Maximo Anywhere 762, Best Practices

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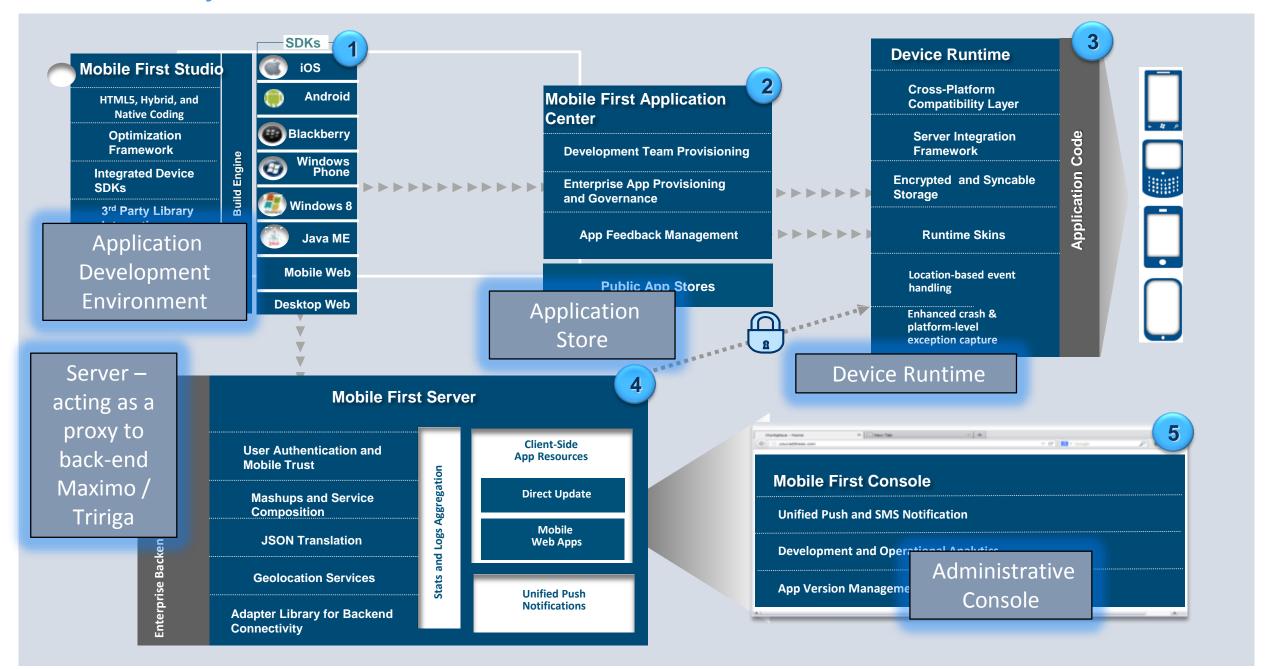
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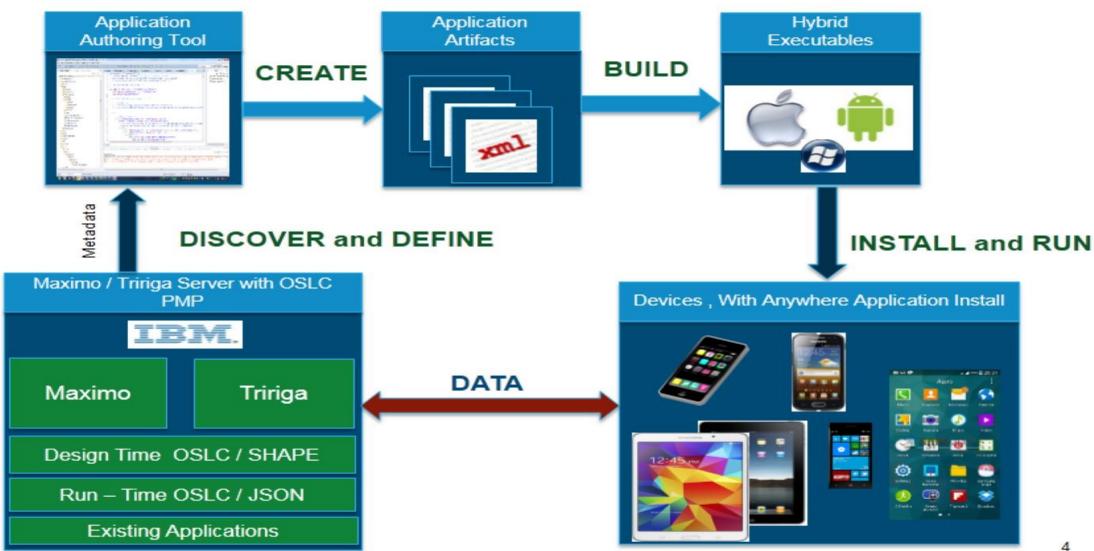
Agenda

- Architecture overview
- Application Life Cycle
- Best Practices
 - Installation best practices
 - Sizing Best practices
 - Performance best practices
 - Development best practices
 - Serviceability & Troubleshooting best practices

