

Managing a Livespace

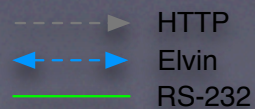
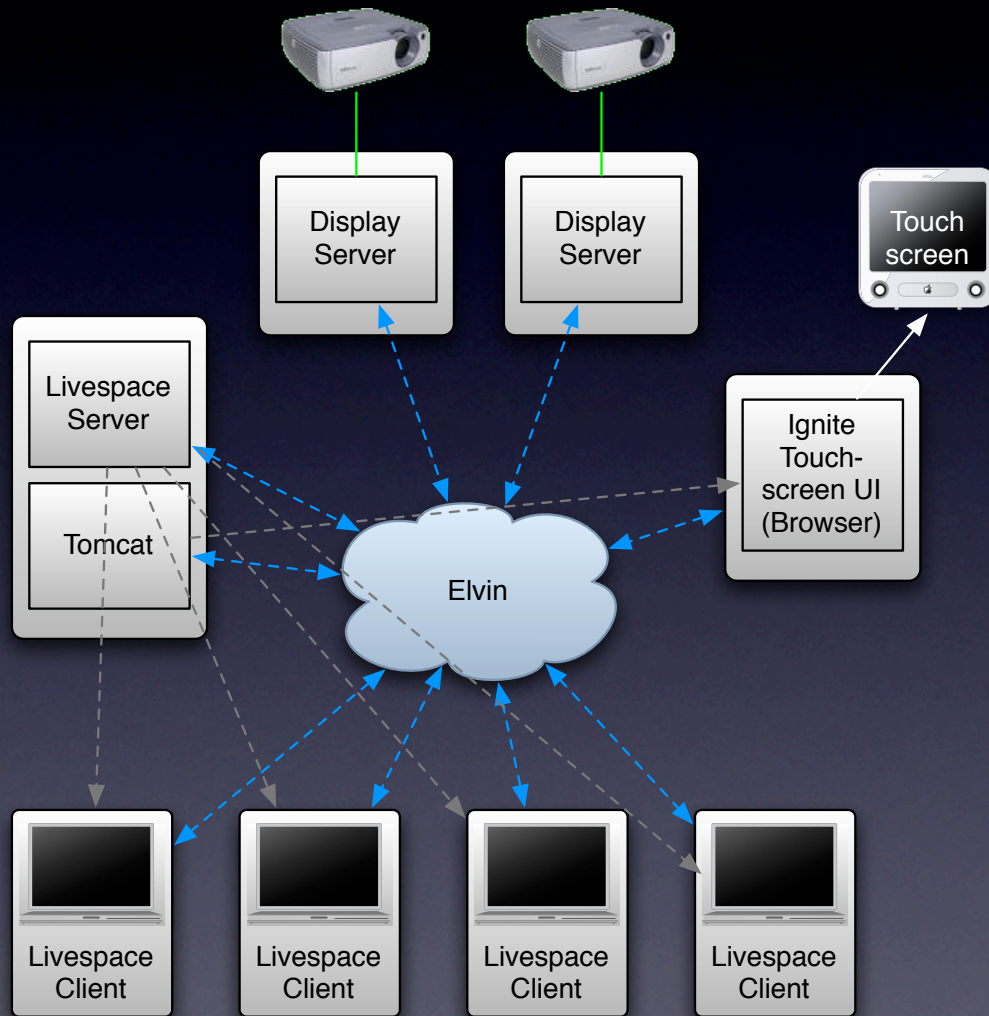
Installation, usage, maintenance, debugging

Major Components of a Livespace

- Elvin
- Tomcat*
- Livespace server
- Livespace clients

*To be retired as of 1.1

Major Components



Main Server

- Serves software bundles, configuration and media
- Hosts room-wide services
 - Room entity, clipboard, TeamThink, meta apps, ...
- Runs Tomcat (for Ignite)

Display Servers

- Optional
- Provide shared desktops
- Default video source for projectors
- Either single multi-head host or one host per display
- Livespace service may control projectors (via RS-232 or TCP/IP)

Touchscreen Display

- Optional
- Small machine that runs Ignite in fullscreen mode to drive touchscreen display
- Can also use main server for Ignite + desktop switcher instead

Livespace Clients

- Laptops or small form factor PC's
 - Mac Mini, AOpen Mini, DreamPC, Tablet PC...
- May use Wacom tablet displays to add tablet capability
- Runs Livespace dashboard with client applications

