Attempting to execute methods that have not been recompiled will result in errors.

4. Regenerate cached instances of PetitParser classes

Instance of PetitParser classes (classes with names that begin with PP) are not automatically converted to the new class versions. If you are using PetitParser classes directly, and you have persistent instances, you should regenerate the instances.

Backup repository and configure GBS

1. Make backup

At this point, you should create a full backup of the upgraded repository.

2. Configure GBS

If you are using GBS clients, ensure you are running a supported version of GBS and client Smalltalk. You must use GBS version 8.1 or later for VW, or GBS 5.4.3 or later for VA, to connect to a GemStone/S 64 Bit v3.3 repository.

Configure GBS to use the version 3.3 client libraries. Depending on the GBS version you are upgrading from, the required libraries, library naming conventions, and the process GBS uses to identify the correct library to load may have changed.

See Chapter 4, 'Configuring GBS for GemStone/S 64 Bit' for details. If your GBS clients run on a different platform than your GemStone server, refer to the *Installation Guide* for that platform.

Converting from GemStone/S 64 Bit 2.4.x versions

This chapter describes how to upgrade an existing GemStone/S 64 Bit 2.4.x installation to GemStone/S 64 Bit version 3.3.

GemStone/S 64 Bit version 3.3 supports upgrade from GemStone/S 64 Bit versions 2.4.x and later only. To upgrade from versions 3.0.x, 3.1.x, or 3.2.x, which do not require conversion, see Chapter 2 on page 19. If you are upgrading from an earlier version of GemStone/S 64 Bit, or from 32-bit GemStone/S, you will first need to upgrade to version 2.4.4 or later, following the instructions in the *Installation Guide* for v2.4.

Between versions 2.x and 3.x, compiled methods have changed and version 3.x has new bytecodes to support native code. As a result, the conversion process requires that you file in all application source code so it can be recompiled. Alternatively, you may iterate and recompile all methods in your application individually. There are a number of changes you may have to make to application source code and to persistent instances; please review the upgrade process carefully. You should carefully read the *GemStone/S 64 Bit Release Notes* for v3.2, which contain important information on the changes.

If you are using GemBuilder for Smalltalk (GBS), you also need to upgrade the client libraries that are used by GBS. You may also need to upgrade your version of GBS; versions of GBS earlier than 7.6.1 are not compatible with v3.3. See Chapter 4 for supported versions of GBS for use with GemStone/S 64 Bit 3.3, and instructions on installing updated client libraries.

Keyfiles

New keyfiles are required with GemStone/S 64 Bit version 3.3. Keyfiles for GemStone/S 64 Bit 2.x, 3.0.x, 3.1.x, or 3.2.x will not work with v3.3. To acquire an updated keyfile for version 3.3, email keyfiles@gemtalksystems.com, or contact GemStone Technical Support, preferably providing your existing keyfile.

The keyfiles for v3.2 and later also manage access to GemConnect and GemBuilder for Java. If you are using these add-on products, you must use a keyfile with the appropriate permissions. Applications using GemConnect or GemBuilder for Java also require updated versions of these products for compatibility. These products need to be reinstalled following the upgrade process.

Upgrade Strategy

Upgrade from 2.x to 3.x is a substantial change, requiring changes to application code and, in some cases, application data objects.

We recommend that as part of validating your code changes, after making the required changes in your code, you file your application code and kernel class changes into an empty 3.3 installation, prior to performing the full upgrade. This will allow you to test your code changes in the 3.3 environment before undergoing the full application upgrade.

After verifying your application code changes, you should perform a pilot upgrade of your application, including the required modifications to application objects. This will allow you to uncover any issues prior to converting your production system.

Upgrade Procedure

The following list summarizes the steps necessary to perform the upgrade to GemStone/S 64 Bit version 3.3.

