Integrating Software AG Designer and webMethods Asset Build Environment with GIT

Setup and Connection “Cheat sheet”

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1.0 Intro

This document is a summary “cheat sheet” on how to configure/connect Software AG Designer and webMethods Asset Build Environment (ABE) with GIT.

2.0 Installation and setup

1) All the following activities must be done in build server where your ABE is installed

2) Install either GIT client which can be downloaded at https://git-scm.com/downloads/guis

3) Set the enable.checkout = true in the ABE build.properties file

4) Modify the “C:\SoftwareAG\common\AssetBuildEnvironment\master_build\ build-source-checkout.xml” file with tfs specific commands.

5) In my case I first cleanup the source-checkout-folder and checkout the packages. The source-checkout-folder will become source for composite building

6) Here is the content of my “build-source-checkout.xml” file

```
<?xml version="1.0"?>
<!-- THIS IS FOR GIT CLIENT ONLY
This build file is a template Ant task that pulls sources from GIT.
NOTE: Do not change the name of this file.
GIT executable should be configued in the path of the system variables.
-->

<project default="CheckOut" basedir=".">

<echo> Base dir is ---  ${basedir} --- </echo>


<macrodef name = "git">
    <attribute name = "command" />
    <attribute name = "dir" default = "" />
    <element name = "args" optional = "true" />
    <sequential>
        <echo message = "git @{command}" />
        <exec executable = "git" dir = "@{dir}">
            <arg value = "@{command}" />
            <args/>
        </exec>
```

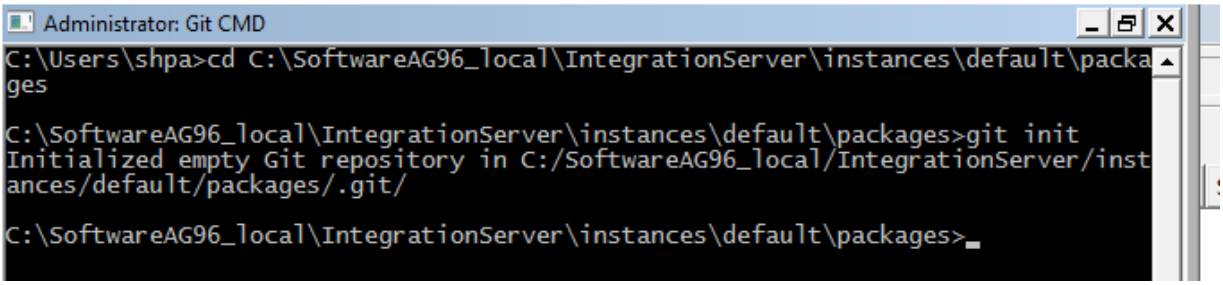


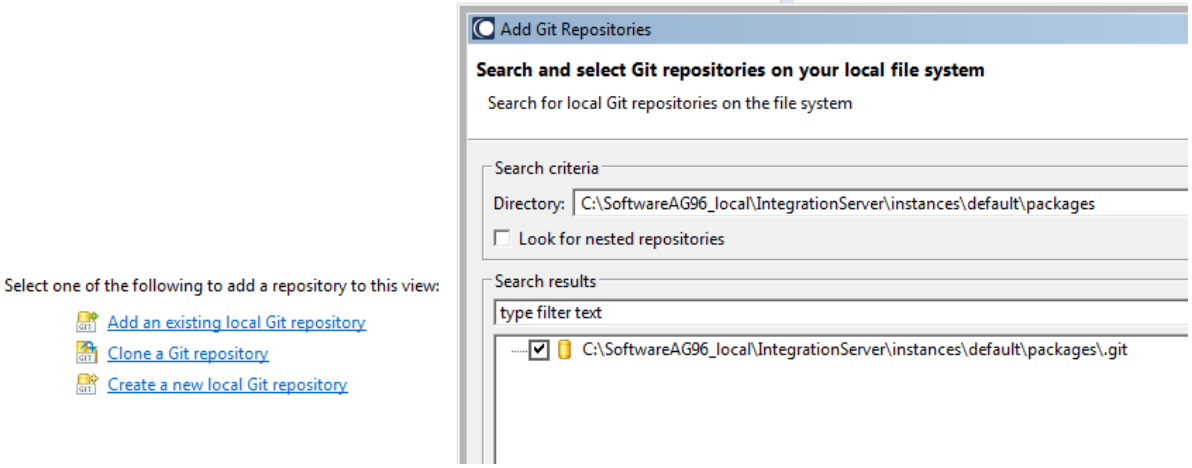
```
    </sequential>
</macrodef>

<macrodef name = "git-clone-pull">
    <attribute name = "repository" />
    <attribute name = "dest" />
    <sequential>
        <git command = "clone">
            <args>
                <arg value = "@{repository}" />
                <arg value = "@{dest}" />
            </args>
        </git>
        <git command = "pull" dir = "@{dest}" />
    </sequential>
</macrodef>


      <if>
            <equals arg1="${build.checkout.dir}" arg2="" />
            <then>
                  <fail>Please set "build.checkout.dir" property. </fail>

            </then>
      </if>
<target name="CheckOut" depends="clean" description="pull out all the sources
from version control">
            <git command = "clone">
                  <args>
                        <arg value = "git://github.com/280north/ojunit.git" />
                        <arg value = "ojunit" />
                  </args>
            </git>
            <git command = "pull" dir = "${build.checkout.dir}" />
</target>

      <target name="clean" description="Clean up the checkout directory" >
            <delete dir="${build.checkout.dir}"/>
      </target>

</project>
```

