

**opentext™**

**OpenText™ TeamSite™  
Installation Planning Guide  
Release 16.4.1**

## **OpenText™ TeamSite**

### **Installation Planning Guide**

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#### **This documentation has been created for software version 16.4.1.**

It is also valid for subsequent software versions as long as no new document version is shipped with the product or is published at <https://mysupport.opentext.com>.

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# Chapter 1

## Plan Your Installation

This document helps you to plan your OpenText TeamSite components installation. This section includes the following topics.

- [Installation Overview](#)
- [Configuration Overview](#)
- [Installation Sequence](#)
- [License Information](#)
- [Server Hardware Requirements](#)
- [Installation Tasks](#)
- [Default Ports](#)
- [Silent Installation](#)
- [Upgrade Components](#)
- [Uninstall Components](#)

### Installation Overview

This section provides information about the installation program, complete and individual component installation, and concepts you should be aware of when planning an installation.

#### The TeamSite Installer

The TeamSite installer facilitates installing, reinstalling, upgrading, and uninstalling various products within the OpenText Web Content Management solution. This installer simplifies the overall installation process and provides a robust, optimal, and user-friendly installation experience.

The TeamSite installer differs from traditional product installers in that you can point the installer to a software package (typically a `.iwpkg` file) that you wish to install. This installer has built-in intelligence to detect the components contained in a package.

- Any OpenText product, module, service, or other entity that is installed as a self-contained unit by the installation program is called a *component*
- A *product* can be made up of one or more components.

The installation program is an interactive, GUI-based method. It does not support console mode installation.

## Installation Methods

The TeamSite installer supports **Typical** and **Custom** installation methods for installing TeamSite components:

**Typical:** a streamlined installation method that installs all TeamSite components for the Authoring Server and/or Runtime Servers and automatically selects default settings for most configuration options.

Use the Typical installation method if you want to quickly install all TeamSite components using default settings.

**Custom:** a manual installation method, in which you can choose which packages to install and you must manually input all configuration settings.

Use the Custom installation method if you want to specify any non-default configuration settings or install software packages not included in the Typical installation.

See [Installation Tasks](#) for a detailed roadmap of the installation tasks.

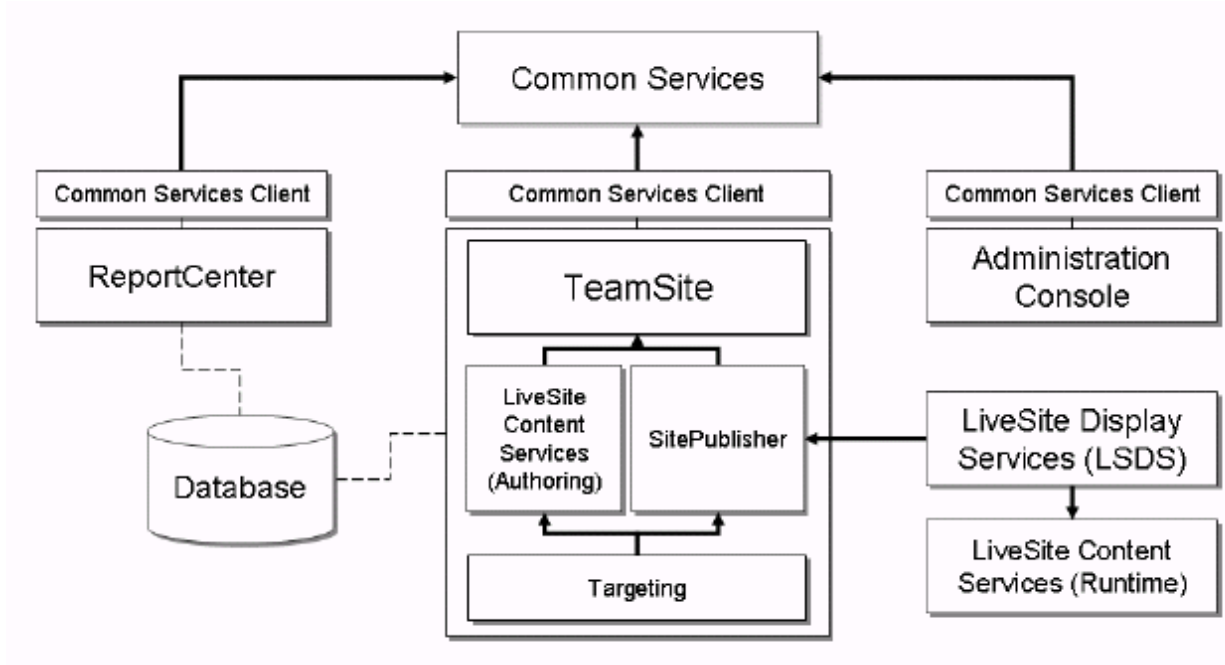
## Infrastructure Components

All components use the infrastructure components, except the runtime components (see [Web Content Runtime](#)). The following components belong to the infrastructure:

