

# System Requirements

## Software Requirements - Java

We recommend the latest Java virtual machine implementation available (version 1.3 or later) from your operating system vendor.

We specifically recommend the Java virtual machines listed for the operating systems below.

- **Apple Mac OS Mac OS Runtime for Java**  
<http://devworld.apple.com/java/index.html>
- **FreeBSD JDK for FreeBSD**  
<http://www.freebsd.org/java/>
- **IBM OS/2 Warp IBM OS/2 Warp Developer Kit, Java Edition**  
<http://www.ibm.com/java/jdk/>
- **Linux JDK for Linux**  
<http://www.blackdown.org>  
<http://java.sun.com>
- **Microsoft Windows 95, 98, & NT 4.0 Microsoft SDK forJava 3.x or SUN JDK for Windows**  
<http://java.sun.com>
- **Novell NetWare Novell JVM for NetWare**  
[http://download.novell.com/filedist/ctrl?\\_app=download&\\_step=download-info&buildid=723](http://download.novell.com/filedist/ctrl?_app=download&_step=download-info&buildid=723)
- **Sun Solaris Java 2 SDK Production Release**  
<http://java.sun.com>
- **Support for Java on other Operating Systems can be found at Java Platform Ports**  
<http://java.sun.com/cgi-bin/java-ports.cgi>

## Software Requirements - Server Access

Your host must provide a shell account and the *ability (rights) to execute daemon* processes. (TELNET or SSH)

## Hardware Requirements - physical server

These are the minimum requirements for a site that has a moderate amount of traffic.

200 MHz Intel Pentium  
128/64 MB of RAM  
30 MB of disk space - for chat program & logfiles

For heavy traffic sites or multiple OkChat servers, you may want to increase to 256 MB of RAM. If you enable access logging, it will require approx. 250 bytes of disk space for each person that accesses your OkChat server. 30 MB of disk space will provide enough log space for more than 100,000 accesses to your OkChat program.

## Network Requirements - traffic

You can expect the following network usage an okChat server handling 500 chat connections per day (permanent):

Chat messages transferred:	6 megabytes per day
Average inbound bandwidth:	2.90 kilobits per second
Average outbound bandwidth:	4.52 kilobits per second
Maximum inbound bandwidth:	6.25 kilobits per second
Maximum outbound bandwidth:	10.35 kilobits per second

The bandwidth shown above includes the requirements for delivering advertisements from a remote ad server through your server out to the banner areas of the okChat applet.

If you expect 1,000 or 10,000 chat connections per day, simply multiply the numbers above by 2 or 200 to arrive at an estimate of your network requirements.

## Downloading and Testing

Download the last archive and extract it to some temporary folder. The only difference between Linux and Windows distributions is the compression format used.(zip / tar.gz)  
There is also a start/stop utility named **okchatstart.sh** in the Linux distribution and **start.cmd** in the Windows.

Please see after you decompress the archive, there must be some files with Upper Letters such *ChatResources.class*  
Some decompress utility make all in Lower letters.

## Installing

Note: You must have Telnet or SSH connection to your web server (homepage) to be able to start your own Chat Server.

The okChat is 100% pure JAVA ™ (see java.sun.com) .  
To start the okchat server you need >= JDK1.3 installed on your webserver.  
Try it with:

```
<shell>java -version
```

Copy the contents of the ./server folder to a folder where you want your chat server to stay, it must not be some web server document folder.

For example: /home/myuser/okchat\_server

You must have this files in your folder:

**confroom.txt** - required

**confserv.txt** - required

**confwelcome.txt** - required

**licence.dat** – required

**bannedip.txt** – required

**server.alive** - it will be created after you start the chat server

**current.log** - it will be created after you start the chat server

**startokchat.sh** - start script for UNIX/Linux

**okchat.pid** - it will be created after you start the chat server

**start\_log. hmmm\_DDMM** - it will be created after you start the chat server

**./lib/jars/ mysql.jar** – required if you use password over the chat server

**./lib/jars/ okChatServer262a.jar** - required

**./logs** - - required, there will be stored daily the log files

Change the Permissions of all the files within the okchat\_server directory to 644

Change file and folder permissions if needed.

```
<shell> chmod a+x startokchat.sh
```

Copy the contents of the /client folder to a folder inside your web server's document tree.  
Create a directory on your server that will store the Chat Client files. This directory must be within the "html" directory tree.

For example: /home/myuser/public\_html/okchat/  
You must have the following folder tree:

```
~/okchat
~/okchat/mes
~/okchat/gifs
```

Change the Permissions of this directory to 755

## Configuration

- **Configuration Server**

To modify the server configuration stop the server ( if running ), edit the configuration files , change it and start the server again.

