

OS/VS2 Development Series

Installing the Hercules Emulator on Linux

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Contents

REVISION HISTORY.....	3
July 1, 2010	3
February 1, 2011	3
INTRODUCTION.....	4
About This Series.....	4
About This Document	4
Intended Readership.....	4
About the Author	4
INSTALLING HERCULES ON LINUX	5
Installation Prerequisites	5
Downloading the Hercules Emulator	6
Compiling and Installing the Hercules Emulator	6
CONFIGURING HERCULES	7
Editing the Hercules Configuration File.....	7
Customizing the Hercules Welcome Screen.....	7
A Sample Herclogo File	8
OPERATING HERCULES	9
Starting Hercules.....	9
Stopping Hercules.....	11
Verifying the Hercules HTML Control Panel.....	12
Verifying the Hercules 3270 Welcome Screen	13
Running Hercules as a Daemon	13

Revision History

July 1, 2010

The initial version of this document was released.

February 1, 2011

The hosting Linux system bzip and bzip-devel packages were upgraded to version 6.e15_5. References to “GNU” Linux have been replaced with “RPM” or “RPM-compatible Linux”. Screen images have been added to depict various configuration steps.

Introduction

About This Series

This series of documents describes the installation, configuration and use of an OS/VS2 Release 3.8 computing environment for software development, suitable for adapting to later generations of this operating system while retaining backward compatibility with older systems.

About This Document

This document describes the installation, configuration and use of the Hercules emulator on Linux. This document refers to the Hercules emulator as “Hercules” and to the OS/VS2 Release 3.8 operating system as “OS/VS2”.

Intended Readership

This series of documents is intended for those interested in developing software for the mainframe using contemporary operating systems descended from OS/VS2 or legacy operation systems such as version 3.8. This document may also be of use to those interested in learning more about how OS/VS2 is installed, configured and maintained.

About the Author

David J. Walling has developed commercial software professionally for various operating platforms including mainframes, minis and microcomputers since 1986.

Installing Hercules on Linux

This section describes installing Hercules. The first part of this section describes installation software packages required to run Hercules on RPM-compatible Linux operating systems. The second part of this section describes installing Hercules.

Installation Prerequisites

The version of Hercules used in this document is 3.07. The installation steps for Linux describe downloading and compiling Hercules from source code. The compilation and installation process for Hercules requires several software packages. Some packages are required to compile Hercules from source code. Other software packages are required to run Hercules using the sample configuration. For example, Hercules can be configured to emulate Direct Access Storage Devices (DASD using compressed data files. In order for such a configuration to operate, the bzip2 and bzip2-devel packages or corresponding zlib packages for Linux must be installed.

This document includes installation command examples that use the Yellowdog Updater, Modified (yum) utility program. Other Linux distributions may provide similar installation utilities to accomplish the same package installation tasks. Where necessary, adapt the sample commands given here to those appropriate to your Linux distribution.

In this sample installation, the following packages were installed as prerequisites for Hercules.

<u>package</u>	<u>version</u>	<u>release</u>
zlib	1.2.3	3
zlib-devel	1.2.3	3
bzip2	1.0.3	6.e15_5
bzip2-devel	1.0.3	6.e15_5
m4	1.4.5	3.e15.1
autoconf	2.59	12
binutils	2.17.50.0.6	14.e15
gcc	4.1.2	48.e15

The yum utility can be run to report the version of the installed packages. For example, running the command "yum info zlib" will report version information for the zlib package.

If the yum utility is not available, RPM packages may be downloaded using ftp. The following series of commands is a template for downloading, configuring, compiling and installing a package. Substitute your package name for "<package>".

```
# mkdir /src/gnu
# cd /src/gnu
# ftp anonymous@ftp://mirrors.kernel.org/gnu/<package>
# get <package>.tar.bz2
# tar -xjvf <package>.tar.bz2
# cd <package-build-dir>
# ./<package>/configure --prefix/usr/gnu
# make
# make install
```

Downloading the Hercules Emulator

As of this writing, Hercules is downloadable at <http://www.hercules-390.org>. At this site, a link is provided for the hercules-3.07.tar.gz file. This is the source-code archive for Hercules version 3.07. The location on your server where you store and install software is up to you. In these examples, the Hercules compressed archive was stored as:

```
/var/opt/hercules/hercules-3.07.tar.gz
```