3.0 Setting Up GIT with Designer workstation

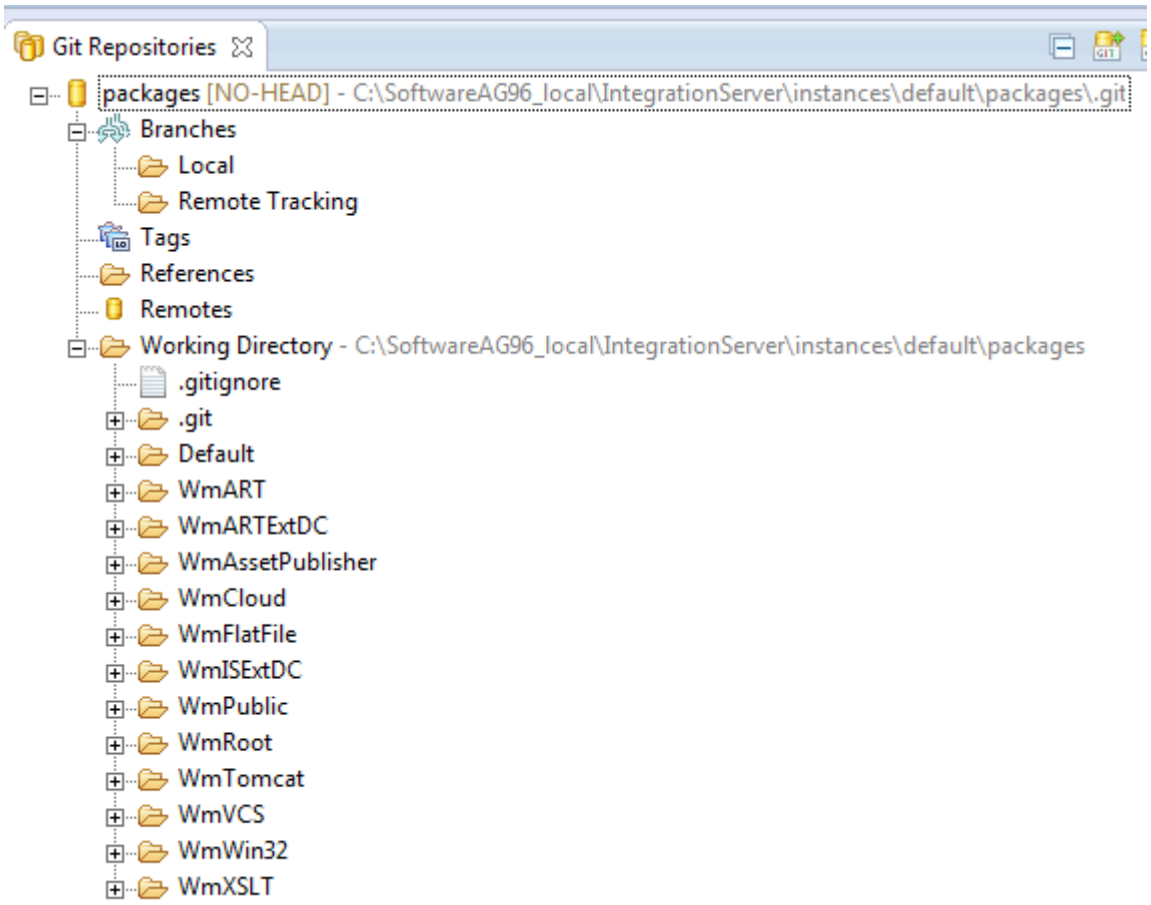
1) Designer will have GIT plugin installed with tool installation by default.

2) Navigate to Window > Perspective > GIT and add the local repository. Local repository can be created using giti init command in packages directory of Integration Server.

