

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
- **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 ![<http://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.

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