



Required Software

- Linux (Ubuntu Server 12.04 recommended) <http://www.ubuntu.com/download>
- Server (Apache2 recommended)
- Mysql (PhpMyAdmin recommended)
- Php5
- Node.js
- Redis
- Haproxy
- Drush
- Git

Only for games managers:

- Python
- Sqlite 3
- Flask
- Php5 modules

This guide presume you are using the recommended configuration and explains how to set up Experimental Tribe Server (ETS) using the software listed before.

Packages

- apache2
- mysql-server, mysql-common, phpmyadmin
- php5 (php5-common, php5-curl, php5-dev, php5-idn, php5-pear, php5-recode, php5-mysql, php5-pspell, php5-gd, php5-snmp, php5-sqlite, php5-xmlrpc, php5-mcrypt, php5-memcache, php5-mhash, php5-ming, php5-ps)
- nodejs, nodejs-legacy, npm
- redis-server
- haproxy
- drush
- git

Only for games managers:

- python-pip
- sqlite3 libsqlite3-dev
- php5 (php5-imagick, phantomjs, curl)
- Flask (pip install Flask)
- Pymongo (pip install pymongo)
- Datetime (pip install datetime)
- mcrypt, json (php5enmod mcrypt, php5enmod json)
- forever (npm install -g forever)



Install Experiment Tribe Server (ETS)

Please install required software before trying to install ETS. These are the custom system information that will be asked, during installation:

- Username and password of your root user in mysql admin, or of an equally privileged user. Installation needs it to create ETS database and a user that could manage it.
- Path of your Node.js bin directory
- Your domain ip and your server name if you choose web installation

When the enviroment is ready, execute the installation script:

```
sudo sh install_ets.sh install
```

The script can be ran with one of these three parameters: install, update, repair and uninstall.

- **install**: installs ETS from scratch. This mode is meant to who haven't ever installed the platform and it won't works if a previous installation is detected. In this case, use uninstall before trying to install again ETS.
- **install_games**: installs our set of games, if you have permissions to do that. If you don't install managers, the games will use the managers available on our server.
- **install_managers**: installs our games managers, if you have permissions to do that. From now on, the games you installed will use the managers you installed on your local machine. Please install managers only after you installed games.
- **repair**: updates from the official repository and allow the user to configure (again) ETS, in case of error or changes of configuration of the system running ETS.
- **uninstall**: remove ETS from your system.

ETS can be installed in two modalities:

- **local**: ETS will install on the local machine and will work only on it. Even if your machine is reachable via web, you could not make ETS works starting experiments from a machine different from the one you installed ETS on.
- **web**: ETS will install on the local machine, but you will be allowed to set up web domain parameters, so that experiment could be started from machine different from the one you installed ETS on. In this case, you will need a valid web domain and a fixed ip, linking to the apache installation installed on the machine you are about to install ETS.

You'll be guided through the whole procedure. Please restart the system after installation.