

# Deployit Generic Model Plugin Manual

Version 3.7.0

# Table of Content

Preface	3
Overview	3
Features	3
Requirements	3
Plugin Concepts	3
Container	3
NestedContainer	3
Copied Artifact	3
Executed Script	4
Executed Folder	4
Processed Template	4
Templating	4
Control Tasks	5
Using the deployables and deployed	5
Deployable vs. Container Table	5
Deployed Actions Table	5
Sample Usage Scenario - Deploying a new middleware platform	6
Defining the Container	6
Defining a Configuration File	6
Defining a WAR	7
Defining a Datasource	7
Discovery	7
Encoding	8
Property Inspection	8
Inspecting Set properties	8
Inspecting Map properties	9
Configuration Item Discovery	9
CI Reference	9
Configuration Item Overview	9
Topology Configuration Items	9
Virtual Deployable Configuration Items	10
Virtual Deployed Configuration Items	10
Virtual Topology Configuration Items	10
Configuration Item Details	10
generic.AbstractDeployed	10
generic.AbstractDeployedArtifact	11
generic.Archive	13
generic.Container	14
generic.CopiedArtifact	15
generic.ExecutedFolder	17
generic.ExecutedScript	19
generic.ExecutedScriptWithDerivedArtifact	22
generic.File	24
generic.Folder	24
generic.GenericContainer	25
generic.NestedContainer	25
generic.ProcessedTemplate	25
generic.Resource	28
overthere.CifsHost	28
overthere.Host	29
overthere.HostContainer	30
overthere.Jumpstation	30
overthere.LocalHost	31
overthere.SshHost	32
overthere.SshJumpstation	34

# Preface

This document describes the functionality provided by the Generic Model plugin.

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

## Overview

Deployit supports a number of middleware platforms. Sometimes, though, it is necessary to extend Deployit with new middleware support. The Generic Model plugin provides a way to do this, without having to write Java code. Instead, using Deployit's flexible type system and the base CIs from the Generic Model plugin, new CIs can be defined by writing XML and providing scripts for functionality.

Several of Deployit's standard plugins are also built on top of the Generic Model plugin.

## Features

- Define custom containers
  - Stop, start, restart capabilities
- Define and copy custom artifacts to a custom container
- Define, copy and execute custom scripts and folders on a custom container
- Define resources to be processed by a template and copied to a custom container
- Define and execute control tasks on containers and deployments
- Flexible templating engine

## Requirements

The plugin requires:

- **Deployit:** version 3.5+

## Plugin Concepts

The Generic Model plugin provides several CIs that can be used as base classes for creating Deployit extensions. There are base CIs for each of Deployit's CI types (deployables, deployments and containers). A typical usage scenario is to create custom, synthetic CIs (based on one of the provided CIs) and using it to invoke the required behavior (scripts) in a deployment plan.

Note: since Deployit version 3.6, the deployments in the Generic Model Plugin can target containers that implement the [HostContainer](#) interface. In addition to the [Container](#) and derived CIs, this means they can also be targeted to CIs derived from [Host](#).

## Container

A [Container](#) is a topology CI and models middleware in your infrastructure. This would typically be used to model middleware for Deployit does not have out of the box support or that is custom to your environment. The other CIs in the plugin can be deployed to (subclasses of) the container. The behavior of the container in a deployment is configured by specifying scripts to be executed when it is started, stopped or restarted. Deployit will invoke these scripts as needed.

## NestedContainer

A [Nested Container](#) is a topology CI and models middleware in your infrastructure. The nested container allows for the modelling of abstract middleware concepts as containers to which items can be deployed.

## Copied Artifact

A [CopiedArtifact](#) is an artifact as copied over to a [Container](#). It manages the copying of any generic artifact ([File](#), [Folder](#), [Archive](#), [Resource](#)) in the deployment package to the container. It is possible to indicate that this copied artifact requires a container restart.

## Executed Script

An [ExecutedScript](#) encapsulates a script that is executed on a [Container](#). The script is processed by the templating engine (see below) before being copied to the target container. The behavior of the script is configured by specifying scripts to be executed when it is deployed, upgraded or undeployed.

## Executed Folder

An [ExecutedFolder](#) encapsulates a folder containing installation and rollback scripts that are executed on a [Container](#). Installation scripts are executed when the folder is deployed or updated, rollback scripts are executed when it is undeployed. Execution of the scripts happens in order. Scripts are processed by the templating engine (see below) before being copied to the target container.

## Processed Template

A [ProcessedTemplate](#) is a [Freemarker](#) template that is processed by the templating engine (see below), then copied to a [Container](#).

## Templating

When defining and using CIs with the Generic Model plugin, the need arises to use variables in certain CI properties and scripts. The most obvious use is to include properties from the deployment itself, such as the names or locations of files in the deployment package. Deployit uses the [Freemarker](#) templating engine for this.

When performing a deployment using the Generic Model plugin, all CIs and scripts are processed in Freemarker. This means that placeholders can be used in CI properties and scripts to make them more flexible. Freemarker resolves placeholders using a *context*, a set of objects defining the template's environment. This context depends on the type of CI being deployed.