Maximo Anywhere Platform Architecture with MobileFirst



Anywhere Architecture and App LifeCycle Flow



Anywhere considering customer setup and deployment environment

Proactive Planning

- Understanding Maximo Anywhere Component
- Understanding Maximo Anywhere Deployment topology
- Sizing Customer Environment for right topology
- Understanding Implementation requirement for the
- Installation best practices
 - Planning hardware for required loads and throughput
 - Planning Software's for deployment
- Implementation Options

Best Practices

- Implementation experiences
- Application Development / Implementation
- Production

Reactive Action

- Usually done in response to a problem. (this is the least desirable option as it means that users have already been impacted)
- Expensive and time consuming
- Focuses on analysis and most likely cause

Maximo anywhere – Supported topology

installation and deployment topology

- Single Sever Topology
- Multi Server Topology
- Enterprise Server deployment Topology

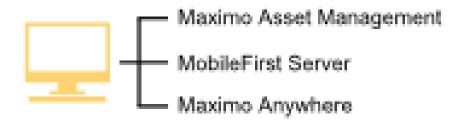
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Single Server Deployment – for Development, Test

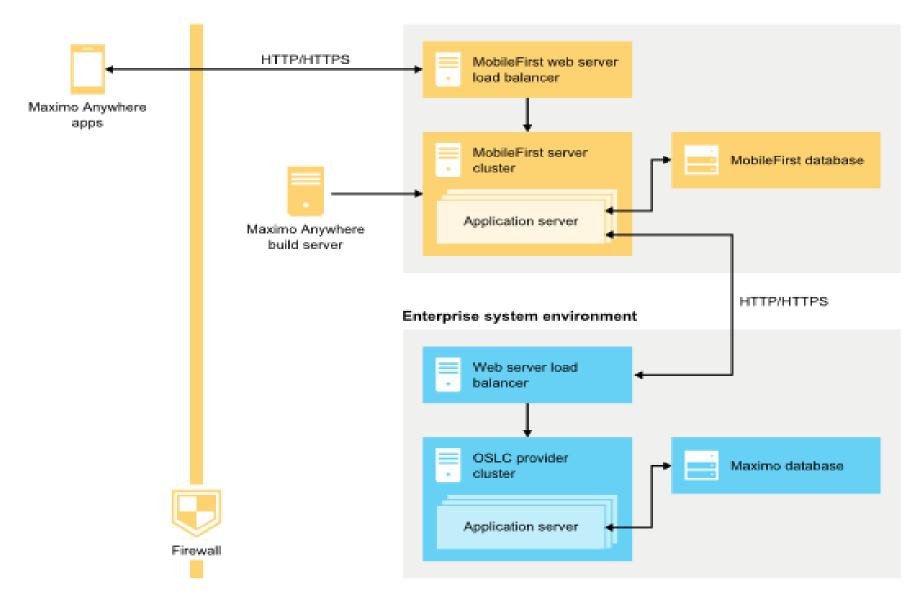
For small enterprises, a single-server deployment can be used for production purposes. Larger enterprises can use a single-server deployment as a pre-production test environment.

To create a single-server deployment, you install MobileFirst Server and Maximo Anywhere on a single computer. A test instance or a production instance of Maximo® Asset Management is also required, either on the same computer or on a remote computer.

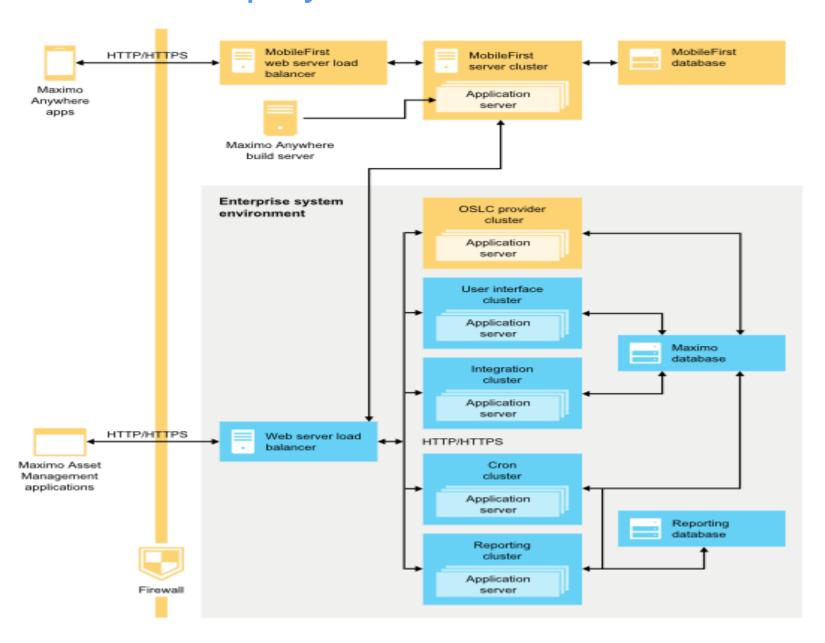
- A single-server deployment of Maximo Anywhere and MobileFirst Server.
 - You can configure an instance of MobileFirst Server.
 - WebSphere® Application Server,
 - WebSphere Application Server Liberty, or Apache Tomcat for use.
 - You can also configure an existing production database, such as
 - DB2®, Oracle Database, or MySQL Database.
- Maximo Anywhere build environment for
 - You can build, deploy, and preview the mobile apps in the MobileFirst Operations Console. You can then deploy the apps to the Application Center where mobile workers can download them to a mobile device.



