Ryzom - Feature # 1235

Status:	New	**Priority:**	Normal
Author:	JulFX	**Category:**	OS: GNU/Linux
Created:	01/15/2011	**Assignee:**	
Updated:	01/21/2013	**Due date:**	
Subject:	Linux shard services launcher		

Description

I worked on little improvements for the linux services launcher (shard.screen.rc) :

http://img190.imageshack.us/img190/8228/screenshard.png

- 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:
    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:

- Actually:
aes - Admin Executor Service
bms_master - Backup Manager Service Master
bms_pd_master - Backup Manager Service Slave
egs - Entities Game Service
gpms - Global Position Manager Service
ios - Input Output Service
rns - Ryzom Naming Service
rws - Ryzom Welcome Service
ts - Tick Service
ms - Mirror Service
ais_newbyland : AI Service NewbyLand
mfs - Mail Forum Service
su - Shard Unifier Service
fes - FrontEnd Service
sbs - Session Browser Service
lgs - LogGer Service
mos - MOnitor Service
pdss - Persistent Data Support Service
ras - Ryzom Admin Service

According to the wiki page [[ServiceArchitecture]], Ryzom Admin Service, Ryzom Namin Service and Ryzom Welcome Service should be call AS, NS and WS.

- Same list with as, ns, ws, in alphabetical order and with (filename_of_service):
aes - Admin Executor Service (ryzom_admin_service)
ais_newbyland - AI Service NewbyLand (ai_service)
as - Admin Service (ryzom_admin_service)
bms_master - Backup Manager Service Master (backup_service)
bms_pd_master - Backup Manager Service Slave (backup_service)

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