Compile from Source

https://campus.barracuda.com/doc/93201563/

Compiling access-cli from source is recommended only if you intend to make changes to its source code. Otherwise, Barracuda Networks recommends installing access-cli via Homebrew or from the packages available on the releases page.

Prerequisites

- Git
- Go (version 1.13 or higher)
- go-swagger – access-cli is developed and tested using v0.21.0

Obtaining the Code

access-cli uses the modules support introduced in Go 1.11, which means you are not forced to place the code in a specific path under GOPATH. You can clone the repository into any folder:

```
git clone https://github.com/barracuda-cloudgen-access/access-cli
cd access-cli
```

You can also clone the repo into the usual `$GOPATH/src/github.com/barracuda-cloudgen-access/access-cli` path, but keep in mind that the project will not compile until the next step is complete (i.e., `go get github.com/barracuda-cloudgen-access/access-cli` will always fail).

Generating Code from the Swagger Specification

After installing go-swagger, run the following command on the root of this repo:

```
swagger generate client -f swagger.yml
```

This will generate the `client` and `models` packages. The code in the `cmd` package depends on these.

Compiling

Simply run `go build`. Because we are using Go modules, Go will take care of downloading the correct versions of the dependencies.

You should now have a `access-cli` executable. You can install the package, if you wish, which will place the binary in `$GOPATH/bin`.

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