

FreeBSD Administration - Support #565

Install -HabitRPG- Habitica on FreeBSD

02/19/2015 04:57 PM - Daniel Curtis

Status:	Closed	Start date:	03/31/2014
Priority:	Normal	Due date:	
Assignee:	Daniel Curtis	% Done:	100%
Category:	Web Server	Estimated time:	3.00 hours
Target version:	FreeBSD 9	Spent time:	3.50 hours

Description

This guide is to document setting up a self-hosted HabitRPG node.

Prepare the system

- Start by updating the system and ports tree:

```
pkg update && pkg upgrade
portsnap fetch extract
```

- Install a few dependencies:

```
pkg install node4 bash git gettext-tools gmake mongodb portmaster bison autoconf nasm
```

- Install npm from ports:

```
portmaster www/npm
```

NOTE: Make sure to enable **[X] NODE4** when configuring the www/npm port.

- Install a few npm packages globally:

```
npm install -g gulp grunt-cli bower phantomjs
```

- Start and enable mongodb at boot:

```
echo 'mongod_enable="YES"' >> /etc/rc.conf
service mongod start
```

- Add the rpg user

```
pw add user -n rpg -m -s /usr/local/bin/bash -c "HabitRPG"
```

Install HabitRPG

- Download the develop branch from GitHub:

```
cd /usr/local/www
git clone -b develop https://github.com/HabitRPG/habitrpg.git
cd habitrpg
```

- Set the NPM registry:

```
npm config set registry "http://registry.npmjs.org/"
```

- Install the npm and bower packages:

```
npm install
```

- Create a config file from the example one:

```
cp config.json.example config.json
```

- Edit config.json with your values for:

1. **ADMIN_EMAIL**
2. **SMTP_USER**
3. **SMTP_PASS**
4. **SMTP_SERVICE**

- Change ownership of the habitrpg directory to the rpg user:

```
chown -R rpg:rpg /usr/local/www/habitrpg
```

- Switch to the rpg user:

```
su - rpg  
cd /usr/local/www/habitrpg
```

- Then run bower update:

```
bower update
```

- Start the web application using NPM:

```
npm start
```

HabitRPG Init Script

- Install pm2:

```
npm install -g pm2
```

- Create pm2 FreeBSD init script:

```
vi /usr/local/etc/rc.d/habitrpg
```

- and add the following

```
#!/bin/sh

# PROVIDE: habitrpg
# KEYWORD: shutdown

. /etc/rc.subr

name="habitrpg"
start_cmd="${name}_start"
stop_cmd="${name}_stop"

habitrpg_start() {
    echo "habitrpg starting"
    su - rpg -c "/usr/local/bin/pm2 start /usr/local/www/habitrpg/website/src/server.js; exit"
}

habitrpg_stop() {
    echo "habitrpg stopping"
    su - rpg -c "/usr/local/bin/pm2 kill; exit"
}

run_rc_command "$1"
```

- And make it executable:

```
chmod +x /usr/local/etc/rc.d/habitrpg
```

- Start and enable pm2 at boot

```
echo 'habitrpg_enable="YES"' >> /etc/rc.conf
service habitrpg start
```

Troubleshooting

I encountered a couple of errors while starting the web application.

Failure to start grunt

```
failed to locate @import file ../bower_components/angular-loading-bar/build/loading-bar.css Warning: Stylus failed to compile.
Used --force, continuing.
```

You need to update bower and restart the command:

```
bower update
grunt run:dev
```

bower update fails

```
Error: EEXIST, rename '.bower-cache/ef2188def21eb1bbd1f1792311942a53/1.2.15-build.2360%2Bsha.6b18a56'
```

If you encounter this or a similar error when issuing a bower update, perform the following:

```
cd .bower-cache/ef2188def21eb1bbd1f1792311942a53/
rm -rf 1.2.15-build.2360%2Bsha.6b18a56
```

The actual names of these directories may differ on your system.

Problem with OAuth client ID

I recently updated my self-hosted habitica and when I went to restart the app, it crashed complaining about:

```
TypeError: OAuth2Strategy requires a clientID option
```

I tracked this back to the Facebook and Google OAuth strategies. And since I use neither of those services, I decided to disable them entirely.