For deployed CIs, the context *deployed* refers to the current CI instance. For example:

```
<type type="tc.DeployedDataSource" extends="generic.ProcessedTemplate" deployable-type="tc.DataSource"
  container-type="tc.Server">
  ...
  <property name="targetFile" default="${deployed.name}-ds.xml" hidden="true"/>
  ...
</type>
```

For container CIs, the context *container* refers to the current container instance. For example:

```
<type type="tc.Server" extends="generic.Container">
  <property name="home" default="/tmp/tomcat"/>
  <property name="targetDirectory" default="${container.home}/webapps" hidden="true"/>
</type>
```

A special case is when referring to an artifact in the placeholder. For example, when deploying a CI representing a WAR file, the following placeholder can be used to refer to that file (assuming there is a *file* property on the deployable):

```
${deployed.deployable.file}
```

In this case, Deployit will copy the referred artifact to the target container so that the file is available to the executing script. A script containing a command like the following would therefore copy the file represented by the deployable to its installation path on the remote machine:

```
cp ${deployed.deployable.file} /install/path
```

## Control Tasks

CIIs based on the [Container](#), [CopiedArtifact](#), [ExecutedScript](#) or [ProcessedTemplate](#) can also define control tasks to manage them. Control tasks are implemented using scripts that will be loaded and executed on the target middleware when executed.

This is an example of defining a control task:

```
<type type="tc.DeployedDataSource" extends="generic.ProcessedTemplate" deployable-type="tc.DataSource"
  container-type="tc.Server">
  <generate-deployable type="tc.DataSource" extends="generic.Resource"/>
  ...
  <property name="pingScript" default="tc/ping.sh" hidden="true"/>
  <method name="ping" description="Test whether the datasource is available"/>
</type>
```

The *method* XML fragment defines that control task *ping* is available on the CI. The *pingScript* property indicates the script that must be executed when it is invoked. The script will be resolved from the classpath. The same mechanism applies to a container.

## Using the deployables and deployments

### Deployable vs. Container Table

The following table describes which deployable / container combinations are possible.

Deployable	Containers	Generated deployed
generic.File generic.Archive	overthere.HostContainer	generic.CopiedArtifact
any deployable	overthere.HostContainer	generic.ExecutedScript
any folder deployable	overthere.HostContainer	generic.ExecutedFolder
any deployable	overthere.HostContainer	generic.ProcessedTemplate

### Deployed Actions Table

The following table describes the effect a deployed has on its container.

Deployed	Create	Destroy	Modify
generic.CopiedArtifact	<ul style="list-style-type: none"> <li>Create target path on host, if needed</li> <li>Copy file to target path on host</li> </ul>	<ul style="list-style-type: none"> <li>Delete file from host</li> </ul>	<ul style="list-style-type: none"> <li>Delete old file from host</li> <li>Copy modified file to target path on host</li> </ul>
generic.ExecutedScript	<ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Copy create script to container</li> <li>Execute script</li> </ul>	<ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Copy destroy script to container</li> <li>Execute script</li> </ul>	<ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Copy modify script to container</li> <li>Execute script</li> </ul>
generic.ExecutedFolder	<p>For each installation script in the folder (ordered alphabetically by name, ascending):</p> <ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Copy create script to container</li> <li>Execute script</li> </ul>	<p>For each rollback script in the folder (ordered alphabetically by name, descending):</p> <ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Copy destroy script to container</li> <li>Execute script</li> </ul>	<p>For each installation script in the folder that was not part of the deployment being upgraded (ordered alphabetically by name, ascending):</p> <ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Copy modify script to container</li> <li>Execute script</li> </ul>
generic.ProcessedTemplate	<ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Copy template to container</li> </ul>	<ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Delete template from container</li> </ul>	<ul style="list-style-type: none"> <li>Run script through template engine</li> <li>Delete template from container</li> <li>Copy new template to container</li> </ul>

## Sample Usage Scenario - Deploying a new middleware platform

This section describes an example of using the Generic Model plugin to implement support for a simple middleware platform. Deployment to this platform is done by simply copying a WAR archive to the right directory on the container. Resources are created by copying configuration files into the container's configuration directory. The Tomcat application server works in a very similar manner.

By defining a container and several other CIs based on CIs from the Generic Model plugin, it is possible to add support for deploying to this platform to Deployit.

### Defining the Container

To use any of the CIs in the Generic Model plugin, they need to be targeted to a [Container](#). This snippet shows how to define a generic container as a synthetic type:

```
<type type="tc.Server" extends="generic.Container">
  <property name="home" default="/tmp/tomcat"/>
</type>

<type type="tc.UnmanagedServer" extends="tc.Server">
  <property name="startScript" default="tc/start.sh" hidden="true"/>
  <property name="stopScript" default="tc/stop.sh" hidden="true"/>
  <property name="restartScript" default="tc/restart.sh" hidden="true"/>
</type>
```

Note that the *tc.UnmanagedServer* CI defines a start, stop and restart script. Deployit Server reads these scripts from the classpath. When targeting a deployment to the *tc.UnmanagedServer*, Deployit will include steps executing the start, stop and restart scripts in appropriate places in the deployment plan.

