

OpenEarth and XBeach migration manual



XBeach and OpenEarth repository migration finished

The new XBeach, OpenEarthTools, OpenEarthModels and OpenEarthRawData repositories have been migrated in Oct 2011.



Subversion (SVN) errors

Does your commit fail? Do you get a request to relocate your repository?

We migrated the OpenEarth and XBeach Subversion (SVN) repositories. Read more on the migration below. Read more on these errors [here](#).

In the second half of October 2011, the Subversion (SVN) repositories of the OpenEarth and XBeach projects will be migrated to the new and dedicated open-source software (OSS) servers of Deltares: <http://oss.deltares.nl/> ([why?](#)). The following table shows which repositories are migrated to what location:

Current location	New location	Status	Where to obtain an account now?
https://repos.deltares.nl/repos/XBeach/	https://svn.oss.deltares.nl/repos/xbeach/	Migrated	https://oss.deltares.nl/
https://repos.deltares.nl/repos/OpenEarthTools/	https://svn.oss.deltares.nl/repos/openearthtools/	Migrated	https://oss.deltares.nl/
https://repos.deltares.nl/repos/OpenEarthModels/	https://svn.oss.deltares.nl/repos/openearthmodels/	Migrated	https://oss.deltares.nl/
https://repos.deltares.nl/repos/OpenEarthRawData/	https://svn.oss.deltares.nl/repos/openearthrawdata/	Migrated	https://oss.deltares.nl/
-	https://svn.oss.deltares.nl/repos/delft3d/	-	https://oss.deltares.nl/
https://repos.deltares.nl/repos/any_other_repository/	-	-	helpdesk@deltares.nl (formerly Join OpenEarth)
p:\mctools (Deltares LAN only)	p:\delta (Deltares LAN only)	Migrated	Please update your Matlab toolbar shortcut to the new location.

If you want to start to use one or more of the OpenEarth and XBeach repositories at the new location, you will need to follow this manual in order to:

- [Register at the free and open-source software \(OSS\) website](#) if you are not a Deltares employee (**Do this as soon as possible!**)
- [Commit your latest changes to the current \(old\) repositories](#)
- [Create a new working copy pointing to the new Subversion \(SVN\) location](#)

All users will be notified by e-mail when the migration starts. Please make sure you followed these steps before migration.

The three steps are explained below for the XBeach repository. The same account can be used for any of the other repositories at the new OSS location. To migrate working copies of any of the other repositories, please use the appropriate addresses from the table above. The explanation below is made using the free SVN client Tortoise, but works similar with any other SVN client. Tortoise can be downloaded [here](#).

If you need to migrate all your working copies, this might be the right time to upgrade your Tortoise to version 1.7, released oct 11th, which requires upgrading the working copy anyway. Note: We ourselves have no experience with this migration yet, so we can't help you. In fact, most of us might keep on using TortoiseSVN 1.6.x.

This manual does not use the "[Relocate](#)" function from Subversion, but creates an entirely new working copy. You may [try to relocate your working copy](#), but this method is proven not to be fail safe. Therefore, we describe a more robust solution here.

Register at the OSS website



Not necessary for Deltares employees

Deltares employees do not need to register at the OSS website! They can use their internal Deltares credentials to log on to the portal websites and Subversion servers.

To get access to the new repository you need a free open-source software (OSS) account. If you already have an account for the Open-Delft3D website, you can reuse this account and skip this step. Otherwise, you will need to open a browser and navigate to the OSS website at <http://oss.deltares.nl/>. In the upper-right corner of the website, you will find a "Register"-link:

The screenshot shows the website oss.deltares.nl in a web browser. The page features logos for Delft3D, XBeach, OpenMI, and OpenEarth. A large red arrow points to the "Register" link in the top right corner, next to the "Sign In" link.

Open Source Initiatives

CSDMS	OpenDA	SWAN
Delft Dashboard	OpenEarth	SWASH
Delft3D	OpenMI	XBEACH

Instructions Open Source Software Portal

Announcements

- 22 July 2011 Pre-announcement [International Delft3D users meeting 2011](#) during the first International Water Week (WWW)
- 7 July 2011 Delft3D GUI version 4.00 is now available (Windows only)
- 16 June 2011 Delft Software Australia and Deltares are providing Workshop "Recent Advances in Modelling" at IAHR 2011
- 27 May 2011 All Delft3D meeting documents available for download on (<http://oss.delft3d.nl>)
- 18 May 2011 [Interactive Delft3D animations / screencasts](#) available: the way to learn using Delft3D fast
- 28 April 2011 Deltares is hosting a [Delft3D developers meeting](#) during Coastal Sediments 2011
- 26 April 2011 Delft3D open source on CSDMS (Community Surface Dynamics Modeling System, <http://csdms.colorado.edu>)
- 21 April 2011 Worldwide release of the Delft3D open source website (<http://oss.delft3d.nl>)

Youtube

A video player is embedded on the page, showing a man speaking. The video title is "Deltares 3". The video player controls show a play button and a progress bar at 0:00 / 0:00.

oss.deltares.nl/home?p_id=58&p_p_lifecycle=1&p_p_state=maximized&p_p_mode=view&saveLastPath=0&_58_struts_action=%2Flogin%2Fcreate_account

If you click the "Register"-link, a registration form will appear. You need to fill out this form and select the community which you want to join (XBeach or OpenEarth). Note that this is not the sign-up link on the wiki <http://publicwiki.deltares.nl> you are currently reading! If you want to join both, pick your favorite. Your account will be valid for all communities. The selection is only needed for future use. Don't forget to copy the verification code (captcha) from the image as well:

Welcome - oss.deltares.nl

oss.deltares.nl/home?p_p_id=58&p_p_lifecycle=1&p_p_state=maximized&p_p_mode=view&saveLastPath=0&_58_struts_action=

Sign In (Register)

Create Account [Return to Full Page](#)