- Edit the passport setup library file:

```
vi /usr/local/www/habitrpg/website/server/libs/setupPassport.js
```

- And comment out the parts that reference facebook and google:

```
import passport from 'passport';
import nconf from 'nconf';
//import { Strategy as FacebookStrategy } from 'passport-facebook';
//import { Strategy as GoogleStrategy } from 'passport-google-oauth20';

// Passport session setup.
// To support persistent login sessions, Passport needs to be able to
// serialize users into and deserialize users out of the session. Typically,
// this will be as simple as storing the user ID when serializing, and finding
// the user by ID when deserializing. However, since this example does not
// have a database of user records, the complete Facebook profile is serialized
// and deserialized.
passport.serializeUser((user, done) => done(null, user));
passport.deserializeUser((obj, done) => done(null, obj));

// TODO remove?
// This auth strategy is no longer used. It's just kept around for auth.js#loginFacebook()
(passport._strategies.facebook.userProfile)
// The proper fix would be to move to a general OAuth module simply to verify accessTokens
/*
passport.use(new FacebookStrategy({
  clientID: nconf.get('FACEBOOK_KEY'),
  clientSecret: nconf.get('FACEBOOK_SECRET'),
  // callbackURL: nconf.get("BASE_URL") + "/auth/facebook/callback"
}, (accessToken, refreshToken, profile, done) => done(null, profile)));

passport.use(new GoogleStrategy({
  clientID: nconf.get('GOOGLE_CLIENT_ID'),
  clientSecret: nconf.get('GOOGLE_CLIENT_SECRET'),
}, (accessToken, refreshToken, profile, done) => done(null, profile)));
*/
```

Resources

- http://habitrpg.wikia.com/wiki/Setting_up_HabitRPG_locally
- http://habitrpg.wikia.com/wiki/Guidance_for_Blacksmiths#Git
- http://habitrpg.wikia.com/wiki/Installation_troubleshooting
- <https://github.com/joyent/node/wiki/Installing-Node.js-via-package-manager>
- <https://github.com/ariya/phantomjs/issues/12963>
- <https://github.com/Unitech/pm2/issues/157>

Related issues:

Copied from GNU/Linux Administration - Support #353: Setting Up A Self-Hosted...

Closed

03/31/2014

History

#1 - 02/19/2015 04:57 PM - Daniel Curtis

- Copied from Support #353: Setting Up A Self-Hosted HabitRPG Node added

#2 - 02/19/2015 09:49 PM - Daniel Curtis

- Description updated

- Status changed from New to In Progress

- % Done changed from 10 to 80

#3 - 02/19/2015 09:57 PM - Daniel Curtis

- Status changed from In Progress to Resolved

- % Done changed from 80 to 100

#4 - 02/22/2015 05:25 PM - Daniel Curtis

- Subject changed from Setting Up A Self-Hosted HabitRPG Instance on FreeBSD to Install HabitRPG on FreeBSD

- Status changed from Resolved to Closed

#5 - 02/26/2015 03:45 PM - Daniel Curtis

- Description updated

#6 - 03/24/2015 12:42 PM - Daniel Curtis

- Description updated

#7 - 06/09/2015 07:13 PM - Daniel Curtis

- Description updated

#8 - 01/15/2016 11:16 PM - Daniel Curtis

- Description updated

#9 - 01/15/2016 11:22 PM - Daniel Curtis

- Description updated

#10 - 01/15/2016 11:23 PM - Daniel Curtis

- Description updated

#11 - 04/03/2016 07:49 AM - Daniel Curtis

- Description updated

#12 - 04/03/2016 05:32 PM - Daniel Curtis

- Description updated

#13 - 04/03/2016 07:53 PM - Daniel Curtis

- Description updated

#14 - 04/03/2016 09:04 PM - Daniel Curtis

- Description updated

#15 - 04/04/2016 06:26 AM - Daniel Curtis

- Description updated

#16 - 11/19/2016 01:23 PM - Daniel Curtis

- Subject changed from Install HabitRPG on FreeBSD to Install -HabitRPG- Habitica on FreeBSD

- Description updated