

# **1 Frequently asked questions for mod\_perl on Win32**

## 1.1 Description

This document discusses some questions that arise often with mod\_perl on Win32.

## 1.2 Resolving Problems

If you don't find a solution to your problem here, make sure to check the other troubleshooting documents according to the used mod\_perl version as explained in the following sections.

### *1.2.1 Problems with mod\_perl 1.0*

If you have troubles with mod\_perl 1.0, please refer to the following documents:

- Frequent mod\_perl 1.0 problems
- General mod\_perl 1.0 troubleshooting
- Debugging mod\_perl 1.0

If the solution is still not found, see the guide to getting help with mod\_perl 1.0.

### *1.2.2 Problems with mod\_perl 2.0*

- Win32 specific 2.0 problems
- General troubleshooting guide for mod\_perl 2.0
- Debugging mod\_perl 2.0 Perl code
- Debugging mod\_perl 2.0 internals.

If the solution is still not found, see the guide to getting help with mod\_perl 2.0.

## 1.3 Obtaining mod\_perl

### *1.3.1 Do I need Perl to use mod\_perl?*

Yes, Perl is required. You can obtain a Win32 Perl binary from <http://www.activestate.com/>. See also the all-in-one binary packages for both mod\_perl 1.0 and mod\_perl 2.0 which include Perl, Apache, and mod\_perl.

### ***1.3.2 Are mod\_perl ppm packages available?***

PPM packages for both mod\_perl 1.0, for ActivePerl 6xx builds, and mod\_perl 2.0, for ActivePerl 8xx builds, are available.

### ***1.3.3 Should I use mod\_perl 1.0 or mod\_perl 2.0?***

mod\_perl 1.0, for use with Apache 1.0, is stable and well tested, while mod\_perl 2.0, for use with Apache 2.0, is in a development stage. Normally, therefore, one would recommend mod\_perl 2.0 only in a testing and development environment. However, on Win32 mod\_perl 1.0 is subject to some serious threading limitations which are overcome with mod\_perl 2.0; this, coupled with the improved performance of Apache 2.0 on Win32, may make mod\_perl 2.0 a better choice.

## **1.4 Installing mod\_perl**

### ***1.4.1 I get an "unable to load mod\_perl.so" error when starting Apache.***

This can be due to a number of reasons.

- Verify that mod\_perl.so was compiled against the same Perl and Apache versions that you are using.
- Check that the directory containing perl.exe is in your *PATH* environment variable.
- Try inserting a directive

```
LoadFile "C:/Path/to/your/Perl/bin/perlxx.dll"
```

before the

```
LoadModule perl_module modules/mod_perl.so
```

directive, where *perlxx.dll* is the Perl dll in your Perl *bin* directory.

- Try a reboot.

### ***1.4.2 How do I set the PATH environment variable?***

This differs according to the flavour of Win32 you are using. Search for *set PATH environment* within the Windows Help utility under the Start menu for instructions.

## 1.5 Configuring mod\_perl

### ***1.5.1 How do I know scripts are running under mod\_perl?***

You can test this by using a script which prints out the environment variables; note that for mod\_perl 2.0 a slightly different configuration is required.

### ***1.5.2 I get an error about not being able to spawn a process for my CGI script.***

This means that the first line of your script (the *shebang* line),

```
#!/Path/to/Your/Perl/bin/Perl.exe
```

is not pointing to the location of your Perl binary. Shebang lines are common in a Unix environment, where they are used to indicate with which program a script is to be run by, but are not normally used as such on Win32, except in this context within Apache.

### ***1.5.3 My script gets returned as plain text.***

See the discussion of configuring Apache::Registry; for mod\_perl 2.0, a different configuration is required.

### ***1.5.4 I get a "Save-As" dialogue box when calling a script.***

See the discussion about PerlSendHeader; note that for mod\_perl 2.0, there is a different syntax.

### ***1.5.5 My script displays a "Content-type" header in the browser.***

Check the setting of PerlSendHeader; note that for mod\_perl 2.0, there is a different syntax.

## 1.6 Using mod\_perl

### ***1.6.1 One request must finish before another is processed.***

You are probably running into multithreading limitations of mod\_perl 1.0; if this is a major problem, you should consider using mod\_perl 2.0.

### ***1.6.2 My script just hangs.***

You should check the setting of PerlSendHeader; for mod\_perl 2.0, there is a different syntax. If this setting is correct, and this occurs under mod\_perl 2.0 and Perl-5.6.1, try upgrading to Perl-5.8.0.

### ***1.6.3 I get a "Can't find 'Some::Module' in @INC ..." error***

If this is a custom module installed outside of the system Perl @INC directories, see *perldoc lib*. If this is a mod\_perl module, and you are using mod\_perl 2, try using the *Apache2* module, as described in accessing mod\_perl 2 modules.