The gunzip and tar utilities will unzip and untar the source-code archive, creating the hercules-3.07 directory.

```
# cd /var/opt/hercules
# gunzip hercules-3.07.tar.gz
# tar -xvf hercules-3.07.tar
```

Reclaim disk storage by compressing the source-code archive.

```
# gzip hercules-3.07.tar
```

Compiling and Installing the Hercules Emulator

In the hercules-3.07 directory, configure the build files, compile the program components and install the product.

```
# cd /var/opt/hercules/hercules-3.07
# ./configure
# make
# make install
```

The installation process writes libraries to /usr/local/lib and /usr/local/lib/hercules. Executable files are written to /usr/local/bin. Make sure that /usr/local/bin is added to the PATH environment variable. Make sure that /usr/local/lib is added to the LD_LIBRARY_PATH environment variable.

Configuring Hercules

Editing the Hercules Configuration File

Create a simple Hercules configuration file to test that the system will start properly. Save the following as `s370.conf`. Change the localhost IP address shown below (127.0.0.1) to the IP address appropriate to your environment. Change the `HTTPPORT`, `SHRDPOR` and `CNSLPORT` settings as required if the default ports are already used by other processes on your server.

```
ARCHMODE          S/370
OSTAILOR           LINUX
LOADPARM           0120...
PGMPRDOS           LICENSED
CPUSERIAL          000611
CPUMODEL           3090
CPUVERID           FD
LPARNAME           HERCULES
MAINSIZE           64
XPNDSIZE           0
NUMCPU             1
SYSEPOCH           1900
TZOFFSET           -0600
HTTPROOT           /usr/local/share/hercules/
HTTPPORT           8081 NOAUTH
SHRDPOR            3990
PANRATE            FAST
CNSLPORT           3270
TODDRAG            1
MODPATH            /usr/local/lib/hercules
CCKD               COMP=2,COMPPARM=9

0009  3215-C /
000C  3505 127.0.0.1:3505 sockdev ascii trunc eof
00C0.8 3270
```

Customizing the Hercules Welcome Screen

To create a custom welcome screen displayed by Hercules each time a 3270 client connection is established, copy the default welcome screen text file, `herclogo.txt` from the Hercules source directory and edit it. Direct Hercules to use this edited file during startup by using the `"-b"` command-line argument.

```
cd ~
cp /var/opt/hercules/hercules-3.07/herclogo.txt ./herclogo
vi herclogo
```

A Sample Herclogo File

Alternative initial screens for 3270 sessions can be defined using the instructions found in the file README.HERCLOGO, also found in the hercules-3.07 directory. A sample screen definition is below. To direct Hercules to use an alternate file to define the initial 3270 screen, use the “-b” parameter when starting Hercules, or set the “herclogo” configuration parameter in the Hercules configuration file.

```
@ALIGN NONE
@SF P
@NL
@NL
@NL
@ALIGN LEFT
  Welcome to ...

      HH      HH  TTTTTTTTTTTT  AAAAAAAAAAAAA  MM      MM
      HH      HH  TTTTTTTTTTTT  AAAAAAAAAAAAA  MMM     MMM
      HH      HH      TT      AA      AA  MMMM  MMMM
      HH      HH      TT      AA      AA  MM  MM  MM  MM
      HH      HH      TT      AA      AA  MM  MMMM  MM
      HHHHHHHHHHHH  TT      AAAAAAAAAAAAA  MM  MM  MM
      HHHHHHHHHHHH  TT      AAAAAAAAAAAAA  MM      MM
      HH      HH      TT      AA      AA  MM      MM

      Hercules -- The S/370, ESA/390 and z/Architecture Emulator
      Copyright (c) 1999-2009 Roger Bowler, Jan Jaeger, and others
@NL
      Terminal: $(CCUU)
```