- **Foundation Libraries:** Contain Java Development Kit (JDK) and Apache Ant. There is no dependent component for Foundation Libraries.
- **Application Container:** Installs JBoss and depends on the Foundation Libraries component.
- **Common Services:** Used by ReportCenter, OpenText TeamSite, and Administration Console for authentication and configuration information. Most or all of the functionality of various components require this component. After you install it, verify that it works correctly. Common Services depends on the Application Container component.
- **Common Services Client:** Used by all components to communicate with Common Services. The Common Services Client is installed automatically when you install Common Services.

The following figure shows the component dependency on Common Services.

Common Services component dependency



## Web Content Authoring

**LiveSite Content Services Authoring** installs LiveSite Content Services Authoring and depends on the TeamSite component. Refer to the *OpenText TeamSite Authoring Components Installation Guide*.

## Web Content Management

Web content management includes the following components:

- **Administration Console:** Installs the Administration Console for unified administration. The Administration Console depends on the Common Services Client component and OpenText TeamSite.
- **OpenText TeamSiteUI Framework:** OpenText TeamSite
- **OpenText TeamSite WorkFlow Modeler:** Define workflow models, which are then automated by TeamSite. Workflows encompass the procedures, tasks, people, and rules that define business practices and processes within an organization.
- **CSSDK SOAP Services:** (Optional component) CSSDK SOAP services depend on JBoss, IR Client and OpenText TeamSite; however, OpenText TeamSite can reside on a remote machine.
- **Report Center:** The Web content management component that installs Advanced Reporting Functionality. ReportCenter depends on Common Services Client and Administration Console components.

Refer to the *OpenText TeamSite Authoring Components Installation Guide* for installation instructions.

## Web Content Runtime

Web content runtime includes the following components:

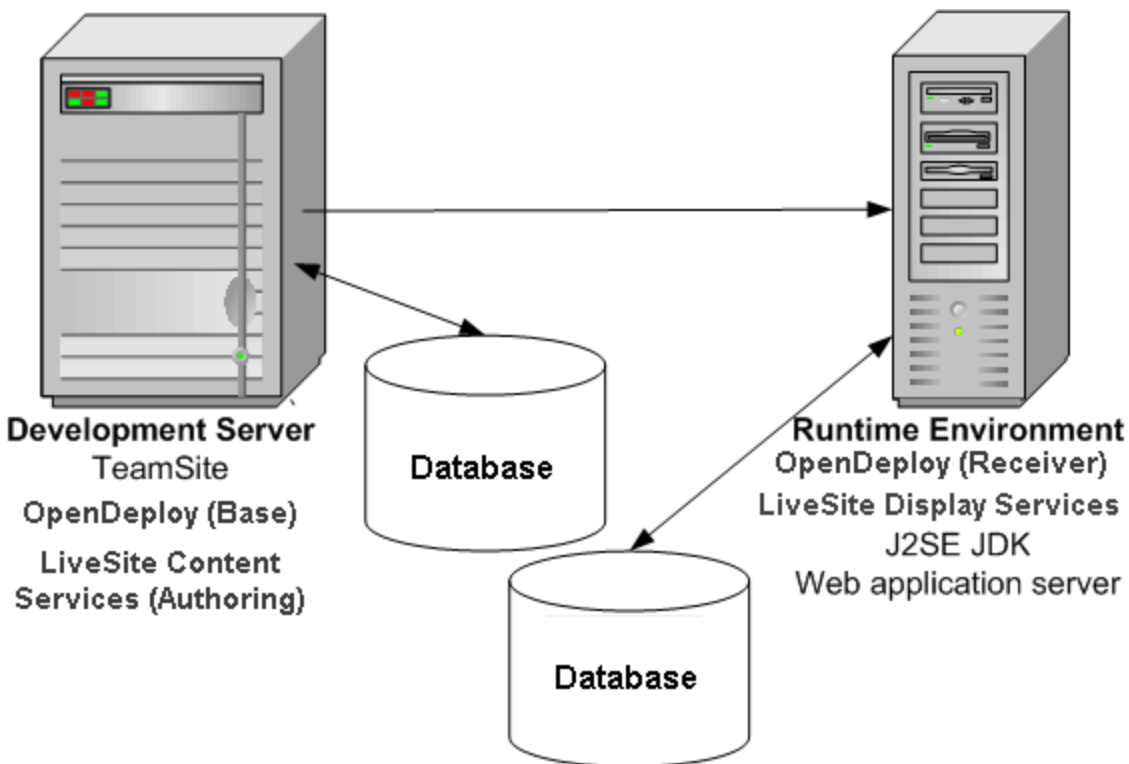
- **LiveSite Display Services** is the runtime component that installs LiveSite Display Services (LSDS) Runtime. LSDS depends on the LiveSite Content Services (LSCS) Runtime when Targeting is used.
- **LiveSite Content Services** installs the LiveSite Content Services (LSCS) Runtime. Targeting depends on LiveSite Content Services for rules.