### Defining a Configuration File

The following snippet defines a CI based on the [CopiedArtifact](#). The *tc.DeployedFile* CI can be targeted to the *tc.Server*. The target directory is specified as a hidden property. Note the placeholder syntax used here.

```
<type type="tc.DeployedFile" extends="generic.CopiedArtifact" deployable-type="tc.File"
  container-type="tc.Server">
  <generate-deployable type="tc.File" extends="generic.File"/>
  <property name="targetDirectory" default="${deployed.container.home}/conf" hidden="true"/>
</type>
```

Using the above snippet, it is possible to create a package with a *tc.File* deployable and deploy it to an environment containing a *tc.UnmanagedServer*. This will result in a *tc.DeployedFile* deployed.

## Defining a WAR

To deploy a WAR file to the *tc.Server*, one possibility is to define a *tc.DeployedWar* CI that extends the [ExecutedScript](#). The *tc.DeployedWar* CI is generated when deploying a *jee.War* to the *tc.Server* CI. This is what the XML looks like:

```
<type type="tc.DeployedWar" extends="generic.ExecutedScript" deployable-type="jee.War"
  container-type="tc.Server">
  <generate-deployable type="tc.War" extends="jee.War"/>
  <property name="createScript" default="tc/install-war" hidden="true"/>
  <property name="modifyScript" default="tc/reinstall-war" hidden="true" required="false"/>
  <property name="destroyScript" default="tc/uninstall-war" hidden="true"/>
</type>
```

When performing an initial deployment, the create script, *tc/install-war* is executed on the target container. Inside the script, a reference to the *file* property is replaced by the actual archive. Note that the script files do not have an extension. Depending on the target platform, the extension *sh* (Unix) or *bat* (Windows) is used.

## Defining a Datasource

Configuration files can be deployed by creating a CI based on the [ProcessedTemplate](#). By including a [Resource](#) in the package that is a Freemarker template, a configuration file can be generated during the deployment and copied to the container. This snippet defines such a CI, *tc.DeployedDataSource*:

```
<type type="tc.DeployedDataSource" extends="generic.ProcessedTemplate" deployable-type="tc.DataSource"
  container-type="tc.Server">
  <generate-deployable type="tc.DataSource" extends="generic.Resource"/>

  <property name="jdbcUrl"/>
  <property name="port" kind="integer"/>
  <property name="targetDirectory" default="${deployed.container.home}/webapps" hidden="true"/>
  <property name="targetFile" default="${deployed.name}-ds.xml" hidden="true"/>
  <property name="template" default="tc/datasource.ftl" hidden="true"/>
</type>
```

The *template* property specifies the Freemarker template file that Deployit Server reads from the classpath. The *targetDirectory* controls where the template is copied to. Inside the template, properties like *jdbcUrl* on the datasource can be used to produce a proper configuration file.

## Discovery

The Generic Model plugin supports discovery in any subtype of [Container](#), [Nested Container](#) and [Deployed](#). Extenders of the plugin provide shell scripts that interact with the discovery mechanism, via the standard out, with specially formatted output representing the inspected property or discovered configuration item.

```
<!-- Sample of extending Generic Mode plugin -->
<type type="sample.TomcatServer" extends="generic.Container">
  ...
  <property name="inspectScript" default="inspect/inspect-server" hidden="true"/>
</type>

<type type="sample.VirtualHost" extends="sample.NestedContainer">
  <property name="server" kind="ci" as-containment="true" referenced-type="sample.TomcatServer"/>
  ...
  <property name="inspectScript" default="inspect/inspect-virtualhost" hidden="true"/>
</type>

<type type="sample.DataSource" extends="generic.ProcessedTemplate" deployable-type="sample.DataSourceSpec"
  container-type="sample.Server">
  <generate-deployable type="sample.DataSourceSpec" extends="generic.Resource"/>
  <property name="inspectScript" default="inspect/inspect-ds" hidden="true"/>
  ...
</type>
```

## Encoding

The discovery mechanism uses URL encoding as described in [RFC3986](#) to interpret the value of an inspected property. It is the responsibility of the plugin extender to perform said encoding in the inspect shell scripts.

Sample of encoding in a BASH shell script

```
function encode()
{
  local myresult=$(printf "%b" "$1" | perl -pe 's/([^\_~A-Za-z0-9])/sprintf("%%02X", ord($1))/seg')
  echo "$myresult"
}
myString='This is a string spanning many lines and with funky characters like !@#%^&*() and \|"\'";:<>.[[]{'
myEncodedString = $(encode "$myString")
echo $myEncodedString
```

## Property Inspection

The discovery mechanism identifies an inspected property when output with the following format is sent to the standard out.

```
INSPECTED:propertyName=value
```

The output must be prefixed with *INSPECTED*: followed by the name of the inspected property, an = sign and then the encoded value of the property.

