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League Manager

for Macclesfield Pool League

Administrator's Guide

Backup & Restore

League manager provides a backup facility that will periodically (or on demand) make a backup of the entire database. This includes users, passwords and all league data. Backups can be easily restored to recover from system failure, accidental or malicious deletion of data or when moving web servers.

Backup files carry the extension *gz* and can be downloaded only by the *root* account. It is recommended that you download a copy of the latest backup file every week. This is so that if the server it is running on fails and loses all its data and backups, you still have a copy of all the data which can be used to restore League Manager.

Accessing the backup system

The backup system can be found in the *Admin* tab of League Manager. This tab is only visible on the root account.

Manually making a backup

Simply click on the *Backup Now* button at the top of the page. This may take a second or two

Downloading a backup file

The backup files are listed in chronological order (with the most current backup at the top). Simply click the name of the file you wish to download and keep it somewhere safe on your computer.

Restoring from a backup

Warning: This will reset all passwords and user accounts to their values when the backup was taken! Make sure you know your password from this time.

1. Select the date and time you wish to restore to by clicking the radio (aka option) button next to the one you want to use.

If the date and time you wish to use is not on the list you can upload your own backup file. To do this, select the radio (aka option) button next to the Upload option and click *Browse* to choose the file you wish to restore from.

2. Enter the *root* password in the password box
3. Make sure you have chosen the right date and that you know the password from this date. Read all warning messages and click *Restore Database*.
4. A complete backup will be made before the restoration takes place. The data will be restored and you will be required to log back in to the system to continue.

Automatic Backups

League manager will automatically backup the database every day (by default). The first visit to the site every day will trigger this update (which will be run in the background without the knowledge of the visitor). This means that backups will not necessarily occur at the same time each day. It also means that if no-one visits in a particular day, no backup will be made.

By default, all backups that are made in a month are kept. After a month (by default), only one backup per-week will be kept. There is a maximum total size over which, old backup files will be deleted. By default this is 50mb.

Installation

Before you begin you should have...

- FTP or SSH or SFTP username, password and server address
- Web/Public Folder Name
- MySQL username, password and server address
- MySQL Schema Name
- An FTP, SSH or SFTP client that you know how to use

Part 1: Basic setup

1. Copy the contents of the *pubhtml* folder from the League Manager CD to the public folder of the web server using your FTP client.
2. Open your browser and navigate to the *setupDB.php* file on the web server.
3. Enter the database server, schema, username and password
4. If you are restoring from a backup, for *Database File* select the backup file you wish to restore from.

If you are installing for the first time, use the *blankDB.gz* file from the CD.

5. If an error is shown, press the *Back* button in your browser and ensure all data was entered correctly and that you have full access to the database schema supplied.

If no error is displayed, click *Click Here* and you will be taken to the league manager homepage.

6. If you have restored data from a backup, all your previous accounts will be available for you to log in to.

If you have created a blank database, you must now login and create the necessary accounts.

7. Click the *Log In* button on the homepage.
8. Enter the username *root* and the password *ImDefPasswd*.
9. Change the root (administrator) password using the wizard on the *My Account* page.
10. Follow the instructions in the *User's Guide* to create new accounts. Please note that the *root* account should **only** be used for backup purposes. You should create a new account for administering the League Manager functions.

How to use a FTP client to copy the League Manager installation files

Windows

1. Open the *Start* menu and click *Run*

2. Type in the following, replacing *ftp-server-here* with the address of your FTP server and press enter.

```
explorer ftp://ftp-server-here
```

3. If you are not prompted to enter a username or password, right click in the white area in explorer and click *Login As...*
4. Enter your username and password
5. Open the *web* or *public* folder specified by your web hosting company this is often one of the following
 - http
 - html
 - public
 - htdocs
6. Find any files who's name is either *index* or *default* and delete them
7. In a separate window, open the *pubhtml* folder on the League Manager CD
8. Go to *Edit* and choose *Select All*.
9. Go to *Edit* and choose *Copy*
10. Go back to the first window and go to *Edit* and then *Paste*
11. You may be asked to confirm you wish to overwrite certain files, choose *Yes*.