Multiple Server Deployment – for Production, Development, Test (Recommended)



Enterprise Server Deployment – for the Production



Maximo anywhere – How to consider sizing for your environment

- Number of users support for Maximo Anywhere mobile deployment
- What hardware
- MobileFirst Server Sizing
- Maximo OSLC Server Sizing
- Database Server
- Devices

1/15/2018

Maximo Anywhere Sizing Guideline

• First, we recommend that you start with the <u>IBM MobileFirst Platform V7.1 Scalability and Hardware Sizing</u> document and the <u>Hardware Calculator</u> available from <u>IBM MobileFirst</u>, especially if you plan to use IBM MobileFirst for purposes in addition to Maximo Anywhere.

Then, you can use the following information to assist you with specific details for Maximo Anywhere.

MobileFirst Server:

- The Maximo Anywhere platform deploys the adapter on the MobileFirst server which acts as an http proxy server and can manage up to 300 users per JVM.
- Each JVM requires **2 dedicated CPU cores** and **4-6 GB** allocated for the JVM heap space (plus an additional 30% available RAM for JVM overhead).

Maximo OSLC Server:

- The Maximo OSLC Server can manage up to **100 users per JVM** under normal user load. Refer to to the exceptions below for specific guidance on certain end user activities.
- Each JVM requires **2 dedicated CPU cores** and **4-6 GB** allocated for the JVM heap space (plus an additional 30% available RAM for JVM overhead).

Database Server:

- Maximo Database
 - A minimum extra 30% CPU and memory resources should be added to the DB server to handle Maximo Anywhere load. Refer to the exceptions below for specific guidance on certain end user activities.
- WorkLight Database
 - Worklight database requires 2 dedicated CPU cores and 4 GB Memory.

Maximo Anywhere Sizing Guideline

- Best Practices, Usage Notes, and Exceptions:
- For more information on tuning, refer to the <u>Maximo Best Practices for System Performance 7.6.x</u> white paper.
- For application storage and reports, consider separate JVMs and refer to the
 IBM MobileFirst Platform V7.1 Scalability and Hardware Sizing document to assist in scalability and sizing.
- The "Download lookup data" feature is used to download a large amount of data to mobile devices.
 - This is typically not a daily activity for the user, but can happen periodically based on how often this data needs to be refreshed.
 - This activity may consume significant system resources on the Maximo OSLC Server reducing the number of
 managed users to as low as 50 users per JVM. As a best practice, introduce users in batches to avoid a large number
 of end users accessing this feature concurrently.
 - For internal testing, the lookup data consisted of 50000 Assets, 5000 Locations, 5000 Items, 400000 Failure Lists, 500 Tools, and 250 Persons. All remaining lookup data consisted of 100 record each. Maximo Anywhere may be able to support higher numbers of lookup data with appropriate system resources.
- The "Download current work list" feature is used to download the list of current work orders to the mobile device.

Resource Link

•https://www.ibm.com/developerworks/community/blogs/a9ba1efe-b731-4317-9724-a181d6155e3a/entry/Maximo Anywhere 7 6 x Sizing Guidelines?lang=en

Maximo Anywhere Sizing Guideline

- Device Sizing
 - Memory
 - CPU Power Processer (Benchmarks : https://browser.primatelabs.com/processor-benchmarks)
 - Battery (Benchmarks: https://browser.primatelabs.com/battery-benchmarks)
 - Android Device Benchmark https://browser.primatelabs.com/android-benchmarks
 - IOS Device Benchmarks : https://browser.primatelabs.com/ios-benchmarks

Maximo anywhere - Installation

- Understanding Installation Component
- What Steps I should follow for successful installation
- Software and Hardware Requirement
- Installation Worksheet
- Implementation of Maximo Anywhere

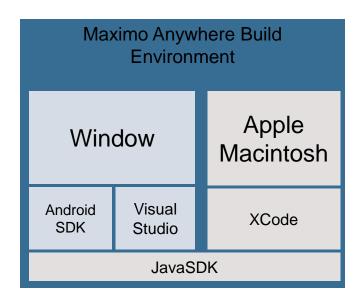
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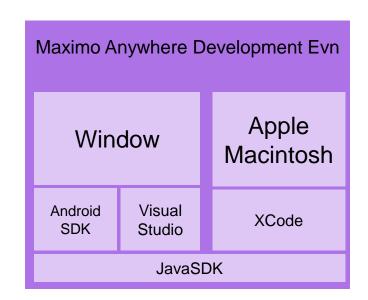
Understanding installation component

