

Images & Packages

MacSysAdmin 2011

Duncan McCracken



Images



The Right Build

- One Image to rule them all doesn't always work
- The right build for the right hardware
- <http://support.apple.com/kb/HT1159>



The Build Matrix

- 10.6.3 (10D575)
- 10.6.4 (10F2108)
- 10.6.4 (10F2554)
- 10.6.5 (10H707)
- 10.6.7 (10J4139)
- 10.7 (11A511A)
- 10.7 (11A2061)
- 10.7 (11A2061)
- 10.7.1 (11B26)



The Solution

- Disconnect the OS from the Apps
- Create minimal System Images
- Package the Applications



The Advantages

- Easy to add new Hardware support
- Manage one set of Packages
- Easy Patch Management



Demo

Quickly Building a Snow Leopard Image



Keeping Up to Date

- Don't try to maintain your base images
- Let Software Update Server handle that for you
- What to do when new Hardware comes along



Demo

Quickly Building a Lion Image



Configuring your Image

- Non-destructive configuration using shadow files
- Add User(s), default configuration, etc
- Hard code as little as possible, leverage other technology, like MCX or Profiles



Packages



Best Practices

- Ensure your package can be installed on a non-booted system!
- Get your permissions right
- Try to limit the script commands you use to those available on the install media for SIU workflows
- Embed other command binaries in the package



Best Practices

- Create the appropriate type of package (Bundle package / Flat package)
- Design them to be re-usable, or easily updated, especially Payload-free packages
- Break your packages / distributions down into logical building blocks
- Try to avoid moving files with pre / post tasks



Scripts

- InstallationCheck*
- VolumeCheck*
- preflight*
- preinstall
- preupgrade
- postupgrade
- postinstall
- postflight*



Tools

- PackageMaker
- Composer (Casper Suite)
- Install Ease (Absolute MANAGE)
- Iceberg / Packages



Demo

Creating a Multi-Package project with Packages



How to get SIC

<http://www.mondada.com.au/downloads.html>



Over to you, Gordon...