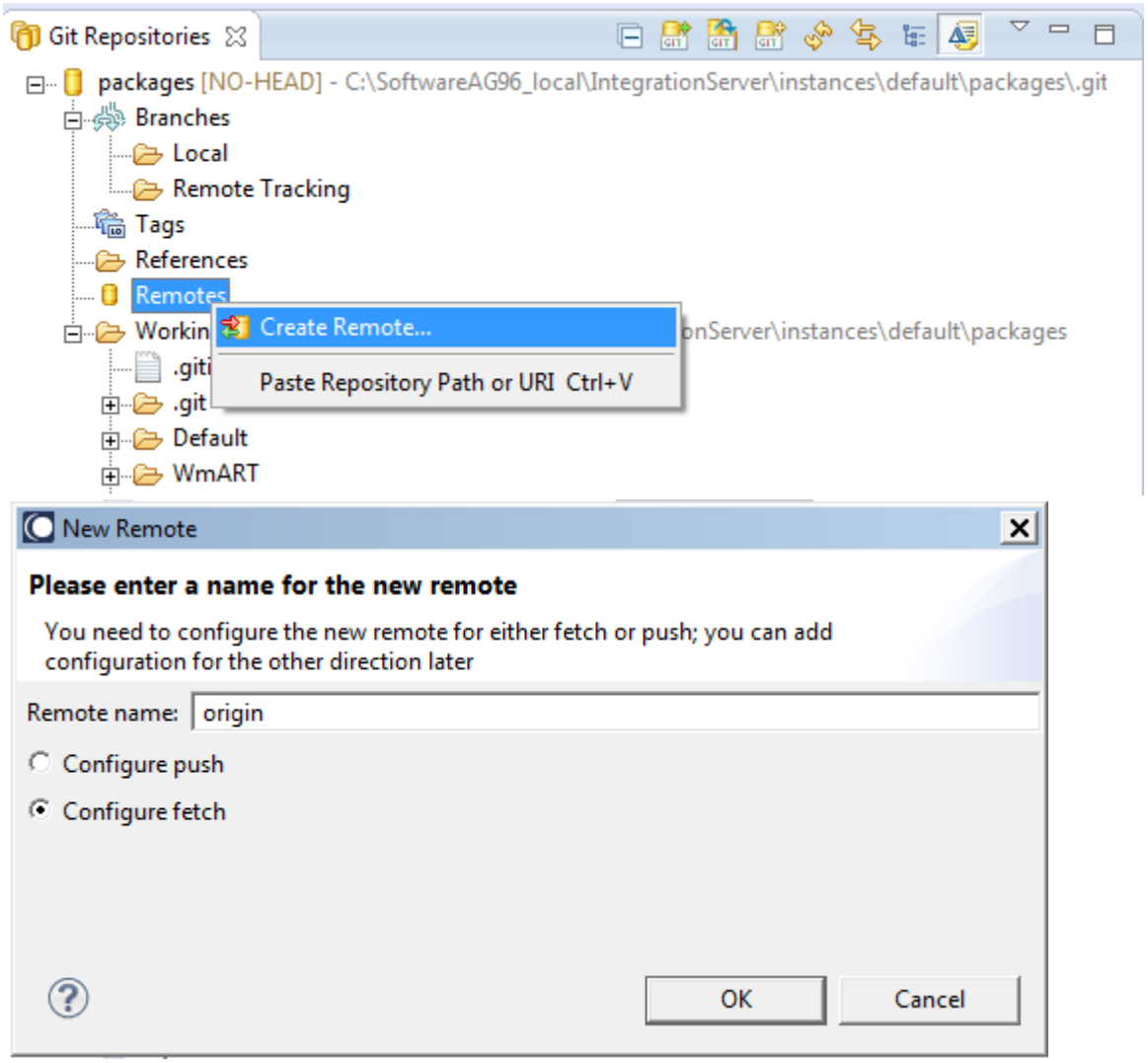


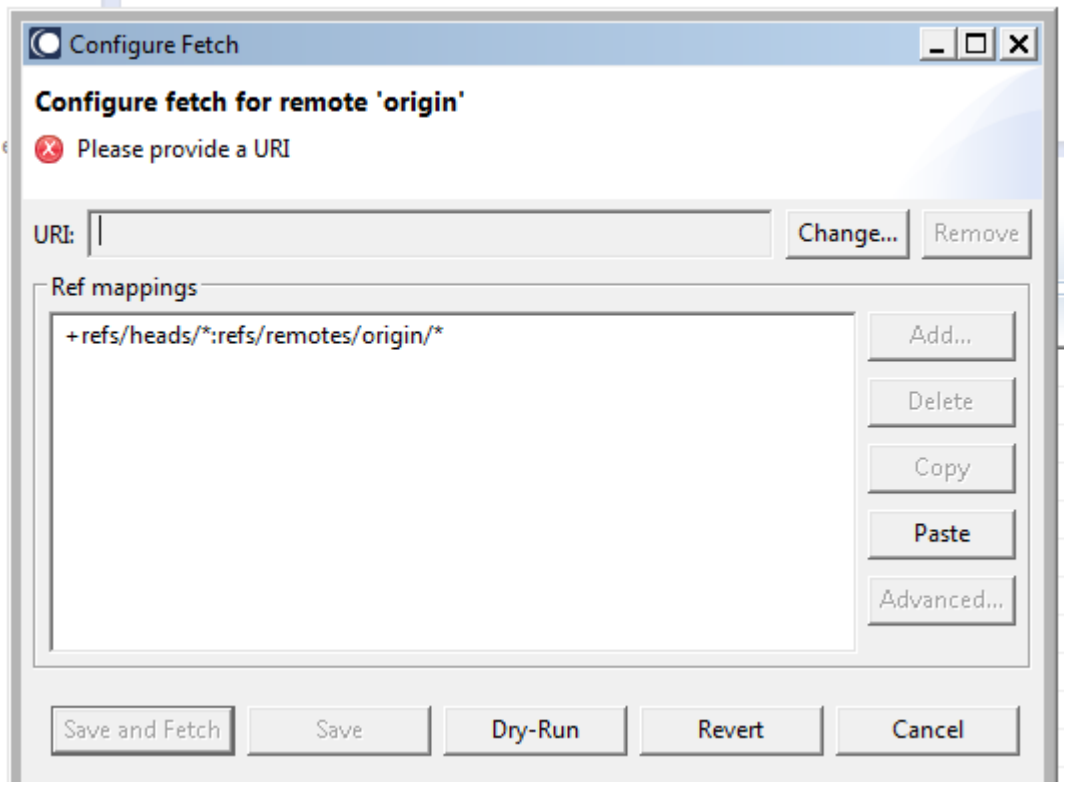


3) The packages that are added will be available under working directory after adding the repository.