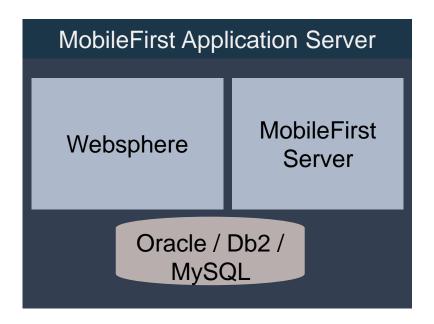


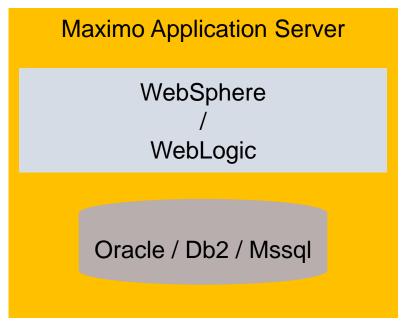












Steps for installation

1. Collecting all required Software for installation

· Downloading software

2. Planning for server Installation

- Preparing database for installation
- Preparing the installation files
 - Installing Anywhere Maximo PMP (Installation of Maximo Anywhere Required Components)
 - Installing MobileFirst Server
 - Installing the MobileFirst Administration Component.

3. Planning for build Server installation

- Installing Maximo Anywhere 7.6.1 (Window / Android)
 - Preparing the Android SDK
 - Preparing Microsoft Visual Studio
- Installing Maximo Anywhere 7.6.1 on MAC OSX

4. Client

Installing the Applications to the device.

5. Implementation

Configuring Anywhere Administration

6. Development & Build

Setting up MobileFirst Studio to allow for application development and previewing.

Software and Hardware Requirements

Required for all installations

The following can be found under the Maximo Anywhere entitlement on Passport Advantage.

- 1. IBM Maximo Anywhere V7.6.1 Launchpad for Maximo Asset Management V7.6 Multiplatform Multilingual (Download the 7.5 installation instead if required)
- 2. IBM Maximo Anywhere V7.6.1 Mobile First 7.1 Multiplatform Multilingual
- 3. Java 1.8 JDK (1.7 can be used as well, if using **older** android build tools.)
- * Ensure JAVA_HOME is set as a system variable before starting the installation of Maximo Anywhere.

Required for Android

1. Android Studio and Platform Tools https://developer.android.com/studio/index.html

Required for Windows

- 1. Microsoft Visual Studio 2013 or 2015 (community edition will work)
- 2. The windows applications must be built on a Windows 2012 R2 Server, Windows 8.1 or Windows 10.
- 3. 2012 C++ Redistributable (Installed to devices using Maximo Anywhere)

Required for iOS

- 1. Applications must be built on a MAC OSX 10 or higher workstation
- 2. xCode (can be downloaded from the app store)
- 3. Provisioning profile and certificate

For more details system requirements, head over to the following wiki page: Maximo Anywhere 7.6.1 system requirements

For Maximo Anywhere\MobileFirst we support 3 database types in production

Oracle DB2 MySQL

Document

Installation worksheet

Variable	Default value	Example value	Your value
Maximo Anywhere installation directory	Windows: C:\IBM\A nywhere UNIX and Linux: op t/ibm/Anywhere		
MobileFirst Server Administration protocol	On Windows: http On Mac OS X: https		
MobileFirst Server Administration host name		hostname.yourdoma in.com or 1.234.567.8 9 or localhost	
MobileFirst Server Administration port (Stand-alone server)	9080		

Implementation - Understand Customer Requirements

- Number of users are planning to use this application
 - Types of users
 - Time of the day
- Size of Look-up data
 - # Assets
 - # Failure Code
 - # Classification
 - # Items
- Size of Transaction Data
 - # work order
 - # Items on device
- Network Types -
 - WIFI
 - 3G, 4G
- Types of Devices they are planning to support
 - Android
 - IPhone
 - Windows
- Authentication types they like support
 - Maximo
 - LDAP , Single Sign on

- Understand use cases and users roles and group for the applications
 - Connected / Disconnected
 - User role , technician , supervisor
- Attachment Support
 - # attachments store on device
 - Size of attachment ,
 - Types (pdf , jpg , gif ,doc more..)
- Implementation Planning
 - Lookup filtering for diff groups and persona (required to collect input from business users)
 - Query Base planning for list page for diff group and persona (required to collect input from business users)
 - Understand customer configuration and customization requirements

- Test all host connections before building anywhere application for the users
 - Maximo connection
 - MobileFirst Admin Server connection
 - MobileFirst AppcenterConnection
 - Validate you credentials

Consider using fully qualified host information part of build.properties (adapter connection , MobileFirst

27 ## ##adapter.connection.port= 28 ## ##adapter.connection.context=

32 adapter.connection.user=maxadmin
33 adapter.connection.password=maxadmin

44# adapter.connection.protocol=http

35 #adapter.connection.port=9080

34 #adapter.connection.domain=mobile04.lon.swg.ibm.com

36 adapter.connection.domain=mobile02.lon.swg.ibm.com 37 #http://mobile02.lon.swg.ibm.com:9081/maximo/

connection, application center connection)

