## Building self-contained PBIs from Ports (Automagically)

### PBI Overview

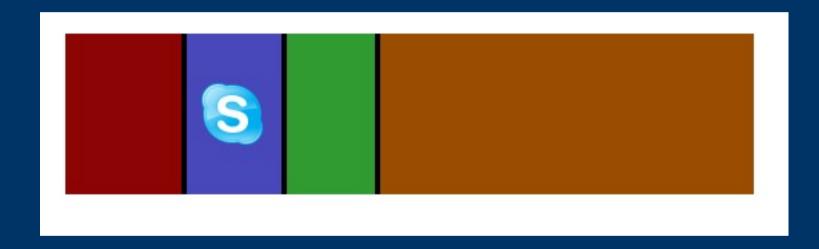
What is a PBI?

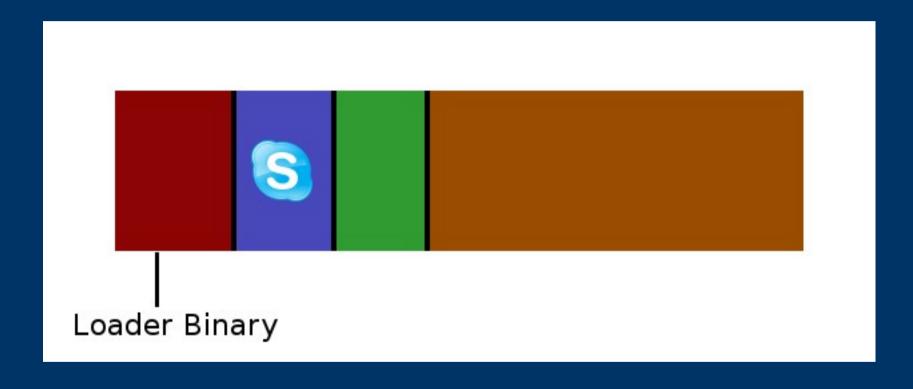
A self-installing, self-contained software package for PC-BSD.

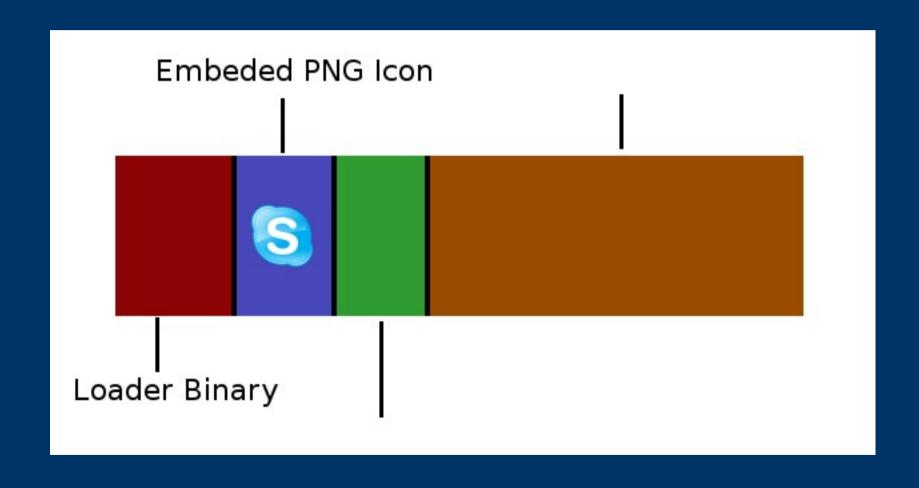
#### PBI Features

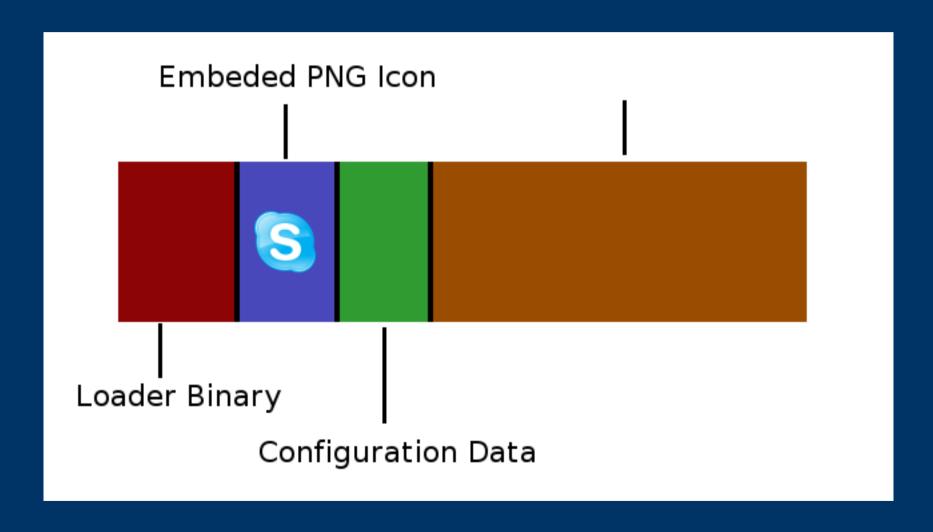
- Graphical and text based installers.
- Self-contained package, which reduces or eliminates problems with dependencies
- Self-contained directory structure allows programs to be installed to other locations on the system.
- Shell-scripting support for installation / removal routines.
- •Variety of options for menu icon placement and settings.