- ▶ Prior to Upgrade in existing application. 28
- ▶ Prepare for Upgrade 30
- ▶ Perform the Upgrade 31
- ▶ Post-upgrade Application Code Modifications. 32
- ▶ Backup repository and configure GBS. 36

NOTE

The following instructions use the version number 2.4.7 to represent any 2.x version from which upgrade/conversion is supported, and 3.3 to represent a 3.3 or later upgrade destination version for which this Install Guide applies. The procedure is the same regardless of which versions you have.

Prior to Upgrade in existing application

1. File out your application code

If you do not already have source code for your application stored externally to the GemStone repository in a code management system, it is recommended to file out all application source code. Filein of application code is used to recompile all methods. You may also write code to manually recompile methods in all classes; see “Recompile application code” on page 33 for details.

You should confirm that the format of your filed out code does not create new versions of your application classes on filein.

GemStone supports multiple versions of the same class, but tools operate on the most recent version of the classes. If you have instance of older versions of your applications classes that have not been migrated to the latest version, these class versions will not be upgraded by filein. We recommend that you migrate all instances to the most recent version of your application classes.

2. File out modifications to GemStone classes

File out any modifications or additions you made to GemStone/S 64 Bit kernel class methods. You will need to carefully compare these changes with GemStone/S 64 Bit 3.3 kernel methods to determine whether your changes are appropriate.

GemStone kernel classes have extensive changes for version 3.0, as well as changes in v.3.1, 3.2, and 3.3. See the Release Notes for version 3.0 for details of the major changes, and read these carefully before filing 2.x code modifications into your version 3.3 repository. You should also review the changes documented in all subsequent release notes. For a listing of Release Notes, see [GemStone/S 64 Bit Release History](#).

3. Update references to ScaledDecimal, if necessary

If your application uses the ScaledDecimal class, determine if you wish to continue to use this class under its new name FixedPoint, or if you want to use the new implementation of ScaledDecimal. If you wish to continue to use the old ScaledDecimal with its new name, you will need to modify your source code fileout so that all references to ScaledDecimal are changed to refer to FixedPoint, and all uses of the s ScaledDecimal literal notation are to the FixedPoint p literal notation.

Note that you will also have to manually update stored instances of ScaledDecimal, which is done following upgrade.

4. Verify returned value from disallowUsedPasswords is Boolean

Verify that your repository returns a boolean for this setting. Execute:

```
AllUsers disallowUsedPasswords
```

If result is neither true nor false, then before upgrade, execute:

```
AllUsers disallowUsedPasswords: true.  
System commitTransaction.
```

5. Remove indexes on instances of reimplemented server classes

If you have indexes that include instance of any of the following classes, these indexes will need to be removed and rebuilt in version 3.3 to update information within the indexing structures.

```
DoubleByteString  
DoubleByteSymbol  
Float  
LargeNegativeInteger  
LargePositiveInteger  
QuadByteString  
ScaledDecimal (if you will be using the new ScaledDecimal implementation)  
SmallFloat
```

If unsure, it is safer to remove the index rather than to risk incorrect indexed query results. You may remove these indexes prior to upgrade, or as part of application filein after upgrade.

6. Prepare class comments for 3.x changes, if necessary

The Class description variable is used in v2.x to hold class comments. If you have defined class comments using GBS browsers, depending on the version of GBS, class comments may be stored in the description variable or as class method named comment that returns a string containing the comment text.

If there is comment information in the description field, you will need to save the contents elsewhere. Due to structural changes in classes, the conversion process will remove any data stored here. Following upgrade, you can restore the class comment, which will then be upgraded for the new handling of comments in v3.1.

Prepare for Upgrade

Perform the following steps to prepare for the upgrade.

1. Install and configure GemStone/S 64 Bit 3.3

Install GemStone/S 64 Bit 3.3 to a new installation directory, separate from the installation directory for version 2.4.7, as described in Chapter 1 of this Installation Guide.

Configure GemStone/S 64 Bit 3.3 the way you expect to use it – that is, with the appropriate extent locations and sizes.

You should ensure that adequate space is available for extents, transaction logs, and a backup during the upgrade. You must provide space for the extents and transaction logs for both repositories, the old and the new.