- Validate Appropriate SDK Levels before following build process.
 - E.g Android sdk, IOS xcode versions, Windows appropriate level of visual studio install,
 - · E.g JDK version.
- Make sture for IOS valid provisioning profile and certificates are installed on build server.
- For IOS make sure SSL enabled for application center store
- Use build all command to build anywhere apps, out of box
- Understand when to run what part of the build process
 - E.g when to run RDF Puller, When To run Install Platform (only applicable when fix packs are install), and More

- For production use always consider using admin app
- Configure correct timeouts for the application using admin app (sometime for slow running servers you might have to use this)
- # Timeout to be used when connecting with adapter to get working data (in milliseconds) si.device.connectivity.timeout=10000 Global Properties

Property .

si.att.proxy.maxfilesize

si.attach.uploadmaxsize

si.attachment.basedirectory

si.device.connectivity.timeou

si.attach.doclink.doctypes.defpatl

Value

anywheredoclinks

10485760

The max file size of the attachment files to download, anything larger is

Default 10 MB, Upload limit for the file attachment to the server, make

Controls the location of the folders that are created by multiple users. If

you share a mobile device, the attachments could reside in multiple user

Timeout to be used when connecting with adapter to get working data (in

Waiting time before try to access the remote system after a timeout error

skipped, 5 Mbytes

Attachments upload path

- ## Timeout to be used when downloading large sets of data like lookup data using stable pagination (in milliseconds) si.device.connectivity.timeout.stablepagination=360000
- ## Waiting time before try to access the remote system after a timeout error (in milliseconds)(use 0 for no interval)

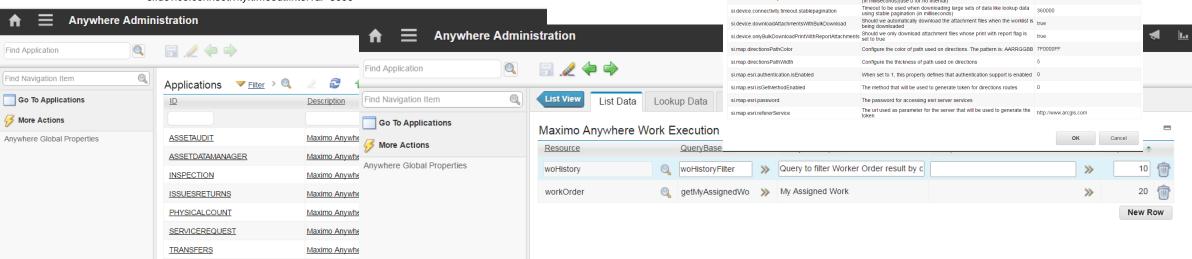
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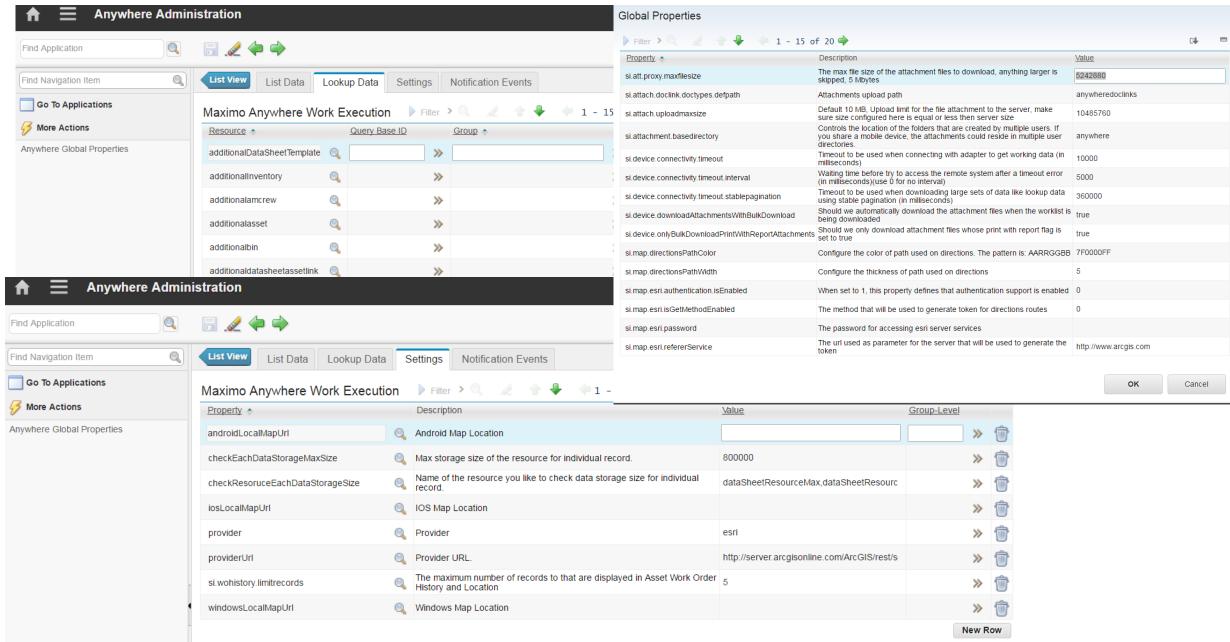
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si.device.connectivity.timeout.interval=5000