Sample :

```
echo INSPECTED:stringField=A,value,with,commas
echo INSPECTED:intField=1999
echo INSPECTED:boolField=true
```

## Inspecting Set properties

When an inspected property is a set of strings, the value must be comma separated

```
INSPECTED:propertyName=value1,value2,value3
```



Sample :

```
echo INSPECTED:stringSetField=$(encode 'Jac,q,ues'),de,Molay
# will result in the following output
# INSPECTED:stringSetField=Jac%2Cq%2Cues,de,Molay
```

## Inspecting Map properties

When an inspected property is a map of strings, entries must be comma separated and key values must be colon separated

```
INSPECTED:propertyName=key1:value1,key2:value2,key3:value3
```

Sample :

```
echo INSPECTED:mapField=first:$(encode 'Jac,q,ues:'),second:2
# will result in the following output
# INSPECTED:mapField=first:Jac%2Cq%2Cues,second:2
```

## Configuration Item Discovery

The discovery mechanism identifies a discovered configuration item when output with the following format is sent to the standard out.

```
DISCOVERED:configurationItemId=type
```

The output must be prefixed with DISCOVERED:\_ followed by the id of the configuration item as stored in the Deployit repository, an = sign and the type of the configuration item

Sample :

```
echo DISCOVERED:Infrastructure/tomcat/defaultContext=sample.VirtualHost
```

# 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 Deployable Configuration Items

CI	Description
<a href="#">generic.Archive</a>	A generic, compressed binary artifact
<a href="#">generic.File</a>	A generic binary artifact
<a href="#">generic.Folder</a>	A generic folder artifact
<a href="#">generic.Resource</a>	A generic resource specification

## Virtual Deployed Configuration Items

CI	Description
<a href="#">generic.AbstractDeployed</a>	Abstract deployed that can target any deployable to a generic container
<a href="#">generic.AbstractDeployedArtifact</a>	Abstract deployed that can target any artifact to a generic container
<a href="#">generic.CopiedArtifact</a>	An artifact deployed on a generic container
<a href="#">generic.ExecutedFolder</a>	Scripts in the folder are executed against a Container based on a naming convention
<a href="#">generic.ExecutedScript</a>	A script executed on a generic container
<a href="#">generic.ExecutedScriptWithDerivedArtifact</a>	A script executed on a generic container whose deployable artifact supports placeholder replacement
<a href="#">generic.ProcessedTemplate</a>	A template deployed to a generic container

## Virtual Topology Configuration Items

CI	Description
<a href="#">generic.Container</a>	A container to which generic CIs can be deployed
<a href="#">generic.GenericContainer</a>	
<a href="#">generic.NestedContainer</a>	A container that is nested with another container
<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

### [generic.AbstractDeployed](#)

**Hierarchy**      `udm.BaseDeployed >> udm.BaseConfigurationItem`

**Interfaces**      `udm.Deployed, udm.ConfigurationItem`

Abstract deployed that can target any deployable to a generic container

## Public Properties



**container** : `CI<udm.Container>`

The container on which this deployed runs.

**deployable** : `CI<udm.Deployable>`

The deployable that this deployed is derived from.

## Hidden Properties

**createOrder** : `INTEGER = 50`

The order of the step in the step list for the create operation.

**createVerb** : `STRING = Create`

Create Verb

**destroyOrder** : `INTEGER = 40`

The order of the step in the step list for the destroy operation.

**destroyVerb** : `STRING = Destroy`

Destroy Verb

**modifyOrder** : `INTEGER = 50`

The order of the step in the step list for the modify operation.

**modifyVerb** : `STRING = Modify`

Modify Verb

**noopOrder** : `INTEGER = 50`

The order of the step in the step list for the noop operation.

**noopVerb** : `STRING = Modify`

Noop Verb

**inspectClasspathResources** : `SET_OF_STRING`

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : `STRING`

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : `SET_OF_STRING`

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**restartRequired** : `BOOLEAN = false`

The generic container requires a restart for the action performed by this deployed.

**restartRequiredForNoop** : `BOOLEAN = false`

The generic container requires a restart for the NOOP action performed by this deployed.

## generic.AbstractDeployedArtifact

**Hierarchy**    `generic.AbstractDeployed` >> `udm.BaseDeployed` >> `udm.BaseConfigurationItem`

**Interfaces**    udm.Deployed, udm.ConfigurationItem

Abstract deployed that can target any artifact to a generic container

### Public Properties



**container** : CI<udm.Container>

The container on which this deployed runs.

**deployable** : CI<udm.Deployable>

The deployable that this deployed is derived from.

**targetFile** : STRING

Name of the artifact on the generic server.

## Hidden Properties

**createOrder** : INTEGER = 50

The order of the step in the step list for the create operation.

**createVerb** : STRING = *Create*

Create Verb

**destroyOrder** : INTEGER = 40

The order of the step in the step list for the destroy operation.

