

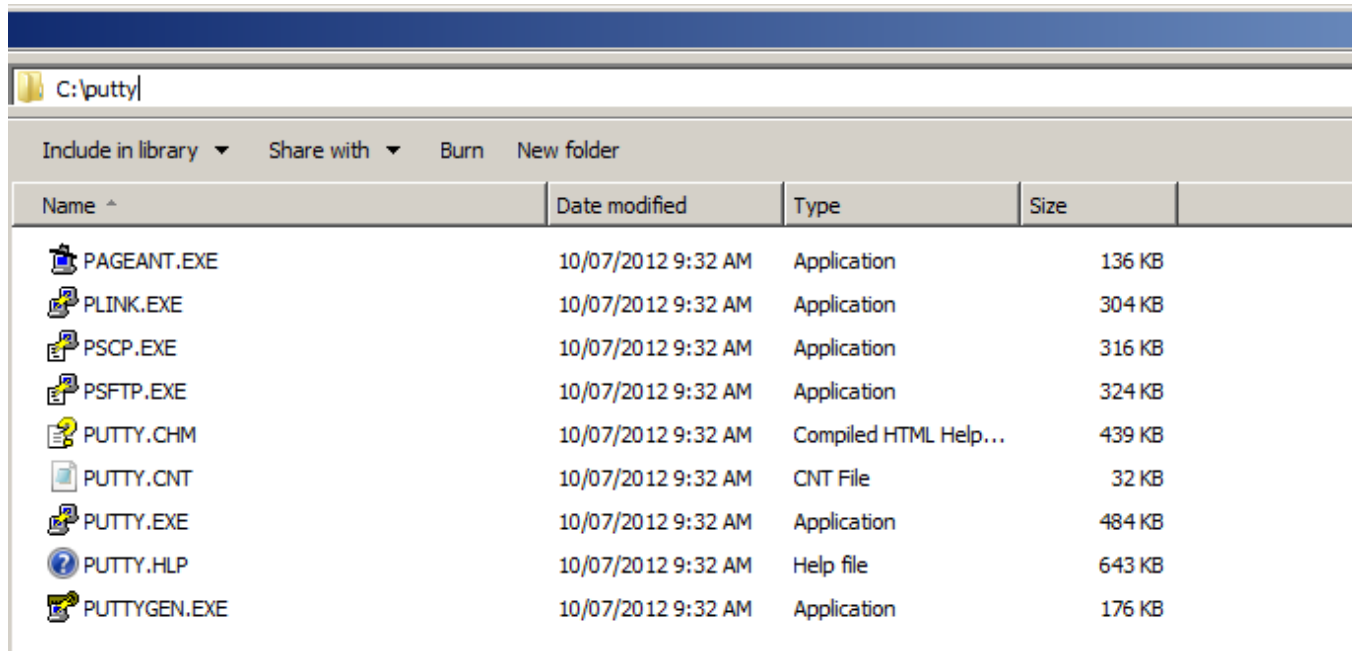
Mercurial over SSH

Getting Continua to work with a mercurial repository over SSH takes a couple of additional steps.

Step 1.) Install Putty

Download the set of putty tools at <http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>