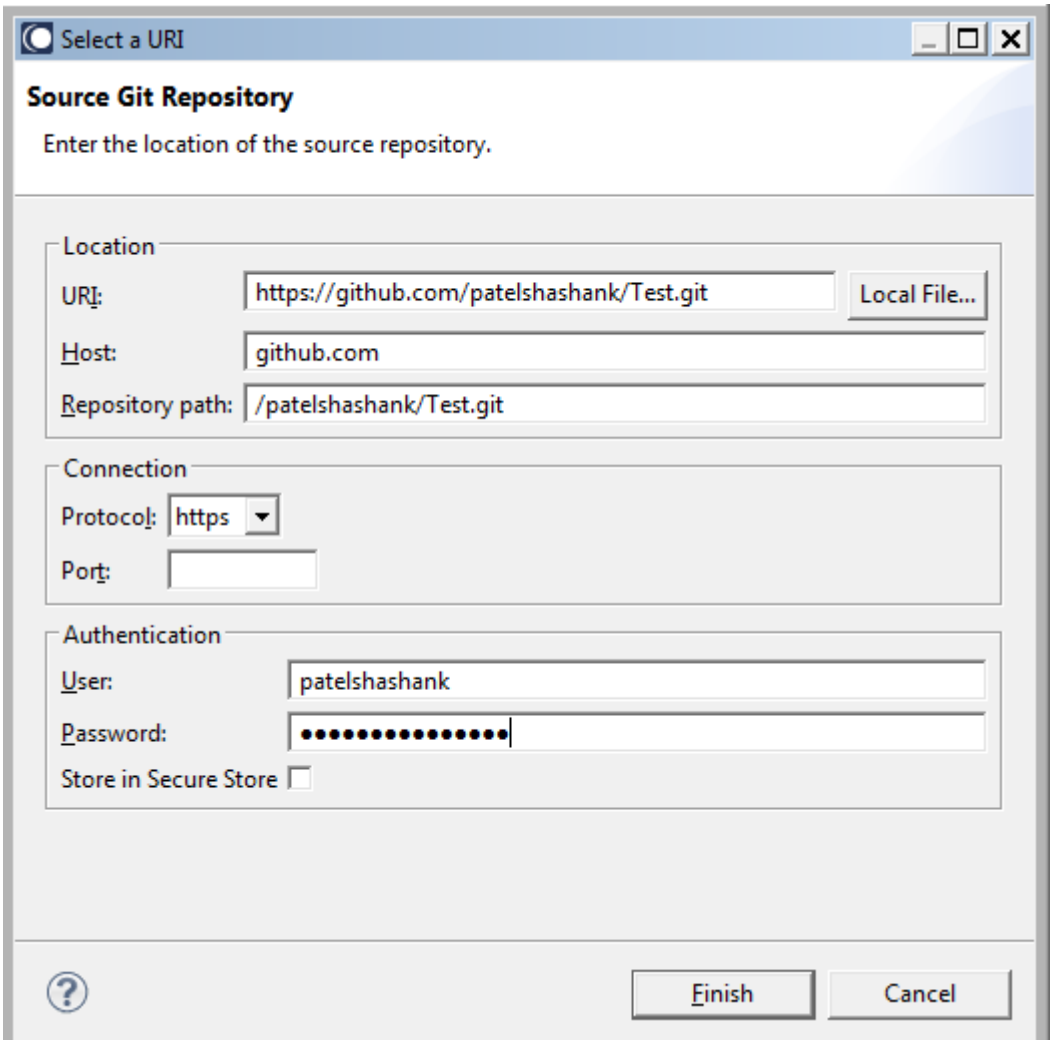


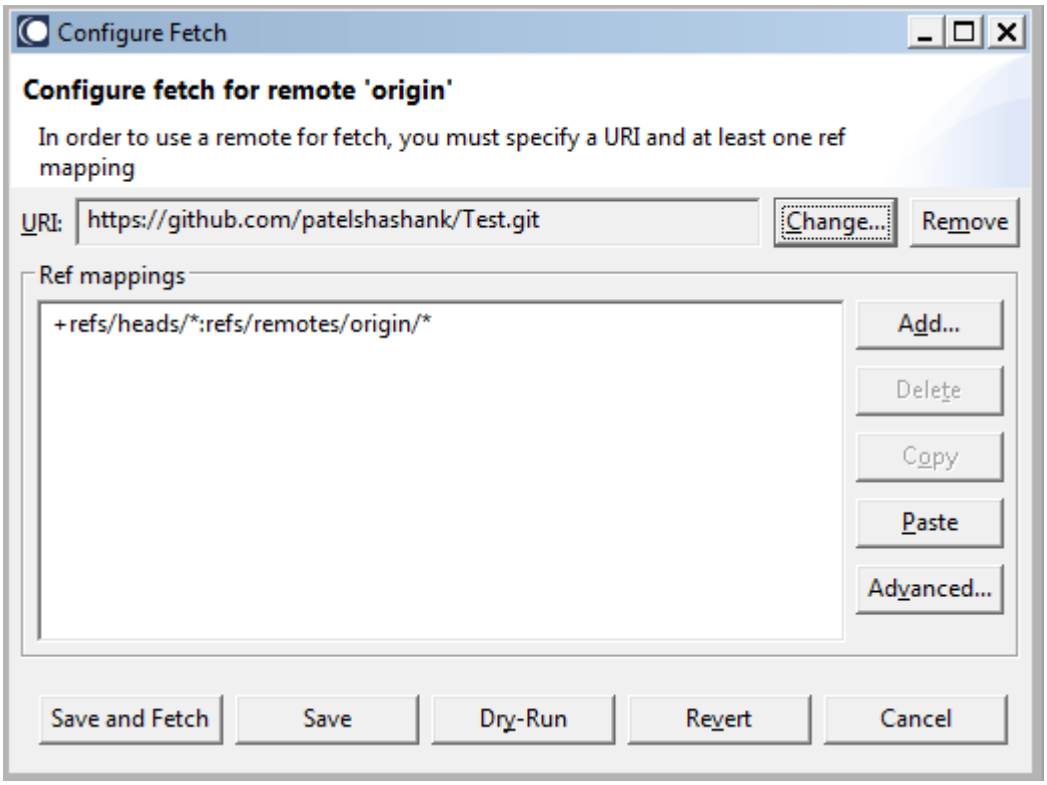
4) Now configure the remote repository for the push or fetch. Follow the below screen shots for the same.



