



This module will cover setting up adaptors in the IBM Rational Build Forge Management Console

Module objectives

- The following topics are covered in this section:
 - ▶ Setting up the adaptor in the management console
 - ▶ Setting up adaptor links in the management console



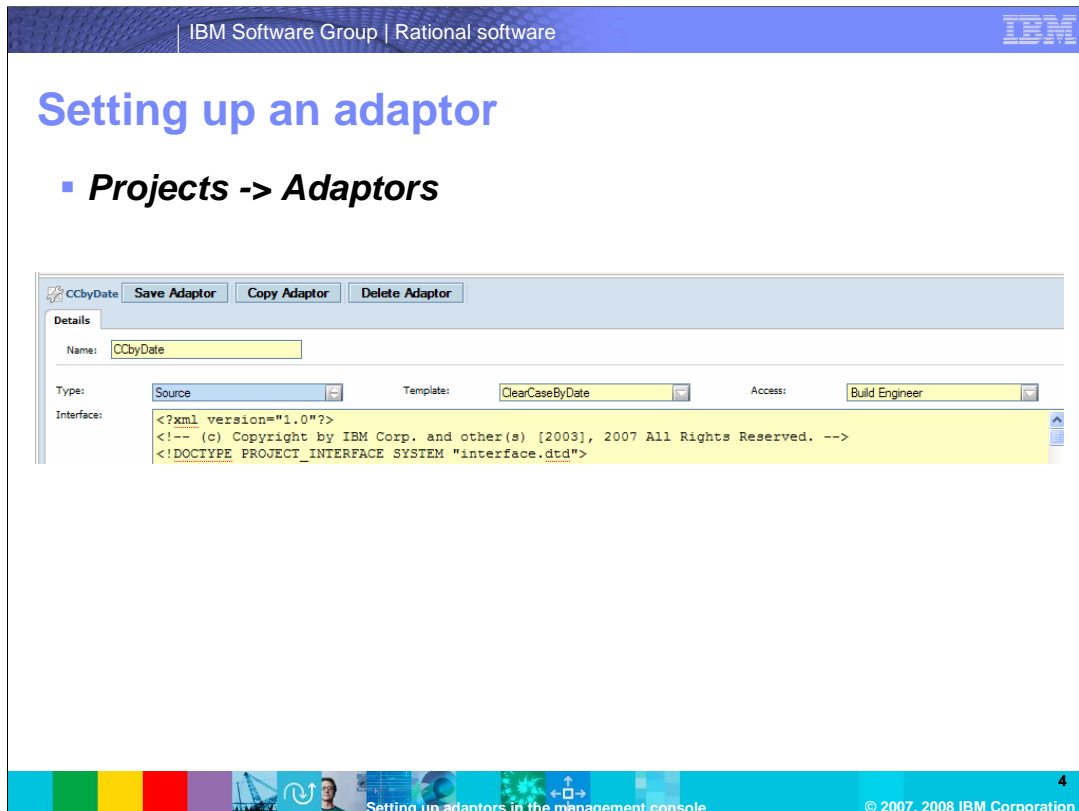
This presentation will cover Build Forge Adaptor functionality. It will tell about where adaptors fit into the overall picture of Build Forge; including what adaptors are, when to use them, and when to use linked adaptors. By the end of this presentation you should have a better understanding of what adaptors are and when it would be appropriate to use them.

Setting up an adaptor in Build Forge

- Basics of setting up an adaptor in the Build Forge interface
- Note: The architecture of the adaptor has not changed since 3.8, but the console interface has.



This module will start with the basics of setting up an adaptor in the Build Forge Interface. One important thing to note is that the architecture of the Adaptor has not changed since version 3.8, but the Console interface has. Version 3.8 users will notice a different process when using the console interface.



Shown here is a screen capture of the page to create an Adaptor. To access the adaptor section from the console, select Projects → Adaptors.

Note: The location of the adaptor menu has changed since version 7.0. (formerly it was accessed from Administration -> Adaptors).

