
CloudLaunch CLI Documentation

Release 0.2.0

**Galaxy
GVL Projects**

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Contents:

Command line client to the CloudLaunch API.

- Free software: MIT license
- Documentation: <https://cloudlaunch-cli.readthedocs.io>.

1.1 Quickstart

1. Create a virtual environment and activate it

```
python3 -m venv venv  
source venv/bin/activate
```

2. Install cloudlaunch-cli with pip

```
pip install cloudlaunch-cli
```

3. The CloudLaunch CLI requires two config settings. First is the URL of the API root:

```
cloudlaunch config set url https://launch.usegalaxy.org/cloudlaunch/api/v1
```

4. Second config setting is an auth token. To get an auth token, first log into CloudLaunch, for example, by going to <https://launch.usegalaxy.org/login>. Then navigate to the `/api/v1/auth/tokens` API endpoint, for example, <https://launch.usegalaxy.org/cloudlaunch/api/v1/auth/tokens/>. Copy the token out of the JSON response and then run the following (substituting your own token instead):

```
cloudlaunch config set token b38faadf2ef6d59ce46711ed73e99d6...
```

5. Now you should be able to list your deployments

```
cloudlaunch deployments list
```

6. You can create a deployment as well

```
cloudlaunch deployments create my-ubuntu-test ubuntu \  
    amazon-us-east-n-virginia --application-version 16.04
```

1.2 Installing for development

1. `python3 -m venv venv`
2. `source venv/bin/activate`
3. `pip install -r requirements_dev.txt`

Now you can run `cloudlaunch`.

1.3 Release process

```
bumpversion patch  
# or `bumpversion minor` or `bumpversion major`  
git push  
git push --tags  
make release
```

1.3.1 Credits

This package was created with [Cookiecutter](#) and the [audreyr/cookiecutter-pypackage](#) project template.

2.1 Stable release

To install CloudLaunch CLI, run this command in your terminal:

```
$ pip install cloudlaunch-cli
```

This is the preferred method to install CloudLaunch CLI, as it will always install the most recent stable release.

If you don't have [pip](#) installed, this [Python installation guide](#) can guide you through the process.

2.2 From sources

The sources for CloudLaunch CLI can be downloaded from the [Github repo](#).

You can either clone the public repository:

```
$ git clone git://github.com/CloudVE/cloudlaunch_cli
```

Or download the [tarball](#):

```
$ curl -OL https://github.com/CloudVE/cloudlaunch_cli/tarball/master
```

Once you have a copy of the source, you can install it with:

```
$ python setup.py install
```


CHAPTER 3

Usage

To use CloudLaunch CLI in a project:

```
import cloudlaunch_cli
```


Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given. You can contribute in many ways:

4.1 Types of Contributions

4.1.1 Report Bugs

Report bugs at https://github.com/CloudVE/cloudlaunch_cli/issues.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

4.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” and “help wanted” is open to whoever wants to implement it.

4.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “enhancement” and “help wanted” is open to whoever wants to implement it.

4.1.4 Write Documentation

CloudLaunch CLI could always use more documentation, whether as part of the official CloudLaunch CLI docs, in docstrings, or even on the web in blog posts, articles, and such.

4.1.5 Submit Feedback

The best way to send feedback is to file an issue at https://github.com/CloudVE/cloudlaunch_cli/issues.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

4.2 Get Started!

Ready to contribute? Here's how to set up *cloudlaunch_cli* for local development.

1. Fork the *cloudlaunch_cli* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/cloudlaunch_cli.git
```

3. Install your local copy into a virtualenv. Assuming you have virtualenvwrapper installed, this is how you set up your fork for local development:

```
$ mkvirtualenv cloudlaunch_cli
$ cd cloudlaunch_cli/
$ python setup.py develop
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass flake8 and the tests, including testing other Python versions with tox:

```
$ flake8 cloudlaunch_cli tests
$ python setup.py test or py.test
$ tox
```

To get flake8 and tox, just pip install them into your virtualenv.

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

4.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 3.6.

4.4 Tips

To run a subset of tests:

```
$ python -m unittest tests.test_cloudlaunch_cli
```


5.1 0.1.0 (2018-01-09)

- First release on PyPI.

CHAPTER 6

Indices and tables

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