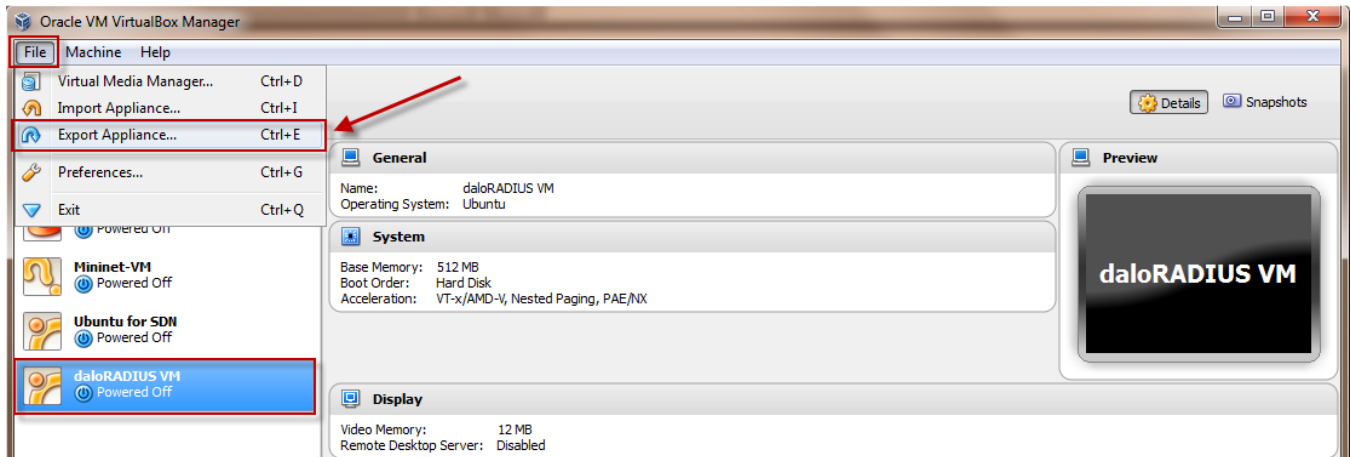


Convert VirtualBox into VMware supported OVF Format

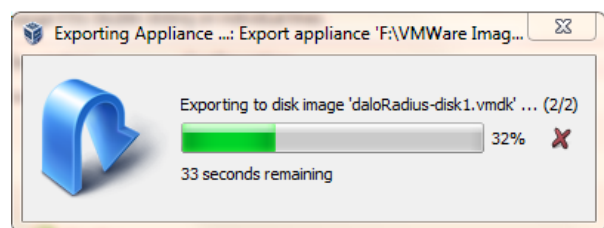
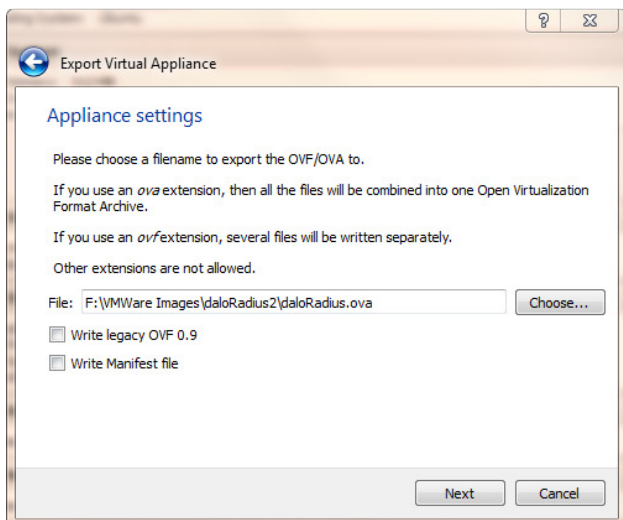
created by: Rainer Bemsel - Version 1.0 - Dated: Dec/06/2013

The purpose of this document is to provide you with the required steps to convert a VirtualBox OVA Image into VMware supported OVF Format. I've done this to install daloRadius on my ESX Server.