2. Reset SystemUser password

Log in to the version 2.4.7 system and reset the SystemUser password to 'swordfish':

```
topaz 1> printit
(AllUsers userWithId: #SystemUser) password: 'swordfish' .
System commitTransaction .
%
```

The upgrade script logs in with the SystemUser account and the default password.

3. Stop users and shut down repository

Halt all user activity on the repository you are going to upgrade:

Log in to Topaz as DataCurator, and execute:

```
topaz 1> printit
System stopUserSessions .
%
```

You may now shut down the Stone:

```
% stopstone stone247
```

where *stone247* is the name of the version 2.4.7 stone on this machine. It is strongly recommended, but not required, that the repository be cleanly shut down before it is restarted under version 3.3. If the repository is not cleanly shut down, you must restart using the -N option.

4. Set up the version 3.3 environment.

Set the environment variables required for the upgrade.

```
C shell:
% setenv GEMSTONE InstallDir33
% set path = ($GEMSTONE/bin $path)
% setenv upgradeLogDir tempDir
Bourne or Korn shell:
$ export GEMSTONE=InstallDir33
$ export PATH=$GEMSTONE/bin:$PATH
$ export upgradeLogDir=tempDir
```

where *InstallDir33* is the GemStone/S 64 Bit version 3.3 installation and *tempDir* is a temporary directory for which you have write permission.

5. Copy extent files

Copy your version 2.4.7 extent files into the location specified by the configuration file option `DBF_EXTENT_NAMES`:

- a. Using a text editor, open the configuration file that the version 2.4.7 repository uses.
- b. Locate the last occurrence of the option `DBF_EXTENT_NAMES`, and note its value, a list of `.dbf` files.
- c. Copy each `.dbf` file to the noted location in the version 3.3 installation. For example:

```
% cp InstallDir247/data/extent0.dbf 33location
% cp InstallDir247/data/extent1.dbf 33location
% cp InstallDir247/data/extent2.dbf 33location
```

where *33location* is the location specified by `DBF_EXTENT_NAMES` in the configuration file that will be used in version 3.3.

If version 3.3 will run on a platform with a different byte ordering than the version 2.4.7 repository, or if you are using raw partitions, you will need to use `copydbf`.

Before upgrading, ensure that there are no transaction logs from a previous version of GemStone/S 64 Bit in any of the transaction log locations specified in the configuration file that will be used by version 3.3. If the transaction log directories will be reused for version 3.3, any transaction logs should be deleted or copied elsewhere.

Perform the Upgrade

1. Convert using startstone

Conversion is done using the `-C` flag to `startstone`. Perform the conversion on the 2.4.7 extents you just copied:

```
% startstone -C stoneName33
```

2. Upgrade image

Ensure you are in a directory to which you have write permission, and run the upgrade script.

The upgrade is performed by the script `upgradeImage`. This script has optional switches to specify the stone name and to set to size of the `GEM_TEMPOBJ_CACHE_SIZE` used for the upgrade process.

```
upgradeImage [-h] [-c <tempObjCacheSize>] [-s <stoneName>]
-h prints this usage information.
-c <tempObjCacheSize> sets the size of the GEM_TEMPOBJ_CACHE_SIZE; if
this is not used, the script will default to use a value of 100000.
-s <stoneName> sets the name of the running stone to upgrade; if this
option is not used, the script will default to gs64stone.
```

For example,

```
% upgradeImage -s stoneName33
```

The script will prompt you to press the return key to begin.

The script invokes subordinate scripts to complete the upgrade. The upgrade process will take some time. You can examine the progress, if desired, by examining the file `$GEMSTONE/upgradeImage.out`.

The script should complete with the message:

```
Upgrade completed. No errors detected.
```

If not, please preserve the Stone log file and the contents of `$upgradeLogDir`. Contact your internal GemStone support person or GemStone Technical Support.

