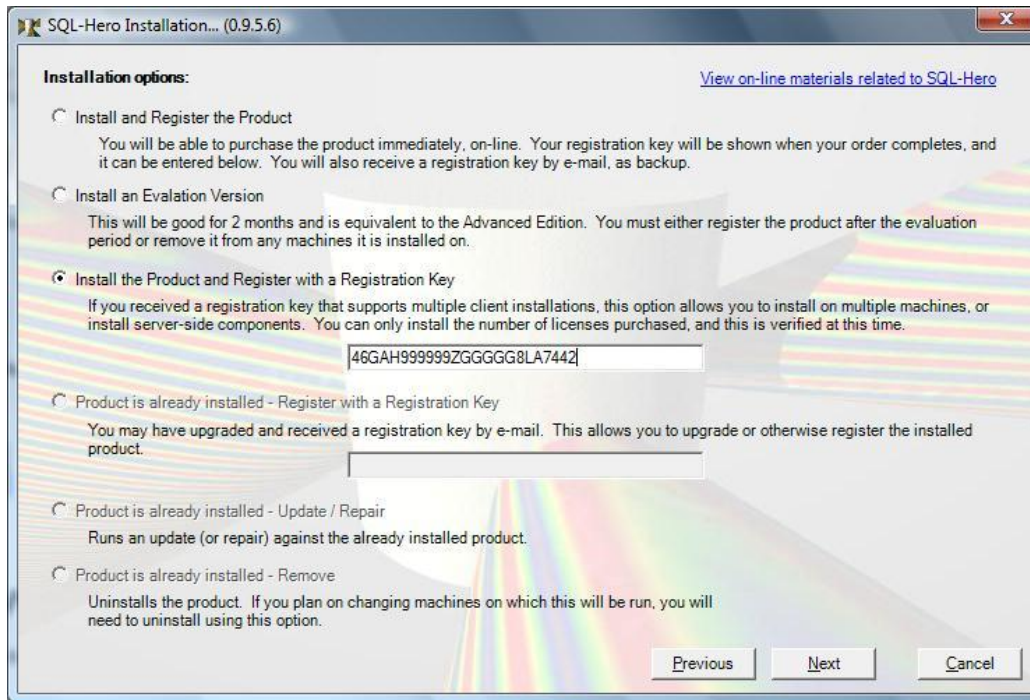


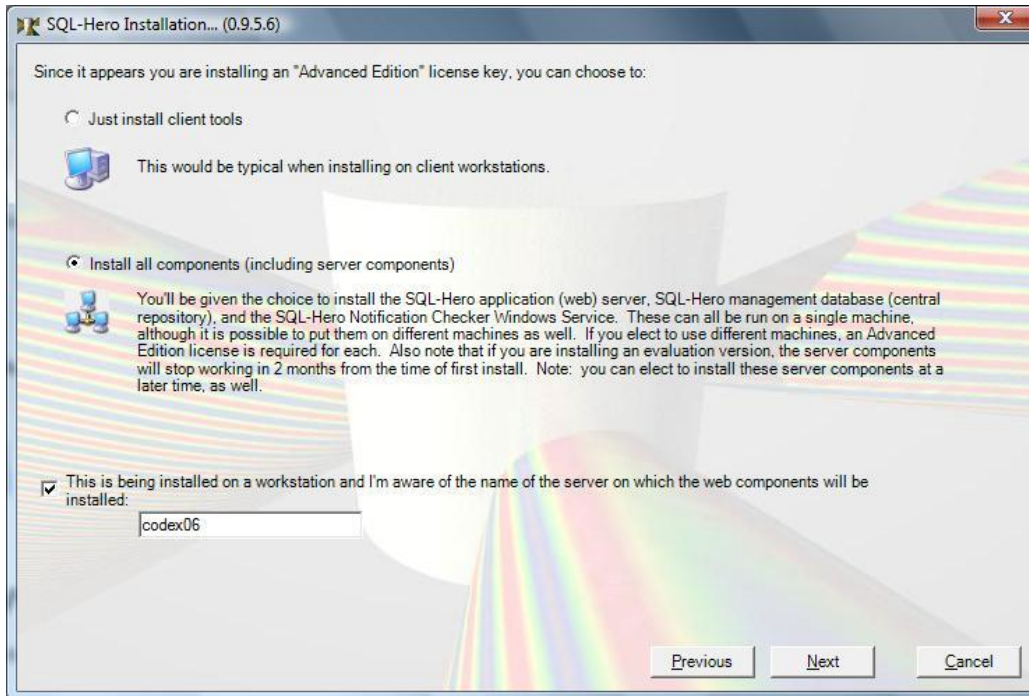
Revision	Description
4/4/2010	Original

Installing SQL-Hero

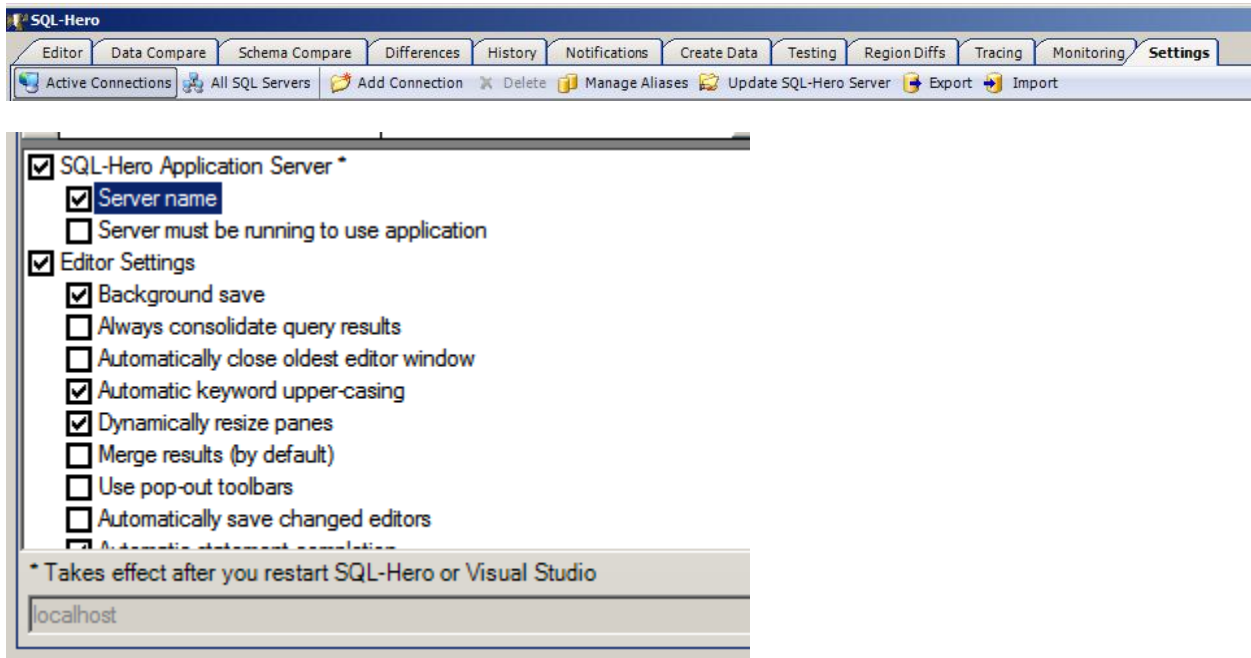
Many of SQL-Hero's most powerful features are only available when you install its server components and then reference them from your SQL development workstations. So how do you go about installing server components? It's all handled from within the same installer program that lets you install the client tools: SQLHEROINSTALL.EXE. When you start this program, if you've used a registration key which is identified as being for an Advanced or Enterprise Edition license, you're given extra choices. Here we've started the installer and provided the global registration key which lets you install pre-1.0 versions of the application:



When you click Next, you're able to take two paths: either install just the client tools or install the server components as well. (Client tools are automatically included when installing server components.) You can also optionally on this screen specify the name of the SQL-Hero application server. If you provide it here, a SQLHeroProfiles.xml file is created in your SQL-Hero application directory which points the client tools at the named server, without having to do anything else. (If you don't do this here, you'll need to specify the server name after starting SQL-Hero for the first time, on the Settings tool.)