Refer to the *OpenText TeamSite Runtime Components Installation Guide* for installation instructions.

## Configuration Overview

The following figure shows a typical configuration of the complete suite of OpenText TeamSite web solutions and LiveSite Display Services (runtime environment).

Typical configuration



OpenText TeamSite provides a development environment where site developers and content contributors create Web sites. OpenText TeamSite works with LiveSite Display Services to render those sites in a runtime environment. This design consists of the following parts.

- OpenText TeamSite development server
- LiveSite Display Services

- Database management system (DBMS)

The development server is the platform where OpenText TeamSite components, templates, and pages are created and where Web sites are designed. The runtime server is where LiveSite Display Services is located.

OpenText recommends running separate systems for OpenText TeamSite (development) and LiveSite Display Services (runtime), although it is possible to install both on the same system. The DBMS can reside on any system as long as both OpenText TeamSite and LiveSite Display Services can access the databases.

## Development Server

The development server includes the following components.

- **OpenText TeamSite web solutions/SitePublisher:** SitePublisher is integrated into OpenText TeamSite and refers to the Web site development environment.
- **OpenDeploy Base Server:** Copies files from the development server to the runtime environment server. Refer to the *OpenDeploy Installation Guide* for installation instructions. Install the Base package (including DataDeploy).

After installing the OpenDeploy base server, and before installing OpenText TeamSite, configure OpenDeploy for Web Solutions. Refer to the "Required Input for OpenText TeamSite Installation" section in the *Authoring Components Installation Guide* for more information.

- **LiveSite Content Services (Runtime):** Stores content deployed from TeamSite and can be accessed through the LiveSite Content Services Targeting interface or by metadata-based queries.

## Runtime Server

The runtime server includes the following components.

- **OpenDeploy (Receiver):** Manages files copied from the development server.
- **LiveSite Display Services:** Provide a runtime environment to implement sites created on the development server.
- **Java 2 Platform, Standard Edition, Java Development Kit (J2SE JDK):** LiveSite requires the J2SE JDK to support TeamSite components at runtime.
- **Web Application Server:** LiveSite requires a Web application server at runtime.

## License Information

The installer does not prompt for a license key during the installation process and lets you install the components in the available product packages.

Although you can install the OpenText TeamSite web solutions without a valid license key, OpenText recommends that you provide your valid license key immediately after the installation is complete. After installation, the OpenText TeamSite Server can run for 48

hours, after which it requires a valid license; however, not all functionality is available until the proper license is installed.

To obtain a license key, visit [mysupport.opentext.com](https://mysupport.opentext.com) and go to Tickets > License Keys to submit a request.

## Chapter 2

# Server Hardware Requirements

This section describes OpenText TeamSite and LiveSite Runtime server hardware requirements. Also see the *OpenText TeamSite Release Notes*.

## TeamSite Hardware Requirements

Before beginning the OpenText TeamSite installation, ensure that the OpenText TeamSite server system includes the hardware described in this section. Also see the *OpenText TeamSite 16.4.1 Release Notes*.

**Note:**

All systems must be native 64-bit. Upgrading from a 32-bit system will not work.

### Disk Space

You need additional disk space for your *content store*. The content store is a large directory structure where OpenText TeamSite stores content and metadata files. The content store requires 5 to 10 times the total amount of disk space you expect your content files to consume.

