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 `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` 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
```