### **confserv.txt**

**Syntax:** sysadminpassword = pass

The System Administrator password for all rooms on the chat server

**Syntax:** operatorpassword1 = pass

The operators passwords from 1 to 5 - for all rooms

**Syntax:** port = number

The port the server listens to. If you modify it, you *\*must\** also change the port parameter in the applet invocation page.

**Syntax:** logfile = server.log **only for ver. < 2.45**

The name of your server log file

**Syntax:** logip = false

If you want to log the IP from your user true/false.

If you have DNS services on your server will be logged the domain names

**Syntax:** host = your.host.name

Hostname on which the server will be started

**Syntax:** ip = x.x.x.x

The IP on which the server will be started

**Syntax:** userlimit = 100

You can set user limit (1-65000) - not for free version

**Syntax:** autoconnect = yes/no

If the same nick name is in the chat will be disconnected and /nick my\_nick commando will be disabled

**Syntax:** database = yes/no

Only for autoconnect with Database and registration module.

This is if you want that the chat server check the user and password again for more security

This example configuration is for MySQL with JDBC from Mark Matthews

**Syntax:** URL = jdbc:mysql://localhost:3306/okchat

The JDBC url to your MySQL database

**Syntax:** USER = user\_okchat

The user for your MySQL database

**Syntax:** PASSWORD = pass\_okchat

The password for your MySQL database

**Syntax:** DRIVER = org.gjt.mm.mysql.Driver \*

The free JDBC driver for MySQL from Mark Matthews

We recommended it for MySQL.

### **confwelcome.txt**

```
|142|142|142|Welcome to okChat !
```

**Syntax:** |Red|Green|Blue|Message

Put there your Welcome message

### **confroom.txt**

In this file are your default Rooms, each on separate line. After you start your okChat server you will have these rooms as standard (not removable)

**Syntax:**

```
1=Room1
```

```
2=Room2
```

```
3=Room3
```

```
.....
```

- **Configuration Client**

Change the message.txt file if you need another messages

```
./okchat_clinet/mes/messages.txt
```

JOINED : has join room  
LEFT : has left room  
KICKED : has been kicked from server  
KNOWNAS: is now known as  
GAGGED : You have been gagged  
UNGAGGED : You have been not gagged  
NOWTALKING : Now talking in  
HELPLIST : Type /help for a list of commands  
CONNECTING : Connecting to  
DISCONNECTING : Connection closed by server  
SERVERDOWN : failed - server could be down  
SERVEREXCEPTION : failed - security exception  
ROOMEXISTS : already exists  
BASEROOM : cannot be deleted; it is the base room  
DOESNOTEXIST : does not exist  
PRIVATEFROM : from  
PRIVATETO : to  
BADNICKNAME : Nickname in use  
NOTCONNECTED : is not currently connected  
NOTLOGGEDIN : is not logged on  
YOUARESYSAM : You are now System Administrator  
YOUAREOP : You are now a Operator  
YOUKICKED : You have been kicked from the server  
EMPTYNICKNAME : Empty nickname  
EMPTYROOMNAME : Empty room name  
HASBEENGAGGED : has been gagged  
HASBEENUNGAGGED : has been now not gagged  
SHUTDOWN : Shutdown

Change ./bochi/okchat/resources/ChatResources\_en.java and compile it with :

```
cd client_folder
```

Linux/Unix

```
javac classpath $CLASSPATH:okchat262b.jar:. bochi/okchat/resources/ChatResources_en.java
```

On Windows use make\_new\_jar.cmd or over the DOS window

```
javac classpath $CLASSPATH;okchat262b.jar;. bochi/okchat/resources/ChatResources_en.java
```

These are the possible parameters for your Applet tag in your HTML site.  
Note: colours are in hex without # am begin

**Syntax:** messages=mes  
mes is the Sub-Directory in which is your messages.txt  
Default=mes

**Syntax:** logoncolor=ff00ff|000000  
Background | Foreground  
Set your colours for login window  
Default=1C6BB9|F9C72C

**Syntax:** embed=true/false  
Set true if you want that your applet is embed in the Browser  
Default=false

**Syntax:** port=5743  
Set your server port where the chat server listen for connection, only integer  
Default=5743

**Syntax:** nick=your Nick  
If you want default nick for your login window or use autoconnect=on  
Default=" " - blank

**Syntax:** info=your Info  
If you use autoconnect=on , that is the info about the user (Age, m/f, email ...)  
or have default info for your chat  
Default="- "

**Syntax:** room=Cafe  
If you use autoconnect=on , the entry room after login  
This must be set to some default entry room  
Default=Cafe

**Syntax:** autoconn=on/off  
If you use our registration module or some your's (php.cgi ...) you can set it to "on" and the  
login window will be out  
Default = no