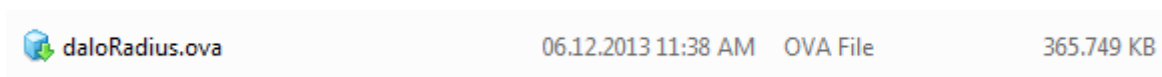
First you have to add the downloaded OVA Image into VirtualBox. Make sure you have started the Virtual Appliance once. This will make sure, you going to export a working appliance.



Do not select the "Write legacy OVF" checkbox and keep it als an OVA File.



In the end, you will have one file:

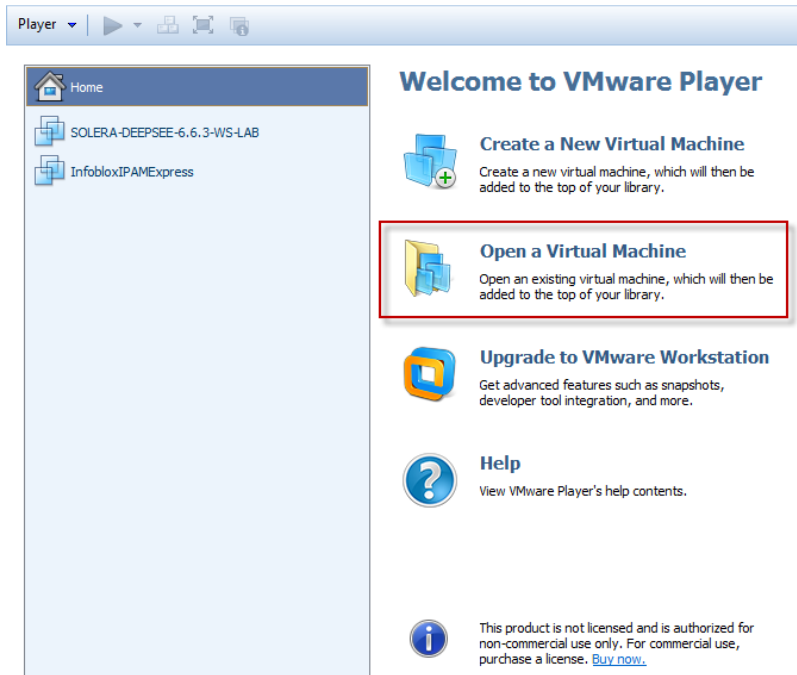


DISCLAIMER

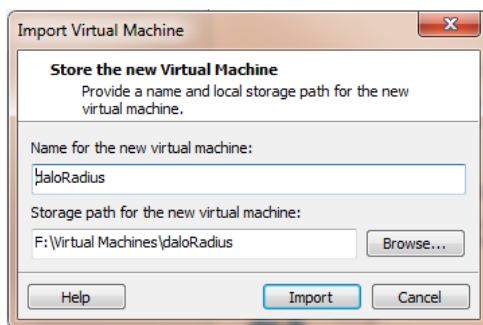
This Technical Tip or TechNote is provided as information only. I cannot make any guarantee, either explicit or implied, as to its accuracy to specific system installations / configurations. Readers should consult each Vendor for further information or support.

Although I believe the information provided in this document to be accurate at the time of writing, I reserve the right to modify, update, retract or otherwise change the information contained within for any reason and without notice. This technote has been created after studying the material and / or practical evaluation by myself. All liability for use of the information presented here remains with the user.

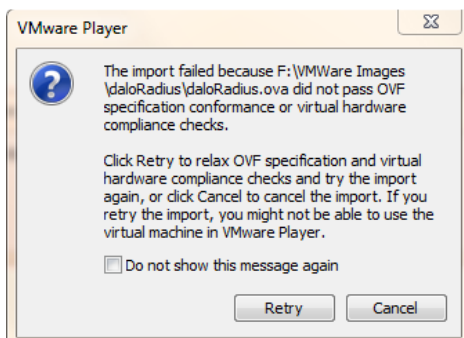
Next, I'm going to open the new OVA File into VMware Player.