First Name
Bas

Middle Name


Last Name
Hoonhout

Email Address
bas.hoonhout@deltares.nl

Organization
Deltares

☐ **Organizational Admin**

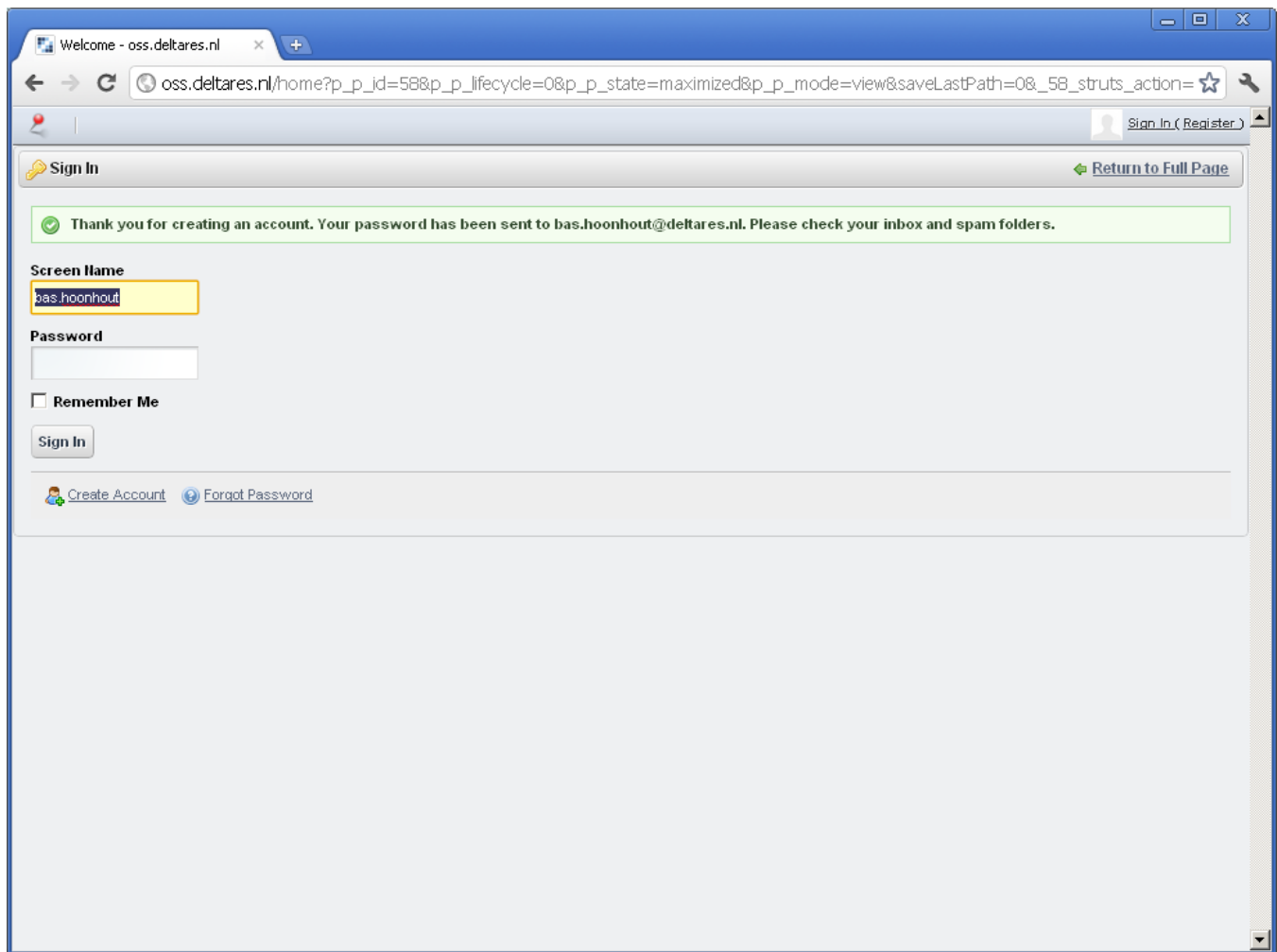
Community
OpenDelft3D
OpenDelft3D
OpenEarth
XBeach
Community Contributor

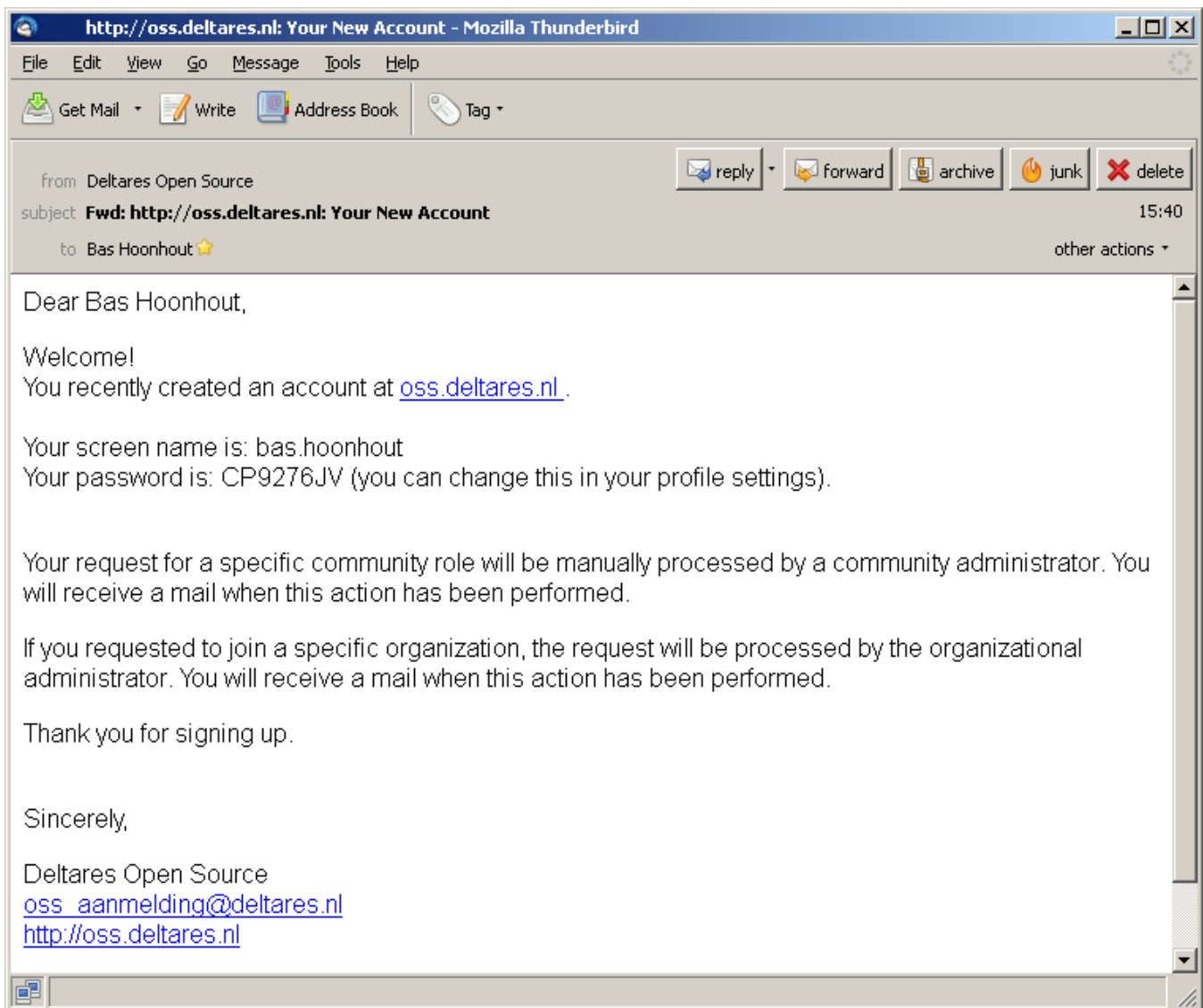
Community Member


Text Verification 5242

[Sign In](#) [Forgot Password](#)

If you click save, you will receive the following message and an e-mail with your unique user name ("Screen name") and (temporary) password. For technical reasons your user name will have suffix ".x".





In the same screen, you can log in to the OSS portal website. At your first login, the End User License Agreement (EULA) will be shown. You can accept this agreement at the bottom of the page in order to continue:

Terms of Use - oss.deltares.nl

oss.deltares.nl/web/xbeach/compile-code

Do you want Google Chrome to save your password? Save password Never for this site

Manage Toggle Edit Controls Bas Hoonhout (Sign Out)

U MIAMI TUDelft UNESCO-IHE Institute for Water Education Deltares Enabling Delta Life

Home News Get started Get help Download Validation About us

Terms of Use

FOUNDATION DELTARES (hereafter DELTARES) END-USER LICENSE AGREEMENT AND TERMS & CONDITIONS OF USE

1. **General Terms and Conditions.**

A. This End-User License Agreement and Terms & Conditions of Use (this "EULA") is a legal agreement between you ("You") and DELTARES. By entering, linking into, downloading content from, or in any way using this Site (the "Site"), You agree to be bound by this EULA. If You do not agree to the terms of this EULA, do not enter, link into, download content from, or in any way use the Site.