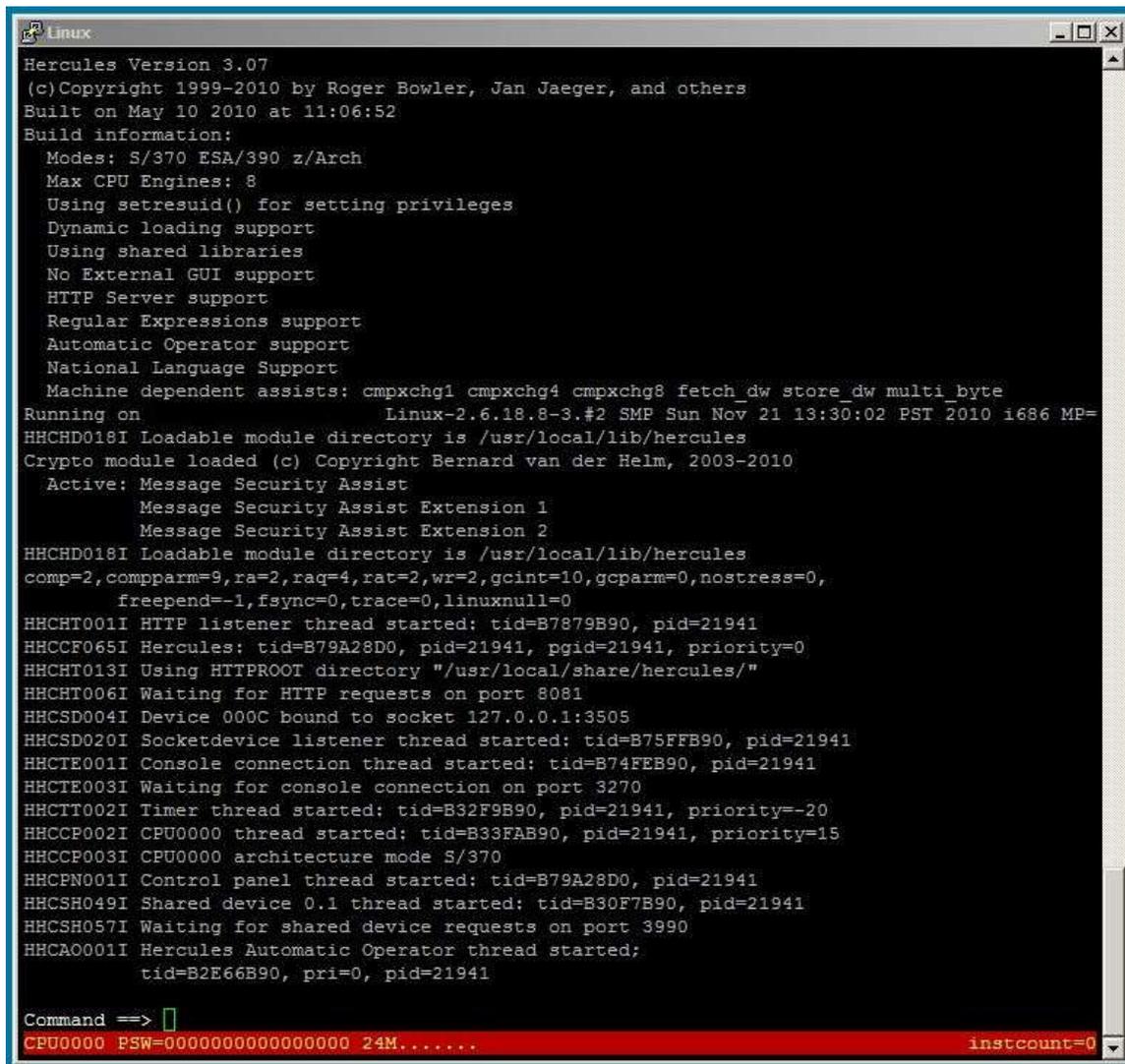
Operating Hercules

Starting Hercules

Verify that Hercules will start by running the “hercules” program. This will allow the operator to switch between a log display and a dynamic status display using the escape key.

```
# cd ~
# ./bash_profile
# hercules -f s370.conf -b herclogo
```