For example, if you plan to manage 2 GB of content in OpenText TeamSite, the content store should have at least 10 to 20 GB of available disk space. In any case, 10 GB would be the minimum.

**Note:**

When installing or upgrading TeamSite, you must have a minimum of 15% of disk space available for the content store. This disk space must be available in addition to the disk space required for TeamSite components.

For ease of maintenance, install the content in its own partition.

### CPUs and Memory

The CPU and RAM recommendations for a system running the OpenText TeamSite server are based on:

- the activity level of users who concurrently use OpenText TeamSite
- the total number of licensed OpenText TeamSite users
- the size of the content store

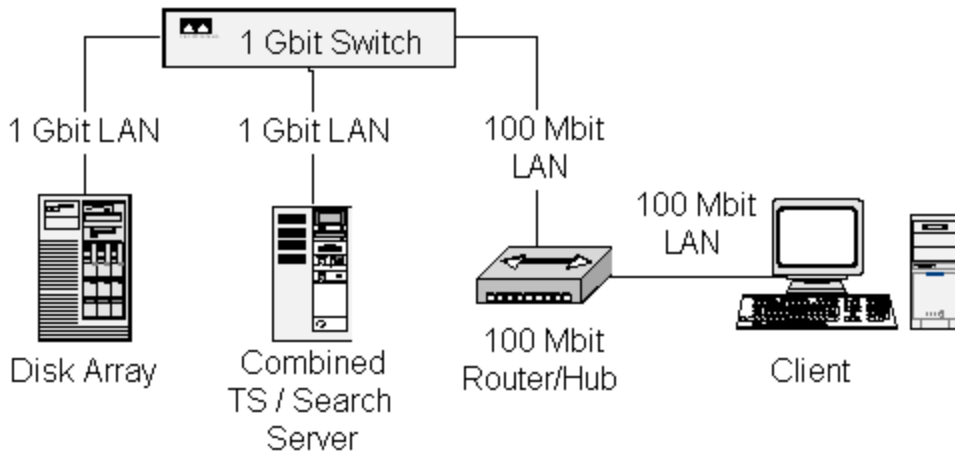
The CPU and RAM recommendations for the system running the Search server are based on:

- the type of content being searched (such as documents, data records, or extended attributes)
- the frequency of query operations
- the required query response time

The recommendations are also based on whether the OpenText TeamSite and Search servers run on:

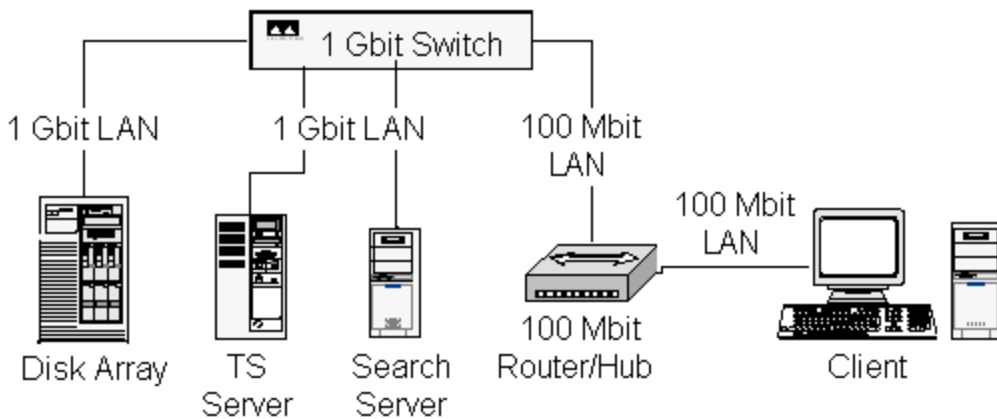
- the same system. The following figure shows the recommended hardware guidelines for a single-server installation of OpenText TeamSite and Search.

OpenText TeamSite and Search—one-server system



- separate systems (**recommended**). The following figure shows the recommended hardware guidelines for a two-server installation of OpenText TeamSite and Search.

OpenText TeamSite and Search—two-server system



All CPUs should run at a minimum of 1.2 GHz on UNIX or 3.0 GHz on Windows. Contact your OpenText sales representative for specific sizing requirements based on your usage scenario.