**destroyVerb** : STRING = *Destroy*

Destroy Verb

**modifyOrder** : INTEGER = 50

The order of the step in the step list for the modify operation.

**modifyVerb** : STRING = *Modify*

Modify Verb

**noopOrder** : INTEGER = 50

The order of the step in the step list for the noop operation.

**noopVerb** : STRING = *Modify*

Noop Verb

**targetDirectory** : STRING

Path to which artifact must be copied to on the generic server.

**createTargetDirectory** : BOOLEAN = *false*

Create the target directory on the generic server if it does not exist.

**inspectClasspathResources** : SET\_OF\_STRING

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : STRING

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : SET\_OF\_STRING

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**restartRequired** : BOOLEAN = *false*

The generic container requires a restart for the action performed by this deployed.

**restartRequiredForNoop** : BOOLEAN = *false*

The generic container requires a restart for the NOOP action performed by this deployed.

**targetDirectoryShared** : BOOLEAN = *true*

Is the target directory shared by others on the generic server. When true, the target directory is not deleted during a destroy operation; only the artifacts copied to it.

## generic.Archive

**Hierarchy** udm.BaseDeployableArchiveArtifact >> udm.BaseDeployableFileArtifact >> udm.BaseDeployableArtifact >> udm.BaseDeployable >> udm.BaseConfigurationItem

**Interfaces** udm.Taggable, udm.Deployable, udm.SourceArtifact, udm.ArchiveArtifact, udm.Artifact, udm.DeployableArtifact, udm.ConfigurationItem, udm.FileArtifact

A generic, compressed binary artifact

### Public Properties

**excludeFileNamesRegex** : *STRING*

Regular expression that matches file names that must be excluded from scanning

**placeholders** : *SET\_OF\_STRING*

Placeholders detected in this artifact

**scanPlaceholders** : *BOOLEAN = true*

Scan Placeholders

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

The tags to map deployables to containers.

### Hidden Properties

**textFileNamesRegex** : *STRING = .+\. (cfg | conf | config | ini | properties | props | txt | asp | aspx | htm | html | jsf | jsp | xht | xhtml | sql | xml | xsd | xsl | xslt)*

Regular expression that matches file names of text files

## generic.Container

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

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

A container to which generic CIs can be deployed. Start, stop and restart behavior of this container can be controlled using the corresponding script properties.

### Public Properties



**host** : *CI<overthere.Host>*

Host upon which the container resides

**envVars** : *MAP\_STRING\_STRING*

Environment variables for container

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

The tags to map deployables to containers.

**Hidden Properties****restartOrder** : INTEGER = 90

The order of the restart container step in the step list.

**startOrder** : INTEGER = 90

The order of the start container step in the step list.

**startWaitTime** : INTEGER = 0

The time to wait in seconds for a container start action.

**stopOrder** : INTEGER = 10

The order of the stop container step in the step list.

**stopWaitTime** : INTEGER = 0

The time to wait in seconds for a container stop action.

**inspectClasspathResources** : SET\_OF\_STRING

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : STRING

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : SET\_OF\_STRING

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**restartScript** : STRING

Classpath to the script used to restart the generic container.

**restartWaitTime** : INTEGER = 0

The time to wait in seconds for a container restart action.

**startScript** : STRING

Classpath to the script used to start the generic container.

**stopScript** : STRING

Classpath to the script used to stop the generic container.

**generic.CopiedArtifact****Hierarchy** [generic.AbstractDeployedArtifact](#) >> [generic.AbstractDeployed](#) >> [udm.BaseDeployed](#) >> [udm.BaseConfigurationItem](#)**Interfaces** [udm.Artifact](#), [udm.Deployed](#), [udm.ConfigurationItem](#), [udm.DerivedArtifact](#)

An artifact deployed on a generic container

## Public Properties



**container** : `CI<udm.Container>`

The container on which this deployed runs.

**deployable** : `CI<udm.Deployable>`

The deployable that this deployed is derived from.

**placeholders** : `MAP_STRING_STRING`

A Map containing all the placeholders mapped to their values. Special values are <ignore> or <empty>

**targetFile** : `STRING`

Name of the artifact on the generic server.



## Hidden Properties

**createOrder** : **INTEGER** = 50

The order of the step in the step list for the create operation.

**createVerb** : **STRING** = *Create*

Create Verb

**destroyOrder** : **INTEGER** = 40

The order of the step in the step list for the destroy operation.

**destroyVerb** : **STRING** = *Destroy*

Destroy Verb

**modifyOrder** : **INTEGER** = 50

The order of the step in the step list for the modify operation.

**modifyVerb** : **STRING** = *Modify*

Modify Verb

**noopOrder** : **INTEGER** = 50

The order of the step in the step list for the noop operation.

**noopVerb** : **STRING** = *Modify*

Noop Verb

**targetDirectory** : **STRING**

Path to which artifact must be copied to on the generic server.

**createTargetDirectory** : **BOOLEAN** = *false*

Create the target directory on the generic server if it does not exist.