### ***1.6.4 I get a "Can't locate object method ..." error.***

First off, if this is due to running some script from the command line, this might be normal behaviour, as many Apache modules require one to be in the Apache environment to work. If this does occur from within Apache, and is a problem with mod\_perl 2.0, it may be that the right module hasn't been loaded - see the discussion of Command Line Lookups for a method to discover which module is needed.

### ***1.6.5 How do I run ASP scripts?***

For a mod\_perl solution, check <http://www.apache-asp.org/> for a discussion of the Apache::ASP module.

### ***1.6.6 How do I install additional Apache modules?***

If these aren't available via ppm from the repositories for mod\_perl 1.0 or mod\_perl 2.0, you can build them using the CPAN.pm module.

### ***1.6.7 Why can't my scripts execute external programs with GUI frontends from within Apache/mod\_perl?***

The issue is not an Apache/mod\_perl issue per se. Any service that allows execution of external binaries that try to initialize and display GUI components will have problems under OSs like Windows 2K+, Unix, Linux and MacOS X. This would have worked in Win 98 because apps all run in the same user space (under the same user ID). Those resources happened to be, for the most part, linked to almost everything else running on the system. Hence when you ran a gui app from within Apache the system would display the gui part of it on the screen. The OS saw no difference between the web server running in the background and the user's desktop. The best way to deal with this is to see if the application you are trying to run has a /quiet switch or something that will keep it from trying to draw any GUI components/dialog boxes to the screen. If you wrote the application you are trying to execute then you should put a hook into it that will allow that option (obviously adding the code to bypass the gui code) and then execute it with the new option. The best way to execute programs under Perl's system call is to write a console application. If you would like to take output from that application then you should write to STDOUT all text you want the perl application to see as a return value from your qx or `` (backticks) call.

### ***1.6.8 An error about being unable to load a file results when using a DBD database driver.***

Try putting the path to your database DLLs in your *PATH* environment variable. Also, make sure you are using the latest versions of *DBI* and your *DBD::\** driver.

### ***1.6.9 I get an error about being unable to load Apache::Request.***

For mod\_perl 1.0, make sure you have installed the *libapreq* ppm package described for mod\_perl 1.0 ppm packages; the *libapreq* package available in the ActiveState repository will not work under mod\_perl. A development version of *libapreq2*, suitable for use with mod\_perl 2.0 / Apache 2.0, is available at <http://www.apache.org/~joes/>, with a Win32 ppm package available as described for mod\_perl 2.0 ppm packages.

### ***1.6.10 My Apache2 installation did not come with the apxs utility.***

The utilities *apxs*, *apr-config*, and *apu-config* have not been fully ported yet to Win32 for Apache2. A development port is available in the *apxs\_win32.tar.gz* archive found under <http://perl.apache.org/dist/win32-bin/>; installation instructions are found in the accompanying *README* file. One can also install these utilities by running the *install\_apxs* script under <http://perl.apache.org/dist/win32-bin/>. Note that this port does not offer yet the full functionality of the unix version - in particular, features enabling the utilities to be used within the Apache2 sources are missing. Nevertheless, they may be useful for building and installing 3rd-party C modules.

## **1.7 Maintainers**

Maintainer is the person(s) you should contact with updates, corrections and patches.

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## **1.8 Authors**

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## Table of Contents:

1	Frequently asked questions for mod_perl on Win32	1
1.1	Description	2
1.2	Resolving Problems	2
1.2.1	Problems with mod_perl 1.0	2
1.2.2	Problems with mod_perl 2.0	2
1.3	Obtaining mod_perl	2
1.3.1	Do I need Perl to use mod_perl?	2
1.3.2	Are mod_perl ppm packages available?	3
1.3.3	Should I use mod_perl 1.0 or mod_perl 2.0?	3
1.4	Installing mod_perl	3
1.4.1	I get an "unable to load mod_perl.so" error when starting Apache.	3
1.4.2	How do I set the PATH environment variable?	3
1.5	Configuring mod_perl	4
1.5.1	How do I know scripts are running under mod_perl?	4
1.5.2	I get an error about not being able to spawn a process for my CGI script.	4
1.5.3	My script gets returned as plain text.	4
1.5.4	I get a "Save-As" dialogue box when calling a script.	4
1.5.5	My script displays a "Content-type" header in the browser.	4
1.6	Using mod_perl	4
1.6.1	One request must finish before another is processed.	4
1.6.2	My script just hangs.	4
1.6.3	I get a "Can't find 'Some::Module' in @INC ..." error	5
1.6.4	I get a "Can't locate object method ..." error.	5
1.6.5	How do I run ASP scripts?	5
1.6.6	How do I install additional Apache modules?	5
1.6.7	Why can't my scripts execute external programs with GUI frontends from within Apache/mod_perl?	5
1.6.8	An error about being unable to load a file results when using a DBD database driver.	5
1.6.9	I get an error about being unable to load <i>Apache::Request</i> .	6
1.6.10	My Apache2 installation did not come with the apxs utility.	6
1.7	Maintainers	6
1.8	Authors	6