**Note:**

If you choose to install Search on the same system as TeamSite, be sure to allocate

sufficient resources to overcome potentially heavy resource contention required by indexing: a minimum of 4 cores and 12 GB of RAM is recommended.

## Inodes

(For UNIX installation only) If the OpenText TeamSite content store is on a file system that enables you to dynamically increase the number of inodes (for example, Veritas or NetApp), use the default setting and add more inodes if needed.

If the OpenText TeamSite content store is on a file system that requires you to set the total number of inodes when the file system is created (such as UFS), use the `newfs` command as follows:

```
newfs -i bytes filesystem
```

where *bytes* represents the bytes per inode, and *filesystem* is the path to your OpenText TeamSite content store. For example:

```
newfs -i 1024 /local/iw-store
```

## Disk Configuration

For maximum disk space efficiency, the OpenText TeamSite content store should be installed on drives formatted with a 1024-byte cluster block (for Windows) or fragment (for UNIX) size. For ease of maintenance, you can install the content store on its own partition.

OpenText recommends that you use RAID 0+1 to configure your environment. RAID 5 can be used for environments with a relatively low number of writes as a percentage of total accesses. Because OpenText TeamSite environments generally have a large percentage of writes, RAID 0+1 may provide better overall performance. In addition to using RAID configurations, OpenText recommends that you use enterprise-performance SCSI controllers and drives.

Software RAID solutions are not recommended because they are CPU-intensive.

### Note:

- Installing the OpenText TeamSite web solutions on a Primary Domain Controller (PDC) or a Backup Domain Controller (BDC) is not supported because this configuration can cause poor overall performance, problems with local login access, and workflow issues.
- OpenText TeamSite can only be installed on a Windows server after the server has been added to a valid Windows domain.
- The display setting on the Windows server must support at least 256 colors for the OpenText TeamSite installation program to start.

## LiveSite Runtime Server Hardware Requirements

Contact OpenText Technical Support for runtime sizing information.

## Default Ports

The following table lists the default ports that OpenText TeamSite and LiveSite use. Review it before you install the software to avoid port conflicts.

| Server   | Product                     | Port  | Description   |
|----------|-----------------------------|-------|---|
| TeamSite | OpenDeploy                  | 9173  | Registry service port   |
|          |                             | 20014 | Incoming deployment port  |
| TeamSite | TeamSite                    | 8080  | Application Container port for ContentCenter and Administration Console   |
|          |                             | 443   | HTTP  |
|          |                             | 1080  | HTTPS   |
|          |                             | 81    | Proxy   |
|          |                             | 3035  | Web server  |
|          |                             | 6688  | JMS server  |
|          |                             | 6689  | Utility Daemon HTTP<br>Utility Daemon HTTPS   |
| TeamSite | TeamSite Search             | 6715  | Index server port for Index data  |
| LSDS     | LSDS Runtime                | 1776  | Runtime port  |
| LSCS     | LSCS Runtime                | 1876  | Runtime port  |
| LSCS     | LSCS Runtime with WebSphere |       | For a list of WebSphere Application Server ports, refer to the WebSphere documentation at:<br><a href="http://publib.boulder.ibm.com/infocenter/wsdoc400/v6r0/index.jsp?topic=/com.ibm.websphere.iseries.doc/info/ae/ae/adrportbase.htm">http://publib.boulder.ibm.com/infocenter/wsdoc400/v6r0/index.jsp?topic=/com.ibm.websphere.iseries.doc/info/ae/ae/adrportbase.htm</a> |
| LSCS     | LSCS Runtime with WebLogic  |       | For a list of WebLogic ports, refer to the WebLogic documentation at:<br><a href="http://www.oracle.com/technetwork/indexes/documentation/index.html">http://www.oracle.com/technetwork/indexes/documentation/index.html</a>  |
| Database | MSSQL                       | 1433  | Database listening port   |
|          | Oracle                      | 1521  | Database listening port   |
|          | MYSQL                       | 3306  | Database listening port   |
|          | DB2                         | 50000 | Database listening port   |

## Chapter 3

# Installation Tasks

This section provides information on the installation requirements and tasks for the following components. Ensure that you complete these installation tasks for each component by following the order in which they are listed for the Authoring Server.

1. **Disable Antivirus Software:**

Before you install components, ensure that you disable any antivirus software on the target system.

2. **Authoring Pre-installation Tasks:**

Before you install the required products, you must install the required databases. Refer to the *OpenText TeamSite Authoring Components Installation Guide* for details.