**Syntax:** nicknamelabel=Nick:  
Set your text for Nick label in the login window  
Default=Nick:

**Syntax:** userinfo=Info:  
Set your text for Info label in the login window  
Default=Info:

**Syntax:** location=en/bg  
Set your language location for you ChatResources\_ **en**.class  
Default=en

**Syntax:** nickcolor=0 to 9  
Set the begin nick color  
Default=0 - black

**Syntax:** pass="- "  
Only if autoconnect=on  
And the Server is started with Database usage  
Set user password, only with registration module

**Syntax:** scrolltxt="Free Chat 'okChat 1.9(free)' Client/Server ![ttp://www.okchat.com#0;"  
Set your wish scrolltext  
Default: No max. messages

**Syntax:** chatwincolor=000000|0A85C4 Background|Foreground  
Set BG and FG color for your Chat Window  
Default=000000|0A85C4

**Syntax:** addroom=yes/no  
Set this parameter "no" if you will that your clients could not add new rooms  
Default=yes

**Syntax:** infopanelcolor=0A82C4|FFFF00  
Colours For Info Panel Background/Foreground  
Default=0A82C4|FFFF00

**Syntax:** logoncolor=FFFFE2|000000  
Colours for logon window Background/Foreground  
Default=FFFFE2|000000

**Syntax:** PMignorecolor=B4B4FF|F85E5E  
Colours for PM Ignore Window LeftList|RigthList  
Default=B4B4E1|F85E5E

**Syntax:** Silencecolor=DA6771|7167DA  
Colours for Silence Window LeftList|RigthList  
Default=DA6771|7167DA

**Syntax:** Scrollcolor=0576B1|FFFF00  
Colours for Scroll Panel Background/Foreground  
Default=0576B1|FFFF00

**Syntax:** PrivatMessWinColor=42509B|FFFF00  
Colours for Private Messages Window Background/Foreground  
Default=42509B|FFFF00

**Syntax:** banner1="banner1.gif|http://yourlink.there"  
From 1to max.10 rotate banner are possible  
Only for versions < 2.5



**Syntax:** banersize="467,30"  
How big is your banner (width, high)  
Only for versions < 2.5

**Syntax:** FontSize="14"  
Set the font size for the applet  
Default = 14

**Syntax:** FontName="Dialog"  
Set your default font name - this is good for some languages and special characters  
Default = System

- **Registration Module Configuration**

### **Starting the okChat Server**

For Unix/Linux OS see the start/stop script.

After you have made your changes you can start the server again or first in test modus with:

```
<shell>java ChatServer
```

All outputs after starting the okChat server will be on terminal window  
If all is ok you will see message like this

```
<shell>java ChatServer
```

```
Mess:only connections log
Logging option is :false
*****
okChat okChat 2.6.2 is starting ..
(c)2002 jBochi International (c)
www.okchat.com
*****
Server try run for HOST:jorodev IP:192.168.0.3
IP = 192.168.0.3
Port = 9000
Test Licence for IP: 192.168.0.3
Invalid KEY, MaxUsers changed to 10
```

## Administration Instructions

- **Stopping the okChat Server**

Make Telnet or SSH connection to your web server, and go to the okChat server directory.

Type *ps -jef* to locate the PID of the okChat Server.

In the example below, the PID of the ChatServer is 28159

Type *kill -9 28159* to kill the okChat Server.

replace 28159 with the PID of your process.

```
<shell> ps -jef
```

```
PID PPID PGID SID C STIME TTY TIME CMD
28159 1 28159 27036 0 Nov 08 ? 2:29 ../bin/sparc/green_threads/java ChatServer debug
```

```
<shell> kill -9 28159
```

- **Starting the ChatServer**

Telnet to your site, and go to the OkChat server directory.

Type *java ChatServer debug > startlog.log &*

This is the only command needed to start the ChatServer.

Type *ps -jef* to see if the process is running.

Type *logoff* to exit the Telnet session.

```
<shell> java ChatServer debug > startlog.log &
```

a message should appear showing that it was started

```
<shell> ps -jef <----- to see if process is running
```

```
PID PPID PGID SID C STIME TTY TIME CMD
28159 1 28159 27036 0 Nov 08 ? 2:29 ../bin/sparc/green_threads/java ChatServer debug
```

To logout from the telnet/ssh session without stop the running processes use:

```
<shell> logoff
```

## Important Notes

It is very important that the **PORT** parameter is set to the same number that is in your confserv.txt file in the server directory.

To try if the server is running make

```
<shell>telnet localhost PORT
```

If you didn't have connection refused the chat server is running properly on this port.

After you modify the **PORT** parameter in the html site , save it and upload it to the client directory.

## License

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