GNU/Linux (and UNIX)

1. Open either *Konqueror* or *Nautilus* (If you have both, use *Konqueror*)
2. Go to the location bar (on Nautilus you may need to click the edit icon so that you can type here)
3. Type in the following, replacing *ftp-server-here* with the address of your FTP server and username with your username, then press enter.

```
ftp://username@ftp-server-here
```

4. You will be prompted for your password. Enter it and press enter
5. Find any files who's name is either *index* or *default* and delete them
6. In a separate window, open the *pubhtml* folder on the League Manager CD
7. Go to *Edit* and choose *Select All*.
8. Go to *Edit* and choose *Copy*
9. Go back to the first window and go to *Edit* and then *Paste*
10. You may be asked to confirm you wish to overwrite certain files, choose *Yes*.

Advanced & Emergency Settings

Should you forget the root password or wish to change advanced settings such as the frequency of backups and the SQL server details, you will need to modify the config file.

The config file allows the configuration of the following settings:

- Database
 - Server
 - Schema
 - Username
 - Password
- Automatic Backups
 - Enable/Disable
 - Interval between backups
 - How long to keep backups before thinning them to one a week
 - Maximum total file size for backups
- Emergency database restore
- Emergency user password reset
- Emergency super-user password reset
- Emergency rights reset

How to use the config file

Use

1. Download the file *config.php* using FTP
2. Make a backup copy in case you make a mistake
3. Open in a text editor (on windows you must use *Word Pad* rather than *Note Pad*)
4. Make changes to the file as required.
5. Save and upload, overwriting the old version
6. Visit any page on League Manager to test your changes

Editing

The config file contains *variables*, variables are indicated by the \$ at the start of their name. For instance, *\$dbServer* would be a variable called dbServer. The contents of the variable follow an equals sign. Values

which contain text (like a user name) have double quotes round them (**not** two single quotes), variables which are just numbers, do not have quotes. This is followed by an explanation of the variables purpose.

For example:

```
$dbServer      = "localhost"; // Database server name
```

```
$dbName       = "leagueManager"; // Database schema name
```

Are two variables. One sets the variable *dbServer* to *localhost* and the other sets *dbName* to *leagueManager*.

Useful Variables

Note that these variables will all be set somewhere in the config file, modify the existing values rather than creating new entries as these may be ignored.

Database Settings

- *dbServer*
The database server address
- *dbName*
The database schema name
- *dbUser*
The username for the database
- *dbPass*
The password for the database

Backup System

One day = 86400 seconds. One week = 604800 seconds. Two weeks = 1209600 seconds. One month = 2419200 seconds.

- *autoBackupEnabled*
1 if backups should be carried out automatically, 0 if not.
- *autoBackupInterval*
Number of seconds between automatic backups
- *archiveInterval*
After a month, how far apart should backups be (I.e. after one month, keep one backup per week) – in seconds.
- *maxArchiveSize*
In total, how many megabytes worth of backups should be kept.

Database Restore

If you need to restore a database and cannot use the standard interface, you can use the config file.

1. Upload the backup file into the League Manager folder via FTP

2. In the backup file set *restoreDbFrom* to the name of the backup file (this is case sensitive)
3. Visit any page on League Manager
4. Set the *restoreDbFrom* variable to blank ("") again

Password Reset

This is to be used in case you forget an administrator password and need to reset it.

1. Set *resetPasswordFor* to the username of the account you wish to reset
2. Visit any page of league manager
3. Set *resetPasswordFor* back to blank ("")
4. The account password will now be set to *s28182*.
5. Change the password immediately

Recreate Administrator Accounts

This will recreate the root and super-user accounts

1. Set the following values in the config file
 - *resetEnabled*
Set this to 1
 - *resetRootPassword*
The new password for the root account
 - *resetUserName*
The username for the super-user account
 - *resetUserPassword*
The password for the super-user account
2. Visit any page on League Manager
3. Set *resetEnabled* to 0

League Manager Rights Reset

If you somehow are left with a league manager account without full rights to the system, you can reset any account to have full rights to the database.

1. Log in to the account and make a note of the UID mentioned in the *My Account* page.
2. Set the following in the config file
 - *ImResetEnabled*
Set this to 1
 - *ImResetUID*
The UID from the *My Account* page
3. Visit any page on League Manager

4. Set *ImResetEnabled* back to 0
5. The user will now have full rights to League Manager