3. Restore System Account passwords

Log in to GemStone/S 64 Bit version 3.3 as `DataCurator`, and change the password for `SystemUser`, which you changed to `swordfish` prior to the conversion, back to its previous value. Also, change the passwords for `GcUser` and `DataCurator`, which were reset by the conversion process, back to the version 2.4.7 value:

```
topaz 1> printit
(AllUsers userWithId: 'SystemUser') password: '247Password'.
(AllUsers userWithId: 'GcUser') password: '247Password'.
(AllUsers userWithId: 'DataCurator') password: '247Password'.
System commitTransaction
%
```

where `247Password` is the account password used in GemStone/S 64 Bit version 2.4.7.

Post-upgrade Application Code Modifications

1. Reinstall any other GemStone products that modify kernel classes

If you use GemConnect or GemBuilder for Java, you must reinstall the appropriate version into your repository at this time. Version 3.3 requires new versions of these products. Contact GemStone Technical Support for more information.

To install, use the procedure in the *Installation Guide* for that product.

2. File in Kernel class changes

If you have modified any kernel class methods of the previous version or if you have added methods to kernel classes, carefully compare your changes with the changes in version 3.3 to see whether your changes are still necessary or appropriate. Carefully review the *Release Notes* for each intervening version, as well as examining code in the image.

If the kernel class changes are still applicable, file in the changes, verify that errorcount is 0, and commit.

3. Recompile application code

The upgrade process requires all executable methods to be recompiled, to use the new bytecodes and classes introduced in version 3.0. You should have fileins available, from Step 1. on page 28. Alternatively, you may iterate classes in your image and recompile each one.

a. Recompile by filein

Before filing in application code, you must prepare to handle any square-bracket Array constructors in your code. If your application code contains Array constructors using the syntax `#[a, b, c]`, this is not valid syntax for version 3.x. In v3.x, you must use the syntax `{ a . b . c }` for Array constructors.

To allow filein of application code that includes the square bracket Array constructors, in the gem that will perform the filein, prior to filein, execute:

```
System configurationAt: #GemConvertArrayBuilder put: true
```

This allows code including the old Array constructor syntax to be compiled; the resulting compiled method will be correct, and its source code will be updated to the correct syntax. This configuration variable is runtime only, so it is not necessary to unset it manually.

Now, file in all development and application code. Verify that errorcount is 0, and commit.

If you have instances of previous versions of classes, these old class versions will not be recompiled by this process. You should ensure that all application instances are migrated to current class versions before conversion, or manually recompile instances of older class versions.

b. Recompile within image

To recompile classes without filein, for each class in your repository execute

```
Class recompileAllMethods
```

You should ensure that you do not miss any classes. If you have instance of older versions of your classes, you will need to recompile methods on these older versions. For example:

```
class classHistory do: [:aClassVersion |
    aClassVersion recompileAllMethods]
```

Attempting to execute methods that have not been recompiled will result in errors.

4. Convert persistent blocks

ExecutableBlocks have been reimplemented in version 3.x; persistent instances of ExecutableBlocks are not usable in version 3.x. Executable blocks in source code are recompiled during application filein.

c. Application-specific stored blocks

If your application stores persistent blocks, you will have to locate and recompile all such blocks before they can be executed.

d. SortBlocks in SortedCollections

To convert the sortBlocks in persistent SortedCollections in your application, you may run the `postconv` script. This script only converts simple blocks; if your SortedCollection blocks are not simple (such as referring to method context), they cannot be automatically recompiled.

```
postconv [-c <numCacheWarmerGems>][-h][-s <stoneName>] [-r]
[-n <numberOfSessions>] [-t <tempObjCacheSize>] [-u <userId>]
```

-c <numCacheWarmerGems> specifies the number of cache warmer threads in a single gem to load the object table into the shared cache before starting post-conversion. If not specified, no cache warming is done.

-h prints this usage information.

-s <stoneName> sets the name of the running stone to scan; if this option is not used, the script uses `gs64stone`.