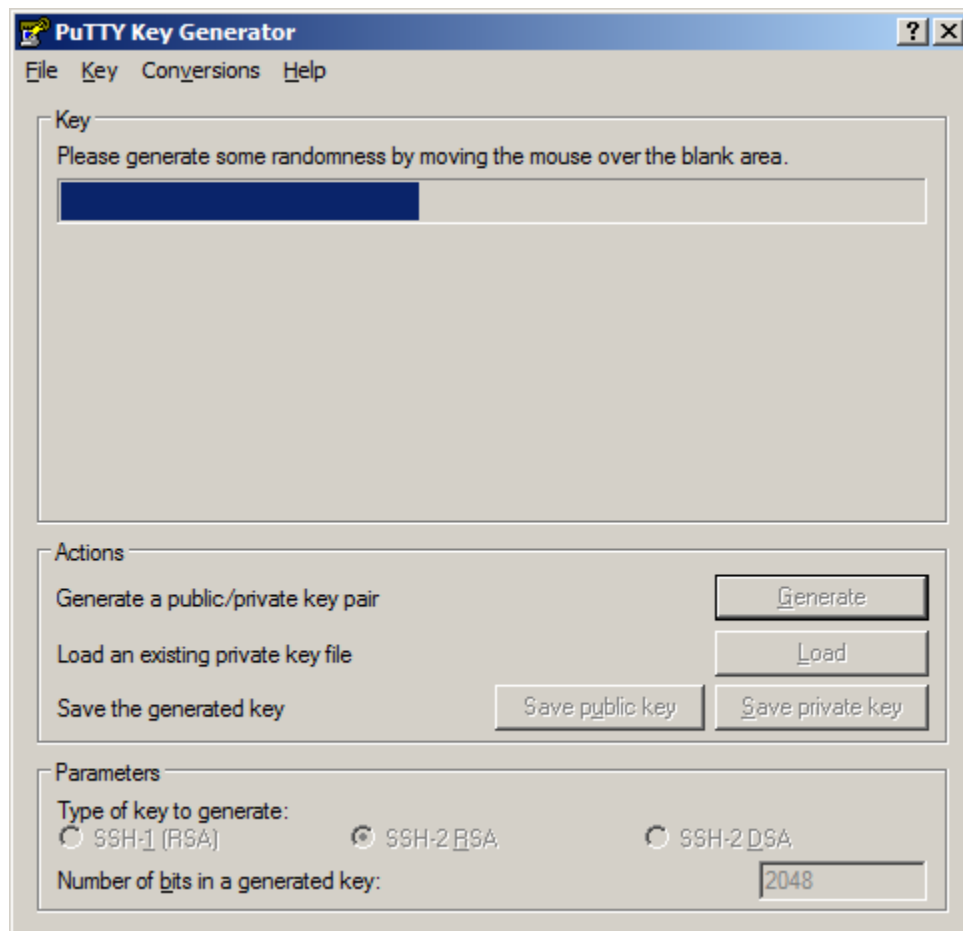
Install them into a directory on the machine your Continua server is running.



Name ^	Date modified	Type	Size
PAGEANT.EXE	10/07/2012 9:32 AM	Application	136 KB
PLINK.EXE	10/07/2012 9:32 AM	Application	304 KB
PSCP.EXE	10/07/2012 9:32 AM	Application	316 KB
PSFTP.EXE	10/07/2012 9:32 AM	Application	324 KB
PUTTY.CHM	10/07/2012 9:32 AM	Compiled HTML Help...	439 KB
PUTTY.CNT	10/07/2012 9:32 AM	CNT File	32 KB
PUTTY.EXE	10/07/2012 9:32 AM	Application	484 KB
PUTTY.HLP	10/07/2012 9:32 AM	Help file	643 KB
PUTTYGEN.EXE	10/07/2012 9:32 AM	Application	176 KB