Adaptor fields

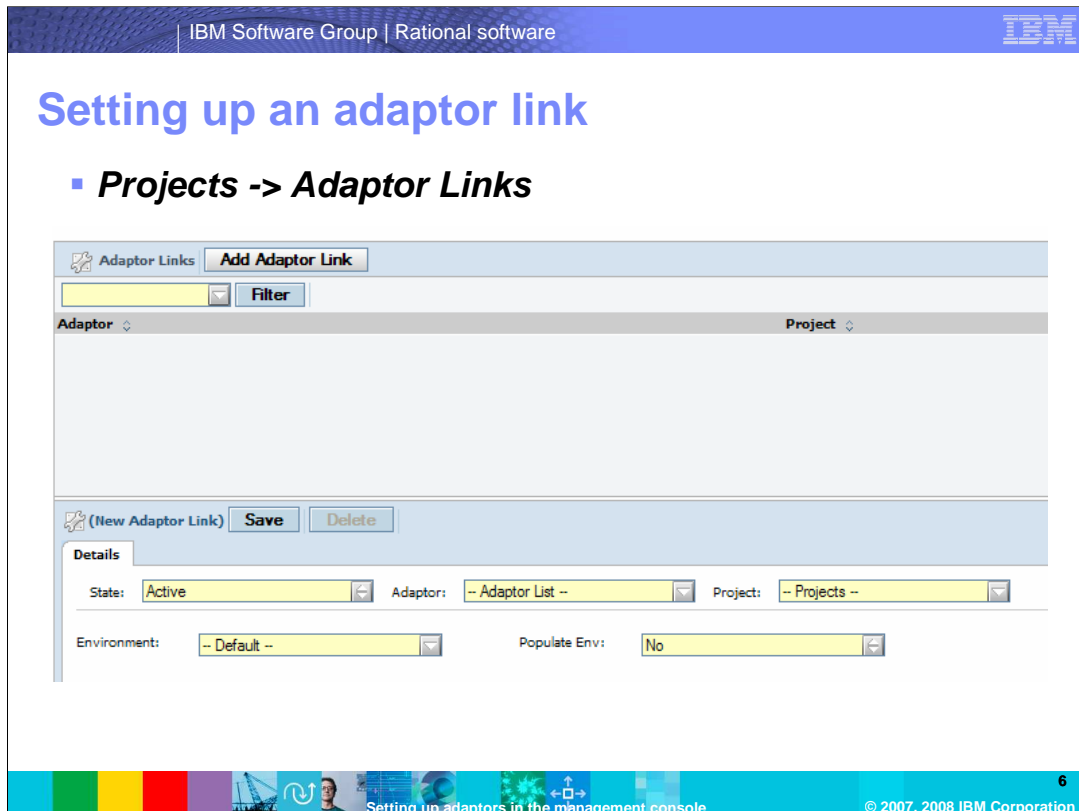
- The adaptor specification has several fields to be defined:
 - ▶ Name – The name of the adaptor
 - ▶ Mode – This defines the category that the adaptor belongs to
 - Source
 - Defect
 - Test
 - ▶ Template – This lists the adaptor templates that exist on the system.
 - ▶ Access – This defines what group will own the adaptor.



The adaptor requires that these fields be defined: Name, Mode, Type, Template, and Access. The name is the user-defined name for the instance of this adaptor you are creating. The Mode is split up into Source, Defect, and Test. The template section does not need to be specified, but if you want to implement a template, or start from a template you would define that template here and then it would appear in the interface body below. Access defines which Build Forge access group would have permissions to this adaptor.

The Mode field is a new bit of functionality specific to 7.0. The idea is that the adaptors can be further categorized into parts.

From a functional standpoint, there is no difference between the adaptor mode types at this time.



Like the Adaptor menu, the location of the Adaptor link menu has changed since version 7.0. It is now found under Projects -> Adaptor Links. It was formerly located under Administration -> Adaptor Links.

Adaptor links

- State – The state that this adaptor should run under
 - ▶ Active
 - ▶ Debug
 - ▶ Inactive
- Adaptor – What adaptor are you linking. Note: Those adaptors that are already linked will not appear here.
- Project - What project is the adaptor being linked to?
- Environment – When running the adaptor link what environment should the adaptor use
- Populate Env - If that value is set to yes, then the environment selected will be populated with all the variables defined in the template block of the adaptor



The adaptor link requires five fields to be defined: State, Adaptor, Project, Environment, and Populate Env.

The **state** defines what states the adaptor should run in and it has three options. Active means run the link as usual. Debug means that the link should only run the Adaptor, and do not delete the build if the adaptor fails. This is to debug the adaptor if there is a problem. If the debug option is not selected and the build fails there will be no build log to look at as it will be deleted. The last option is the inactive which turns off the link.

The **adaptor** is where you define what adaptor you want to link. This is slightly different since the 7.0.1 release. Before, in version 7.0 you would need to define a new adaptor and instantiate it in the Adaptor menu. In 7.0.1 and later you can select the template directly and not create an actual instance of the Adaptor to run.

Project is straightforward. Select which project you want to link the adaptor to.

The **environment** entry is for selecting which environment the link should start with. Remember that you need to reference an environment that defines all the variables you defined in your template. The adaptor link will not enforce this, therefore, you need to verify before you run the link.

Finally, if you set “Yes” for the **Populate Env** option, when you save the link, the variables and values defined in the template section will be added to that environment as discussed in the previous module.

Summary

- Setting up the adaptor in the management console
 - ▶ Adaptor Fields - Name, Mode, Type, Template, and Access
- Setting up adaptor links in the management console
 - ▶ Adaptor Links - State, Adaptor, Project, Environment, and Populate Env
- For more information on Build Forge or adaptors, visit <http://www.ibm.com/software/rational>



In summary, you should now have a better understanding of setting up adaptors in the management console. This module covered the adaptor fields and what each field means. You should also know how to set up adaptor links in the management console, including: defining adaptor links like state, adaptor, project, environment, and populate env.

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