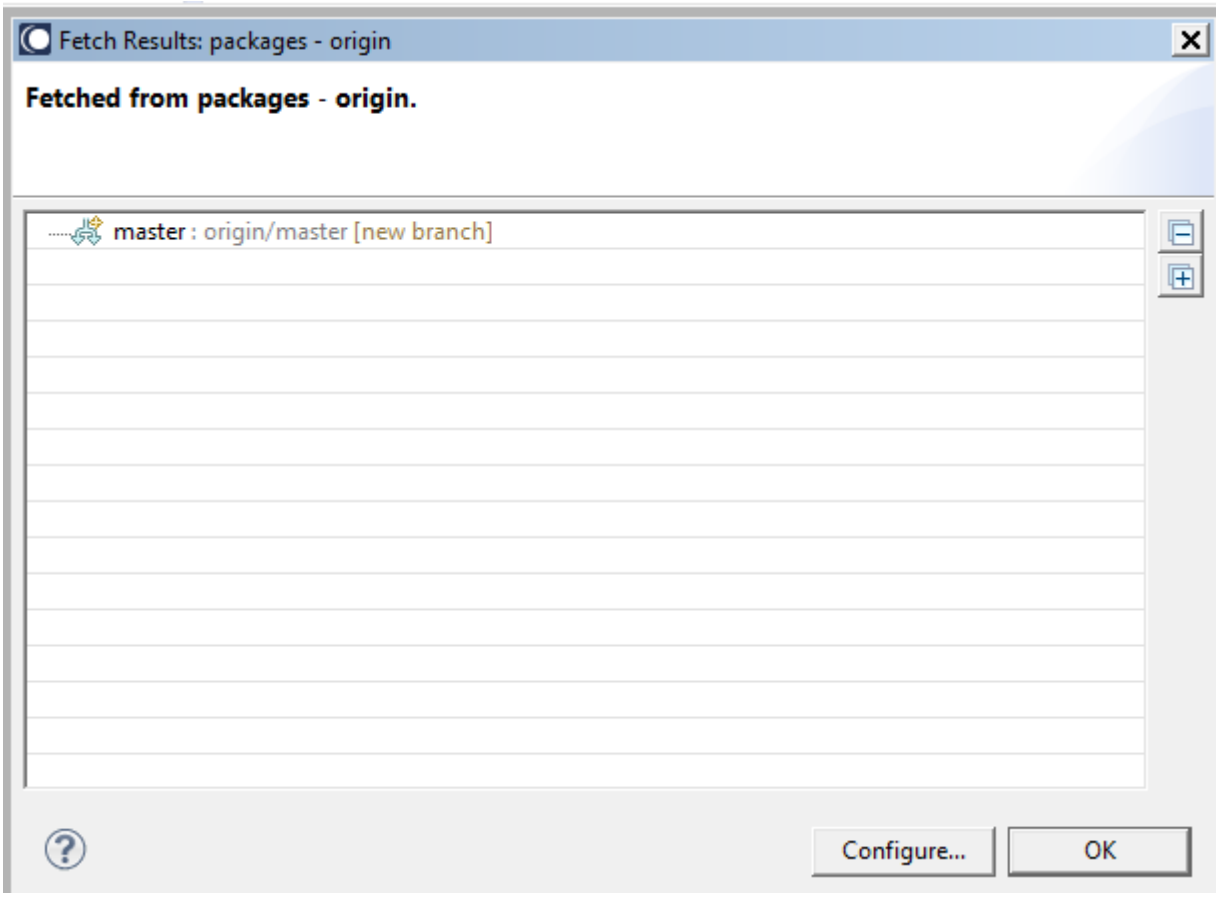


Click on Change,

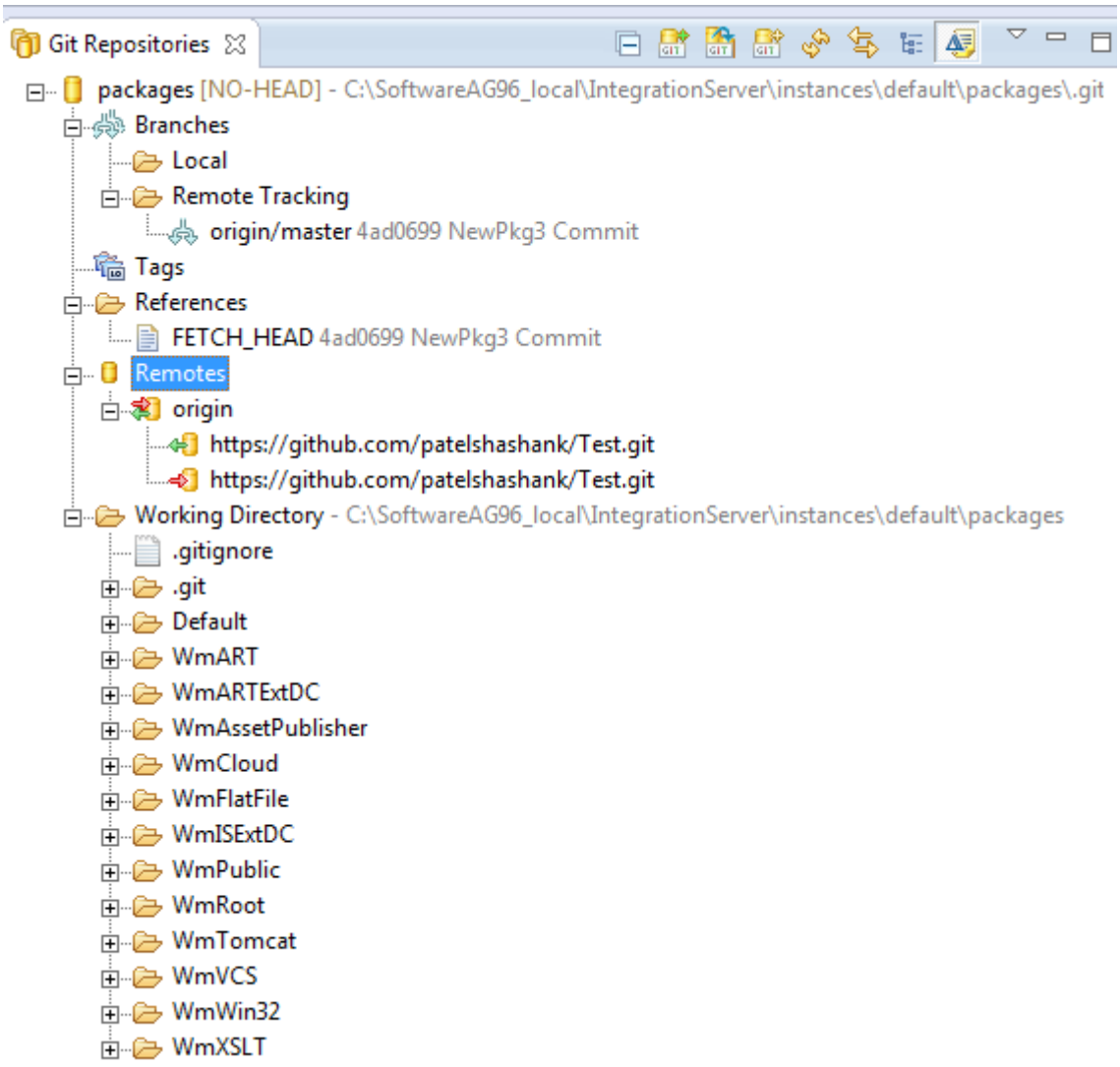


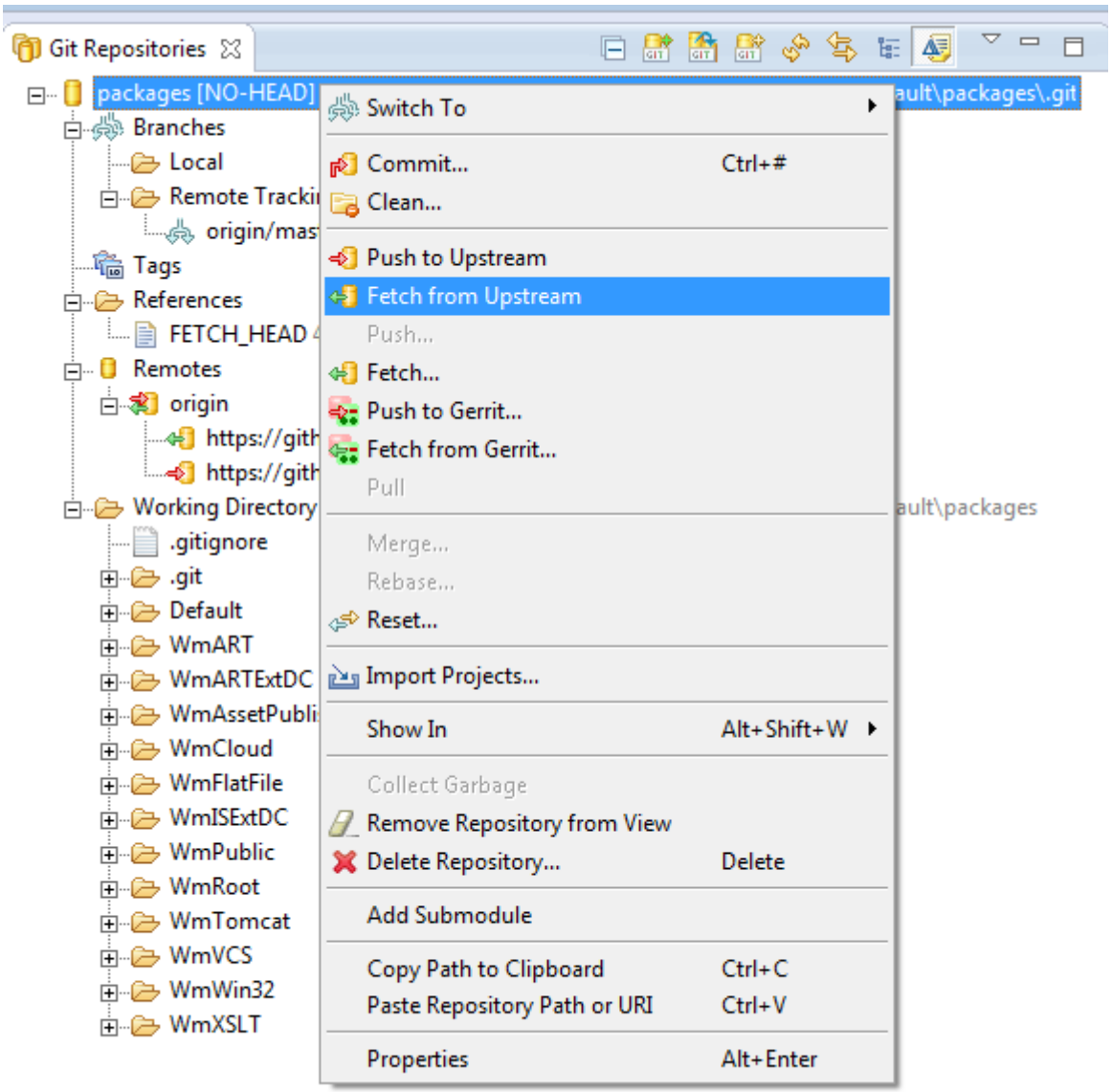


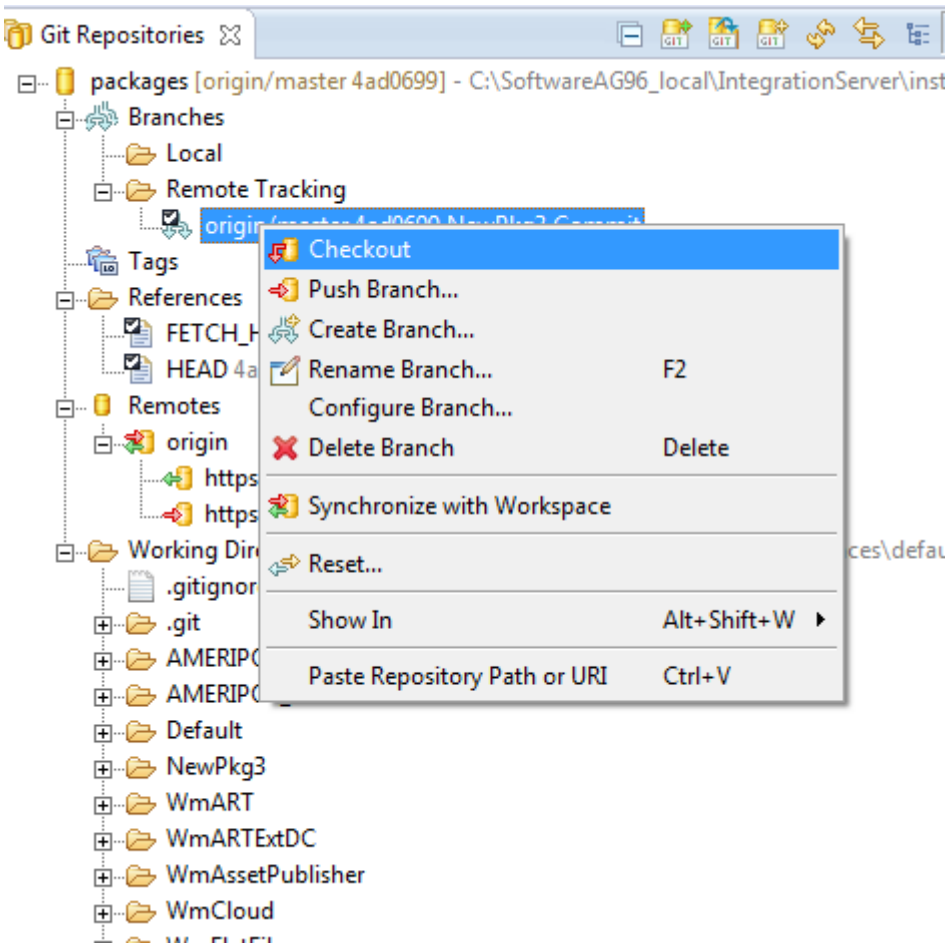