-n <numberOfSessions> specifies the number of parallel sessions which will convert the instances of SortedCollection and its subclasses. By default, use one session.

-r specifies to reuse an existing version of `$upgradeLogDir/AllSortedCollections.bms`, if it exists. This file contains the OOPs of all instances of SortedCollections and its subclasses. By default, the existing file is deleted and a new one created.

-t <tempObjCacheSize> sets the size of `GEM_TEMPOBJ_CACHE_SIZE` in KB; by default, 20000.

-u <userId> is the UserId whose SymbolList includes all subclasses of SortedCollection, for which instance's sortBlocks will be converted. If not specified, defaults to `SystemUser`

For example,

```
% postconv -s stoneName33
```

The `postconv` script will write progress messages to stdout. When it completes, it will report:

```
postconv[INFO]: Congratulations! NNN SortedCollections were
successfully converted. No errors were detected.
```

If `postconv` reports errors, the results include information on the specific sortBlocks that failed recompile. These will need manual repair. Contact GemTalk Technical Support for assistance.

5. Restore and upgrade Class comments

In v3.1 and later, the class comment is stored in the class as a String, and accessed via `#comment` and `#comment:` methods. This differs from the comment handling in 2.x or 3.0.x.

As part of upgrade, you must upgrade comments. In particular, you should not have class methods named `#comment` on any of your classes. The `upgradeComment` script both sets the comment, from either the description field or the comment method results, and deletes the class method `#comment`.

First, restore Class descriptions that were saved from your version 2.4.7 repository (as per Step 6. on page 29). Descriptions are restored using the `description:` method.

Then, convert all comments using the `upgradeComments` script. This converts both description: field comments and class `#comment` methods into the correct form.

```
upgradeComments [-c <tempObjCacheSize>][-s <stoneName>]
-c <tempObjCacheSize> sets the size of temp obj cache in KB.
-s <stoneName> sets the name of the running stone to upgrade comments; if this
option is not used, the script will default to gs64stone.
```

For example,

```
% upgradeComments -s stoneName33
```

The script should complete with the message:

```
Upgrade completed. No errors detected.
```

If you have a very large number of class comments, it is possible to run out of temporary object memory while upgrading comments. If so, use the `-c` argument to specify a larger temporary memory space.

If this script reports errors, you may have non-standard comment forms. Preserve the error logs and contact GemStone Technical Support.

6. Convert instances of reimplemented server classes

Optionally, you may wish to convert instances of reimplemented classes. Instances of `Float`, `SmallFloat`, `LargePositiveInteger`, `LargeNegativeInteger`, `DoubleByteString`, `DoubleByteSymbol` or `QuadByteString` in your version 2.4.7 repository are not converted during conversion to 3.x. The instances auto-migrated to the new class each time they are faulted into the VM.

To avoid this overhead, you can perform a `listInstances` of the classes `ObsLargePositiveInteger`, `ObsLargeNegativeInteger`, `ObsDoubleByteString`, `ObsDoubleByteSymbol`, `ObsQuadByteString`, `ObsFloat`, and `ObsSmallFloat`, sending `#convert` to each instance, and committing.

7. Convert FixedPoint instances

If for Step 3. on page 29, you decided to continue to use the old `ScaledDecimal` class, now named `FixedPoint`, do not perform this step.

If your 2.4.7 application included instances of `ScaledDecimal`, following conversion to 3.x they are now instances of `FixedPoint`. If you intend to use the new `ScaledDecimal` implementation rather than `FixedPoint`, you must perform a manual step to convert each instance to a new `ScaledDecimal`. To do this, find all instances of `FixedPoint` and execute code similar to the following:

```
newScaledDecimal := aFixedPoint asScaledDecimal.
newScaledDecimal become: aFixedPoint.
```

Verify that `errorcount` is 0, and commit.

8. Rebuild indexes, if necessary

If your application includes indexes on instances of kernel classes which have new implementations in version 3.x, these indexes must be rebuilt to update internal information in the Btree indexing structure, otherwise query results may be incorrect.