B. DELTARES and its affiliates reserve the right to modify this EULA at any time and without notice, and it is Your responsibility to check the Site for updates.

This EULA replaces any prior agreements or understandings and sets forth the entire agreement between You and Us with respect to the subject matter herein, and it supersedes all prior written communications, proposals and representations with respect to the Site. If any provision of this EULA is held invalid, void, unenforceable or illegal, the remaining provisions of this EULA will continue in full force and effect.

14. **Updating and Removing Personal Information.**

If You have any questions about the EULA, if Your personal information changes, or if You would like to have all of Your personal information removed from our systems, please contact Us at oss.deltares.nl.

I Agree I Disagree

Your registration is now complete and you will be re-directed to the portal website of your choice, if it exists, or to the main OSS website. In either case, it is advised to change your temporary password to a password of your choice. In the upper-right corner of any page of the OSS portal website, you will find your name if you are logged in:

Home - oss.deltares.nl
oss.deltares.nl/web/xbeach/home
Manage
Toggle Edit Controls
Bas Hoonhout (Sign Out)

Home
News
Get started
Get help
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[Tools](#)
[Discussion](#)

Need help?
Join the XBeach discussions!

XBeach Open Source Community

Welcome to the XBeach Open Source Community website. This website facilitates users and developers of the XBeach model to get started and keep going while modelling with XBeach. The website is also intended to keep you up-to-date on recent and planned developments and events.

XBeach is a two-dimensional model for wave propagation, long waves and mean flow, sediment transport and morphological changes of the nearshore area, beaches, dunes and backbarrier during storms. It is a public-domain model that has been developed with funding and support by the [US Army Corps of Engineers](#), by a consortium of [UNESCO-IHE](#), [Deltares](#) (Delft Hydraulics), [Delft University of Technology](#) and the [University of Miami](#).

This website is structured based on the different needs for information of users and developers. If you want to get started using XBeach, you should definitely have a look in the Get started section of this website, which you can find in the menu above. If you are already using XBeach, but have a need for assistance or for new functionalities, please have a look at the Get help section where you will find documentation, a discussion forum and Wiki pages. This section is also suitable for collaborating on new developments for developers. Users that wants to be updated and kept up-to-date on new developments and upcoming events should look in the News section. The Validation section provides information on the performance of XBeach, which is useful information for potential users and policy-makers. Finally, we have a Download section where you can download the XBeach source-code, pre-compiled versions for XBeach, a Matlab Toolbox for XBeach and other peripheral software.

Happy modelling!

The XBeach Team

Top users out of 4.

Bas Hoonhout
Rank: 1
Contribution Score: 15
Participation Score: 4

Pieter van Geer
Rank: 2
Contribution Score: 0
Participation Score: 2

Jaan van Thiel de Vries

2DH XBeach simulation of a (fictitious) storm surge in Petten, The Netherlands with subsequent flooding of the hinterland and translation to Storm Impact Indicators (SII)

Click your name to open the Control Panel, in which you can change your personal settings, including your password:

Bas Hoonhout - My Account - [X]

oss.deltares.nl/group/control_panel/manage?p_p_id=2&p_p_lifecycle=0&p_p_state=maximized&p_p_mode=view&p_p_col_count

Back to XBeach

Bas Hoonhout (Sign Out)

Control Panel

Control Panel > Bas Hoonhout > My Account > Edit

Bas Hoonhout [minus]

My Account [plus]

Portal [minus]

Communities [plus]

My Account

Bas Hoonhout

Details

Title
[dropdown]

Screen Name
bas.hoonhout

Email Address
bas.hoonhout@deltares.nl


First Name
Bas

Last Name
Hoonhout

Suffix
[dropdown]

User ID
82552

Job Title
[text box]


[Change]

Bas Hoonhout

User Information

Details

[Password](#)

[Organizations](#)

[Communities](#)

[User Groups](#)

[Roles](#)

[Categorization](#)

Identification

[Addresses](#)

[Phone Numbers](#)

[Additional Email Addresses](#)

[Websites](#)

[Instant Messenger](#)

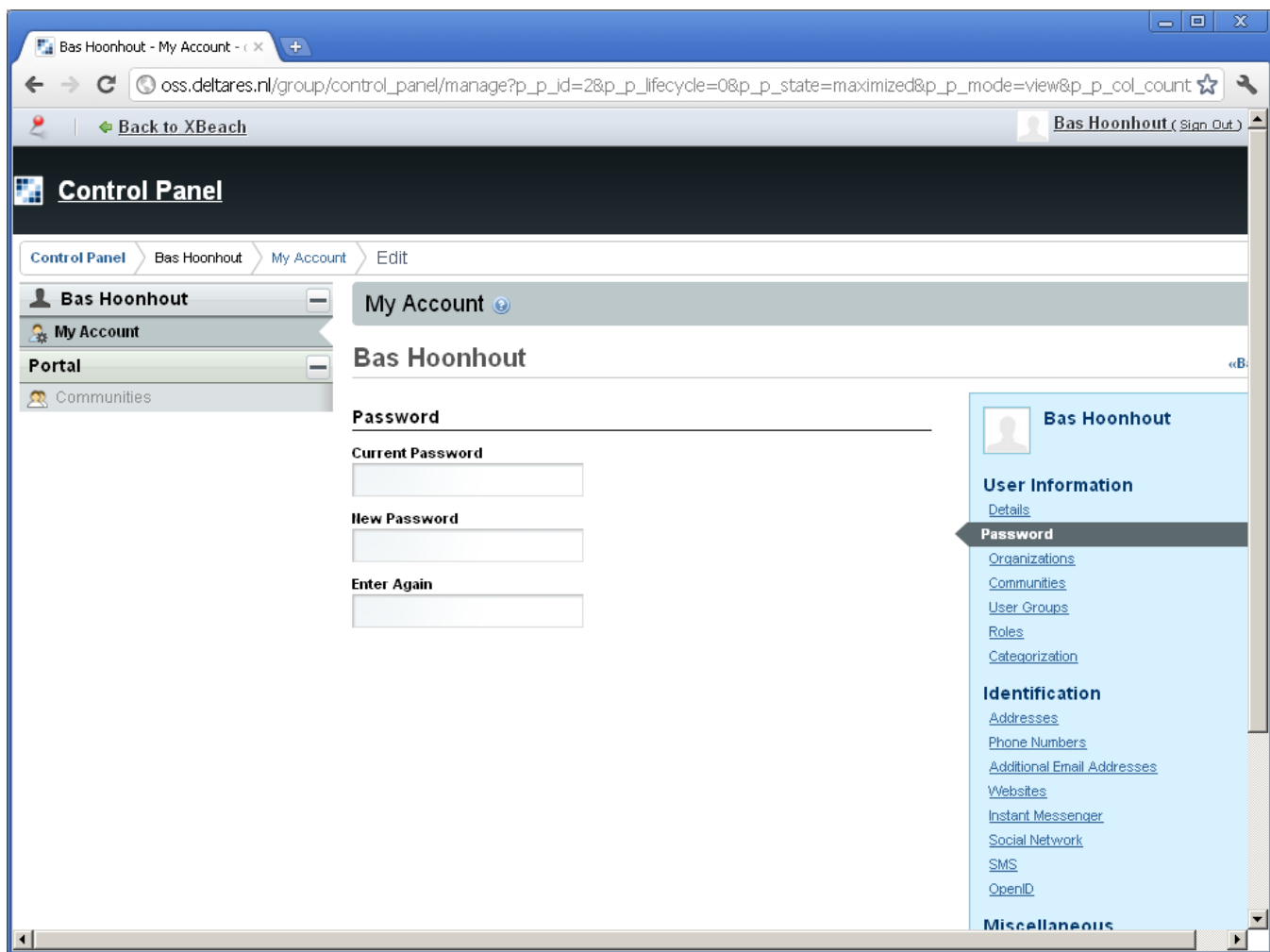
[Social Network](#)