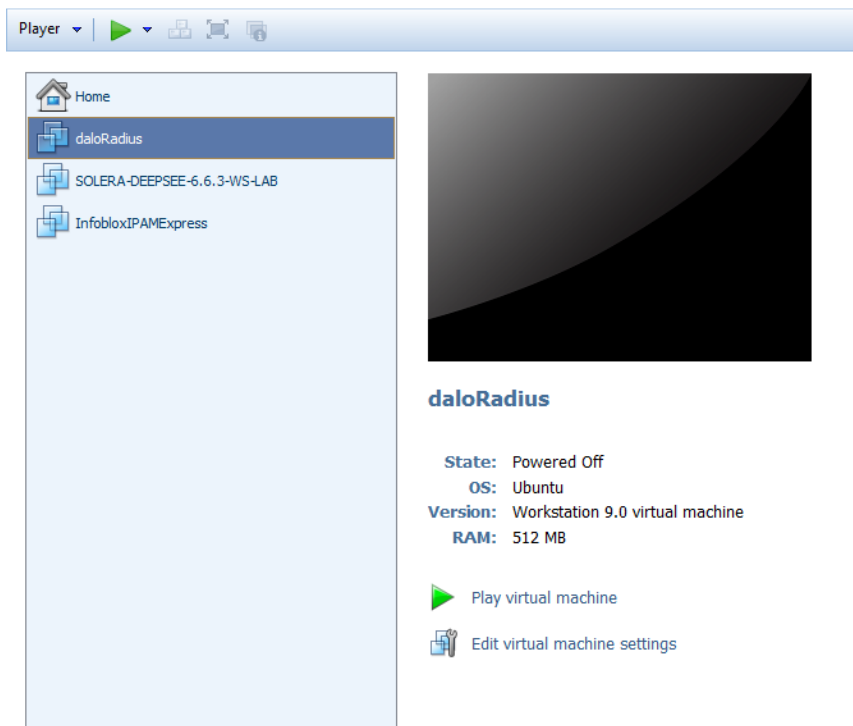
Click on Open a Virtual Machine and browse to the exported OVA File you've done before



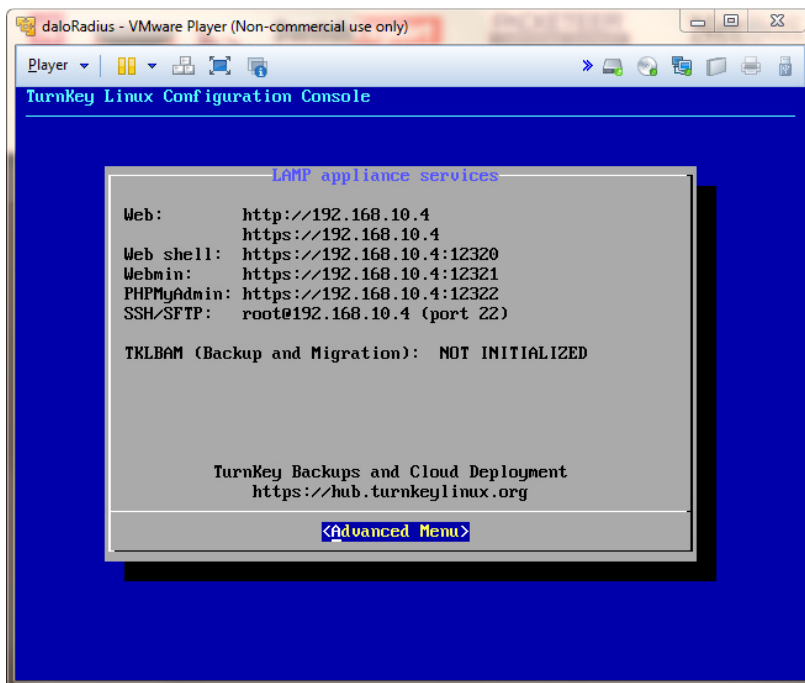
VirtualBox and VMware aren't perfectly compatible, so you will most likely receive a warning message saying the the file "did not pass OVF specification conformance" - but if you click Retry, the virtual machine should import and function properly



In a short while, the OVA File is ready to go.

