

Archived Teamwork Server (Copy)

To handle the problem, please use the following workaround:

1. Open the mduml.properties* file that can be found in <MagicDraw installation folder>\bin.
2. Next to JAVA_ARGS, add the following line:
-Ddisable.element.version.service=true.
Example:
JAVA_ARGS=-Xmx2396M -XX:PermSize=60M -XX:MaxPermSize=200M
-DLOCALCONFIG=true -splash\data/splash.gif -Xss1024K
-Ddisable.element.version.service=true
3. Restart MagicDraw.

The issue will be fixed in v17.0.4 SP1.

* If you are using MagicDraw 17.0.5 or later, the name of the property file is magicdraw.properties.

Add parameter value "-Dbackup.interval=YEAR" to JAVA_ARGS in both teamwork_server.properties and teamwork_server_nogui.properties those are located in "MagicDraw Teamwork Server installation directory"\bin.

You should have an evaluation MagicDraw version or a commercial/academic license (not demo) in order to access Teamwork Server menu.

After the MagicDraw application has been crashed, please, wait about 6 min. and only then try to connect.

The other solution is to restart the Teamwork Server.

Note: After restarting the server, all users will be disconnected.

1. Stop the Teamwork Server.
2. Edit run_server_nogui.properties file by adding -Djava.rmi.server.hostname=localhost to the line JAVA_ARGS. This prevents from direct connecting from client to server (skipping ssh tunnel).
3. Start the Teamwork Server using run_server_nogui.exe.
4. On the client side, run command line: ssh -L 1099:host:1099 user@host. Host here is a hostname of the Teamwork Server.
5. Run a client. For a server address, use localhost:1099.

Limitation of such configuration is that all clients should use ssh tunneling.

Please try to add such line to the Teamwork Server/data/muserver.properties file:

java.rmi.server.hostname=teamwork.server.com, where teamwork.server.com is the ip of the computer of the Teamwork Server.

Teamwork Server starting from v17.0 supports SVN 1.6 server and client. Teamwork Server up to v17.0 does support SVN server v1.6. However SVN client version 1.4 or 1.5 should be used. Lower version clients are compatible with SVN server v1.6. You can include older SVN clients in system paths or define it for Teamwork Server by setting java properties. To do this open "teamwork_server.properties" file and add "-DSVN= " to JAVA_ARGS line.

Please restart the Teamwork Server to apply changes.

Here are the instructions on how to fix it:

1. Open the file\MagicDraw Teamwork Server\bin\teamwork_server_nogui.properties
2. Add -Xrs to JAVA_ARGS. It should look something like this:
JAVA_ARGS=-Xmx400M -Xrs -Djava.rmi.server.useCodebaseOnly=true
-Dsun.rmi.server.exceptionTrace=true -Djava.awt.headless=true
-Duser.language=en -DLOCALCONFIG=false
3. Restart the Teamwork service.
4. Log out.
5. Test if you can connect to the Teamwork server with MagicDraw.

Note: This issue is resolved in v17.0.2 SP3 and v17.0.3 SP1

This issue is caused by Java update

<http://www.oracle.com/technetwork/java/javase/6u45-relnotes-1932876.html>

The solution is to use an earlier Java version. The list of recommended Java versions can be found at <http://www.nomagic.com/support/jvm-list.html>

Problem will be fixed in the next teamwork server version and service pack.

If Teamwork Server is running as application, it does stop upon logoff from the OS. The solution is to run the server as a service.

Please check Teamwork Server User Guide, section "Starting the server without using GUI" for detailed instructions for your particular OS. The User Guide is available at <http://www.nomagic.com/support/documentation.html>.

The server.log file is located in /projects.

Clean up of old versions is not recommended but if you really need it you should do the following thing:

1. Stop teamwork server.
2. Backup your project directory.
3. Go to teamwork server projects directory, find there file projects.xml and using this file find directory for project you want to clean up.
4. In this directory you can remove files modelXXX.xml.zip XXX is the version number. Each version is saved in its own file.

For example if you want to remove all versions from 1 to 10 you need to remove model1.xml.zip model2.xml.zip and so on until model10.xml.zip. Please note that:

- a. You will not be able to open the versions you removed.
- b. Do not remove latest version, in this case you will not be able to open project at all.
- c. If your project is module and used in another project (project B) you can get trouble opening project's B old versions.

5. After clean up, start the server.

Instructions how to upgrade teamwork server:

1. Stop the Teamwork Server.
2. Remove NT service from the teamwork server (if it was added).
3. Install a new version of the Teamwork Server and run it.
4. When the Import configuration dialog box appears, provide earlier version installation directory, to import configurations from it. 5. Select checkbox Import all projects in order to import teamwork projects from earlier Teamwork Server version.
6. Start new Teamwork Server (add NT service if needed).
7. Install new client version.
8. Uninstall old Teamwork Server.

Newer version install will not detect nor uninstall older one service. Projects should be imported manually. Project server and client version should be the same and cannot be mixed up. Also we recommend to use the same JVM version for server and client.

Importing projects from previous Teamwork Server version.

If you had previous Teamwork Server version with projects stored, it is possible to import them automatically using MagicDraw GUI or perform manual migration.

To import projects using GUI

1. After installation is complete and Teamwork Server is launched first time, the Import Configuration dialog box opens.
2. Path to the previous Teamwork Server installation, which was found in your computer, is specified in the Location text box. You can change this path by clicking "..." button.
3. Select the Import all projects check box for projects transfer to the newest Teamwork Server version.
4. Click Import.

To import projects manually

Copy Projects directory with all its files from previous Teamwork Server installation directory, to the new /Projects directory.

NOTE Follow the instructions in dialog boxes to update profiles during project import.

If server is started on SVN/ClearCase repository.

2. Open Administrator's Console, trigger project export. Choose the directory to dump the data to. Choose the permanent directory (not some temporary directory) - this will be the directory in which server will subsequently operate.
3. In Administrator's Console, reconfigure server for work with Built-In repository; specify the directory where you dumped projects as a directory to work with.
4. Restart server, to use new repository.
5. Projects are now in a new, Built-In repository.
Please update TEAMWORK_HOME variable in attached script file (TEAMWORK_HOME="/teamwork/MagicDraw_Teamwork_Server/bin") according to your installation path bin dir.

Copy the "teamwork" service script to /etc/init.d.

Then as a root enable the "teamwork" service for runlevel 3 using following commands:

```
cd /etc/rc3.d
```

```
ln -s ../init.d/teamwork S99teamwork
```

RedHat based Linux distributions the service run levels may be configured using "chkconfig" command.

You may test the "teamwork" service using "service" command.

Use "service teamwork start" command to start MagicDraw Teamwork Server

Use "service teamwork stop" command to stop MagicDraw Teamwork Server

Use "service teamwork status" command to check if MagicDraw Teamwork

Server is running.

The scheduling of synchronization between two distant Teamwork Servers **is by default turned off**.

To turn on the scheduling:

1. Open the muserver.properties file that can be found in <MagicDraw Teamwork Server installation directory>\data.
2. Edit the file as the follows:
server.synchronize.scheduler.enable=true
3. Restart the Teamwork Server.