

# Deployit Remoting Plugin Manual

Version 3.7.0

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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

#### Topology Configuration Items

CI	Description
<a href="#">overthere.CifsHost</a>	A machine that can be connected to using either WinRM or Telnet and can perform file manipulation via the CIFS protocol
<a href="#">overthere.LocalHost</a>	The machine on which the Deployit Server is running on
<a href="#">overthere.SshHost</a>	A machine that can be connected to using ssh
<a href="#">overthere.SshJumpstation</a>	A machine that can be used to create a tunneled connection to the destination host

#### Virtual Topology Configuration Items

CI	Description
<a href="#">overthere.Host</a>	A machine that runs middleware, on which scripts can be executed, etc
<a href="#">overthere.HostContainer</a>	
<a href="#">overthere.Jumpstation</a>	Base class for jumpstations

## Configuration Item Details

### overthere.CifsHost

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

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

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

Public Properties	
<b>address</b> : <a href="#">STRING</a>	Address of the host
<b>connectionType</b> : <a href="#">ENUM [TELNET, WINRM_HTTP, WINRM_HTTPS] = TELNET</a>	Connection Type
<b>os</b> : <a href="#">ENUM [WINDOWS, UNIX]</a>	Operating system
<b>password</b> : <a href="#">STRING</a>	Password to use for authentication
<b>username</b> : <a href="#">STRING</a>	Username to connect with
<b>cifsPort</b> : <a href="#">INTEGER = 445</a>	Port on which the CIFS server runs
<b>jumpstation</b> : <a href="#">CI&lt;overthere.Jumpstation&gt;</a>	If this host is not directly reachable, specify a jumpstation here which can be used to reach this host.
<b>port</b> : <a href="#">INTEGER</a>	Port on which the Telnet or WinRM server runs
<b>tags</b> : <a href="#">SET_OF_STRING</a>	The tags to map deployables to containers.
<b>temporaryDirectoryPath</b> : <a href="#">STRING</a>	Directory into which temporary files are stored. Will be cleaned up when the connection is closed.

### Hidden Properties

**connectionTimeoutMillis** : *INTEGER = 1200000*

Connection Timeout Millis

**protocol** : *STRING = cifs*

Protocol

**tmpFileCreationRetries** : *INTEGER = 1000*

Tmp File Creation Retries

**winrmContext** : *STRING = /wsman*

Winrm Context

**winrmEnvelopSize** : *INTEGER = 153600*

Winrm Envelop Size

**winrmLocale** : *STRING = en-US*

Winrm Locale

**winrmTimeout** : *STRING = PT60.000S*

Winrm Timeout

**tmpDeleteOnDisconnect** : *BOOLEAN = true*

Whether to delete the temporary connection directory when the connection is closed

### Control Tasks

**checkConnection**

Check connection

## overthere.Host

**Hierarchy** udm.BaseContainer >> udm.BaseConfigurationItem

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

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

### Public Properties

**os** : *ENUM [WINDOWS, UNIX]*

Operating system

**jumpstation** : *CI<overthere.Jumpstation>*

If this host is not directly reachable, specify a jumpstation here which can be used to reach this host.

**tags** : *SET\_OF\_STRING*

The tags to map deployables to containers.

**temporaryDirectoryPath** : *STRING*

Directory into which temporary files are stored. Will be cleaned up when the connection is closed.

**Hidden Properties****connectionTimeoutMillis** : **INTEGER** = *1200000*

Connection Timeout Millis

**protocol** : **STRING**

Protocol to use when connecting to this host

**tmpFileCreationRetries** : **INTEGER** = *1000*

Tmp File Creation Retries

**tmpDeleteOnDisconnect** : **BOOLEAN** = *true*

Whether to delete the temporary connection directory when the connection is closed

**Control Tasks****checkConnection**

Check connection

**overthere.HostContainer**

null

**overthere.Jumpstation****Hierarchy**    [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](#)>

If this host is not directly reachable, specify a jumpstation here which can be used to reach this host.

**tags** : **SET\_OF\_STRING**

The tags to map deployables to containers.