Click on save and fetch to fetch the code base.



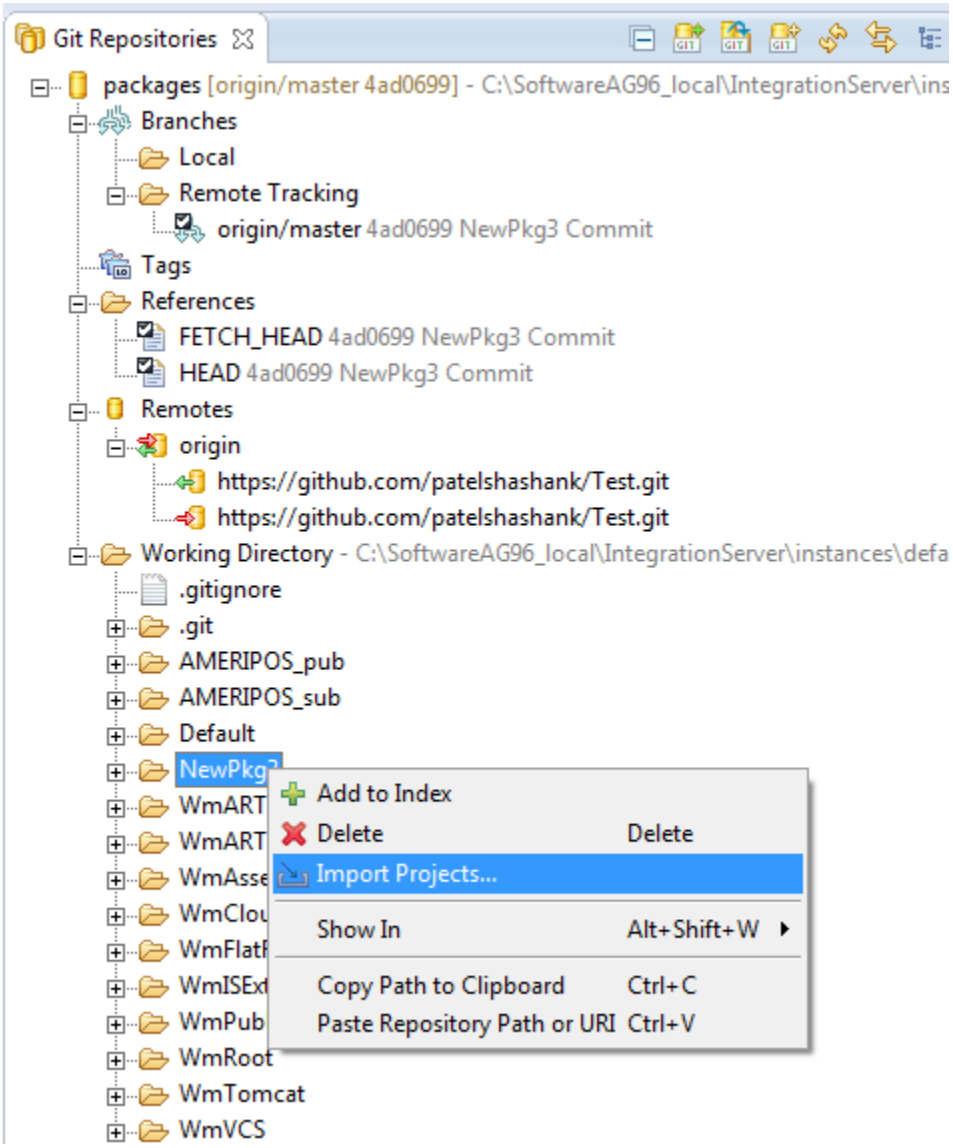
5) After configuring the remote origin, GIT repository will look similar to the below.