3. **TeamSite Authoring Installation Tasks:**

a. Install TeamSite Authoring components and OpenDeploy Base Server as described in the *OpenText TeamSite Authoring Components Installation Guide*.

See *TeamSite Components* in *Chapter 3: Install TeamSite* of the *OpenText TeamSite Authoring Components Installation Guide* for a full list of TeamSite Authoring components that you can install.

b. Follow the post-installation steps described in the *OpenText TeamSite Authoring Components Installation Guide*.

c. (Optional) Configure a Web server.

d. Load content files into OpenText TeamSite.

e. Install LiveSite Content Services Authoring. Refer to the *OpenText TeamSite Authoring Components Installation Guide* for complete installation instructions.

This component is installed automatically if you use the Typical installation method to install TeamSite Authoring components.

f. Follow the post-installation steps for LiveSite Content Services Authoring described in the *OpenText TeamSite Authoring Components Installation Guide*.

4. **Runtime Server Pre-installation Tasks:**

Before you begin to install the runtime server, complete the following pre-installation tasks.

a. Install Java Development Kit 1.6-1.7.

b. (Optional) Install Apache Tomcat 6.0.18 or 8. If you install Tomcat before you install OpenText TeamSite, ensure that you set the `CATALINA_HOME` environment variable so the installer detects the installation.

5. **LiveSite Display Services Installation Tasks:**

Refer to the OpenText *TeamSite Runtime Components Installation Guide* for complete installation instructions.

- a. Install **Java 2 Standard Edition Java Development Kit (J2SE JDK)**. LiveSite Display Services requires the J2SE JDK to support LiveSite Display Services components. Refer to the J2SE JDK documentation for installation instructions: <http://www.oracle.com/technetwork/java/javase/downloads/index.html>
- b. Install a **Web Application Server**. LiveSite Display Services requires a Web application server. Refer to the *OpenText TeamSite Runtime Components Installation Guide* for a list of supported Web application servers.
- c. Install LiveSite Display Services and OpenDeploy Receiver. Refer to the *OpenText TeamSite Runtime Components Installation Guide* for complete installation instructions.

6. **LiveSite Content Services Runtime Installation Tasks:**

Refer to the *OpenText TeamSite Runtime Components Installation Guide* for complete installation instructions.

7. **Silent Installation Tasks:**

The TeamSite installer provides silent installation capability for non-GUI environments. This enables you to perform a silent installation of components using templates that contain values normally entered in the installer interface.

Silent install templates provide the input that you would normally enter through the user interface during a Typical or Custom installation. The templates are properties files that consist of key-value pairs. These files provide all the possible inputs and values. You fill in the desired values and save the file with a different name before running the silent operation.

The silent installation zip file is available with the installer packages. See the *TeamSite LiveSite OpenDeploy Release Notes* for the name of the installer package and silent install zip file.

For more information, see:

- *OpenText TeamSite Authoring Components Installation Guide*
- *OpenText TeamSite Runtime Components Installation Guide*
- *TeamSite LiveSite OpenDeploy Release Notes*

## Chapter 4

### Upgrade Components

For information on upgrading the following components, refer to the specified documentation:

- **OpenText TeamSite:** Refer to the *OpenText TeamSite Authoring Components Installation Guide* for information on upgrading OpenText TeamSite.
- **LiveSite Display Services Runtime and LiveSite Content Services Runtime:** Refer to the *OpenText TeamSite Runtime Components Installation Guide* for information on upgrading LiveSite Display Services.

### Upgrading LiveSite Content Services

**Important:** As of version 16.4, LiveSite Content Services (LSCS) uses the Apache Solr™ search engine. If you are upgrading from an earlier version of LSCS, you must reinitialize the LSCS database and clean up the content store prior to publishing any projects in LSCS. See "Upgrade LiveSite Content Services" in the *OpenText TeamSite Runtime Components Installation Guide* for more information.



## Chapter 5

### Uninstall Components

- To uninstall OpenText TeamSite, refer to the *OpenText TeamSite Authoring Components Installation Guide*
- To uninstall LiveSite Content Services Authoring, refer to the *OpenText TeamSite Authoring Components Installation Guide*.
- To uninstall LiveSite Display Services, refer to the *OpenText TeamSite Runtime Components Installation Guide*
- To uninstall LiveSite Content Services Runtime, refer to the *OpenText TeamSite Runtime Components Installation Guide*

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