

Deployit Remoting Plugin Manual

Version 3.8.3

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Preface

This document describes the functionality provided by the Remoting plugin.

See the **Deployit Reference Manual** for background information on Deployit and deployment concepts.

Overview

The Remoting plugin is a Deployit plugin that allows Deployit to manipulate files and execute commands on remote hosts. It does so by using the **Overthere** framework.

Overthere is a Java library to manipulate files and execute processes on remote hosts, i.e. do stuff "over there". See the [Overthere repository](#) for more information.

Features

- Define remote host CIs to use as deployment targets.
- Define jump stations to connect to remote hosts.

Requirements

- **Deployit requirements**
 - **Deployit:** version 3.5+
 - **Other Deployit Plugins:** None

Examples

Connecting through a tunnel

When Deployit cannot reach a Host directly, but that Host can only be reached through an SSH tunnel, you need to create a so-called Jumpstation Host. This can be set up as follows.

Two Infrastructure items need to be created, ie. the target 'overthere.Host' and the 'overthere.SshJumpstation' that will actually be used to connect to the target machine. Once these are created, they can be hooked up to eachother, by pointing the 'jumpstation' property of the target machine to the created 'overthere.Jumpstation'.

Once Deployit starts a deployment to the target host, it will see that it needs to connect through the jumpstation, and will first open a connection to that machine, and then setup a dynamic ssh tunnel to the target machine.

CI Reference

Configuration Item Overview

Containers

CI	Description
overthere.CifsHost	Machine that can be connected to using either WinRM or Telnet and can perform file manipulation via the CIFS protocol
overthere.Host	Machine that runs middleware, on which scripts can be executed, etc
overthere.Jumpstation	Base class for jumpstations
overthere.LocalHost	Machine on which the Deployit Server is running
overthere.RemoteHost	Description unavailable
overthere.SshHost	Machine that can be connected to using SSH
overthere.SshJumpstation	Machine that can be used to create a tunneled connection to a destination host

Other Configuration Items

CI	Description
overthere.CifsHost	Machine that can be connected to using either WinRM or Telnet and can perform file manipulation via the CIFS protocol
overthere.Host	Machine that runs middleware, on which scripts can be executed, etc
overthere.Jumpstation	Base class for jumpstations
overthere.LocalHost	Machine on which the Deployit Server is running
overthere.RemoteHost	Description unavailable
overthere.SshHost	Machine that can be connected to using SSH
overthere.SshJumpstation	Machine that can be used to create a tunneled connection to a destination host

Configuration Item Details

overthere.CifsHost

Type Hierarchy [overthere.RemoteHost](#) >> [overthere.Host](#) >> [udm.BaseContainer](#) >> [udm.BaseConfigurationItem](#)

Interfaces [udm.Taggable](#), [udm.ConfigurationItem](#), [udm.Container](#), [overthere.HostContainer](#)

Machine that can be connected to using either WinRM or Telnet and can perform file manipulation via the CIFS protocol

Public Properties	
* address : STRING	Address of the host
* connectionType : ENUM [TELNET, WINRM, WINRM_HTTP, WINRM_HTTPS] = WINRM	Connection Type
* os : ENUM [WINDOWS, UNIX]	Operating system
* password : STRING	Password to use for authentication
* username : STRING	Username to connect with
cifsPort : INTEGER = 445	Port on which the CIFS server runs
jumpstation : CI < overthere.Jumpstation >	Jumpstation that should be used to reach this host
pathShareMappings : MAP_STRING_STRING	Mapping from Windows paths to Windows share names, e.g. C:\IBMWebSphere -> WebSphereShare
port : INTEGER	Port on which the Telnet or WinRM server runs
tags : SET_OF_STRING	If set, only deployables with the same tag will be automatically mapped to this container.
temporaryDirectoryPath : STRING	Directory into which temporary files are stored. Will be cleaned up when the connection is closed.
winrmEnableHttps : BOOLEAN = false	Enable SSL communication to the WinRM server

Hidden Properties		
* connectionTimeoutMillis	: INTEGER = 1200000	Number of milliseconds Overthere waits for a connection to a remote host to be established
* protocol	: STRING = cifs	Protocol
* tmpFileCreationRetries	: INTEGER = 1000	Number of times Overthere attempts to create a temporary file with a unique name
* winrmContext	: STRING = /wsman	Context used by the WinRM server
* winrmEnvelopSize	: INTEGER = 153600	Envelop size for WinRM messages
* winrmHttpsCertificateTrustStrategy	: ENUM [STRICT, SELF_SIGNED, ALLOW_ALL] = STRICT	HTTPS certificate trust strategy for WinRM over HTTPS
* winrmHttpsHostnameVerificationStrategy	: ENUM [STRICT, BROWSER_COMPATIBLE, ALLOW_ALL] = STRICT	HTTPS host name verification strategy for WinRM over HTTPS
* winrmLocale	: STRING = en-US	Locale to use for WinRM messages
* winrmTimeout	: STRING = PT60.000S	Timeout to use for WinRM messages in XML schema duration format
tmpDeleteOnDisconnect	: BOOLEAN = true	Whether to delete the temporary connection directory when the connection is closed
winrmKerberosAddPortToSpn	: BOOLEAN = false	Add the port number (e.g. 5985) to the service principal name (SPN) for which a Kerberos ticket is requested
winrmKerberosDebug	: BOOLEAN = false	Enable Kerberos debug messages
winrmKerberosUseHttpSpn	: BOOLEAN = false	Use the HTTP protocol in the service principal name (SPN) for which a Kerberos ticket is requested, instead of the default WSMAN protocol
Control Tasks		
	checkConnection	Check connection

overthere.Host

Virtual Type

Type Hierarchy udm.BaseContainer >> udm.BaseConfigurationItem

Interfaces udm.Taggable, udm.ConfigurationItem, udm.Container, overthere.HostContainer