WORKAPPROVAL

WORKEXECUTION





- Test and validate QueryBase configured part admin application
- Make sure attachments configured correctly part of maximo
- Tune page Size, part of app.xml <resource pageSize="200", to improve overall throughput and performance of anywhere application. (for lookup data, for transection data)
- To avoid large set of look up data on device, Use admin app to configure lookup data for appropriate groups with query bases.
- To avoid large set of transection data download for specific user, use group and query base configurations to manage data download on device.
- Before applying fix packs make sure backups are taken for entire maximo anywhere directory.
- Before following customization or configuration changes, make sure keeping backup of out of box app.xml as well as \common\js directory.

- To validate anywhere implementation Use Mobile First console using chrom browser simulator to verify anywhere application implementation (Development only)
 - Note: browser has limitation to download only 200 lookup data for the resources on device.
 - Each application verification may required to clean up browser cache
- To validate each and every feature of anywhere implementation Use actual device
- Avoid changes to worklight.properties files required build and redeployment of MaximoAnywhere War file. Required restart of server.
- Always use server configuration tools to deploy the MaximoAnywhere War file
- Development Best Practices
 - Use Eclipse with supported Mobile First Plugin with MaximoAnywhere.
 - Make sure you build and validate out of box application before starting any configuration and customization changes.
 - Use simulator, emulator and device to validate your application before moving to production.
 - Leverage inbuilt MobileFirst server to deploy and validate the application.
 - Use custom directory to write you own business logic to avoid overwriting of existing file during fixes and patch installation.
 - Always keep back up copy of out box MaximoAnywhere Project
 - Use source control to manage changes in team development environment.
 - · Test your changes before move to production environment.

Anywhere Performance Best practices

- Consider JVM clusters
 - Anywhere Cluster.
 - Maximo OSLC Cluster .
- Application Server/JVM settings
- IBM HTTP Server settings
- Logging and Tracking
- Process to be consider before move to production
- Maximo Performance Best Practices
 - □ https://www.ibm.com/developerworks/community/blogs/a9ba1efe-b731-4317-9724-a181d6155e3a/entry/maximo_anywhere_7_5_sizing_guidelines?lang=er
 - Keep a spreadsheet of your entire setup information.

Performance: Application Server / JVM Best Practices (Anywhere / Maximo)

□ A	Anywhere Cluster Maximo OSLC Cluster
JVN	I heap memory settings are very important and play a big role in application server performance.
□ C	Consider 64 bit application servers.
G 6	34 bit – You can increase the heap memory and keep
	Initial: 4096m / Maximum: 4096m (4 GB TO 6 GB) Note: When planning for overall system memory consumption, include additional overhead memory to be used by the JVM outside of the heap size as well as available RAM for the operating system. A general rule of thumb is to include an additional 30% - 40% of memory to account for this overhead.
-Dsi	un.rmi.dgc.ackTimeout=10000 (Only useful for maximo)
□ E	Extremely important setting for Maximo due to heavy use of java rmi objects.
□ ∨	Vithout this setting, Maximo objects are held in memory for longer duration, which can lead to
	Out of Memory situations
	Too many database connections
☐ Gar	bage collection policy
☐ g	encon policy: -Xgcpolicy:gencon
□ Nursery Size	
	25% of maximum heap size: -Xmn1024m

Performance: Application Server / JVM Best Practices

JVM Thread pool tuning recommendations
☐ Minimum size: Specifies the minimum number of threads to maintain in the pool.
Default thread pool: 20
WebContainer thread pool: 120
Maximum size: Specifies the maximum number of threads to maintain in the pool.
Default thread pool: 50
WebContainer thread pool: 120
☐ Thread inactivity timeout: Specifies the amount of inactivity (in milliseconds) that can elapse before a thread is reclaimed.
Default thread pool: 30000
WebContainer thread pool: 60000
Allow thread allocation beyond maximum thread size: Specifies whether the number of threads can increase beyond the maximum size configured for the thread pool. Value: Enabled
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Performance: IBM Http Server Tuning Best Practices

☐ The ThreadsPerChild directive sets the number of threads created by each child process.

