

Ryzom - Feature # 1235

Status:	New	Priority:	Normal
Author:	JuIFX	Category:	OS: GNU/Linux
Created:	01/15/2011	Assignee:	
Updated:	01/21/2013	Due date:	
Subject:	Linux shard services launcher		
Description			
<p>I worked on little improvements for the linux services launcher (shard.screen.rc) :</p>			
<p>http://img190.imageshack.us/img190/8228/screenshard.png</p>			
<ul style="list-style-type: none">- At the bottom, there is now a list of services (screen tab) launched- The time is also display to help keeping ssh open on bad internet connection.- 3 keyboard shortcut added:<ul style="list-style-type: none">F7 to move up and down (C-a Esc)F8 to go previous service (C-a n)F9 to go next service (C-a p) - Services naming:			
<p>- Actually:</p>			
<p><i>aes - Admin Executor Service</i></p>			
<p><i>bms_master - Backup Manager Service Master</i></p>			
<p><i>bms_pd_master - Backup Manager Service Slave</i></p>			
<p><i>egs - Entities Game Service</i></p>			
<p><i>gpms - Global Position Manager Service</i></p>			
<p><i>ios - Input Output Service</i></p>			
<p><i>rns - Ryzom Naming Service</i></p>			
<p><i>rws - Ryzom Welcome Service</i></p>			
<p><i>ts - Tick Service</i></p>			
<p><i>ms - Mirror Service</i></p>			
<p><i>ais_newbyland : AI Service NewbyLand</i></p>			
<p><i>mfs - Mail Forum Service</i></p>			
<p><i>su - Shard Unifier Service</i></p>			
<p><i>fes - FrontEnd Service</i></p>			
<p><i>sbs - Session Browser Service</i></p>			
<p><i>lgs - LogGer Service</i></p>			
<p><i>mos - MOnitor Service</i></p>			
<p><i>pdss - Persistent Data Support Service</i></p>			
<p><i>ras - Ryzom Admin Service</i></p>			
<p>According to the wiki page [[ServiceArchitecture]], Ryzom Admin Service, Ryzom Namin Service and Ryzom Welcome Service should be call AS, NS and WS.</p>			
<ul style="list-style-type: none">- Same list with as, ns, ws, in alphabetical order and with (filename_of_service):			
<p><i>aes - Admin Executor Service (ryzom_admin_service)</i></p>			
<p><i>ais_newbyland - AI Service NewbyLand (ai_service)</i></p>			
<p><i>as - Admin Service (ryzom_admin_service)</i></p>			
<p><i>bms_master - Backup Manager Service Master (backup_service)</i></p>			
<p><i>bms_pd_master - Backup Manager Service Slave (backup_service)</i></p>			

egs - Entities Game Service (entities_game_service)
fes - FrontEnd Service (frontend_service)
gpms - Global Position Manager Service (gpm_service)
ios - Input Output Service (input_output_service)
lgs - LogGer Service (logger_service)
mfs - Mail Forum Service (mail_forum_service)
mos - MOnitor Service (monitor_service)
ms - Mirror Service (mirror_service)
ns - Naming Service (ryzom_naming_service)
pdss - Persistent Data Support Service (pd_support_service)
sbs - Session Browser Service (session_browser_server)
su - Shard Unifier Service (shard_unifier_service)
ts - Tick Service (tick_service)
ws - Welcome Service (ryzom_welcome_service)

There is no real logic with the short name of services.

- They all end with 's' for 'service' but su.
- Some have 3 letter, (mos), other only two (ms)
- ...

Proposition:

- remove all 's'
- for two word services, it is their first letter.
- for one word services, it is the first two letter
- **(filename_of_service)** that should be update
- sn_abc for same services launched differently

*ad_exe - Admin Executor Service (**admin_service**)*
*ad_ser - Admin Service (**admin_service**)*
*ai_nbl - Artificial Intelligence Service NewByLand (**artificial_intelligence_service**)*
*bm_mas - Backup Manager Service Master (**backup_manager_service**)*
*bm_sla - Backup Manager Service Slave (**backup_manager_service**)*
eg - Entities Game Service (entities_game_service)
*fe - Front-End Service (**front_end_service**)*
*gp - Global Position Service (**global_position_service**)*
io - Input Output Service (input_output_service)
lo - Logger Service (logger_service)
mf - Mail Forum Service (mail_forum_service)
mi - Mirror Service (mirror_service)
mo - Monitor Service (monitor_service)
*na - Naming Service (**naming_service**)*
*pd - Persistent Data Service (**persistent_data_service**)*
*sb - Session Browser Service (**session_browser_service**)*
su - Shard Unifier Service (shard_unifier_service)
ti - Tick Service (tick_service)
*we - Welcome Service (**welcome_service**)*

shard.screen.rc changes:

- use short name proposition
- add F7, F8, F9 keyboard shortcut
- add 'caption' to display list of services and time
- replace /bin/sh by /bin/bash (ubuntu specific, see <http://dev.ryzom.com/wiki/ryzom/ConfigureForLinux#Running-the-shard> shard should be update too, not sure that is the right way to do)
- shard services launch in alphabetical order

- ad_ser and ad_exe launch arguments in same order

What i plan to do if those changes are welcome and accept :

- update windows start script to reflect the new naming
- update (**filename_service**) and build script (i may need a little help to know the implication and how to do that)
- add a built in help (text file display in a new screen tab, or better, a manpage)
- Figure out why are Monitor, Backup Manager slave and Persistent Data Services comment ?

any comments, review or idea appreciate :)

History

#1 - 01/15/2011 04:54 pm - JulFX

- *File shard.screen.help* added

help file

#2 - 01/15/2011 04:57 pm - aquiles

Im now linux guy but this looks very nice to me. Good work :)

#3 - 01/15/2011 05:24 pm - JulFX

I just notice after Molator comments that there are 3 more services actually not launched :

- ryzom_dynamic_scenario_service
- ryzom_log_analyser_service
- ryzom_reference_builder_service

ad_exe - Admin Executor Service (admin_service)

ad_ser - Admin Service (admin_service)

ai_nbl - Artificial Intelligence Service NewByLand (artificial_intelligence_service)

bm_mas - Backup Manager Service Master (backup_manager_service)

bm_sla - Backup Manager Service Slave (backup_manager_service) **(off)**

dm - *Dynamic Scenario Service (dynamic_scenario_service)***(off)**

eg - Entities Game Service (entities_game_service)

fe - Front-End Service (front_end_service)

gp - Global Position Service (global_position_service)

io - Input Output Service (input_output_service)

la - *Log Analyser Service (log_analyser_service)***(off)**

lo - Logger Service (logger_service)

mf - Mail Forum Service (mail_forum_service)

mi - Mirror Service (mirror_service)

mo - Monitor Service (monitor_service) **(off)**

na - Naming Service (naming_service)

pd - Persistent Data Service (persistent_data_service) **(off)**

rb - *Reference Builder Service (reference_builder_service)***(off)**

sb - Session Browser Service (session_browser_service)

su - Shard Unifier Service (shard_unifier_service)

ti - Tick Service (tick_service)

we - Welcome Service (welcome_service)

#4 - 03/16/2012 11:49 am - urgetech3

Edit: Spam

#5 - 07/23/2012 12:37 am - Thaodan

I would be better to remove bashism if its not impossible run the server launcher with checkbashisms and see what is to change.

Files

shard.screen.rc	3.4 kB	01/15/2011	JulFX
shard.screen.help	777 Bytes	01/15/2011	JulFX
shard.screen.help	807 Bytes	01/15/2011	JulFX