**inspectClasspathResources** : **SET\_OF\_STRING**

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : **STRING**

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : **SET\_OF\_STRING**

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**restartRequired** : **BOOLEAN** = *false*

The generic container requires a restart for the action performed by this deployed.

**restartRequiredForNoop** : **BOOLEAN** = *false*

The generic container requires a restart for the NOOP action performed by this deployed.

**targetDirectoryShared** : **BOOLEAN** = *true*

Is the target directory shared by others on the generic server. When true, the target directory is not deleted during a destroy operation; only the artifacts copied to it.

## generic.ExecutedFolder

**Hierarchy**    `generic.AbstractDeployed` >> `udm.BaseDeployed` >> `udm.BaseConfigurationItem`

**Interfaces**    `udm.Artifact`, `udm.Deployed`, `udm.ConfigurationItem`, `udm.DerivedArtifact`

Scripts in the folder are executed against a Container based on a naming convention

## Public Properties



**container** : `CI<udm.Container>`

The container on which this deployed runs.

**executorScript** : `STRING`

Name of the executor script that will be executed for each script found in the folder.

**rollbackScriptPostfix** : `STRING`

A script's associated rollback script is derived by using the 1st group identified by the `scriptRecognitionRegex` and then appending this postfix to it. e.g give name '01-myscript.sql', regex '([0-9]\*-\*)\.sql' and rollback script postfix '-rollback.sql', we can derive the name of the associated rollback script to be '01-myscript-rollback.sql'

**rollbackScriptRecognitionRegex** : `STRING`

Regular expression used to identify a rollback script in the folder. A successful match should returns a single group, ie the logical script name. e.g. `[0-9]*-*.rollback\.sql`

**scriptRecognitionRegex** : `STRING`

Regular expression used to identify a script in the folder. A successful match should returns a single group to which the `rollbackScriptPostfix` can be appended to inorder to find the associated rollback script or the script's dependent subfolder. e.g. `([0-9]*-*)\.sql`

**deployable** : `CI<udm.Deployable>`

The deployable that this deployed is derived from.

**placeholders** : `MAP_STRING_STRING`

A key/value pair mapping of placeholders in the deployed artifact to their values. Special values are and

## Hidden Properties

**commonScriptFolderName** : *STRING = common*

Common folder that should be uploaded to the working directory.

**createOrder** : *INTEGER = 50*

The order of the step in the step list for the create operation.

**createVerb** : *STRING = Create*

Create Verb

**destroyOrder** : *INTEGER = 40*

The order of the step in the step list for the destroy operation.

**destroyVerb** : *STRING = Destroy*

Destroy Verb

**modifyOrder** : *INTEGER = 50*

The order of the step in the step list for the modify operation.

**modifyVerb** : *STRING = Modify*

Modify Verb

**noopOrder** : *INTEGER = 50*

The order of the step in the step list for the noop operation.

**noopVerb** : *STRING = Modify*

Noop Verb

**classpathResources** : *SET\_OF\_STRING*

Additional classpath resources that should be uploaded to the working directory before executing the script.

**inspectClasspathResources** : *SET\_OF\_STRING*

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : *STRING*

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : *SET\_OF\_STRING*

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**restartRequired** : *BOOLEAN = false*

The generic container requires a restart for the action performed by this deployed.

**restartRequiredForNoop** : *BOOLEAN = false*

The generic container requires a restart for the NOOP action performed by this deployed.

**templateClasspathResources** : *SET\_OF\_STRING*

Additional template classpath resources that should be uploaded to the working directory before executing the script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

## generic.ExecutedScript

**Hierarchy**    [generic.AbstractDeployed](#) >> udm.BaseDeployed >> udm.BaseConfigurationItem

**Interfaces**    udm.Deployed, udm.ConfigurationItem

A script executed on a generic container

#### Public Properties



**container** : CI<udm.Container>

The container on which this deployed runs.

**deployable** : CI<udm.Deployable>

The deployable that this deployed is derived from.

## Hidden Properties

**createOrder** : INTEGER = 50

The order of the step in the step list for the create operation.

**createScript** : STRING

Classpath to the script that is uploaded and executed on the generic container for the create operation.

**createVerb** : STRING = *Create*

Create Verb

**destroyOrder** : INTEGER = 40

The order of the step in the step list for the destroy operation.

**destroyVerb** : STRING = *Destroy*

Destroy Verb

**modifyOrder** : INTEGER = 50

The order of the step in the step list for the modify operation.

**modifyVerb** : STRING = *Modify*

Modify Verb

**noopOrder** : INTEGER = 50

The order of the step in the step list for the noop operation.

**noopVerb** : STRING = *Modify*

Noop Verb

**classpathResources** : SET\_OF\_STRING

Additional classpath resources that should be uploaded to the working directory before executing the script.

**destroyScript** : STRING

Classpath to the script that is uploaded and executed on the generic container for the destroy operation.

**inspectClasspathResources** : SET\_OF\_STRING

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : STRING

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : SET\_OF\_STRING

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**modifyScript** : STRING

Classpath to the script that is uploaded and executed on the generic container for the modify operation.