When running Hercules in the shell foreground, Hercules will map its terminal output to give the appearance of two alternating screens with structured fields. Use the Escape key to toggle between the two screens. The first screen displays a scrolling log history with a command prompt and status line at the bottom of the screen.



```
Linux
Hercules Version 3.07
(c)Copyright 1999-2010 by Roger Bowler, Jan Jaeger, and others
Built on May 10 2010 at 11:06:52
Build information:
Modes: S/370 ESA/390 z/Arch
Max CPU Engines: 8
Using setresuid() for setting privileges
Dynamic loading support
Using shared libraries
No External GUI support
HTTP Server support
Regular Expressions support
Automatic Operator support
National Language Support
Machine dependent assists: cmpxchg1 cmpxchg4 cmpxchg8 fetch_dw store_dw multi_byte
Running on Linux-2.6.18.8-3.#2 SMP Sun Nov 21 13:30:02 PST 2010 i686 MP=
HHCHD018I Loadable module directory is /usr/local/lib/hercules
Crypto module loaded (c) Copyright Bernard van der Helm, 2003-2010
Active: Message Security Assist
Message Security Assist Extension 1
Message Security Assist Extension 2
HHCHD018I Loadable module directory is /usr/local/lib/hercules
comp=2, compparm=9, ra=2, raq=4, rat=2, wr=2, gcint=10, gcparm=0, nostress=0,
freepend=-1, fsync=0, trace=0, linuxnull=0
HHCHT001I HTTP listener thread started: tid=B7879B90, pid=21941
HHCCF065I Hercules: tid=B79A28D0, pid=21941, pgid=21941, priority=0
HHCHT013I Using HTTPROOT directory "/usr/local/share/hercules/"
HHCHT006I Waiting for HTTP requests on port 8081
HHCS004I Device 000C bound to socket 127.0.0.1:3505
HHCS020I Socketdevice listener thread started: tid=B75FFB90, pid=21941
HHCTE001I Console connection thread started: tid=B74FEB90, pid=21941
HHCTE003I Waiting for console connection on port 3270
HHCTT002I Timer thread started: tid=B32F9B90, pid=21941, priority=-20
HHCCP002I CPU0000 thread started: tid=B33FAB90, pid=21941, priority=15
HHCCP003I CPU0000 architecture mode S/370
HHCFN001I Control panel thread started: tid=B79A28D0, pid=21941
HHCSH049I Shared device 0.1 thread started: tid=B30F7B90, pid=21941
HHCSH057I Waiting for shared device requests on port 3990
HHCA0001I Hercules Automatic Operator thread started;
tid=B2E66B90, pri=0, pid=21941

Command ==>
CPU0000 PSW=0000000000000000 24M..... instcount=0
```

Hercules log messages begin with a nine-character message code followed by message text. Informational messages end with the letter “I”. Warning messages end with the letter “W”. Error messages end with the letter “E”. Note any warnings or errors that appear when Hercules is started. These can indicate problems in the configuration file, such as port conflicts.

The second mapped terminal screen displays the emulated S/370 machine state including register values and device status. The screen also presents simulated S/370 console buttons of varying color, each with a single-letter shortcut that is highlighted.



Stopping Hercules

Hercules can be stopped from either screen provided at the shell terminal. From the command prompt, enter the “quit” command.

```
HHCSH057I Waiting for shared device requests on port 3990
HHCA0001I Hercules Automatic Operator thread started;
          tid=B2F3EB90, pri=0, pid=21994

Command ==> quit
CPU0000 PSW=0000000000000000 24M.....
```

From the S/370 console screen, enter the “W” (power off) key and confirm by entering “y”.

```
0.00      0  STO  DIS  RST
MIPS  SIO/s

STR  STP  EXT  IPL  PWR

-----
CPU
00 STOPPED

----- Confirm Powerdown Y or N -----
```

Using either method to stop Hercules, several exiting messages should be logged to the terminal indicating a normal shutdown process.

