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3.2.2 Digital media application asset types -- 3.2.3 Programming and store model -- 3.3 Data model and content management architecture -- 3.3.1 Data model architecture -- 3.3.2 Content Management architecture -- Chapter 4. Persistent business objects -- 4.1 New WebSphere Digital Media Enabler objects -- 4.1.1 Folder objects -- 4.1.2 Library objects -- 4.1.3 Usage pricing objects -- 4.1.4 E-mail objects -- 4.1.5 Query objects -- 4.2 WebSphere Commerce business objects -- 4.2.1 User subsystem. 4.2.2 Catalog subsystem -- 4.2.3 Order subsystem -- 4.2.4 Inventory subsystem -- 4.2.5 Offering subsystem (prices) -- 4.2.6 Store subsystem -- 4.3 Content Manager and the Digital Media repository -- 4.3.1 Understanding the Content Manager datatype -- 4.3.2 Specifying data for the WebSphere Commerce catalog -- 4.3.3 Loading digital goods into the repository -- 4.3.4 Extracting digital media attribute values for a view -- Part 2 ITSO digital media working example -- Chapter 5. Requirements analysis and solution design -- 5.1 Development methodology: phases and lifecycle -- 5.1.1 Lifecycle phases -- 5.1.2 Mapping of redbook topics to lifecycle phases -- 5.2 Learn from experience -- 5.2.1 Planning considerations -- 5.2.2 Requirements gathering and design considerations -- 5.2.3 Implementation considerations -- 5.2.4 Site testing considerations -- 5.2.5 Deployment and launch considerations -- 5.3 ITSO working example: business scenario -- 5.4 ITSO working example: requirements analysis -- 5.4.1 ITSO requirements -- 5.4.2 Initial context -- 5.4.3 System context -- 5.4.4 Use case model -- 5.5 ITSO working example: solution design -- 5.5.1 ITSO systems architecture -- 5.5.2 ITSO store data model -- 5.5.3 ITSO store customizations -- Chapter 6. Implement the run-time environment -- 6.1 Planning and scenario overview -- 6.1.1 Scenario overview -- 6.1.2 Hardware and software prerequisites -- 6.1.3 Hardware used within the ITSO run-time environment -- 6.1.4 Software used within the ITSO run-time environment -- 6.1.5 Software installation paths and variables -- 6.2 Content Manager node implementation -- 6.2.1 Windows 2000 Server installation -- 6.2.2 DB2 Universal Database installation -- 6.2.3 DB2 Net Search Extender installation -- 6.2.4 Microsoft Visual C++ installation -- 6.2.5 WebSphere Application Server installation. 6.2.6 IBM HTTP Server SSL configuration -- 6.2.7 WebSphere Application Server configuration -- 6.2.8 Create user IDs with rights and privileges for Content Manager -- 6.2.9 Remove environment variable -- 6.2.10 DB2 Content Manager installation -- 6.2.11 DB2 Content Manager verification -- 6.2.12 DB2 Information Integrator for Content (EIP) installation -- 6.2.13 Back up the Content Manager databases -- 6.2.14 Create Content Manager user IDs for WDME -- 6.3 WDME node implementation -- 6.3.1 Windows 2000 Server installation -- 6.3.2 WebSphere Commerce V5.5 installation -- 6.3.3 DB2 UDB V8.1 FixPack 2 installation -- 6.3.4 WebSphere Application Server V5 FixPack 1 installation -- 6.3.5 WebSphere Commerce V5.5.0.2 FixPack installation -- 6.3.6 WebSphere Commerce instance creation -- 6.3.7 WebSphere Commerce Payments instance creation -- 6.3.8 Configure e-mail -- 6.3.9 Database backup (wc5502) -- 6.3.10 Start servers -- 6.3.11 Verify the WebSphere Commerce run-time environment -- 6.3.12 DB2 client configuration to Content Manager node -- 6.3.13 DB2 Information Integrator for Content (EIP) installation -- 6.3.14 WDME installation -- 6.3.15 Database backup (wdme55) -- 6.4 Where to go next -- Chapter 7. Implement the development environment -- 7.1 Development environment configuration options -- 7.1.1 Motivation for an end-to-end development environment -- 7.1.2 Solution overview for an end-to-end development environment --

