

Operating Servoy Application Servers in a cluster

Servoy Application Servers that operate within a Servoy Cluster can, for the most part be seen as normal Servoy Application Servers. This chapter describes the differences and the things to look out for.

Servoy Application Server instances that are part of a Servoy Cluster share the same Servoy Repository, databases and databroadcasting mechanism. The Servoy Application server is also aware of the clients connected to the other servoy Application servers in the cluster. This means the following:

Solution imports

Import of solutions into a Servoy Application Server connected to the Servoy Cluster will broadcast to all connected Servoy Application Servers. When using the pre- and post import hooks i.e. the Maintenance plugin, all operations performed by the Maintenance plugin will operate on the entire cluster.

Databases & databroadcasting

All the Servoy Application Servers in the cluster need to connect to the same set of databases. Although the connection settings might differ, the physical database to which a Database Server connects needs to be the same, otherwise the databroadcasting mechanism will work incorrectly.

Servoy Admin page Clients overview

The Clients overview page on the Servoy Admin page will show all clients connected to the cluster, not just the clients connected to the specific Servoy Application Server instance. The Clients overview provides a link to toggle between grouping by Servoy Application Server first, then solution or vice versa. Flushing clients, sending messages and killing clients can be done on individual client level, per solution, per server or per solution per server.

The following things need to be taken into account when operating Servoy Application servers within a Servoy Cluster:

Server plugins

Server plugins live on the server side. Unless specifically build to operate within a Servoy Cluster, each Servoy Application Server will instantiate an instance of the plugin. Depending on what the plugin does this might be ok or not.

All plugins that are shipped by default with Servoy will be instantiated on each individual Servoy Application server.

The RestfulWS plugin for example, which operates partly serverside, has a serverside setting, detailing the maximum number of licenses used for handling concurrent requests. As the plugin gets instantiated on each Server Application Server, this value is the maximum number per Servoy Application Server.

When using 3rd party plugins, check with the vendor if the plugins support operating in a Servoy Cluster.

Properties

A Servoy Application Server stores all of its settings in the `servoy.properties` file in `/application_server`. When running inside a Servoy Cluster, each Servoy Application Server instance still has its own `servoy.properties` file.

Many of the properties will have to have the same value, to provide the enduser with a consistent behavior, regardless of which Servoy Application Server they connect to.

Except for the `useAjax` setting on solutions and solutions itself, changes to the configuration of a Servoy Application Server instance are not broadcasted to the other Servoy Application Servers in the cluster. This means that configuration changes need to be applied to all Servoy Application Servers in the cluster manually.

Client Licenses

- Client licenses: the same Client License key needs to be installed on every Servoy Application Server. It will work as if the cluster uses this license, allowing a number of clients to be connected per cluster, not per Servoy Application Server.
- CPU licenses: each Servoy Application Server requires its own CPU License key

Folder contents

The following folders of the Servoy Application Server installation should be synced between all Servoy Application Server instances that are part of the cluster:

- `/application_server/beans`
- `/application_server/drivers`
- `/application_server/lafs`
- `/application_server/plugins`
- `/application_server/server/webapps/ROOT/servoy-webclient/templates`