IBM Http Server settings are part of httpd.conf file

	TimeOut
	□ Value: 900 □ The TimeOut directive sets the amount of time the server waits for certain events before failing a request.
_	KeepAliveTimeOut
	□ High Network Bandwidth: 10
	□ Low Network Bandwidth: 60
	The KeepAliveTimeout directive sets the amount of time the server waits for subsequent requests on a persistent connection. Set this value to 60 for those environments that may have high network latency, such as when users are located in areas that are geographically different from the location of the servers.
	MaxKeepAliveRequests
	□ Value: 0
	□ The MaxKeepAliveRequests directive sets the number of requests allowed on a persistent connection. Setting this value to zero allows unlimited requests.
	MaxRequestsPerChild
	□ Value: 0
	The MaxRequestsPerChild directive sets the limit on the number of requests that an individual child, server handles during its life. Once this limit is reached, the child process dies. Setting this value to zero ensures that the process never expires.
	ThreadLimit
	□ For environments: 2400
	☐ The ThreadLimit directive sets the upper limit on the configurable number of threads.
	ThreadsPerChild
	□ Value for environments: 2400

Performance: IBM Http Server / LB Tuning Best Practices... ☐ Sites that have bandwidth or latency issues can use one of the following techniques to improve performance: HTTP Compression ☐ HTTP compression is a capability that can be built into web servers, such as IBM HTTP Server and Apache HTTP Server 2.x and above, and web browsers to make better use of available bandwidth, and provide faster transmission speeds. □ IBM HTTP Server: Use Apache mod_deflate and set DeflateCompressionLevel to 3 or 6 to improve response time in environments that have low bandwidth and high latency. ☐ How to configure compression - http://httpd.apache.org/docs/2.2/mod/mod deflate.html Hardware Compression □ Network appliances, such as Juniper and Riverbed, provide compression and caching features. Network appliances can help compress data and optimize bandwidth. Customers report that network appliances can prove to be beneficial to system performance, especially in a high-latency and/or a low bandwidth environment. ☐ Hardware compression affects all servers in the configuration.

Anywhere / Maximo Logging / Tracking Best Practices

Keep Anywhere Device Level Logging off (default is off)
☐ Mobile first logging enablement (http://www-01.ibm.com/support/knowledgecenter/SSZH4A_6.2.0/com.ibm.worklight.monitor.doc/admin/r_logging_and_monitoring_mechanisms.html)
 Keep Anywhere Application server and Maximo as well as application server logging to minimal level unless investigating a problem. Set everything including Maximo root logger to INFO (not much overhead). Logging adds 5% + overhead.
 Clean up log folders from filling up. SystemOut , SystemError , Maximo Specific Logs Watch out for heap dumps as these files are very large.
Since logging changes can be applied dynamically, turn logging on when needed and turn it off when done.
 For SQL performance analysis, (OSLC Object structure internally use mbo, which generate sqls Use logSQLTimeLimit, extremely useful. (Default to 1000 ms) Collect them in separate log files.
 If analyzing memory usage, Use verbose GC logging. Clean up old log files. Use Garbage Collection and Memory Visualize to analyze.

Maximo Anywhere Development Best Practices

- Develop Your Mobile App with Your Audience in Mind
 - Which Persona going to use this app, Involve Potential Users in the Design Process
- Understand the requirements and Use Cases
 - What are use cases, How much work is happening in connected mode and disconnected mode.
- Invest in User Experience
 - Make the App Easy to Understand
 - Create a Consistent flow, Build wireframes
- Ask you self a question
 - Are you converting one of maximo app feature and function as mobile
 - Instead of building new one can you clone existing app and start on fast track.
- Planning
 - Understand Maximo functionality correctly
 - Plan OSLC Object Structure
 - Is all object structure exist, do you need new object structure and relationship
- Development and Implementation (Faster Development process, Time to Market is key)
 - How many views you need, how many dialogs you need, How much business logic needs to be written on device
 - How many resources you need, (transection resource, lookup resource, system resource, complex resources
 - Test the Design and implementation
 - · Check is this design right, is this implementation working as expected
- · Get and Learn from feedback
- Learn from Competitors

Maximo OSLC Server Built in Logging & Troubleshooting Tools

□ System Properties used as part of logging
☐ Enabled through System Properties application. Dynamic, can be enabled without re-building application ear file.
 SQL logging to collect all SQL statements – Logging Application. (Object Structure Internally use mbo)
□ Set OSLC Logger to Info
Use the following system properties to collect useful log information.
 mxe.db.fetchResultLogLimit mxe.db.logSQLTimeLimit mxe.db.logSQLPlan mxe.db.sqlTableScanExclude
□ FetchStopLimit
Enable and use until you reach a stable state. Returns an error to the end user. Can collect the information from th log and contact support.
mxe.db.fetchStopLimitEnabled
 mxe.db.fetchResultStopLimit mxe.db.fetchResultStopLimit.OBJECTNAME
mxe.db.fetchStopExclusion
 Using fetch stop limits to prevent out-of-memory errors https://www-304.ibm.com/support/docview.wss?uid=swg21412865
□ FetchResultLogLimit
This greatly helps in identifying excessive data fetch.
Use this to identify the code that is fetching excessive data.
Depending on data or code fix, adjust the data or get a code fix.

Process to be consider - implementing anywhere for production use

☐ User Production build server in control mode.

□ Development
Team development user source control system to control the changes
Use individual development environment using eclipse, leverage MobileFirst development environment
Inbuilt MobileFirst Sever
Simulators
Emulators
Always test before move to stage or production
□ Stage and QA
Consider Near to production environment. (Mini replica of production)
□ Production
☐ Follow Change Control Process move to production.