**noopScript** : STRING

Classpath to the script that is uploaded and executed on the generic container for the noop operation.

**remoteWorkingDirectoryPath** : STRING

Name of working directory on target host. Default is to create a temporary directory which is deleted when connection is closed.

**restartRequired** : BOOLEAN = *false*

The generic container requires a restart for the action performed by this deployed.

**restartRequiredForNoop** : **BOOLEAN** = *false*

The generic container requires a restart for the NOOP action performed by this deployed.

**retainRemoteWorkingDirectory** : **BOOLEAN** = *false*

Retain the specified working directory on target host after completion.

**templateClasspathResources** : **SET\_OF\_STRING**

Additional template classpath resources that should be uploaded to the working directory before executing the script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

## generic.ExecutedScriptWithDerivedArtifact

**Hierarchy** [generic.ExecutedScript](#) >> [generic.AbstractDeployed](#) >> [udm.BaseDeployed](#) >> [udm.BaseConfigurationItem](#)

**Interfaces** [udm.Artifact](#), [udm.Deployed](#), [udm.ConfigurationItem](#), [udm.DerivedArtifact](#)

A script executed on a generic container whose deployable artifact supports placeholder replacement

### Public Properties

 **container** : **CI**<[udm.Container](#)>

The container on which this deployed runs.

**deployable** : **CI**<[udm.Deployable](#)>

The deployable that this deployed is derived from.

**placeholders** : **MAP\_STRING\_STRING**

A key/value pair mapping of placeholders in the deployed artifact to their values. Special values are and

## Hidden Properties

**createOrder** : *INTEGER = 50*

The order of the step in the step list for the create operation.

**createScript** : *STRING*

Classpath to the script that is uploaded and executed on the generic container for the create operation.

**createVerb** : *STRING = Create*

Create Verb

**destroyOrder** : *INTEGER = 40*

The order of the step in the step list for the destroy operation.

**destroyVerb** : *STRING = Destroy*

Destroy Verb

**modifyOrder** : *INTEGER = 50*

The order of the step in the step list for the modify operation.

**modifyVerb** : *STRING = Modify*

Modify Verb

**noopOrder** : *INTEGER = 50*

The order of the step in the step list for the noop operation.

**noopVerb** : *STRING = Modify*

Noop Verb

**classpathResources** : *SET\_OF\_STRING*

Additional classpath resources that should be uploaded to the working directory before executing the script.

**destroyScript** : *STRING*

Classpath to the script that is uploaded and executed on the generic container for the destroy operation.

**inspectClasspathResources** : *SET\_OF\_STRING*

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : *STRING*

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : *SET\_OF\_STRING*

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**modifyScript** : *STRING*

Classpath to the script that is uploaded and executed on the generic container for the modify operation.

**noopScript** : *STRING*

Classpath to the script that is uploaded and executed on the generic container for the noop operation.

**remoteWorkingDirectoryPath** : *STRING*

Name of working directory on target host. Default is to create a temporary directory which is deleted when connection is closed.

**restartRequired** : *BOOLEAN = false*

The generic container requires a restart for the action performed by this deployed.

**restartRequiredForNoop** : **BOOLEAN** = *false*

The generic container requires a restart for the NOOP action performed by this deployed.

**retainRemoteWorkingDirectory** : **BOOLEAN** = *false*

Retain the specified working directory on target host after completion.

**templateClasspathResources** : **SET\_OF\_STRING**

Additional template classpath resources that should be uploaded to the working directory before executing the script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

## generic.File

**Hierarchy** udm.BaseDeployableFileArtifact >> udm.BaseDeployableArtifact >> udm.BaseDeployable >> udm.BaseConfigurationItem

**Interfaces** udm.Taggable, udm.Deployable, udm.SourceArtifact, udm.Artifact, udm.DeployableArtifact, udm.ConfigurationItem, udm.FileArtifact

A generic binary artifact

### Public Properties

**excludeFileNamesRegex** : **STRING**

Regular expression that matches file names that must be excluded from scanning

**placeholders** : **SET\_OF\_STRING**

Placeholders detected in this artifact

**scanPlaceholders** : **BOOLEAN** = *true*

Scan Placeholders

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

The tags to map deployables to containers.

### Hidden Properties

**textFileNamesRegex** : **STRING** = *.\.(cfg | conf | config | ini | properties | props | txt | asp | aspx | htm | html | jsf | jsp | xht | xhtml | sql | xml | xsd | xsl | xslt)*

Regular expression that matches file names of text files

## generic.Folder

**Hierarchy** udm.BaseDeployableFolderArtifact >> udm.BaseDeployableArtifact >> udm.BaseDeployable >> udm.BaseConfigurationItem

**Interfaces** udm.Taggable, udm.Deployable, udm.SourceArtifact, udm.Artifact, udm.DeployableArtifact, udm.ConfigurationItem, udm.FolderArtifact

A generic folder artifact



**Public Properties****excludeFileNamesRegex** : `STRING`

Regular expression that matches file names that must be excluded from scanning

**placeholders** : `SET_OF_STRING`

Placeholders detected in this artifact

**scanPlaceholders** : `BOOLEAN` = `true`

Scan Placeholders

**tags** : `SET_OF_STRING`

The tags to map deployables to containers.