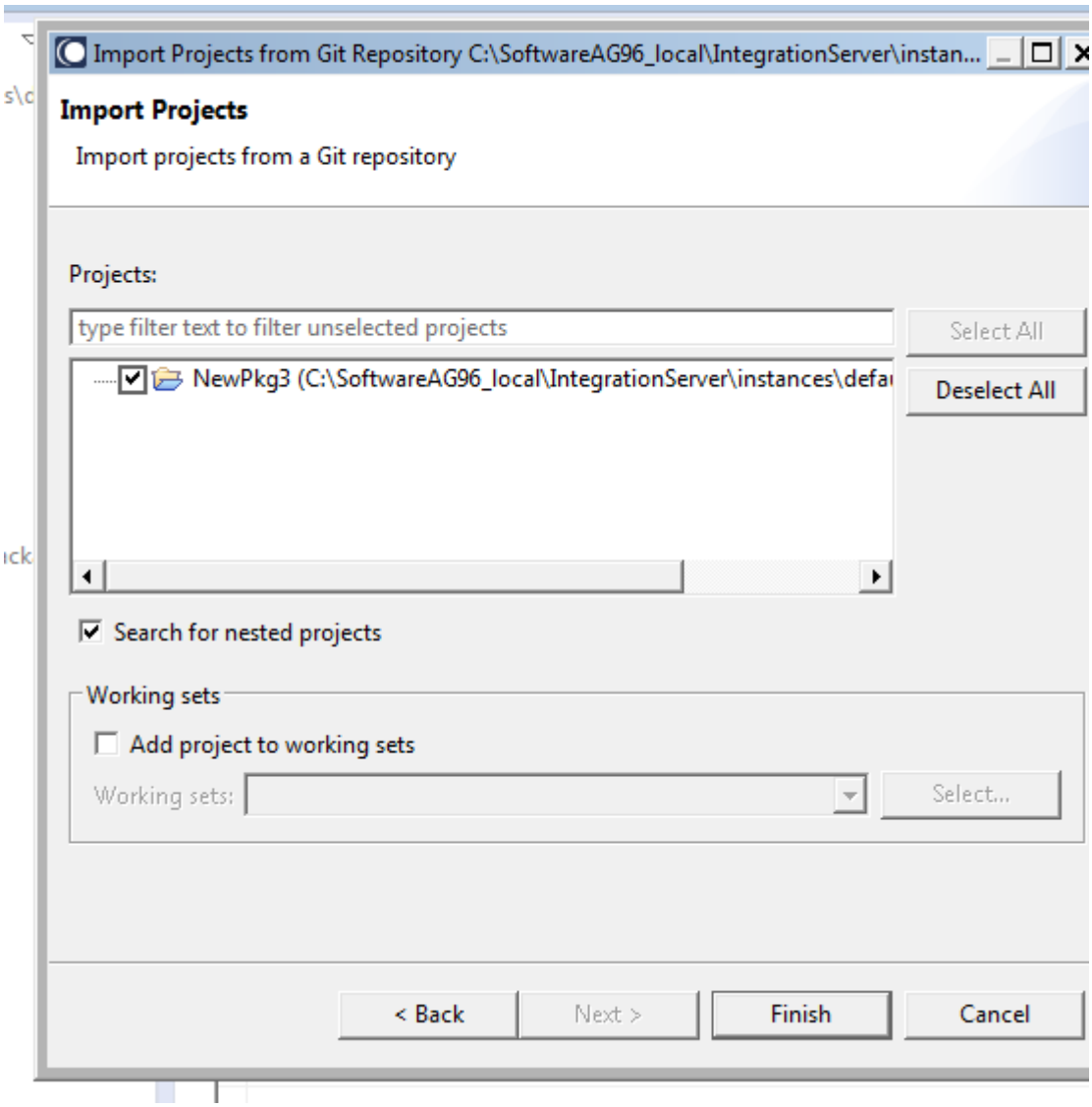




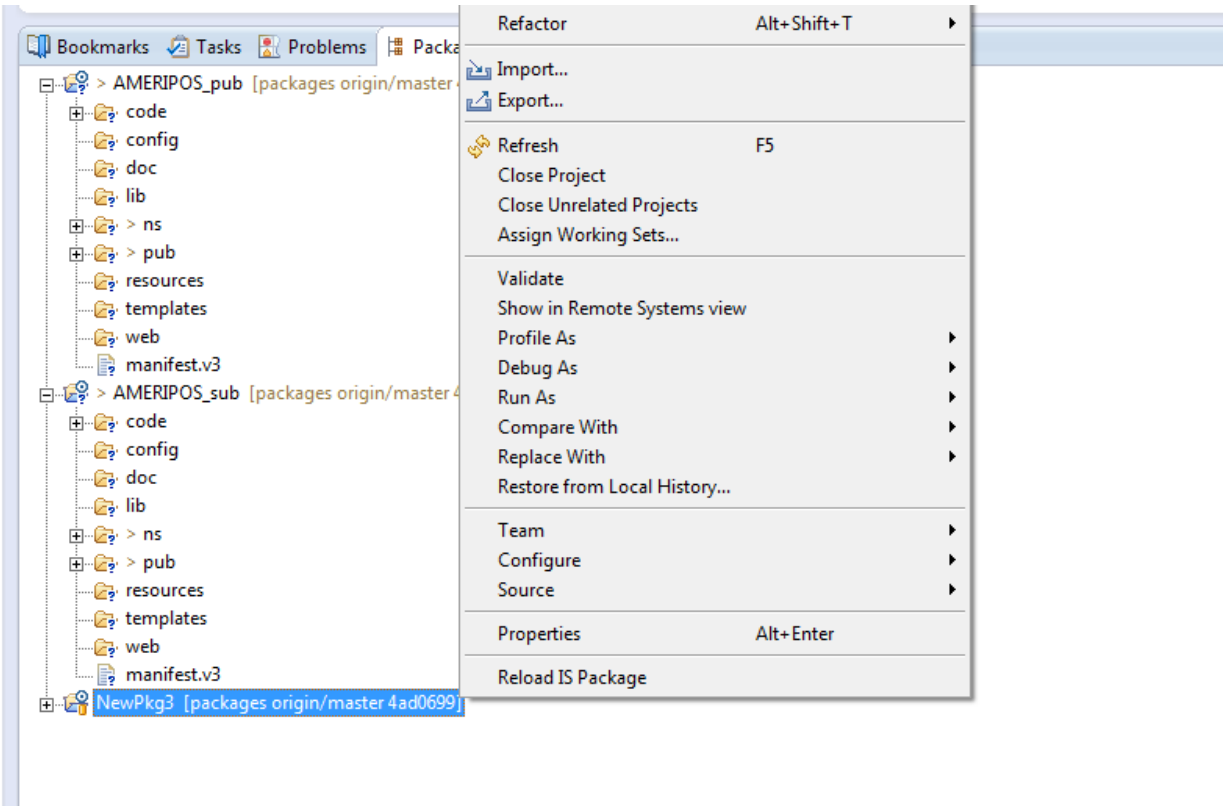


6) You can now import the projects from repository to workspace.

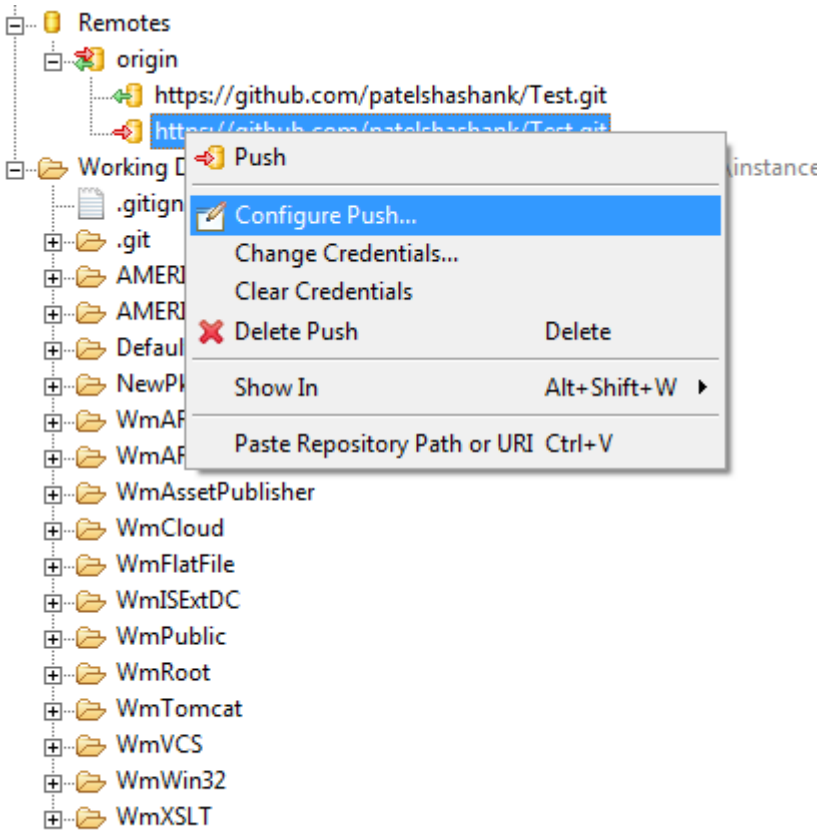


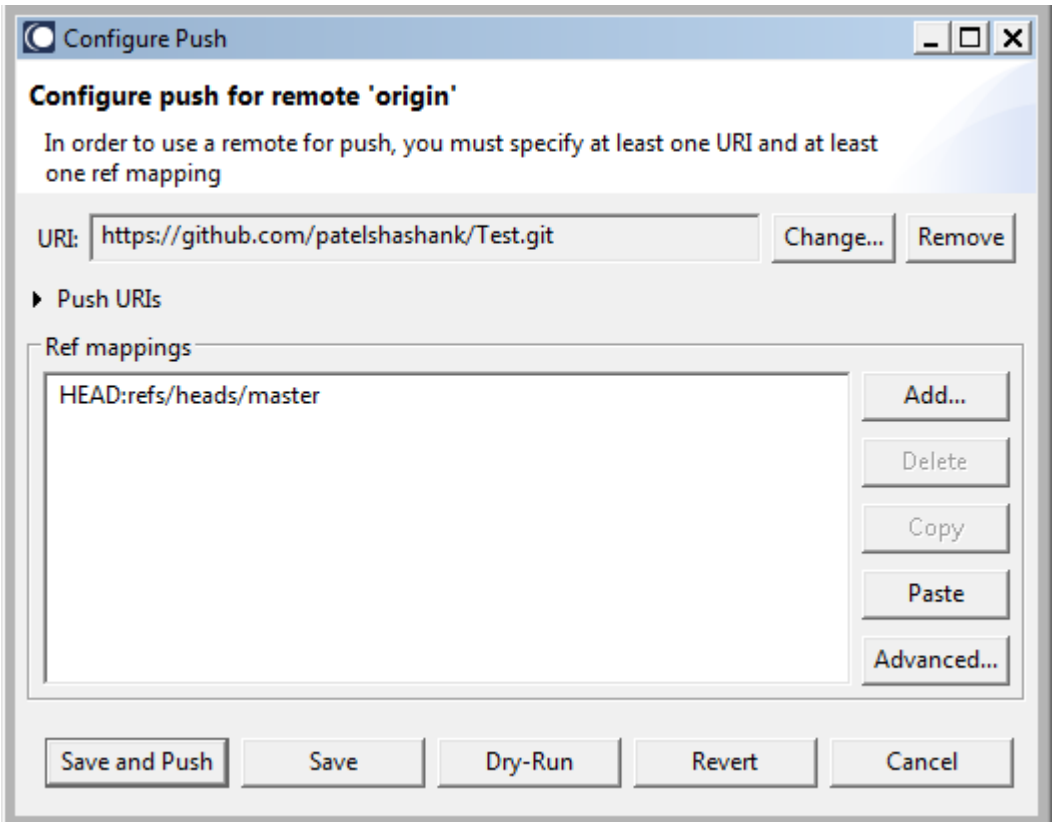


7) The packages can be moved or reloaded from Package explorer.



8) For pushing to upstream, it is important to configure the push.





Save and Push to publish updates.

9) Follow the below steps to create a new local service development project.