See Step 5. on page 29 for more details on this requirement.

9. Upgrade user account passwords

Internal password formats changed in version 3.1. The new format uses updated, more secure encryption. As each user logs in after upgrade, their password will be transparently upgraded to the new format, with no extra upgrade actions required.

However, accounts that do not log in will continue to have the same passwords, which are stored in the older, less secure encryption.

For better security, you should ensure that all user accounts have logged in, or had their passwords explicitly updated by an administrator. To make these tasks easier, the following methods can be used:

```
UserProfileSet >> usersWithOldPasswordEncryption
UserProfileSet >> disableUsersWithOldPasswordEncryption
```

See image comments for more details.

Backup repository and configure GBS

1. Make backup

At this point, you should create a full backup of the upgraded repository.

2. Configure GBS

If you are using GBS clients, ensure you have upgraded to a supported version of GBS and client Smalltalk. You must use GBS version 8.1 or later for VW, or GBS 5.4.3 or later for VA, to connect to a GemStone/S 64 Bit v3.3 repository.

Configure GBS to use the version 3.3 client libraries. Note that the required libraries, library naming conventions, and the process GBS uses to identify the correct library to load have changed.

See Chapter 4, 'Configuring GBS for GemStone/S 64 Bit' for details. If your GBS clients run on a different platform than your GemStone server, refer to the *Installation Guide* for that platform.

Configuring GBS for GemStone/S 64 Bit

This chapter describes how to configure or update your client Smalltalk application using GemBuilder for Smalltalk (GBS) on Solaris to run with GemStone/S 64 Bit version 3.3.

This chapter describes Solaris clients only; for instructions for updating GBS clients that are running on Linux, see the *GemStone/S 64 Bit Installation Guide for Linux*; for GBS clients running on Windows, see the *GemStone/S 64 Bit Windows Client Installation Guide*. GBS clients are not supported on Solaris/x86, AIX, or Macintosh. For a table of all supported GBS and client Smalltalk platforms, see the *GemStone/S 64 Bit Release Notes* for v3.3.

The GemStone/S 64 Bit v3.3 server requires a compatible version of GBS; versions of GBS earlier than 8.1 cannot be used with GemStone/S 64 Bit v3.3 or later.

In addition to using the appropriate version of GBS, you must use GemStone/S 64 Bit 3.3 client libraries with your GBS client application, to be able to log in to the v3.3 server. These libraries are specific to the GemStone/S 64 Bit server version and to the client platform.

GemStone/S 64 Bit provides both 64-bit libraries and 32-bit libraries.

- ▶ With 64-bit VisualWorks environments, you must use the 64-bit GemStone client libraries, and it is possible to login either RPC or linked.
- ▶ With 32-bit VisualWorks Smalltalk environments, you must use 32-bit libraries, and can only login in RPC. 32-bit processes cannot load 64-bit libraries.

For instructions on installing and configuring GBS, see the GemBuilder for Smalltalk Installation Guide for the appropriate version of GBS.

Supported GBS client Smalltalk Platforms with Solaris

GBS version 8.1 or later is required for use with GemStone/S 64 Bit v3.2 or later servers.

The following VisualWorks client Smalltalk versions are supported:

GemBuilder for Smalltalk v8.1

- **VisualWorks 7.10.1 (32-bit)**

- ▶ Solaris 10 on SPARC

- **VisualWorks 7.10.1 (64-bit)**

- ▶ Solaris 10 on SPARC

For supported client Smalltalk versions on platforms other than Solaris, and for instructions for updating GBS clients that are running on other platforms, refer to the *GemStone/S 64 Bit Installation Guide* for that platform, or the *GemStone/S 64 Bit Windows Client Installation Guide*.

GBS Setup or Upgrade Procedure

Shared Libraries for GBS Client Node

The GBS client requires a set of shared libraries (.so files) that are provided as part of the GemStone server product distribution. When these are loaded into the VisualWorks image in which GBS code is installed, the GBS client can log into the GemStone server.

