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The NetBoot Macintosh and You

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Agenda

- What is NetBoot
- How NetBoot works
- How NetBoot affects you



What Is a NetBoot Macintosh?

- It's a Macintosh, running Mac OS 8.5.1
- iMac, Blue and White Desktop G3, or 1999 G3 PowerBook and all later computers
- Startup disk contents are provided by a server, instead of the local hard drive

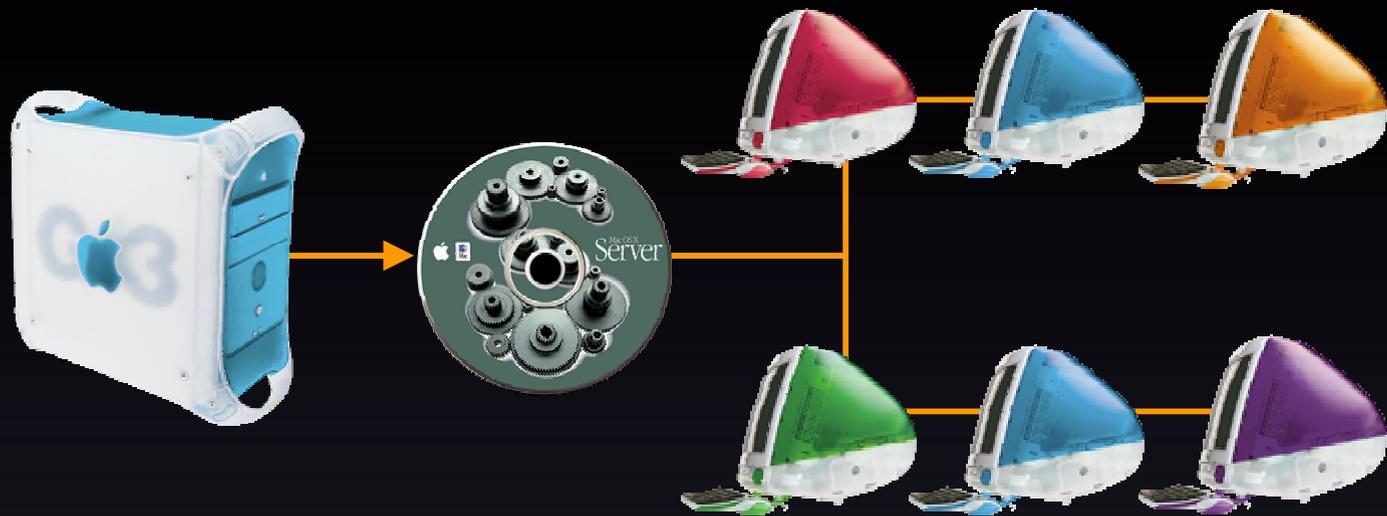


What's Different?

- Users log in and out
- Changes made to the 'local' network drives do not persist across reboots
- Bad things happen if the server crashes



How Does It Work?



NetBoot Components

- Mac OS X Server is the server
- Clients are 'recent' Macintoshes which use ROM in RAM technology with at least 32M of memory
- Recommend 100Mbit Ethernet; works acceptably from client side at 10Mbit



Mac OS X Server

- AppleShare IP server
 - Provides file server capabilities and 'local' drives to clients
- Macintosh Manager server
 - Handles log in and out, saves user preferences and documents
- BootP server/tftp server
 - Assigns and distributes IP addresses



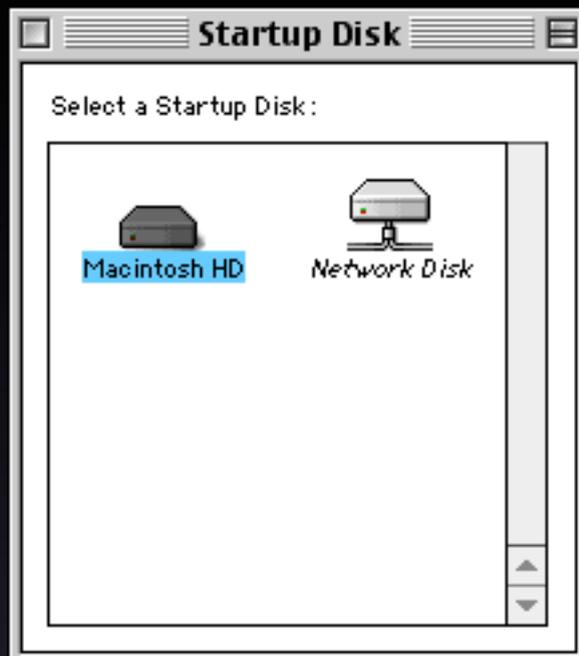
The NetBoot Process

- Mac OS X Server is running
 - BootP, AppleShare, tftp, and Macintosh Manager servers



The NetBoot Process

- Macintosh client is set up to NetBoot



NetBoot Process (Cont.)