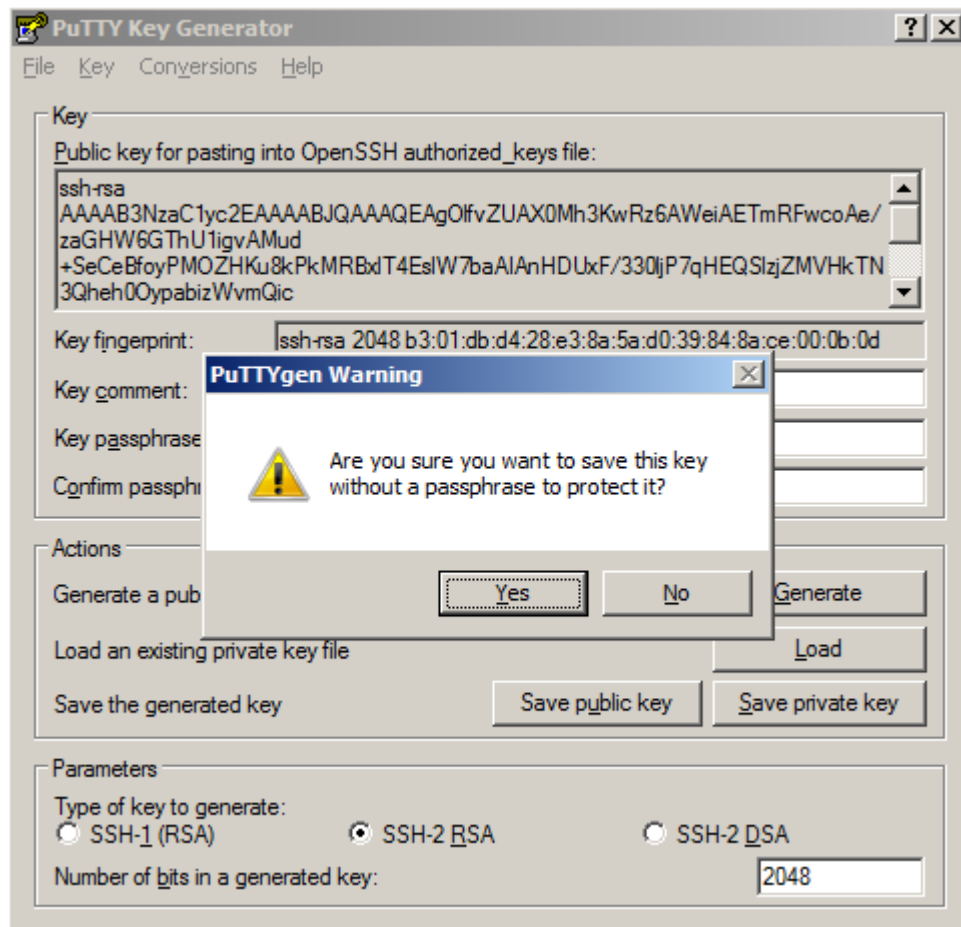
Step 2.) Generate a public/private key

In the putty directory you just installed, look for the executable called **PUTTYgen.exe**. Open it and click the **Generate** button. You'll need to move the mouse cursor around until the progress bar reaches the end.



Do not set a passphrase on your private key. Continua CI does not currently support private keys with a passphrase.

Once it's finished, click the **save private key** button, select **yes** when it asks you to save the key without a pass phrase.



Name the file and save it in your chosen directory. I saved mine as `C:\private_key.ppk`.