Installation

- This is an overview of the process
- Step-by-step instructions are supplied with CD

Installation – Server

1. Install OS
2. Install Elvin
3. Install Tomcat
4. Install Livespace Server
5. Configure services

Installation – Client

1. Install OS
2. Install Livespace Client – test
3. Install Sticker

Elvin

- Install the Avis Elvin router
- No other configuration needed
- Avis can alternatively be run as a bundle in the main server if desired

Tomcat

- Default install
- After main server is running, install Ignite
 - Add Ignite WAR file
 - Configure Ignite environment settings

Entry Name	Value	Description
elvin_host	ics-linux	Elvin server used for the LiveSpace bus
focal.config.path	file:C:\\Documents and Settings\\colemann\\FOCAL_DISPLAY_SYSTEM.CFG	Specifies the location of the FOCAL display system configuration file
focal.service.url	/FocalDisplaySystem/displayControl	Specifies the url of the Focal service
monitor.audio.mixer.expected	4	The expected number of audio mixer entities in the

Server

- Livespace server installer installs core plus all software bundles
- Includes template configuration, which you then edit

Configuring Server

- Copy config/install_template
 - e.g. joc_battlelab
- Allocate hosts to categories
 - e.g. “server”, “display”, “client”
- Edit defaults in config/joc_battlelab/services to set room name, etc
- Done – customise as needed later

Client

- Client installer needs URL to server and config name
- Create a shortcut to run client in silent auto-install mode:
 - Add /SERVER_URL and /CONFIG parameters

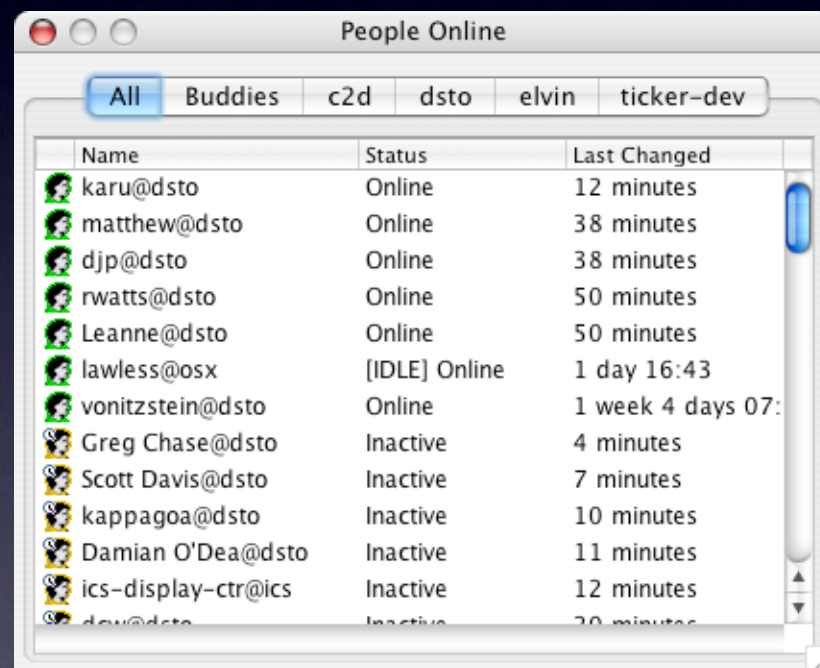
Sticker

- Sticker requires
 - Elvin URL: `elvin://main_server`
 - Chat/news groups
 - Presence groups
- Pick a chat group and presence group for the room and add for each client



Sticker

- Presence groups control who you can see online
- Chat groups are for global messages
- Person-to-person chat
- News for automated announcements
- RTFM: Read the manual!



Sticker

- Not integrated well in terms of configuration
 - Users need to change their username
 - Hard to keep groups in sync
- Sticker will be a dashboard app in 2.0

Maintenance Tips

- Use OSGi administrator
 - To browse services
 - To remotely restart bundles and whole service
- Check `LIVESPACE_OSGI_PATH` by pointing browser at `http://main_server:8090/config`

Debugging Tips

- Browser: use the browser to see what's live
- Logs
 - Look at client log messages at `logs/wrapper.log`
 - Room-wide log on server at `logs/room_console_log.txt`

Debugging Tips

- Events: fall back on ec to view Livespace messages (as a last resort)

```
ec -e elvin://elvin  
  "require (Livespace-Protocol)"
```

```
ec -e elvin://elvin  
  "require (Livespace-Protocol) &&  
  Entity-Type == 'computer'"
```