7.1.3 ITSO WDME development environment nodes -- 7.1.4 ITSO WDME development environment hardware -- 7.1.5 Development environment limitations -- 7.2 WebSphere Commerce Studio implementation -- 7.2.1 Windows 2000 installation -- 7.2.2 Install WebSphere Commerce Studio V5.5 -- 7.2.3 Install WebSphere Studio Application Developer V5.0.1 PTF -- 7.2.4 Install WebSphere Test Environment V5.0.1. 7.2.5 WebSphere Studio Application Developer V5.0.1 Interim Fix 003 -- 7.2.6 Install DB2 UDB V8.1 FixPack 2 -- 7.2.7 Install WebSphere Commerce Studio Toolkit V5.5.0.2 FixPack -- 7.3 WebSphere Commerce Studio configuration -- 7.3.1 Required post-install configuration -- 7.3.2 Optional post-install configuration -- 7.3.3 Configure the default Web browser -- 7.3.4 Set default XML editor to optimize performance -- 7.4 WebSphere Commerce Studio verification -- 7.4.1 Start the WebSphere Commerce Payments Server -- 7.4.2 Start the WebSphere Commerce Server -- 7.4.3 Back up the workspace and databases -- 7.5 Content Manager node implementation -- 7.6 Add WDME to WebSphere Commerce Studio -- 7.6.1 Add WDME database tables to the instance database -- 7.6.2 DB2 client configuration to Content Manager node -- 7.6.3 DB2 Information Integrator for Content (EIP) installation -- 7.6.4 Copy files to Development node -- 7.6.5 Import and update servlet mapping files -- 7.6.6 Import and modify the digitalmedia.properties file -- 7.6.7 Import DigitalMediaCommon.jar -- 7.6.8 Import DigitalMediaEJB.jar -- 7.6.9 Import DigitalMediaUsageEJB.jar -- 7.6.10 Add external JARs to the server class path -- 7.6.11 Start servers in WebSphere Commerce Studio -- 7.6.12 Back up the WDME workspace and instance database -- 7.6.13 Create and package the store archive -- 7.6.14 Deploy the store archive -- 7.6.15 Modify the cm8repository.properties file -- 7.6.16 Modify parms.txt -- 7.6.17 Modify the DMConfig.inc JSP include file -- 7.6.18 Modify dmstoreload.properties -- 7.6.19 Modify dmstoreconfig_< -- locale> -- .properties -- 7.6.20 Create the item type and load content -- 7.6.21 Modify daemon configuration files -- 7.6.22 Verify the digital media store -- 7.6.23 Enable reload (hot deploy of JSPs) -- 7.7 Troubleshooting the development environment. 7.7.1 Datasource password not defined in server configuration -- 7.7.2 Cannot connect to database - incorrect database/data source -- 7.7.3 Can register, but cannot log back on after logoff -- 7.7.4 Accessing the tools in WebSphere Commerce Studio -- Chapter 8. Create and customize the store -- 8.1 Create and package the ITSO store archive -- 8.1.1 Back up workspace and databases -- 8.1.2 Create the Packaging project -- 8.1.3 Required customization for store publishing -- 8.1.4 Package a store archive (SAR) -- 8.1.5 Verify the store archive packaging -- 8.2 Customization of store assets -- 8.2.1 Modify distinguished name (DN) to lower case -- 8.2.2 Organizations -- 8.2.3 Contracts -- 8.2.4 Prune catalog data files -- 8.2.5 Remove sample store images -- 8.2.6 Customize the store front look and feel -- 8.2.7 Customize the store front category search criteria -- 8.2.8 Subscriptions -- 8.2.9 Taxes, shipping couriers, and shipping prices -- 8.2.10 Payment information -- 8.3 Package the customized store assets -- Chapter 9. Customize the data model and XML load file -- 9.1 Customize the data model -- 9.1.1 Customize wcdmattrs.properties (item type) -- 9.1.2 Customize the WCDMLIBRARYITEM tables -- 9.1.3 Customize dmstoreload.properties attributes -- 9.1.4 Customize dmstoretext_< -- locale> -- .properties -- 9.1.5 Customize store JSPs for data model -- 9.2 Create a WDME XML load file -- 9.2.1 ITSO sample content -- 9.2.2 Create a template load file -- 9.2.3 Create the itsoload.xml load file -- Chapter 10. Store deployment and content load -- 10.1 Create the item type -- 10.1.1

Prerequisites for creating the item type -- 10.1.2 Create item type and attributes -- 10.1.3 Copy item type and configure for automatic index -- 10.2 Store deployment -- 10.2.1 Prepare environment for store publish -- 10.2.2 Publish store archive -- 10.3 WDME configuration. 10.3.1 Copy the customized dmLibTables.sql.

Sommario/riassunto

This IBM Redbooks publication and its sample code provides IT architects, IT specialists, and developers with the critical knowledge to design, develop, deploy, and manage a WebSphere Digital Media Enabler solution. In Part 1, "Introduction to IBM WebSphere Digital Media Enabler V5.5", we will introduce digital media concepts, scenarios for using digital media, and highlight key features. Next, we will take an in-depth look at the WDME run-time architecture, store and programming model, data model, and customization points. In Part 2, "ITSO digital media working example", we create an end-to-end working example to design, develop, deploy, and manage a digital media enabled store. This part includes planning a business scenario, requirements analysis, and a solution design. We will provide detailed procedures, including best practices for implementing the run time and development environments. Next, we will provide design and customization guidelines for the data model and metadata load files. In addition, we will include detailed examples for creating and customizing the store front assets of a digital media enabled store. Last, we will provide examples of key tasks required to manage a digital media store. Please note that the additional material referenced in the text is not available from IBM.