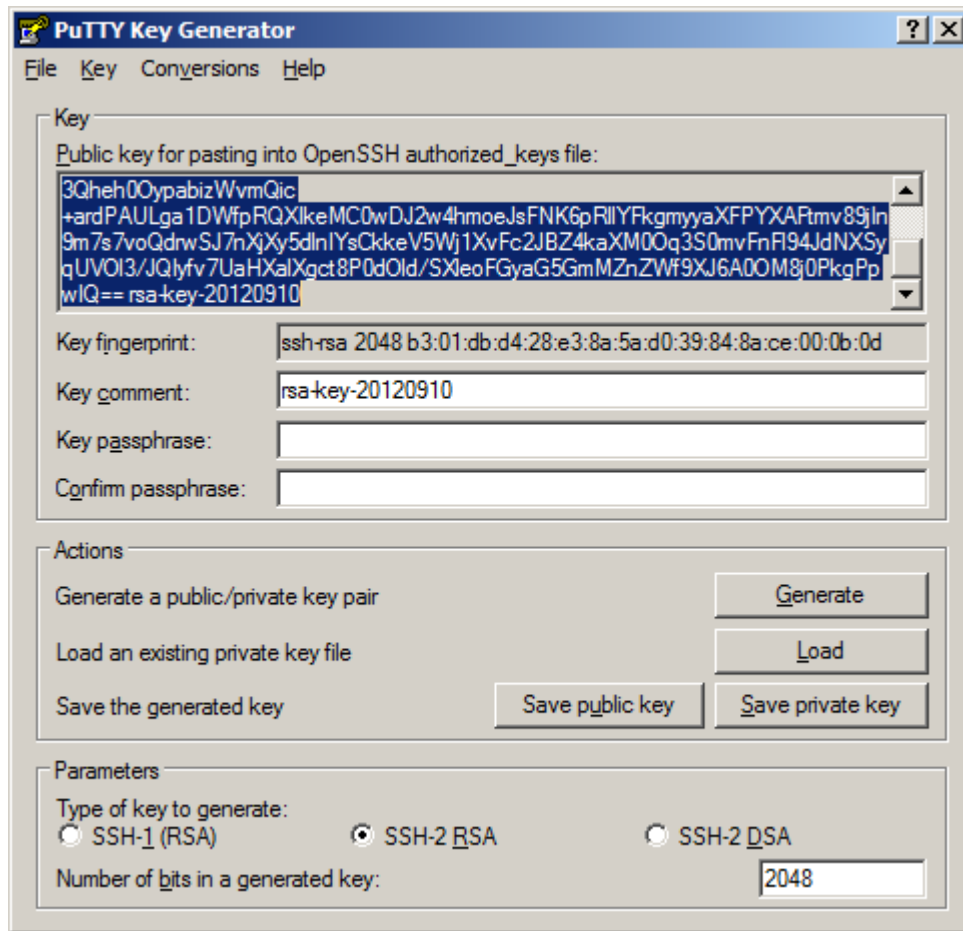
The private key file needs to be available on the Continuum CI Server. We recommend naming the key with a name that matches the use of the key as defined in the next section. For example, if you are using the key as a deployment key on bitbucket, then name it something like `bitbucket_deploy_owner.ppk` - this will make life easier when it comes to selecting the correct private key file to use on your repo.

Step 3.) Storing public key on the SSH Server

If your repository resides on a hosting website like codebashq or bitbucket, you'll need to follow their guide on how to add a public key to your repository hosted there. Bitbucket have a guide [here](#).

If your repository is hosted on a machine which you have SSH access to then you will need access to it through a username and password. For machines using OpenSSH or a common variant, the public key you generated above will need to be put in the `authorized_keys` file. You can create (or find) that file in the `.ssh` directory of the home directory of the user you logged in, eg. `/home/username/.ssh/authorized_keys`

The public key needs to be in a format recognized by your SSH server. If it's the common ssh server (OpenSSH) that comes with *nix variants then the format you want is what PuTTYgen.exe outputs in the field "Public key for pasting into OpenSSH authorized_keys file:"



Paste it into your `authorized_keys` file and save it.

Step 4.) Configure your Mercurial Repository in Continua CI

Private Key File

Fill in the full path to your private key file. The file must be on the same machine as the Continua CI Server Service, and accessible by the Service User.

SSH Command

Continua uses TortoisePlink.exe (included with the server installer) for ssh tunnelling. The SSH Command is the command passed to hg.exe when running over ssh. The default command is setup for using a private key :

SSH Command using private key

```
"#plink# -ssh -2 -batch -C -i ""#PrivateKeyFile#"" "
```

If your remote repository uses username & password authentication over ssh rather than a key pair, change the SSH Command to this :

SSH Command using username & password

```
"#plink# -ssh -2 -batch -C -l #UserName# -pw #Password#"
```

The SSH Command includes tokens that are replaced at runtime :

#PrivateKeyFile# - replaced with the Private Key File property.
#UserName# - replaced with the UserName property.
#Password# - replaced with the Password property.
#plink# - replaced with the PLink version selected.

PLink Version

This defaults to the server property Server.PLink.Default (TortoisePlink.exe) - you can add support for other versions of PLink by adding [server properties](#) with a namespace of "Server.Plink".