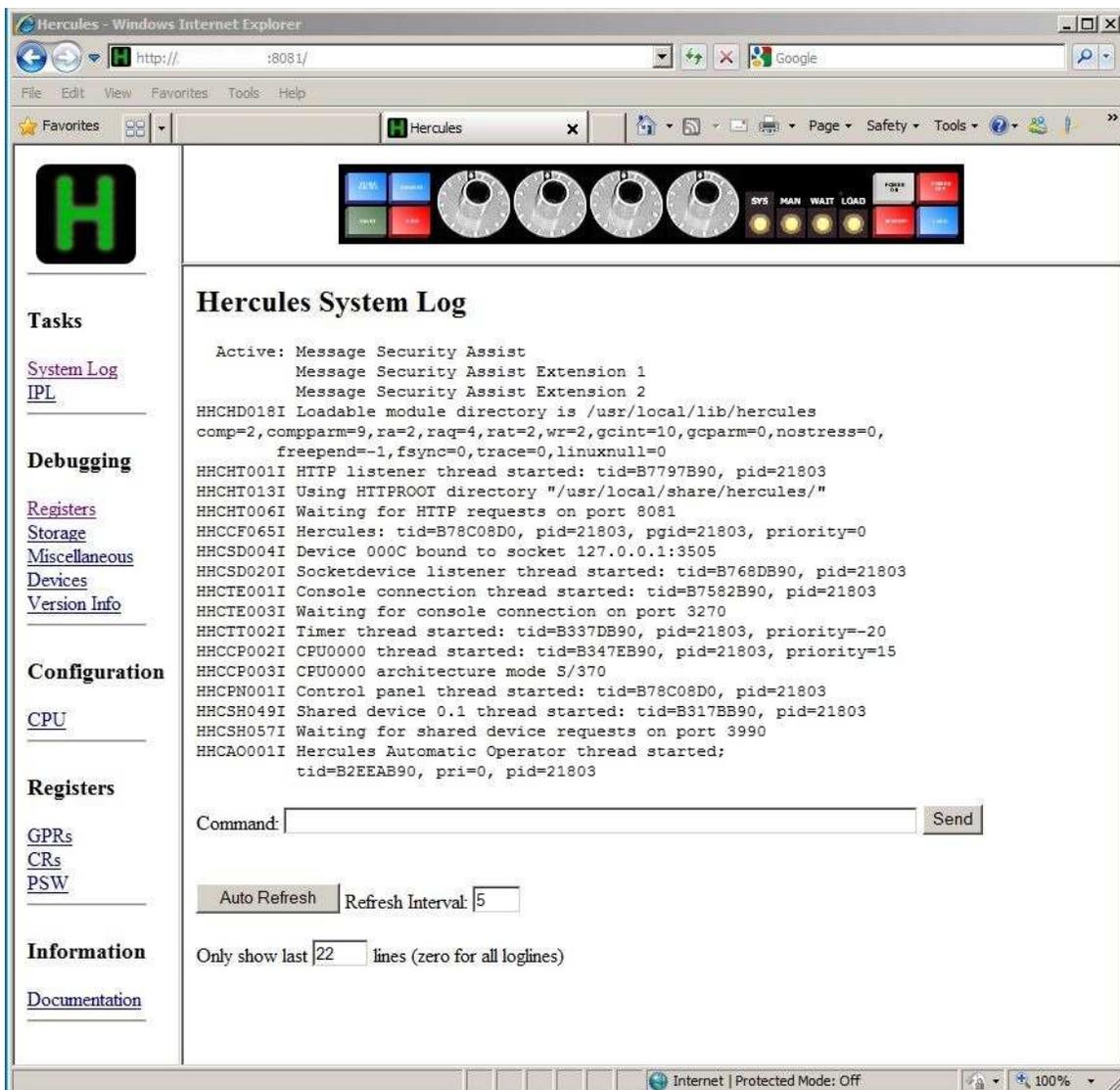
```
HHCIN900I Begin Hercules shutdown
HHCIN901I Releasing configuration
HHCA0002I Hercules Automatic Operator thread ended
HHCCP008I CPU0000 thread ended: tid=B34D2B90, pid=21994
HHCHD902I logger_term complete
HHCHD909I Shutdown sequence complete
HHCIN904I All termination routines complete
HHCIN909I Hercules shutdown complete
HHCIN099I Hercules terminated
HHCHD900I Begin shutdown sequence
HHCHD909I Shutdown sequence complete
```

Verifying the Hercules HTML Control Panel

Using a web browser, navigate to the IP interface and port specified in the s370.conf file for the HTTPPORT parameter.

```
http://<ip-address>:<console-port>
```

If Hercules is running, it should return the following HTML version of the console screen to your browser. Note that in shared environments, it is advisable to secure access to this console by adding a login and password to the HTTPPORT configuration settings.