Machine that runs middleware, on which scripts can be executed, etc.

Public Properties		
* os	: ENUM [WINDOWS, UNIX]	Operating system
tags	: SET_OF_STRING	If set, only deployables with the same tag will be automatically mapped to this container.
temporaryDirectoryPath	: STRING	Directory into which temporary files are stored. Will be cleaned up when the connection is closed.
Hidden Properties		
* protocol	: STRING	Protocol to use when connecting to this host
* tmpFileCreationRetries	: INTEGER = 1000	Number of times Overthere attempts to create a temporary file with a unique name
tmpDeleteOnDisconnect	: BOOLEAN = true	Whether to delete the temporary connection directory when the connection is closed
Control Tasks		
	checkConnection	Check connection

overthere.Jumpstation**Virtual Type**

Type Hierarchy [overthere.RemoteHost](#) >> [overthere.Host](#) >> [udm.BaseContainer](#) >> [udm.BaseConfigurationItem](#)

Interfaces [udm.Taggable](#), [udm.ConfigurationItem](#), [udm.Container](#), [overthere.HostContainer](#)

Base class for jumpstations

Public Properties	
jumpstation : CI < overthere.Jumpstation >	Jumpstation that should be used to reach this host
tags : SET_OF_STRING	If set, only deployables with the same tag will be automatically mapped to this container.
Hidden Properties	
* connectionTimeoutMillis : INTEGER = 1200000	Number of milliseconds Overthere waits for a connection to a remote host to be established
* os : ENUM [WINDOWS , UNIX] = UNIX	Os
* protocol : STRING	Protocol to use when connecting to this host
* tmpFileCreationRetries : INTEGER = 1000	Number of times Overthere attempts to create a temporary file with a unique name
temporaryDirectoryPath : STRING	The default platform value (/tmp) suffices as no temporary files will be placed on the jumpstation
tmpDeleteOnDisconnect : BOOLEAN = true	Whether to delete the temporary connection directory when the connection is closed
Control Tasks	
checkConnection	Check connection

overthere.LocalHost

Type Hierarchy [overthere.Host](#) >> [udm.BaseContainer](#) >> [udm.BaseConfigurationItem](#)

Interfaces [udm.Taggable](#), [udm.ConfigurationItem](#), [udm.Container](#), [overthere.HostContainer](#)

Machine on which the Deployit Server is running

Public Properties	
* os : ENUM [WINDOWS , UNIX]	Operating system
tags : SET_OF_STRING	If set, only deployables with the same tag will be automatically mapped to this container.
temporaryDirectoryPath : STRING	Directory into which temporary files are stored. Will be cleaned up when the connection is closed.
Hidden Properties	
* protocol : STRING = local	Protocol
* tmpFileCreationRetries : INTEGER = 1000	Number of times Overthere attempts to create a temporary file with a unique name
tmpDeleteOnDisconnect : BOOLEAN = true	Whether to delete the temporary connection directory when the connection is closed
Control Tasks	
checkConnection	Check connection

overthere.RemoteHost

Virtual Type**Type Hierarchy** [overthere.Host](#) >> udm.BaseContainer >> udm.BaseConfigurationItem**Interfaces** udm.Taggable, udm.ConfigurationItem, udm.Container, overthere.HostContainer

Description unavailable

Public Properties	
* os : ENUM [WINDOWS, UNIX]	Operating system
jumpstation : CI <overthere.Jumpstation >	Jumpstation that should be used to reach this host
tags : SET_OF_STRING	If set, only deployables with the same tag will be automatically mapped to this container.
temporaryDirectoryPath : STRING	Directory into which temporary files are stored. Will be cleaned up when the connection is closed.
Hidden Properties	
* connectionTimeoutMillis : INTEGER = 1200000	Number of milliseconds Overthere waits for a connection to a remote host to be established
* protocol : STRING	Protocol to use when connecting to this host
* tmpFileCreationRetries : INTEGER = 1000	Number of times Overthere attempts to create a temporary file with a unique name
tmpDeleteOnDisconnect : BOOLEAN = true	Whether to delete the temporary connection directory when the connection is closed
Control Tasks	
checkConnection	Check connection

overthere.SshHost**Type Hierarchy** [overthere.RemoteHost](#) >> [overthere.Host](#) >> udm.BaseContainer >> udm.BaseConfigurationItem**Interfaces** udm.Taggable, udm.ConfigurationItem, udm.Container, overthere.HostContainer