Anywhere Troubleshooting

Viewing Logs

- Our messages go to the default device log our you can email logs through the Settings->Logging action within our application
- By default, we only log Errors
- Retrieving Logs from Android
- Plug in your device to your laptop, and startup Logcat from your Android Tools
- Retrieving Logs from iOS device.
- Plug in your device to your Mac, use LemonJar's iOS Console to output the logs
- Windows Tablet
- Need to install weinre
- http://blogs.windows.com/buildingapps/2013/06/12/remote-html5-debugging-on-windows-phone-with-weinre/

Anywhere Troubleshooting

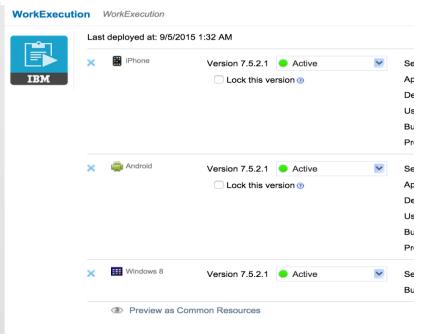
Enabling Trace Logs

- Enable debug logs in the application to get more information about problems.
 - Option 1. Set the logLevel='2' in app.xml, rebuild and redeploy the apps. For example:
 - <app id="ServiceRequest" logLevel="2"</p>
- Option 2. If you can login to the application successfully, Go to Settings -> Logging and Enable Debug Logging

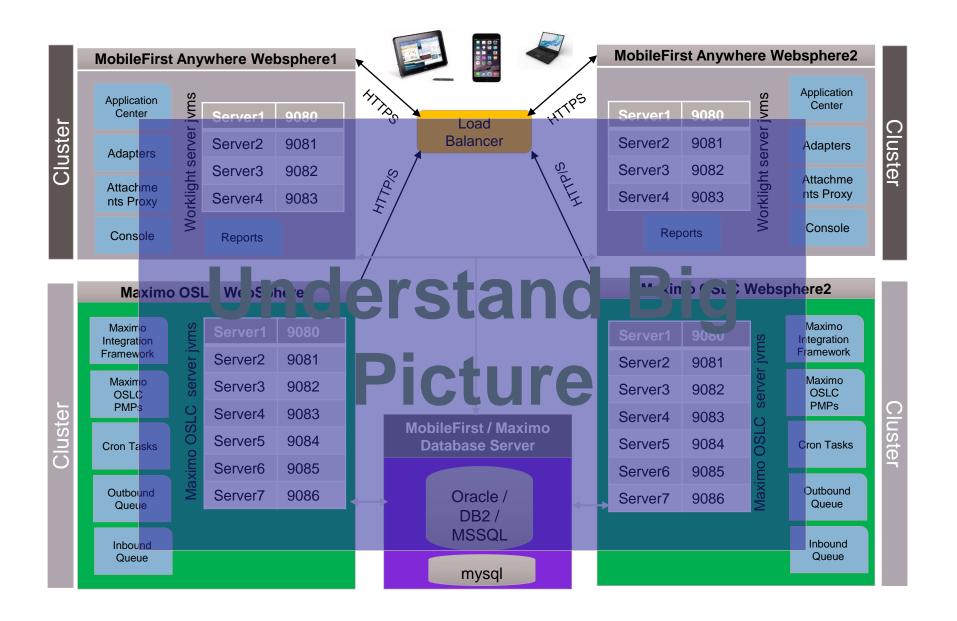
Anywhere Troubleshooting

- Debugging in Chrome
- You can test any non-native feature of the Anywhere apps using the Chrome Simulator
- You launch this from http://<mobilefirsthostname and port>/worklightconsole
- Click on the Preview As Common Resource link

- Click More Tools-> Developer Tools->
- And choose the console tab. You'll see our logs.
- You can attach a debugger and debug our code.
- · https://developer.chrome.com/devtools/docs/javascript-debugging



Reactive Actions



- Apk is not installed on application center
 - Answer: make sure application center is up and running and user and password access to app center is configured correctly in build.properites file.
- ☐ IPA is not installed on application center
 - Answer: make sure application center is up and running with ssl and user and password access to app center is configured correctly in build.properites file.
- MobileFistconsole is not showing deployed application
 - Answer : make sure worklight console is up and running
- RDF puller is not updating my object structure changes.
 - Make sure build properties configured with admin user and password to pull the shapes from the server, also make sure it is connecting to the maximo server you change the object structure.
- After installing fix pack, my problem is still not solved
 - ☐ Make sure you follow InstallPlatfrom script process to get latest fixpack changes part of build process.

Resources

- Knowledge center
 - https://www.ibm.com/support/knowledgecenter/SSPJLC_7.6.1
- Installation Start to finish

https://www.ibm.com/developerworks/community/blogs/a9ba1efe-b731-4317-9724-a181d6155e3a/entry/Maximo_Anywhere_7_6_1_Installation_Start_to_Finish?lang=en

Anywhere Sizing

https://www.ibm.com/developerworks/community/blogs/a9ba1efe-b731-4317-9724-a181d6155e3a/entry/Maximo_Anywhere_7_6_x_Sizing_Guidelines?lang=en

Thank You



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