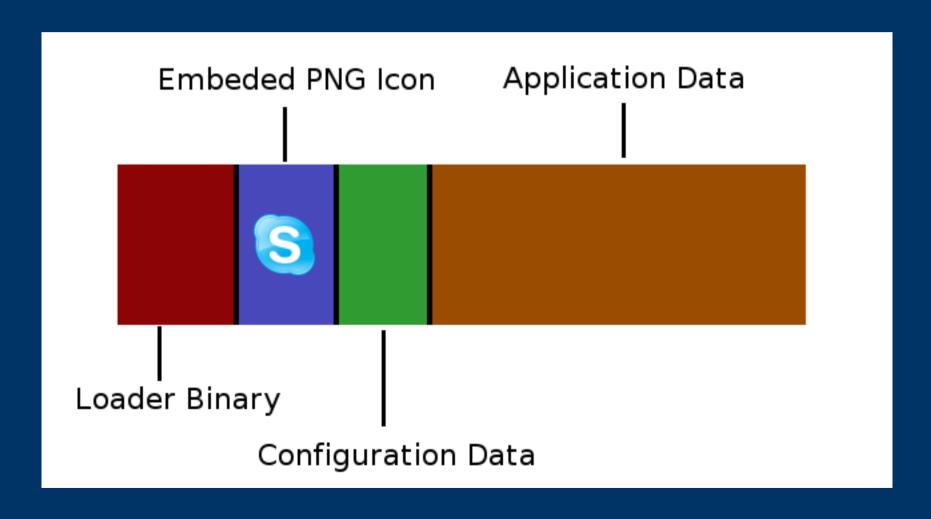
# From an end user perspective:











#### The PBI Install Process

- PBI loader binary, written in C, parses flags and launches correct installer.
- Text based installer allows script installs of PBIs, including "-accept" flag to agree to license terms.
- At startup of PBI installer, checksum is calculated to confirm integrity of program data.

### The PBI Install Process

- User selects particular options, then starts lzma decompression and installs application.
- PBI executes any included PBI scripts.
- Creation of any Menu / Desktop icons.

## PBI Scripting Support

#### PBI.FirstRun.sh

- •Executed before the PBI is installed.
- •Allows halting of the installation.
- •Often used for system or requirement checks.

## PBI Scripting Support

#### PBI.SetupScript.sh

- Executed after the PBI is installed.
- Allows for post-install setup of application.
- Normally used to create sym-links for program binaries.

## PBI Scripting Support

#### PBI.RemoveScript.sh

- Performs any additional cleanup required for deinstall.
- Often used to remove sym-links created with PBI.SetupScript.sh.

## PBI Builder

#### PBI Builder - Overview

- Program which compiles a port and converts to a PBI file.
- Builds port in a "clean" chroot environment.
- Uses drop-in module configurations for the building of a specific port / PBI.
- Can monitor a port, triggering a rebuild whenever the port Makefile is updated.

#### PBI Builder - Installation

Download from www .pbidir.com -Development – PBI Builder

```
# tar xvpjf pbibuild-1.4.tbz
# ln -s `pwd`/pbi-build /pbi-build
```

```
# cd /pbi-build/cron
# ./cvsup-nightly.sh (wait a while)
```

## PBI Builder - Usage

- Download a module and place it in /pbi-build/modules/
- Modules can be obtained from subversion repository, or from examples/directory.

```
# cd /pbi-build
# ./buildpbi.sh
or
# ./buildpbi.sh <modulename>
```

## PBI Builder - Usage

- (Wait a long time)
- (Wait VERY a long time)
- Finished PBI will appear in outgoing/<module>/

## PBI Builder – Module Structure

pbi.conf - Main configuration file

**copy-files -** Listing of files to copy from installed port

build.sh - Script run after copying PBI files

preportmake.sh - Script run before
building port

## PBI Builder – Module Structure

kmenu-dir – Directory of menu entries

mime-dir – Directory of mime entries

**overlay-dir** – Files copied into PBI directory, location of scripts, graphics, and more.

## PBI Builder – pbi.conf details

```
# Program Name
PROGNAME="Skype"
# Program Website
PROGWEB="http://www.skype.com/"
# Default Icon (Relative to overlay-dir)
PROGICON="SkypeBlue 48x48.png"
# Port we want to build
PBIPORT="/usr/ports/net/skype"
# Other Ports we need built (One per line)
OTHERPORT=""
# Enter your custom make options here
MAKEOPTS=""
```

## PBI Builder – copy-files details

```
/usr/local/bin/skype* bin/
/usr/local/share/skype* share/
/compat/linux/lib/libas* autolibs/
```

### PBI Builder - Tricks

/pbi-build/pbisandbox – chroot environment of created PBI

**/pbi-build/scripts/3.makepbi.sh** – Can be run directly to rebuild a PBI without recompiling

# ./3.makepbi.sh skype

#### PBI Autobuild Server

- Rebuilds ports that have been updated in CVS.
- Rebuilds PBIs flagged in SVN to rebuild.
- Uploads log & PBI to ftp .pcbsd.org
- Sends email notification to mailing list.

### PBI Builder - Additional Info

www.pcbsd.org - Developer Docs

lists .pcbsd.org - Mailing lists for PBI devs and autobuild results.