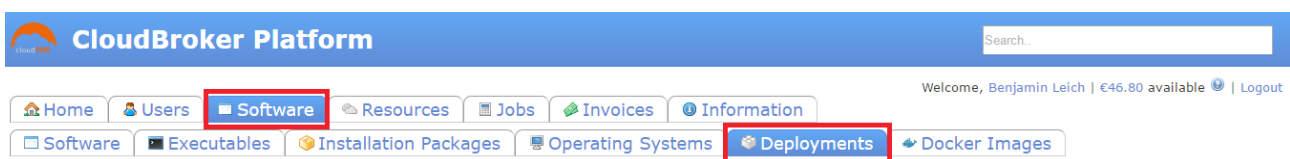


Adding an existing deployment to another cloud-resource

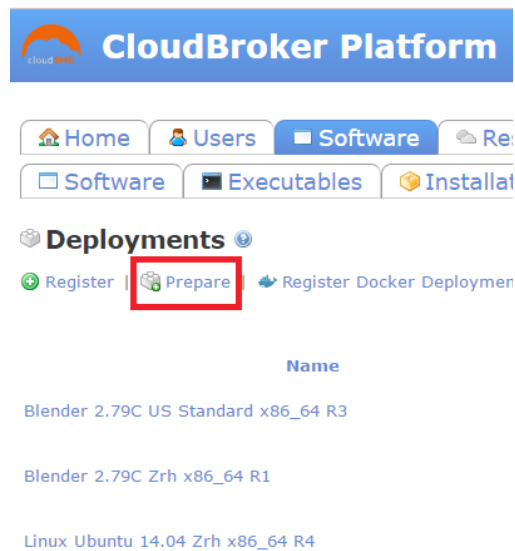
In this Tutorial, you will learn how to deploy an already installed software to another cloud-resource. If you haven't deployed a version of your software in the CloudSME-platform, please read the „Software deployment“-guide. As always, we will provide an example by using the Blender-software. If you haven't added a cloud-resource to the platform, please read the „How to add a cloud-resource on the platform“-guide.

1. To add a new deployment of your software on the CloudSME-platform navigate to the „Software“ → „Deployments“-subtab (Fig. 1).



(Fig.1: How to get to the deployments subtab)

2. Once you are in the „Deployments“-subtab, click on the „Prepare“-button (Fig. 2). You will be redirected to another wizard.

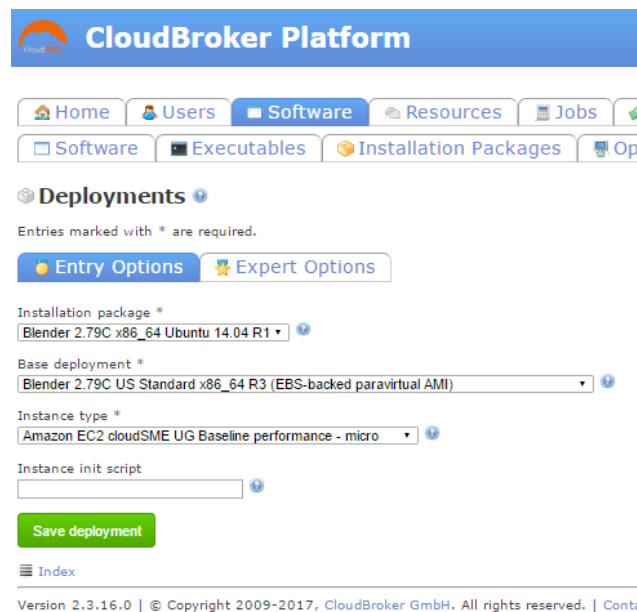


(Fig.2: The prepare button)

3. The options of the wizard, and the related information that must be entered will be described in the following table. Required fields are marked with *:

Field name:	Function
Entry options	
Installation package (*)	Contains the Installationpackage of the software you want to deploy.
Base deployment (*)	The base deployment is the place where the deployment of your software will be stored.
Instance type (*)	Selects the type of the machine, the deployment will be generated on. This has no effects for the instances that will be created from this.
Instance init script	UNIX ONLY! This script will be run everytime a new instance of the deployment will be created. For example, the script could send an email to the programmer of the software or else.
Expert options	
HTML description	Contains a description for other platform users. It is not required to fill this field out.

4. If you filled out all the necessary fields, like in our example below (Fig. 3), you can save your configuration by clicking on the green „save deployment“-button at the bottom of the wizard. After that, you will be redirected to a detail-page where you can see the whole configuration of your software and the deployment you are planning to do.



(Fig.3: Blender configuration example)

5. Now the deployment should be listed with the others, if you navigate back to the „Software“ → „Deployments“-subtab (Fig. 4). The origin should say „generated“. To actually deploy the software to the resource, open the „actions“-menu by hovering over the button on the right side of your entry in the list and select „generate“ (Fig. 5). Now the CloudSME-Platform will automatically generate your software-package and deploy it on the selected resource.

Deployments

Register | Prepare | Register Docker Deployment | Import Citrix Xen Image | Download CSV billing data

Name	Software	Resource
Blender 2.79C US Standard x86_64 R4	Blender 2.79C	Amazon EC2 cloudSME UG
Blender 2.79C US Standard x86_64 R3	Blender 2.79C	Amazon EC2 cloudSME UG

(Fig.4: Your new deployment in the deployments list)

Blender 2.79C US Standard x86_64 R4	Blender 2.79C	Amazon EC2 cloudSME UG	US Standard	Generated	<ul style="list-style-type: none"> Edit Delete Generate Activate
Blender 2.79C US Standard x86_64 R3	Blender 2.79C	Amazon EC2 cloudSME UG	US Standard	Generated	<ul style="list-style-type: none"> Generate Activate
Blender 2.79C Zrh x86_64 R1	Blender 2.79C	CloudSigma cloudSME UG CL...	Zrh	Generated	<ul style="list-style-type: none"> Activate

(Fig.5: You have to generate and activate your new deployment)

6. Once everything is done, you simply have to activate your deployment by opening the „actions“-menu of your software again (step 5.) and select the „activate“ function (Fig. 5).

7. Now your new deployment has been done and is available for jobs on the CloudSME-Platform.