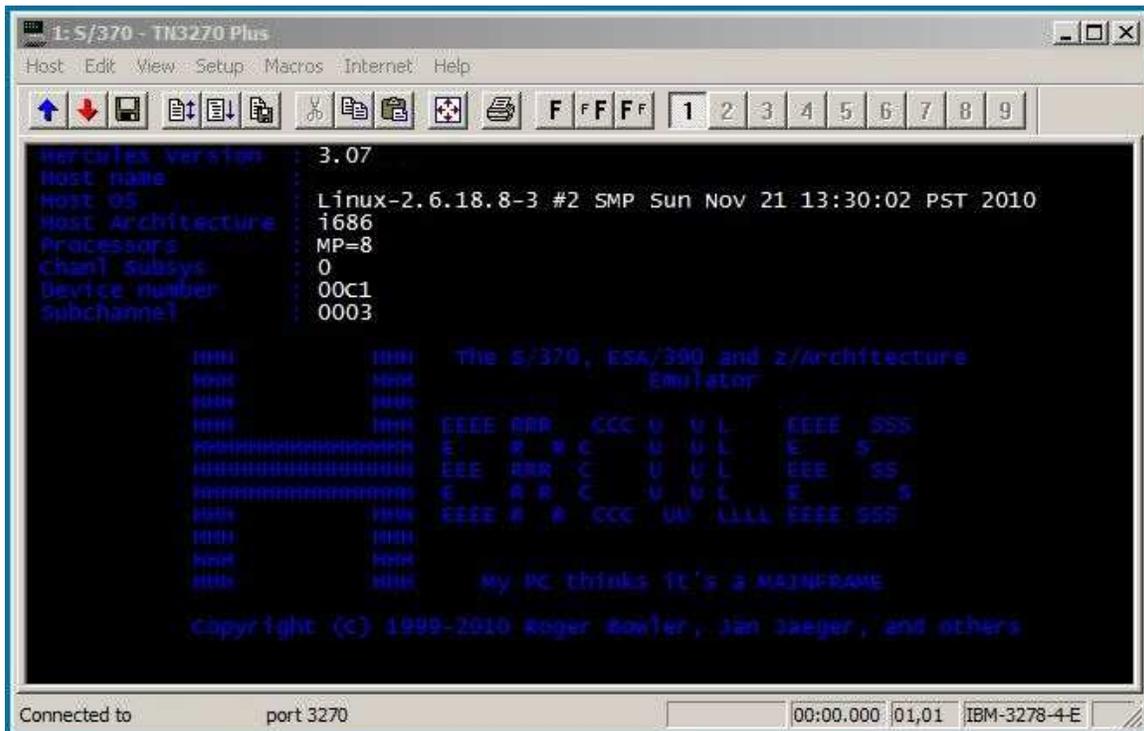


The screenshot shows a web browser window titled "Hercules - Windows Internet Explorer" with the address bar displaying "http://:8081/". The page features a navigation menu on the left with sections for "Tasks" (System Log, IPL), "Debugging" (Registers, Storage, Miscellaneous, Devices, Version Info), "Configuration" (CPU), "Registers" (GPRs, CRs, PSW), and "Information" (Documentation). The main content area is titled "Hercules System Log" and displays a list of system messages, including active services, directory paths, and thread startup information. At the bottom of the log area, there is a "Command:" input field with a "Send" button, an "Auto Refresh" checkbox, a "Refresh Interval:" field set to 5, and a "Only show last" field set to 22 lines.

Stop Hercules by entering 'quit' in "Command" field and clicking the "Send" button.

Verifying the Hercules 3270 Welcome Screen

Attach a 3270 terminal emulator to the IP interface and port specified in the s370.conf file for the CNSLPORT parameter. The default logon screen provided with Hercules appears as shown.



Running Hercules as a Daemon

Use the nohup utility and specify the '&' option to start Hercules in the background, unattached to a terminal session.

```
# cd ~
# ./bash_profile
# nohup hercules -f mvs.conf -b herclogo &
```

When hercules is running in the background as a daemon, you can verify that it is running using the "ps -ef" command or by using the HTML console window shown above.

This concludes the Hercules installation and configuration description for Linux. In the next document in this series, we will present steps to install, configure and operate the OS/VS2 operating system within an emulated S/370 environment provided by Hercules.