Installation Guide for Mac OS X Server

WebObjects 5.1



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WebObjects Deployment provides the architecture and tools to deploy your WebObjects applications on an intranet or the World Wide Web. It supplies the necessary Web server adaptors as well as WebObjects Monitor. You can use Monitor to remotely view server instances and generate statistical data on your deployed applications.

System Requirements

- Power Macintosh G3 or better
- Mac OS X Server 10.1.1 or later for WebObjects Deployment
- at least 256 MB of RAM
- at least 1 GB of available hard disk space
- administrator access to the machine you are installing on

Install WebObjects

Local Installation Instructions

- 1. Insert the WebObjects 5.1 CD and go to the WebObjects 5.1 Deployment folder.
- 2. Double-click the item named WebObjects_X_Deployment.mpkg.
- 3. When prompted, enter an admin user name and password. Then click Continue.
- 4. Read the software license agreement and click Continue. If you agree to its terms, click Agree to continue with the installation.
- 5. Select the root volume to install WebObjects and click Continue.
- Choose an installation option and click Install.Apple recommends that you perform an Easy installation.
- 7. The installer launches the WebObjectsLicenseUpgrader application. Enter the WebObjects license key from the License Keys sheet and click Install. Then click OK in the dialog that appears.
- 8. The installer may need to run scripts or overwrite existing files. In these cases it presents one or more alerts. To proceed with the installation, click OK.
- 9. Once the installer has finished, click Close to quit the installer and then restart the server.

Install Web Server Adaptors

By default, the installer configures the Apache web server to use the WebObjects Apache adaptor. WebObjects also includes a CGI adaptor. To use it, follow the configuration instructions located in /System/Library/WebObjects/Adaptors/CGI/InstallationInstructions.html.

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The source code for both adaptors (and adaptors for other platforms) are provided so that you can customize them. Instructions on rebuilding the WebObjects HTTP server adaptors are available in /Developer/Examples/WebObjects/Source/Adaptors/BuildingInstructions.html

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The WebObjectsLicenseUpgrader allows you to modify your WebObjects license without reinstalling the software. To run this application, your must log in as an administrator. The application requires the license key that came with your copy of WebObjects. The WebObjectsLicenseUpdater is located in /Applications/Utilities.

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