- Client Macintosh is started up
 - Requests an IP address with BootP, and asks for NetBoot info
- Server looks up client based on physical Ethernet address
 - Retrieves or assigns client an IP address
 - Returns information about network disks



NetBoot Process (Cont.)

- Client receives BootP response
 - Configures IP protocol stack
 - Requests “Mac OS ROM” file from server via tftp protocol
- Mac OS ROM is loaded into memory, made read only, and begins executing



NetBoot Process (Cont.)

- Mac OS ROM opens AFP connection to server specified in BootP information and mounts DiskCopy image files from server as block device drives
- Mac OS boots normally from this disk
 - Open Transport starts up, and requests IP address via BootP. The BootP server resends the same address the system is already using and everyone is happy



NetBoot Process (Cont.)

- Once the system loads all extensions, “Macintosh Manager” starts instead of the Finder and asks the user to log in
- A user logs in
- Macintosh Manager copies any preferences, appearance settings, etc., for this user down to this computer



NetBooting, Even More

- The user actually uses the computer
 - StandardFile/Navigation Services will default user to open and save documents from the user's fileserver documents folder
- Files saved to the 'local' network drives will not persist after the computer reboots



NetBoot Process, Fin

- Eventually, the user logs out
- Macintosh Manager copies any changed preferences back up to the server





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Demo

Administration

- Administration privileges are necessary to make changes to the boot images
 - Updating or installing software, extensions, deleting items, etc.
- Macintosh Manager Application is used to create users, groups, assign privileges, etc.
- Web based configuration and administration of AppleShare server



Administration (Cont.)

- Mac OS X control panels for changing network topology
- Mac OS X Setup Assistant eases first time configuration
- NetInfo database stores configuration information



Client Side Implications

- Users log in and out
 - As they log in, their preferences and setup are copied down from the server onto 'this' computer
 - At logout, changed preferences are copied back up to the server
 - With the caveat that the system administrator controls what is saved and restored



Client Side Implications

- The computer is already booted by the time a user logs in
 - Consistent system configurations
- Documents should be saved on the server
- Server-based data storage is better than local data storage
 - IMAP is better than POP3, for example



Client Side Implications

- When a user logs out, the Finder and all applications quit
 - Background only applications do not quit
- Some users only access a “Panels” environment
- A NetBooted Macintosh may not have any local disk media



Client Directions

- Preferences and user data will reside on server, and will not be copied on login/logout
- DHCP instead of BootP
- More security built into Mac OS
- Other authentication methods



Server Directions

- DHCP instead of BootP
- Pure IP solution (no AppleTalk required)
- Gigabit interface
- Network Address Translation (NAT) support



Product Markets

- NetBoot is useful in environments where centralized control is desired
 - Schools
 - Cyber-cafés
 - Open labs
 - Small businesses
- Not useful over slow links



Being NetBoot Friendly

- Make sure you use `FindFolder()` to locate the Preferences and other folders
 - Use both the `vRefNum` and `dirID` that you get back
- If not necessary, do not put shared libraries in the Extensions folder
 - Leave them in the folder with your application



More Things to Do

- Don't write anything back to your application or application's folder
 - Put serial numbers, registration information, etc. in the Preferences folder if appropriate
- Deal gracefully with locked media, including running from a locked disk or server volume



Even More Things

- Be flexible about where your application data is located
- Lock files to insure against data corruption
- Be prepared to educate users about your application licensing and multi-launch issues



Real Geeky Implications

- Use Macsbug 6.5.6a7 or later
- Determining if you are netbooted

```
Boolean IsSystemNetBooted ()  
{ long value;  
    if ( (Gestalt(gestaltSplitOSAttr, & value) == noErr)  
        && ( value & ( 1 <<  
                gestaltSplitOSBootDrivelsNetworkVolume) ) )  
        return true;  
    return false;  
}
```



Technical Resources

- Mac OS X Server information
 - <http://www.apple.com/macosx/server/>
- Making your application NetBoot friendly technical note
 - <http://developer.apple.com/technotes/tn/tn1151.html>





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Q&A



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