The shared libraries must be the same version as the GemStone server. Since they are loaded into the client smalltalk VM, they must be appropriate for the client platform and client executable bit size (32-bit or 64-bit).

If your GBS client is on a different platform than your GemStone/server, you will need to download the version-specific libraries for the platform that the GBS client is running on.

You can either install the full GemStone/S 64 Bit Server on your GBS client node, or copy just the specific shared libraries you need.

Install full GemStone/S 64 Bit on client

If your clients run on the same machine as the server, you have no need to do anything further – you can use the libraries in their locations in the existing server installation.

Otherwise, you may find it useful to install the full GemStone/S 64 Bit Server on the client.

If you will run linked sessions on the GBS client, or other configurations in which the gem is on the same node as the GBS client, you will need much of the GemStone server installation. The GemStone/S 64 Bit installation also includes tools such as topaz, gslis, and VSD, that may be useful to run on your client.

Install GemStone/S 64 Bit on the client machine following the instructions in the Installation Guide for the client platform. You do not need to configure an extent or perform similar server tasks.

Copy only specific client libraries

If you will only be running RPC sessions, and do not require tools such as gslis, vsd, or topaz on the client, you do not need to install the full GemStone/S 64 Bit Server on the client node. You may copy only the small set of library files that GBS requires. If you want to run linked sessions as well as RPC, you will need a full server installation on the client.

The files that are required depend on the bit size of the Client smalltalk application

32-bit VisualWorks clients, RPC only

With 32-bit VisualWorks, the following files are needed:

```
$GEMSTONE/lib32/libgcirpc-3.3.0-32.so  
$GEMSTONE/lib32/libssl-3.3.0-32.so
```

64 bit VisualWorks clients, RPC only

With 64-bit VisualWorks, the following files are needed:

```
$GEMSTONE/lib/libgcirpc-3.3.0-64.so  
$GEMSTONE/lib/libssl-3.3.0-64
```

GBS provides a number of options as to where on the client machine to place the shared libraries. Refer to the *GemBuilder for Smalltalk Installation Guide* for details on these options

Upgrade GBS to a version that supports v3.3

Versions of GBS earlier than 8.1 for VisualWorks cannot be used with GemStone/S 64 Bit v3.3.

If you are currently running with an older version of GBS, you will need to upgrade the GBS client, and possibly also upgrade VisualWorks, to a more recent version in order to use these clients with v3.3.

See the *GemBuilder for Smalltalk Installation Guide* for installation instructions, and the *GemBuilder for Smalltalk Release Notes* for details on the changes in these versions.

Update GBS to reference v3.3 libraries

Once you have installed the GemStone server on the GBS client machine, or copied the appropriate shared libraries, you need to ensure that the client Smalltalk executable – a VisualWorks application – will load the v3.3 libraries.

Determining library name to specify

Whether or not you have a full server installation on the client or have copied a few libraries, there is a specific library name you will specify to have GBS load using the `libraryName:` parameter.

32-bit VisualWorks clients, RPC logins only:

```
libgcirpc-3.3.0-32.so
```

64-bit VisualWorks clients, RPC logins only:

```
libgcirpc-3.3.0-64.so
```

64-bit VisualWorks clients, Linked and RPC logins:

```
libgbslnk-3.3.0-64.so
```

Setup GBS to load the new libraries

- If you have set the GBS configuration parameter `libraryName:`, update this to the new library name, and save your image.
- If you have set the GBS configuration parameter `libraryName:` to an empty string, ensure that no other client libraries of the same name are in the current working directory or the bin directory or subdirectory of your VisualWorks image's VISUALWORKS directory.
- For a new GBS application, refer to the *GemBuilder for Smalltalk Installation Guide* for details on the library loading setup options.

Stop and restart the client VM

GBS loads the client libraries into the client Smalltalk VM the first time a GemStone server call is made after each startup of the VM.