Building and Running Geode from Source

Download Geode source from one of two places: find a specific Apache Geode release at http://geode.apache.org/releases or use the head of the develop branch at https://github.com/apache/geode. Build instructions for each Apache Geode release are in the README. md or BUILDING. md file within the release. Both sets of the source code use the standard Gradle lifecycle model.

These instructions are targeted to build from the head of the *develop* branch. All builds require a JDK, version 1.8 or a more recent version. Set a JAVA_HOME environment variable to point to the Java installation.

Make a clone of the develop branch:

git clone -b develop https://github.com/apache/geode.git

Build on Unix

Within the geode directory, to build, run the tests, and create a distribution:

./gradlew build

 $The \ {\tt gfsh} \ {\tt script} \ will \ be \ in \ two \ places. \ One \ place \ it \ can \ be \ found \ is \ in \ \ {\tt geode-assembly/build/install/apache-geode/bin.}$

Alternatively, the gfsh script is within the built binaries. To install from the distribution in geode-assembly/build/distributions/, extract the archive file and add the bin directory to your path.

Build on Windows

There is a gradlew.bat script in the develop branch of the repository at https://github.com/apache/geode, so it can be used to build from source.

Within the geode folder, to build, run the tests, and create a distribution:

gradlew.bat build

The gfsh script will be in two places. One place it can be found is in geode-assembly\build\install\apache-geode\bin.

Alternatively, the gfsh script is within the built binaries. To install from the distribution in geode-assembly\build\distributions\, extract the archive file and add the bin folder to your path.

Running Geode

See the Geode Documentation for more complete documentation.

Note for Windows users: start a locator specifying this system property:

gfsh start locator --name=locator --J=-Dgemfire.OSProcess.ENABLE_OUTPUT_REDIRECTION=true