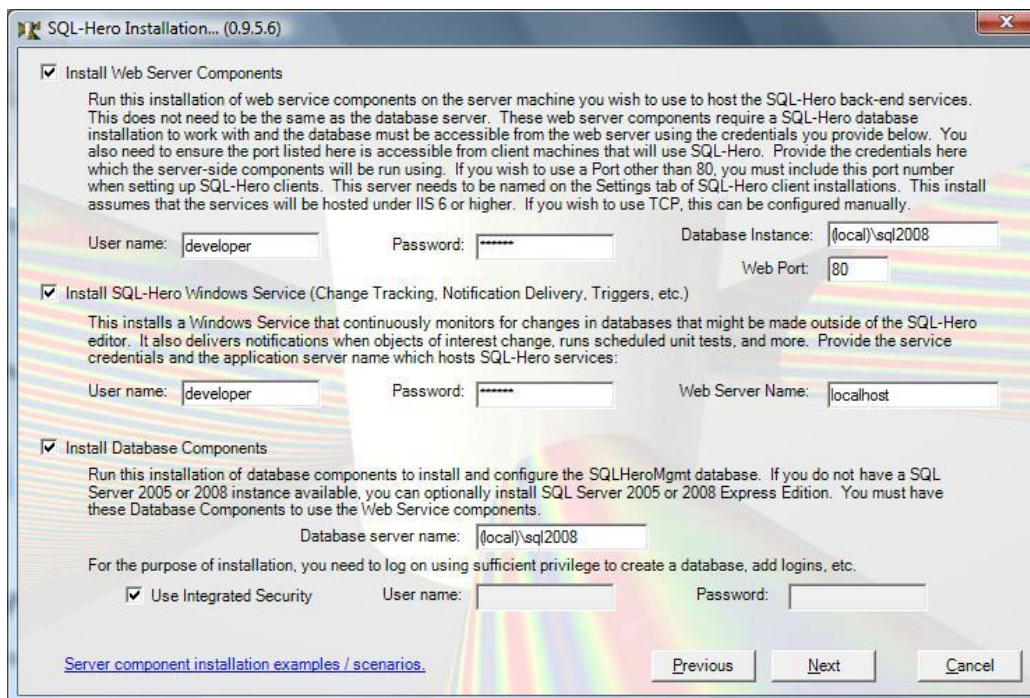


Ultimately what you're looking for is to have your client (be it the standalone version of SQL-Hero or SQL-Hero's Visual Studio integration) point at the machine which is hosting your SQL-Hero server components. In the example below, "localhost" is being used, implying you've installed all components on one machine – perfectly acceptable in a small shop. Note that the server name text box is disabled since it was named in a profile (as defined in the SQLHeroProfiles.xml file).



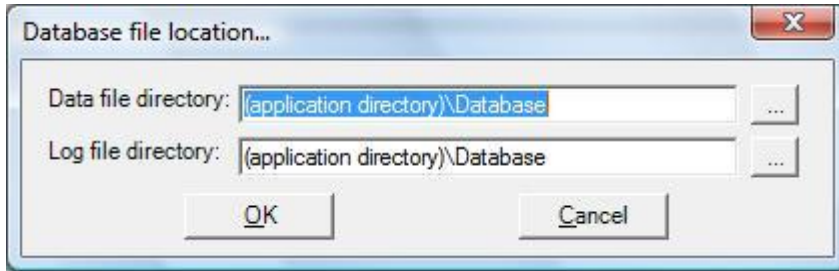
On the next screen of the install wizard, you're presented with a number of choices where you can install one or more of the server components at this time. By letting you pick and choose what you install here, you can create different SQL-Hero topologies. For example, you can install the SQL-Hero database on one server and the WCF hosted server components on a different box. Or you could simply install all server components on a single box.