[SMS](#)

[OpenID](#)

Miscellaneous

If you want to change other settings, have a look around! Don't be fooled by the list of communities, because you have access to all communities anyway. To change your temporary password, click the "Password"-link and you will get the following screen to change your password:



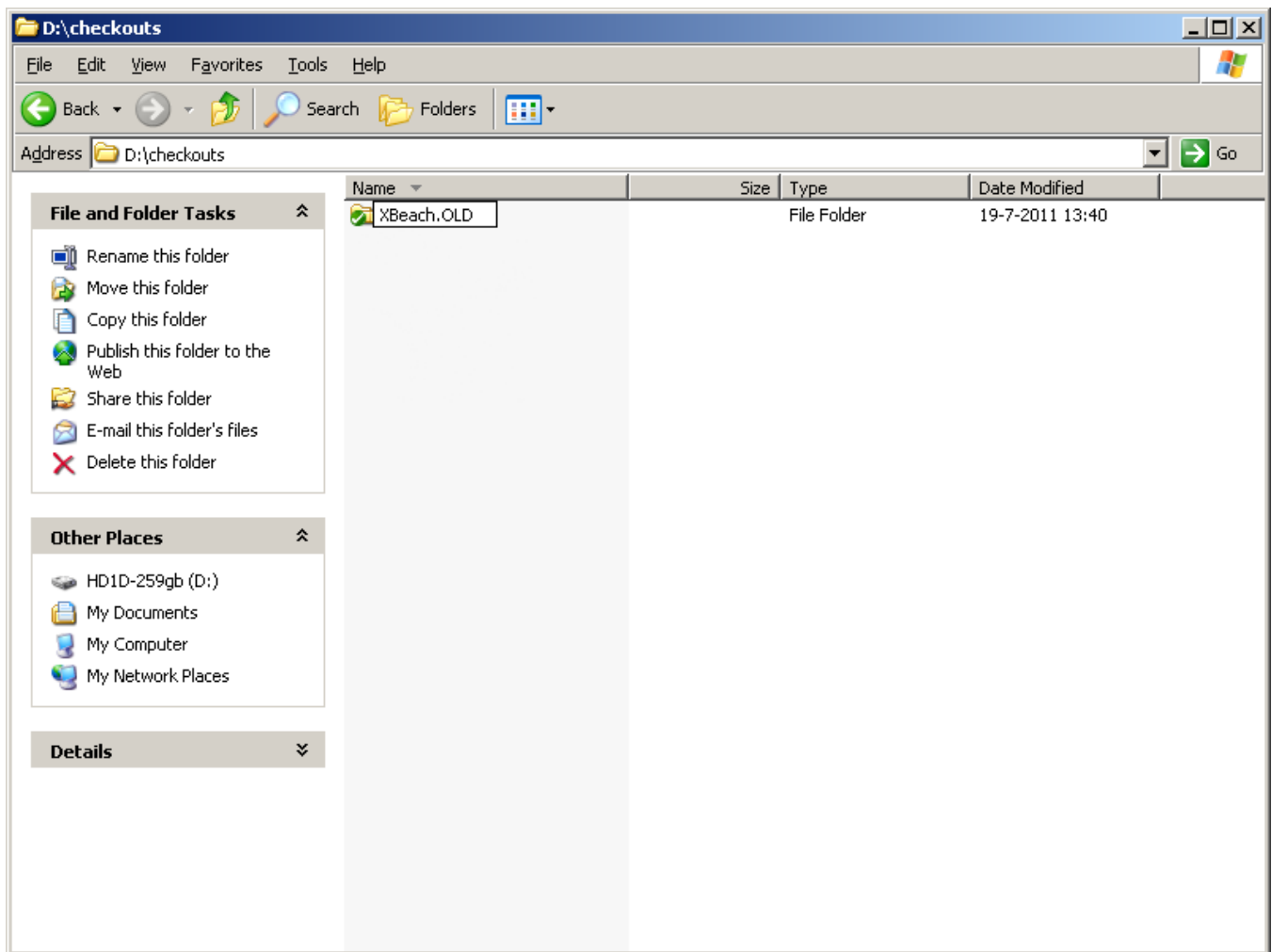
Create a new working copy



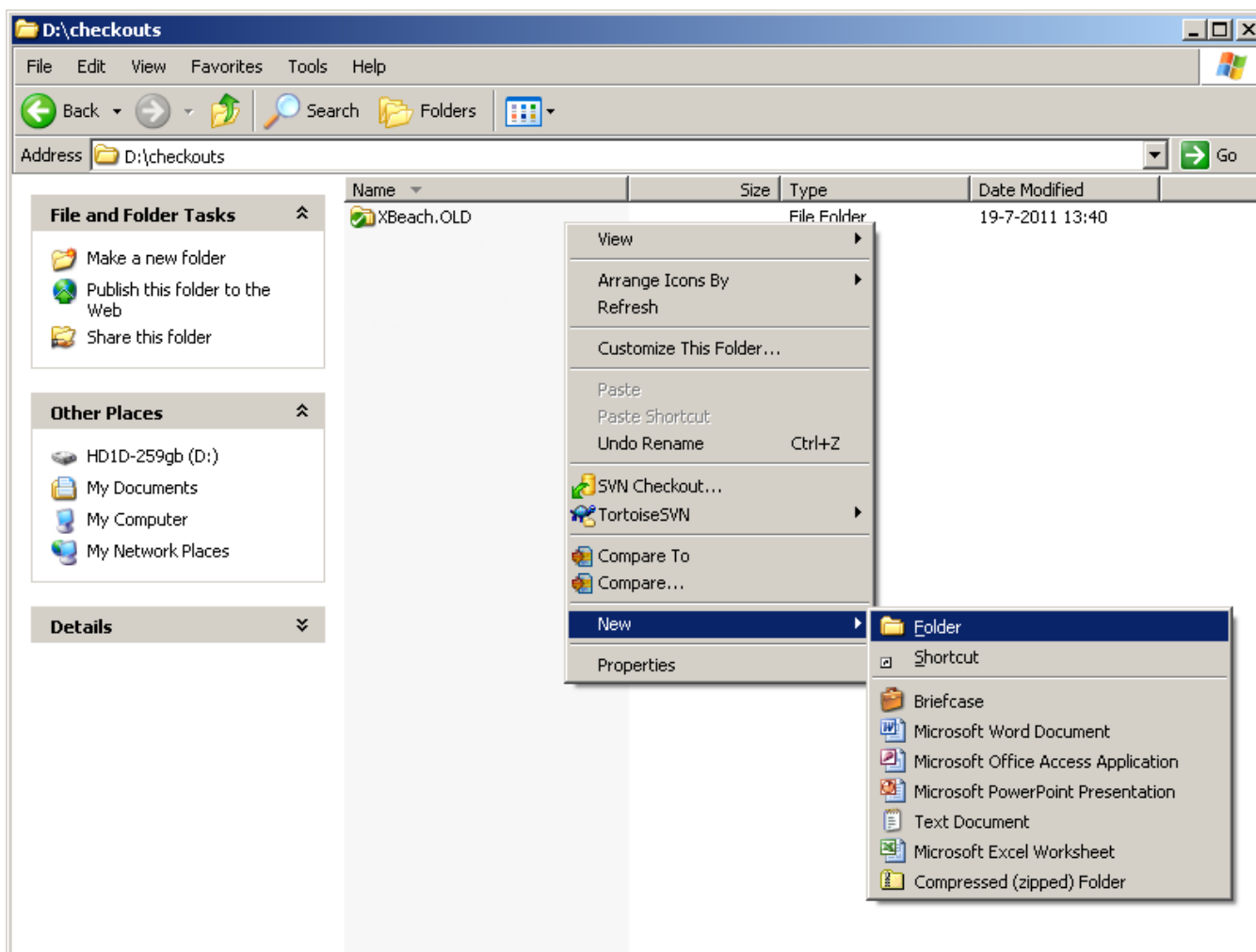
Relocate is also an option

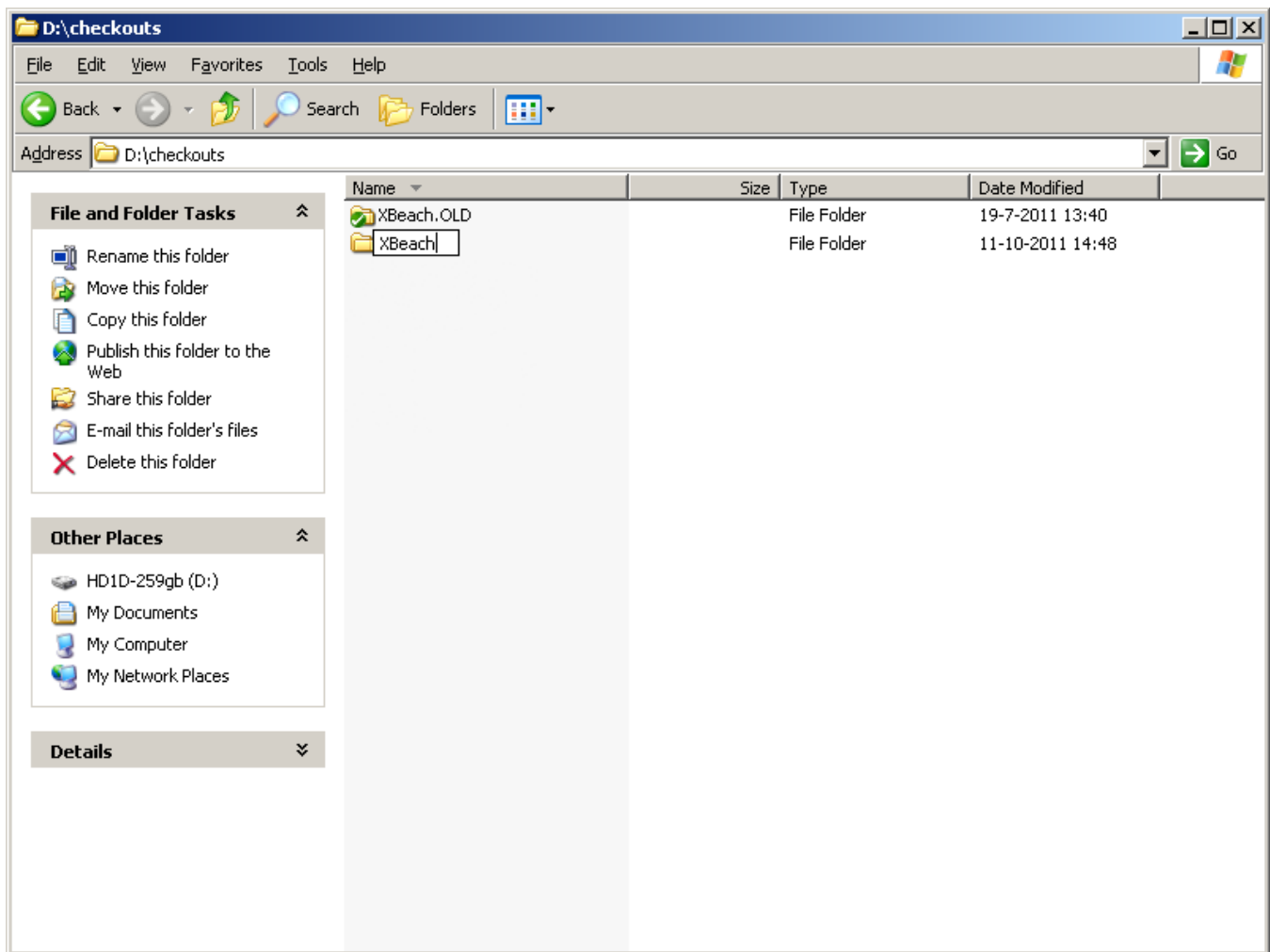
This section describes a fail-safe, but time-consuming way of migrating your working copy. A more elegant and faster method is described [here](#). It is, however, more likely to pop-up some errors. You might give it a try, if it doesn't work you can always use the method described below!

Now the old repository is up-to-date and you created a new OSS user account, it is time to create a new working copy that is pointing to the new Subversion server. (An extensive manual on the use of svn is available, this manual can serve as a 1st [svn course](#).) Start with renaming your current working copy, if you want:

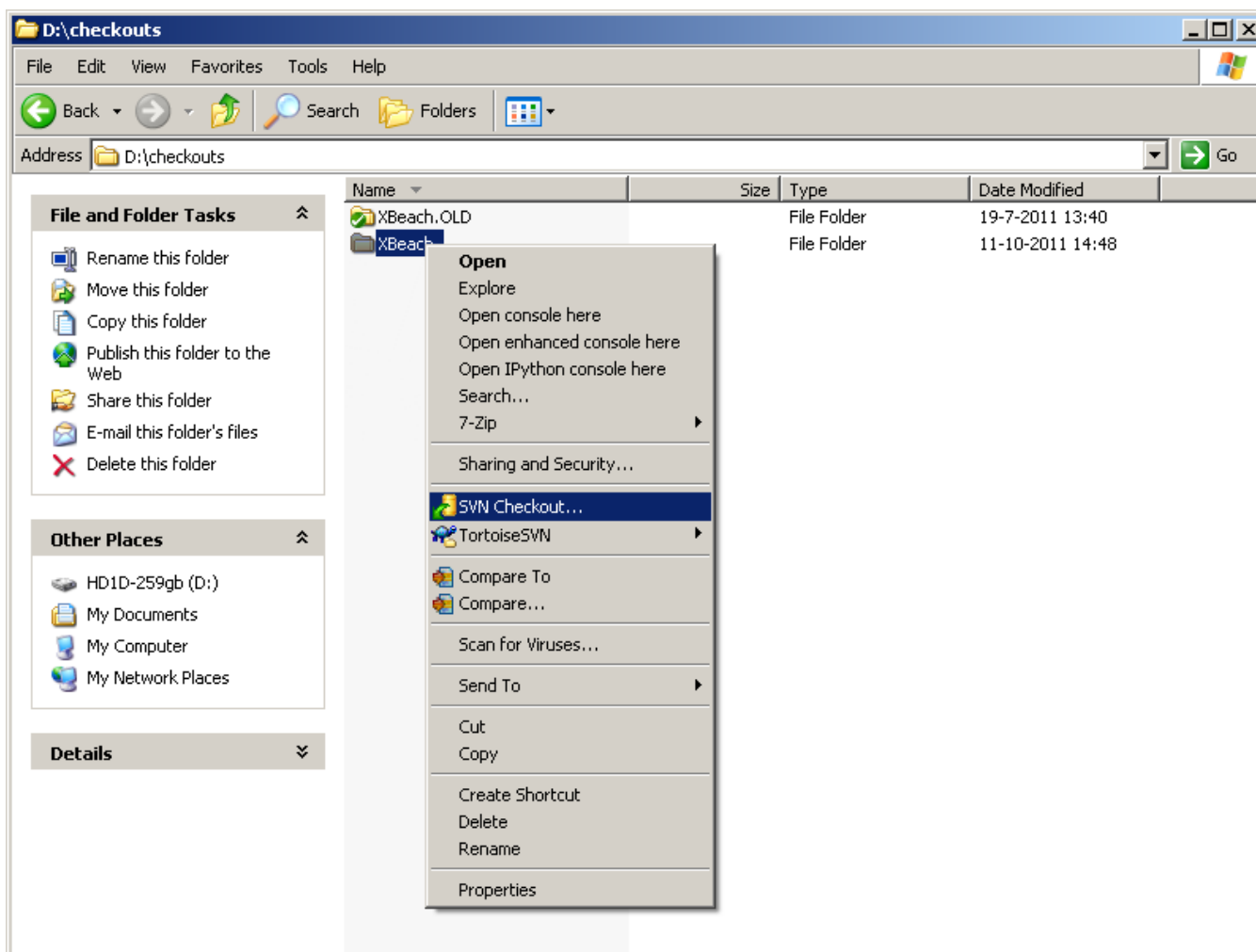


Then create a new directory for the new working copy:

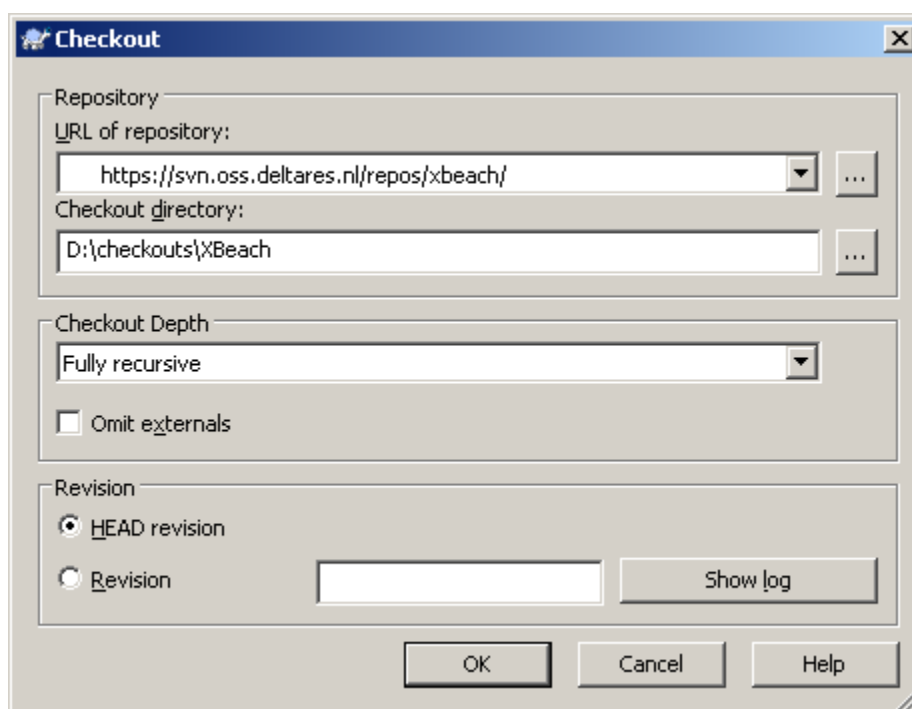




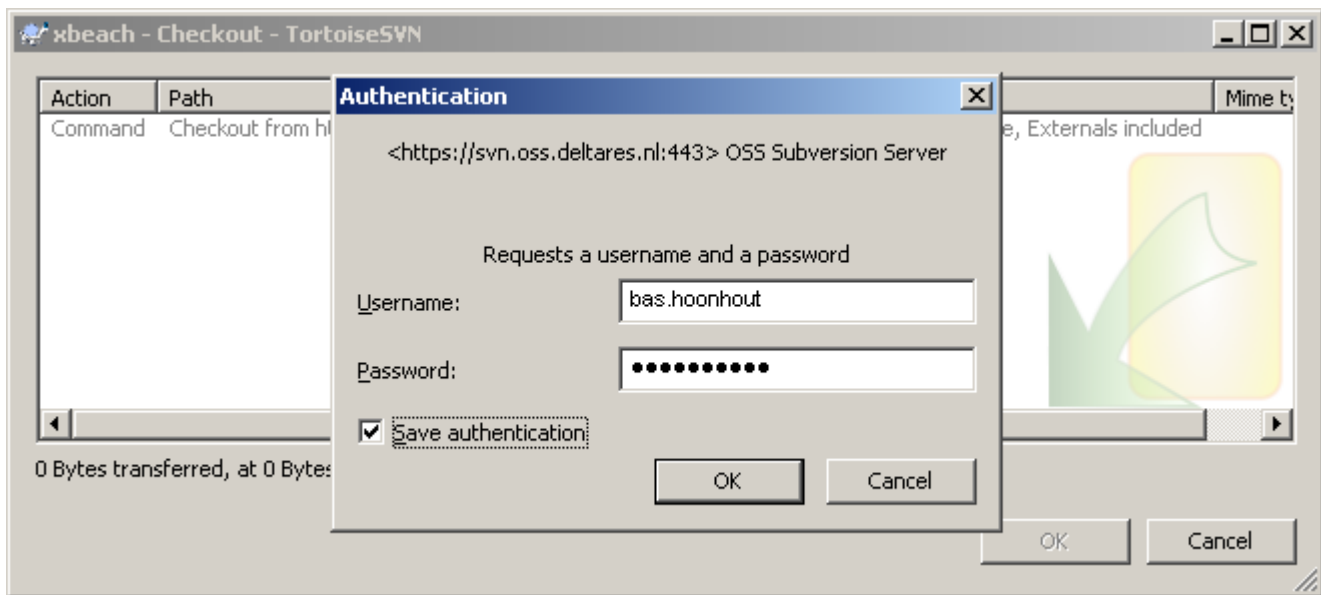
Make a checkout from the new repository to this working copy directory:



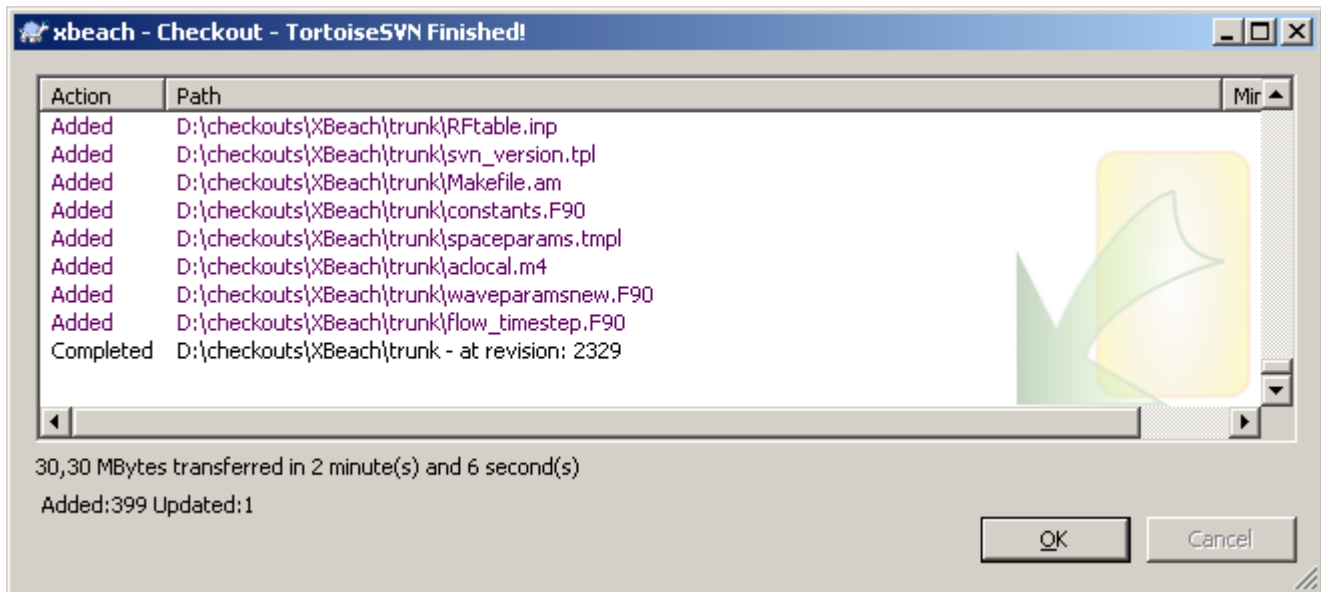
In the "URL of repository"-field, fill in the address to the new repository you want to checkout (see the table at the top of this page, second column):



Click OK and fill in the credentials from your newly created OSS account, if requested:

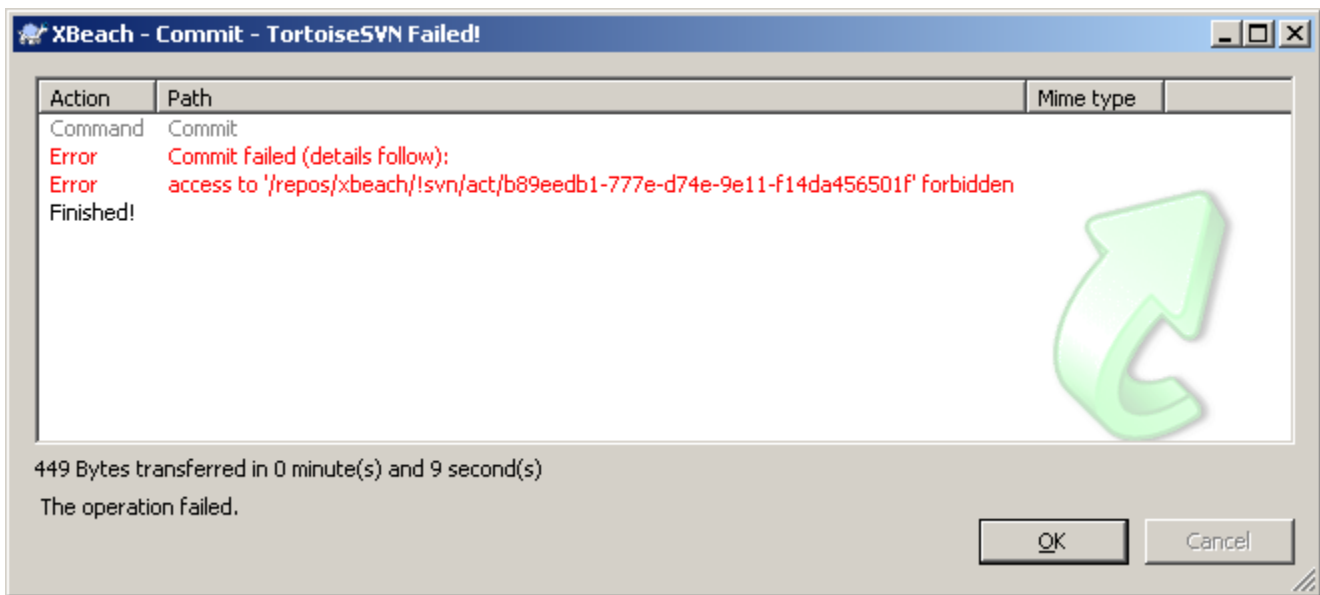


Again, click OK and a checkout will be made from the new repository location:



From now on, use your new working copy and everything will be as usual. Besides, you have access to the OSS portals to join and initiate discussions. In the near future, you will be able to access development tools like an issue tracking system and a test environment.

If you try to commit a change to the XBeach repository, you might get the following or similar error:



This means that you do not have writing permissions to the repository. This error should not come up when using one of the OpenEarth repositories. If you think you should have write access to the XBeach repository, please file a request by contacting the [XBeach team](#).

Commit your changes

Too late

It is too late to commit your changes to the old repository, since it is down. You will receive an error similar to:

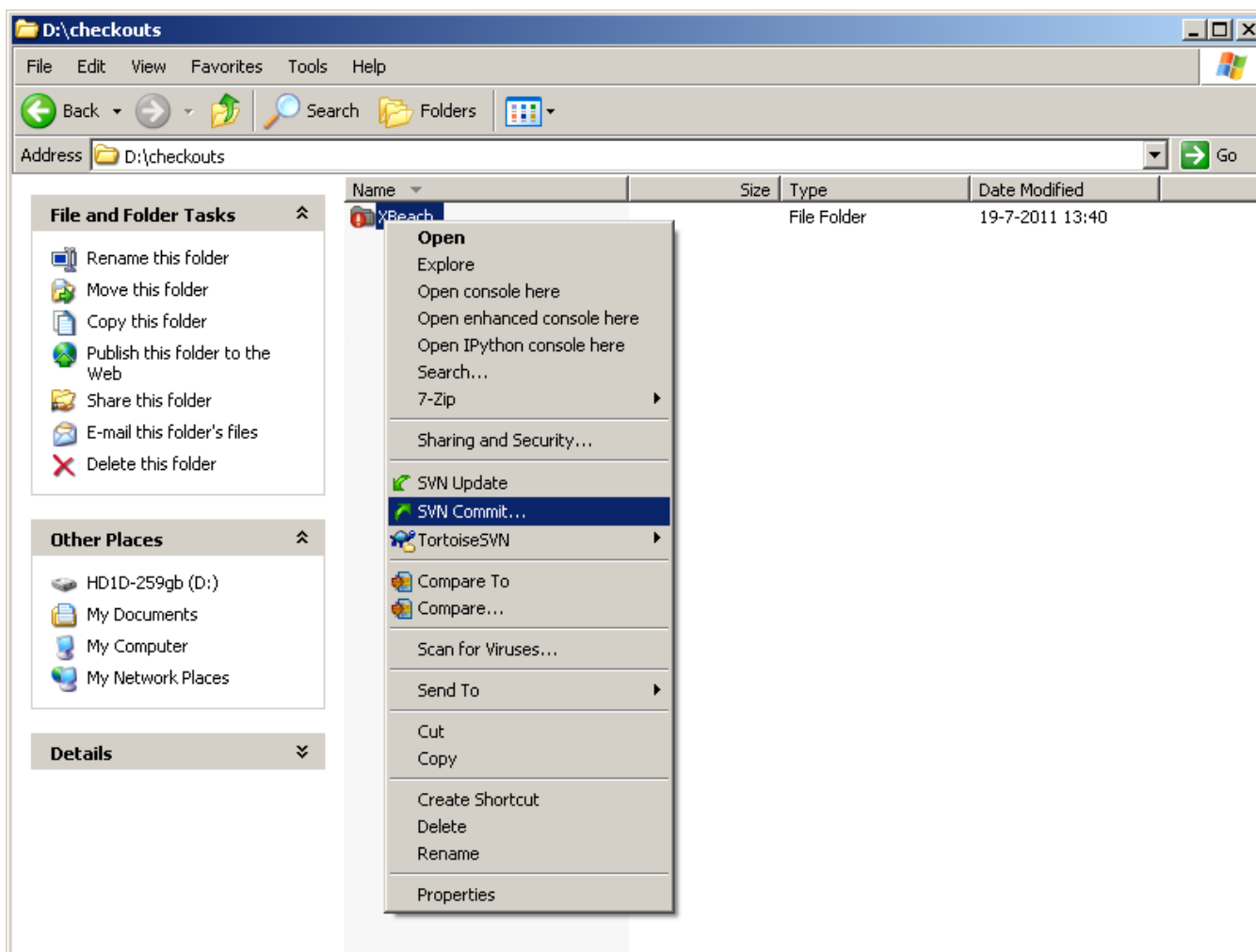
Action	Path	Mime type
Command	Commit	
Error	Commit failed (details follow):	
Error	Repository moved permanently to 'https://svn.oss.deltares.nl/repos/xbeach/';	
Error	please relocate	
Finished!		

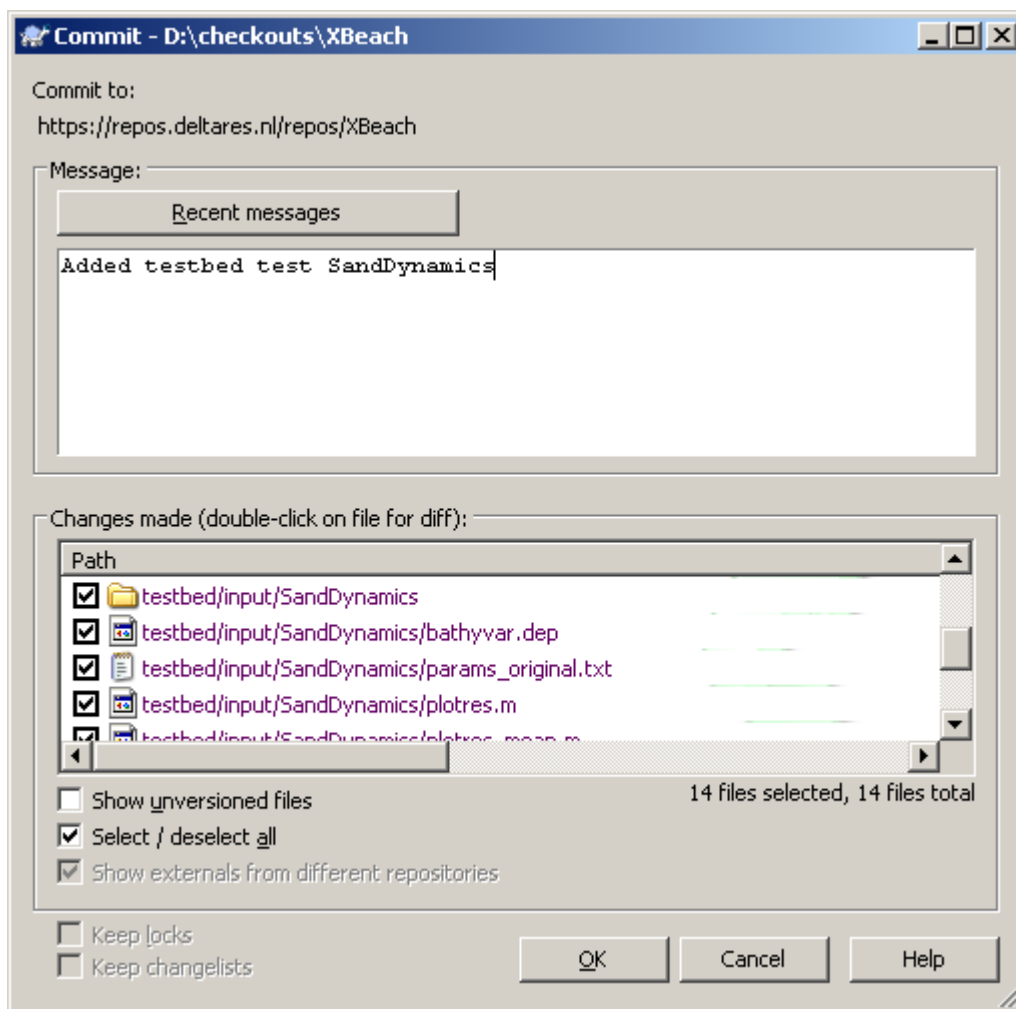
0 Bytes transferred in 0 minute(s) and 3 second(s)
The operation failed.

OK Cancel

Please try to [relocate](#) you repository or alternatively, try to create a new checkout according to the procedure described above.

At the start of the migration, the current repositories will become read-only and no changes can be made to the state of the repositories at that moment. Any changes you want to be saved, should be committed before migration. Using Tortoise this works as indicated by the following two screen shots:





Now click OK!

Did you forget to commit your changes before the migration? Please make sure you create a new [working copy](#) and copy your changes into the new working copy. Commit your changes to the new server.

Why are XBeach and OpenEarth migrating?

The reasons that the XBeach and OpenEarth repositories will be migrated are:

- The open-source server has improved user-account facilities, like the "forgot password" option.
- The new user accounts can also be used for the open-source web portals hosted at <http://oss.deltares.nl/> (single sign-on for Delft3D, XBeach and OpenEarth).
- These user accounts will be linked to other development tools like an issue tracking system ([JIRA](#)) and test environment ([TeamCity](#)) in the near future.

Contact

If you experience problems with the migration, please contact oss-webmaster@deltares.nl.