**Hidden Properties****connectionTimeoutMillis** : INTEGER = 1200000

Connection Timeout Millis

**os** : ENUM [WINDOWS, UNIX] = UNIX

Os

**protocol** : STRING

Protocol to use when connecting to this host

**tmpFileCreationRetries** : INTEGER = 1000

Tmp File Creation Retries

**temporaryDirectoryPath** : STRING

Temporary Directory Path

**tmpDeleteOnDisconnect** : BOOLEAN = true

Whether to delete the temporary connection directory when the connection is closed

**Control Tasks****checkConnection**

Check connection

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

The machine on which the Deployit Server is running on.

**Public Properties****os** : ENUM [WINDOWS, UNIX]

Operating system

**jumpstation** : CI<[overthere.Jumpstation](#)>

If this host is not directly reachable, specify a jumpstation here which can be used to reach this host.

**tags** : SET\_OF\_STRING

The tags to map deployables to containers.

**temporaryDirectoryPath** : STRING

Directory into which temporary files are stored. Will be cleaned up when the connection is closed.

**Hidden Properties****connectionTimeoutMillis** : **INTEGER** = *1200000*

Connection Timeout Millis

**protocol** : **STRING** = *local*

Protocol

**tmpFileCreationRetries** : **INTEGER** = *1000*

Tmp File Creation Retries

**tmpDeleteOnDisconnect** : **BOOLEAN** = *true*

Whether to delete the temporary connection directory when the connection is closed

**Control Tasks****checkConnection**

Check connection

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

A 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>*

If this host is not directly reachable, specify a jumpstation here which can 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*

The tags to map deployables to containers.

**temporaryDirectoryPath** : *STRING*

Directory into which temporary files are stored. Will be cleaned up when the connection is closed.

## Hidden Properties

**connectionTimeoutMillis** : **INTEGER** = *1200000*

Connection Timeout Millis

**interactiveKeyboardAuthRegex** : **STRING** = *.\*Password:[ ]?*

Regular expression to look for in keyboard-interactive authentication before sending the password

**protocol** : **STRING** = *ssh*

Protocol

**sudoCommandPrefix** : **STRING** = *sudo -u {0}*

Sudo command to prefix to the original command. The placeholder {0} is replaced with the sudoUsername

**sudoPasswordPromptRegex** : **STRING** = *.\*[Pp]assword.\*:*

Regular expression to look for in interactive sudo before sending the password

**tmpFileCreationRetries** : **INTEGER** = *1000*

Tmp File Creation Retries

**allocateDefaultPty** : **BOOLEAN** = *false*

If true, a default pty is allocated when executing a command. All sudo implementations require it for interactive sudo, some even require it for normal sudo. Some SSH server implementations (notably the one on AIX 5.3) crash when it is allocated.

**sudoOverrideUmask** : **BOOLEAN** = *false*

If true, permissions are explicitly changed with `chmod -R go+rX` after uploading a file or directory with scp.

**sudoQuoteCommand** : **BOOLEAN** = *false*

If true, the original command is quoted when it is prefixed with sudoCommandPrefix

**tmpDeleteOnDisconnect** : **BOOLEAN** = *true*

Whether to delete the temporary connection directory when the connection is closed

## Control Tasks

### checkConnection

Check connection

## overthere.SshJumpstation

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

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

A machine that can be used to create a tunneled connection to the 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>*

If this host is not directly reachable, specify a jumpstation here which can 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*

The tags to map deployables to containers.

## Hidden Properties

**connectionTimeoutMillis** : *INTEGER = 1200000*

Connection Timeout Millis

**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

**protocol** : *STRING = ssh*

Protocol to use when connecting to this host

**tmpFileCreationRetries** : *INTEGER = 1000*

Tmp File Creation Retries

**temporaryDirectoryPath** : *STRING*

Temporary Directory Path

**tmpDeleteOnDisconnect** : *BOOLEAN = true*

Whether to delete the temporary connection directory when the connection is closed

**Control Tasks****checkConnection**

Check connection