Note that installing server components on multiple machines requires a valid Advanced or Enterprise license for each machine, given that licensing is per machine. Generally speaking, unless you have a large organization with a large number of developers, a single but adequately provisioned server can host all SQL-Hero components. We've laid that out here, for example:

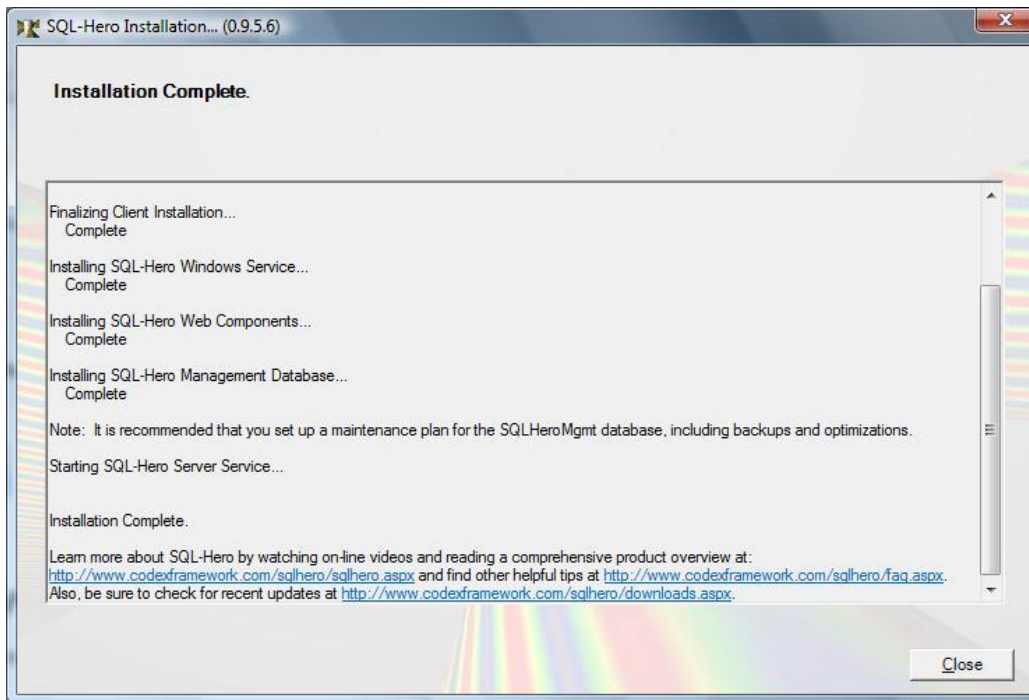


In this example, we're using a machine user account called "developer" to provide identity for the SQL-Hero server components, SQL-Hero Windows Service, and this identity is also used when accessing the SQL-Hero central repository database. We suggest using a domain or machine account with minimal privileges that allow SQL-Hero to still operate. This gives you some options, too, when it comes to auditing and security control.

When we click Next at this stage, we've moved onto the "standard" install steps which you would see for installing just the client tools. When it comes time to install the SQL-Hero central repository database, we're also asked for the physical file location to store the data and log files for the database. The default location is a subdirectory called "Database" underneath the SQL-Hero install directory.



When we move into the actual installation, the progress text provides us with an indication of what has been done. Here we see that the SQL-Hero Windows Service, web components (i.e. services hosted in IIS), and the central repository database have all been installed successfully.



After this, we're essentially done: all server components have been installed, and the SQL-Hero Windows service has even been started for us. You can go back and fine-tune things beyond the standard install at this time. For example, if you would like to use the TCP protocol for communication between client and server components, you can do this using some simple steps outlined in the [FAQ](#).

This installation process is also covered in a [video](#), available on-line.