Machine that can be connected to using SSH

Public Properties	
* address : STRING	Address of the host
* connectionType : ENUM [SFTP, SFTP_CYGWIN, SFTP_WINSSHD, SCP, SUDO, INTERACTIVE_SUDO, TUNNEL] = SFTP	Type of SSH connection to create
* os : ENUM [WINDOWS, UNIX]	Operating system
* port : INTEGER = 22	Port on which the SSH server runs
* username : STRING	Username to connect with
jumpstation : CI<overthere.Jumpstation >	Jumpstation that should be used to reach this host
passphrase : STRING	Optional passphrase for the private key in the private key file
password : STRING	Password to use for authentication
privateKeyFile : STRING	Private key file to use for authentication
sudoUsername : STRING	Username to sudo to when accessing files or executing commands
tags : SET_OF_STRING	If set, only deployables with the same tag will be automatically mapped to this container.
temporaryDirectoryPath : STRING	Directory into which temporary files are stored. Will be cleaned up when the connection is closed.
Hidden Properties	
* connectionTimeoutMillis : INTEGER = 1200000	Number of milliseconds Overthere waits for a connection to a remote host to be established
* interactiveKeyboardAuthRegex : STRING = <code>.*Password:[]?</code>	Regular expression to look for in keyboard-interactive authentication before sending the password
* protocol : STRING = <code>ssh</code>	Protocol
* sudoCommandPrefix : STRING = <code>sudo -u {0}</code>	Sudo command to prefix to the original command. The placeholder {0} is replaced with the sudoUsername
* sudoPasswordPromptRegex : STRING = <code>.*[Pp]assword.*:</code>	Regular expression to look for in interactive sudo before sending the password
* tmpFileCreationRetries : INTEGER = 1000	Number of times Overthere attempts to create a temporary file with a unique name
allocateDefaultPty : BOOLEAN = <code>false</code>	If true, a default PTY (dummy:80:24:0:0) is allocated when executing a command
allocatePty : STRING	Specification for the PTY to be allocated when executing a command. The format is TERM:COLS:ROWS:WIDTH:HEIGHT, e.g. xterm:80:24:0:0
sudoOverrideUmask : BOOLEAN = <code>true</code>	If true, permissions are explicitly changed with <code>chmod -R go+rX</code> after uploading a file or directory
sudoPreserveAttributesOnCopyFromTempFile : BOOLEAN = <code>true</code>	If true, files are copied from the connection temporary directory using the <code>-p</code> flag to the <code>cp</code> command
sudoPreserveAttributesOnCopyToTempFile : BOOLEAN = <code>true</code>	If true, files are copied to the connection temporary directory using the <code>-p</code> flag to the <code>cp</code> command
sudoQuoteCommand : BOOLEAN = <code>false</code>	If true, the original command is quoted when it is prefixed with <code>sudoCommandPrefix</code>
tmpDeleteOnDisconnect : BOOLEAN = <code>true</code>	Whether to delete the temporary connection directory when the connection is closed

Control Tasks	
checkConnection	Check connection

overthere.SshJumpstation

Type Hierarchy [overthere.Jumpstation](#) >> [overthere.RemoteHost](#) >> [overthere.Host](#) >>
 udm.BaseContainer >> udm.BaseConfigurationItem

Interfaces udm.Taggable, udm.ConfigurationItem, udm.Container, overthere.HostContainer

Machine that can be used to create a tunneled connection to a destination host

Public Properties	
* address : STRING	Address of the host
* port : INTEGER = 22	Port on which the SSH server runs
* username : STRING	Username to connect with
jumpstation : CI<overthere.Jumpstation >	Jumpstation that should be used to reach this host
passphrase : STRING	Optional passphrase for the private key in the private key file
password : STRING	Password to use for authentication
privateKeyFile : STRING	Private key file to use for authentication
tags : SET_OF_STRING	If set, only deployables with the same tag will be automatically mapped to this container.
Hidden Properties	
* connectionTimeoutMillis : INTEGER = 1200000	Number of milliseconds Overthere waits for a connection to a remote host to be established
* connectionType : ENUM [SFTP, SFTP_CYGWIN, SFTP_WINSSHD, SCP, SUDO, INTERACTIVE_SUDO, TUNNEL] = TUNNEL	Connection Type
* interactiveKeyboardAuthRegex : STRING = .*Password:[]?	Regular expression to look for in keyboard-interactive authentication before sending the password
* os : ENUM [WINDOWS, UNIX] = UNIX	Os
* portAllocationRangeStart : INTEGER = 1025	Port from where to start looking for freely available ports to use as the local part of an SSH port forward
* protocol : STRING = ssh	Protocol
* tmpFileCreationRetries : INTEGER = 1000	Number of times Overthere attempts to create a temporary file with a unique name
temporaryDirectoryPath : STRING	The default platform value (/tmp) suffices as no temporary files will be placed on the jumpstation
tmpDeleteOnDisconnect : BOOLEAN = true	Whether to delete the temporary connection directory when the connection is closed
Control Tasks	
checkConnection	Check connection