

LANforge GUI Installation

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Overview

The LANforge GUI is the graphical interface to the LANforge server. The GUI is written in Java (version 1.3) and should work on any platform that supports it, including Windows 95 and higher, Linux, and Solaris. We have specific instructions and support for Windows and Linux only. A general section at the end of this document will describe installations on other platforms.

1. Choosing a Machine

The suggested *minimum* client platform specification is:

- **Pentium 300 Mhz**
- **128 MB RAM**
- **80MB Free Disk Space**
- **Monitor/Video Card capable of 1024 x 960 resolution or higher.**

For **optimal** performance, we recommend:

- **Pentium 600+ Mhz**
- **256 MB RAM**
- **80MB Free Disk Space**
- **Monitor/Video Card capable of 1200 x 1064 resolution or higher.**

2. Choosing a resource file for Internationalization

The LANforge-GUI has not been fully internationalized yet

If your preferred language is not English, you may edit the start script for your platform and pass in the command line arguments to choose the correct Properties file. For instance, if you want the GUI to be useful to German speakers, you could use the command line arguments:

```
lfclient.bash -lang DE -country de
```

To see a full list of options, run the GUI with the --help argument:

```
lfclient.bash --help
```

3. Installing on Linux

The LANforge GUI has been extensively tested on RedHat Linux, version 9. However, it should work on any version of Linux that supports Sun's JRE version 1.4.2.

1. **Choose a user** to own the LANforge GUI. Any non-root user should work, but for this document it is assumed that your user is called 'lanforge'. If you need to create a new user (on RedHat, at least), you can use these commands (as root):
 1. `adduser lanforge`
 2. `passwd lanforge` (Choose a password for the lanforge user.)
2. **Log in as user lanforge:**
 1. `su - lanforge`
3. **Choose a directory** in which to install the LANforge GUI. We suggest \$HOME/lanforge. If this directory does not yet exist, you can add it with this command (as user lanforge):
 1. `mkdir $HOME/lanforge`
4. **Install the LANforgeGUI.**

After creating the directory copy the LANforge GUI distribution into the directory and un-compress it. For example:

 1. `mount /mnt/cdrom # This step may not be necessary.`
 2. `cp /mnt/cdrom/LANforgeGUI.*Linux.tar.bz2 $HOME/lanforge`
 3. `cd $HOME/lanforge`
 4. `tar -xvzf LANforgeGUI.*Linux.tar.bz2 # Uncompress the distribution`
5. **Start the LANforge GUI** with the commands:
 1. `cd $HOME/lanforge/LANforgeGUI_* # Go to the right directory`
 2. `./lfclient.bash # Start the GUI`
6. **Optional configuration**

The LANforge GUI now supports several command-line options that will help you customise it's look-and-feel to your particular needs.

These options can be added to the lfclient.bash script, or passed to the lfclient.bash script when invoking it. The options are:

-noice

Causes the WanLink (ICE) related screens to be hidden. This is good for LANforge-FIRE (only) installations.

-nofire

Causes the Traffic Generation (FIRE) related screens to be hidden. This option is good for LANforge-ICE (only) installations.

-nol4

Causes the Layer-4 (FTP, HTTP, VoIP) Traffic Generation (FIRE) related screens to be hidden.

-nogen

Causes the Generic Traffic Generation (FIRE) related screens to be hidden.

-nofe

Causes the File Traffic Generation (FIRE) related screens to be hidden.

-noarm

Causes the Armageddon related screens to be hidden.

The LANforge GUI should pop up shortly after this if everything worked correctly!

4. Installing on Windows

The LANforge GUI has been tested on Windows 2000 and Windows XP. It should should also work on any version of Windows that supports Sun's JRE version 1.5, including Windows 95, Windows 98, Windows NT.

1. **Execute the LANforge-GUI installer** This will create desktop and run-menu short-cuts and provide the ability to configure the features displayed by the GUI.

2. **Optional Package: cygwin X-windows**

If you are managing Linux data generators with a Windows GUI, you must have an X-windows server installed on your system in order for the 'Sniff Packets' option on the PortMgr tab to work. Cygwin X-windows is a free implementation that has been tested with LANforge and ethereal.

The install instructions for cygwin are here: <http://x.cygwin.com/docs/ug/cygwin-x-ug.html>. When configuring which packages to install, choose the xorg-x11-base package (at a minimum).

When done installing, double-click the Cygwin icon that was created on your desktop. In the console that pops up, type: `startx`

Then type:

`xhost +`

NOTE: That allows any system to connect to yours with the X-windows protocol. You could also type: `xhost [ip-addr-of-mgt-dev-of-lanforge-box(es)]`

Then click 'sniff-pkts' on the Port-Mgr screen of the LANforge-GUI. The DISPLAY variable should be IP-of-GUI-machine:0.0 (It should default to the right value in most cases.) If all is working, the Ethereal package sniffer should pop up within a few seconds.

5. Installing on other platforms

Generally, you will need to obtain a Java run-time environment (JRE), version 1.5.1 or greater (Older versions might work but are not officially supported.) Set (or unset) your CLASSPATH, etc, as per the JRE installation instructions, and add the lfclient.jar file to your CLASSPATH. Start it with a command similar to:

```
java -cp lfclient.jar candela.lanforge.lfclient
```

6. Trouble-shooting guide

When I run lfclient.bash, I get a large amount of errors printed to the console!

Some of the newer JRE's from Sun and IBM seem to throw lots of (mostly?) harmless exceptions. If the LANforge GUI continues to work OK, you probably have nothing to worry about. Either way, you can send the output to support@candelatech.com and we will diagnose the errors for you.

Email Candela Technologies at: support@candelatech.com if you have any questions.

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