

Deployit Remoting Plugin Manual

Version 3.7.2

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

Virtual Topology Configuration Items

CI	Description
overthere.Host	A machine that runs middleware, on which scripts can be executed, etc
overthere.Jumpstation	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**address** : **STRING**

Address of the host

connectionType : **ENUM** [TELNET, WINRM_HTTP, WINRM_HTTPS] = TELNET

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>

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

port : **INTEGER**

Port on which the Telnet or WinRM server runs

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** = 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.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 : <code>STRING</code>	
Address of the host	
connectionType : <code>ENUM [SFTP, SFTP_CYGWIN, SFTP_WINSSHD, SCP, SUDO, INTERACTIVE_SUDO, TUNNEL] = SFTP</code>	
Type of SSH connection to create	
os : <code>ENUM [WINDOWS, UNIX]</code>	
Operating system	
port : <code>INTEGER = 22</code>	
Port on which the SSH server runs	
username : <code>STRING</code>	
Username to connect with	
jumpstation : <code>CI<overthere.Jumpstation></code>	
If this host is not directly reachable, specify a jumpstation here which can be used to reach this host.	
passphrase : <code>STRING</code>	
Optional passphrase for the private key in the private key file	
password : <code>STRING</code>	
Password to use for authentication	
privateKeyFile : <code>STRING</code>	
Private key file to use for authentication	
sudoUsername : <code>STRING</code>	
Username to sudo to when accessing files or executing commands	
tags : <code>SET_OF_STRING</code>	
The tags to map deployables to containers.	
temporaryDirectoryPath : <code>STRING</code>	
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