**Hidden Properties****textFileNamesRegex** : `STRING` = `.\+\. (cfg | conf | config | ini | properties | props | txt | asp | aspx | htm | html | jsf | jsp | xht | xhtml | sql | xml | xsd | xsl | xslt)`

Regular expression that matches file names of text files

**generic.GenericContainer**

null

**generic.NestedContainer****Hierarchy** `udm.BaseContainer >> udm.BaseConfigurationItem`**Interfaces** `udm.Taggable`, `udm.ConfigurationItem`, `udm.Container`, [generic.GenericContainer](#), [overthere.HostContainer](#)

A container that is nested with another container

**Public Properties****envVars** : `MAP_STRING_STRING`

Environment variables for container

**tags** : `SET_OF_STRING`

The tags to map deployables to containers.

**Hidden Properties****inspectClasspathResources** : `SET_OF_STRING`

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : `STRING`

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : `SET_OF_STRING`

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**generic.ProcessedTemplate**

**Hierarchy** [generic.AbstractDeployedArtifact](#) >> [generic.AbstractDeployed](#) >> [udm.BaseDeployed](#) >>  
[udm.BaseConfigurationItem](#)

**Interfaces** [udm.Deployed](#), [udm.ConfigurationItem](#)

A template deployed to a generic container

#### Public Properties



**container** : [CI<udm.Container>](#)

The container on which this deployed runs.

**deployable** : [CI<udm.Deployable>](#)

The deployable that this deployed is derived from.

**targetFile** : [STRING](#)

Name of the artifact on the generic server.

## Hidden Properties

**createOrder** : **INTEGER** = *50*

The order of the step in the step list for the create operation.

**createVerb** : **STRING** = *Create*

Create Verb

**destroyOrder** : **INTEGER** = *40*

The order of the step in the step list for the destroy operation.

**destroyVerb** : **STRING** = *Destroy*

Destroy Verb

**modifyOrder** : **INTEGER** = *50*

The order of the step in the step list for the modify operation.

**modifyVerb** : **STRING** = *Modify*

Modify Verb

**noopOrder** : **INTEGER** = *50*

The order of the step in the step list for the noop operation.

**noopVerb** : **STRING** = *Modify*

Noop Verb

**targetDirectory** : **STRING**

Path to which artifact must be copied to on the generic server.

**template** : **STRING**

Classpath to the freemarker template used to generate the content of the final text base artifact.

**createTargetDirectory** : **BOOLEAN** = *false*

Create the target directory on the generic server if it does not exist.

**inspectClasspathResources** : **SET\_OF\_STRING**

Additional classpath resources that should be uploaded to the working directory before executing the inspect script.

**inspectScript** : **STRING**

Classpath to the script used to inspect the generic container.

**inspectTemplateClasspathResources** : **SET\_OF\_STRING**

Additional template classpath resources that should be uploaded to the working directory before executing the inspect script. The template is first rendered and the rendered content copied to a file, with the same name as the template, in the working directory.

**restartRequired** : **BOOLEAN** = *false*

The generic container requires a restart for the action performed by this deployed.

**restartRequiredForNoop** : **BOOLEAN** = *false*

The generic container requires a restart for the NOOP action performed by this deployed.

**targetDirectoryShared** : **BOOLEAN** = *true*

Is the target directory shared by others on the generic server. When true, the target directory is not deleted during a destroy operation; only the artifacts copied to it.

## generic.Resource

<b>Hierarchy</b>	udm.BaseDeployable >> udm.BaseConfigurationItem
<b>Interfaces</b>	udm.Tagable, udm.Deployable, udm.ConfigurationItem

A generic resource specification

Public Properties
<b>tags</b> : SET_OF_STRING
The tags to map deployables to containers.

## overthere.CifsHost

<b>Hierarchy</b>	overthere.Host >> udm.BaseContainer >> udm.BaseConfigurationItem
<b>Interfaces</b>	udm.Tagable, 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> : STRING
Address of the host
<b>connectionType</b> : ENUM [TELNET, WINRM_HTTP, WINRM_HTTPS] = TELNET
Connection Type
<b>os</b> : ENUM [WINDOWS, UNIX]
Operating system
<b>password</b> : STRING
Password to use for authentication
<b>username</b> : STRING
Username to connect with
<b>cifsPort</b> : INTEGER = 445
Port on which the CIFS server runs
<b>jumpstation</b> : CI<overthere.Jumpstation>
If this host is not directly reachable, specify a jumpstation here which can be used to reach this host.
<b>port</b> : INTEGER
Port on which the Telnet or WinRM server runs
<b>tags</b> : SET_OF_STRING
The tags to map deployables to containers.
<b>temporaryDirectoryPath</b> : 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 = 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.Tagable, 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.Tagable, 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