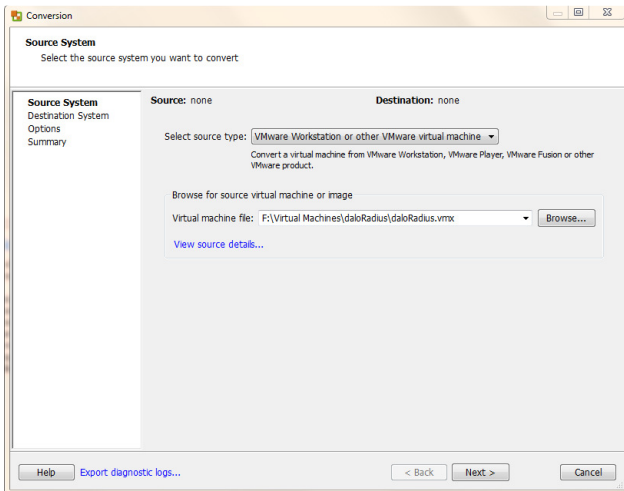


Now power it on and see, if you can connect to.

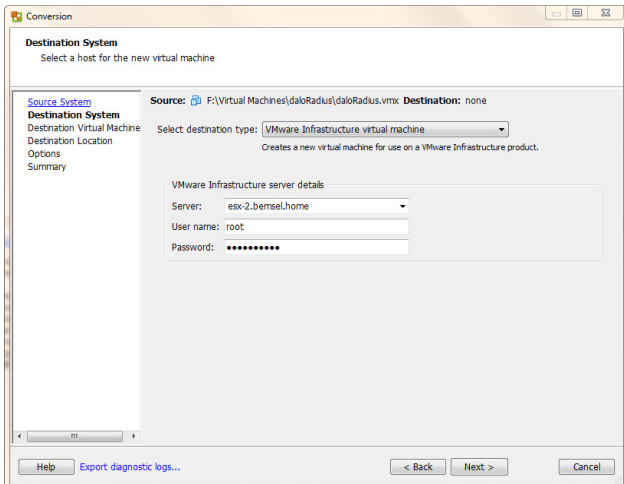


Shut down the appliance and get ready for the final conversion

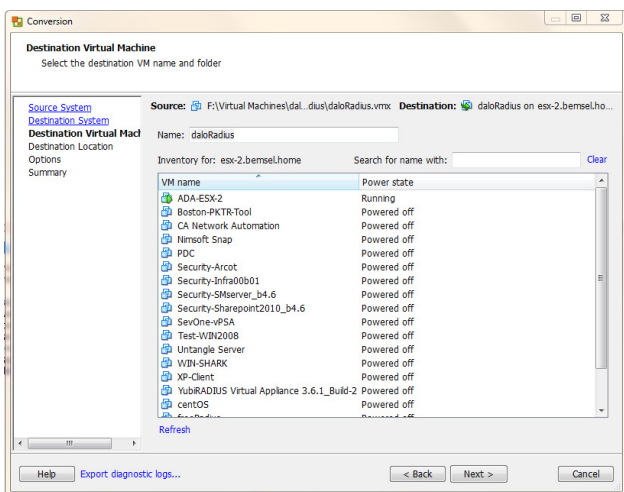
Open VMware vCenter Converter Standalone. Select VMware Workstation source type and browse to the VMware Player folder (not the one you have exported from VirtualBox)



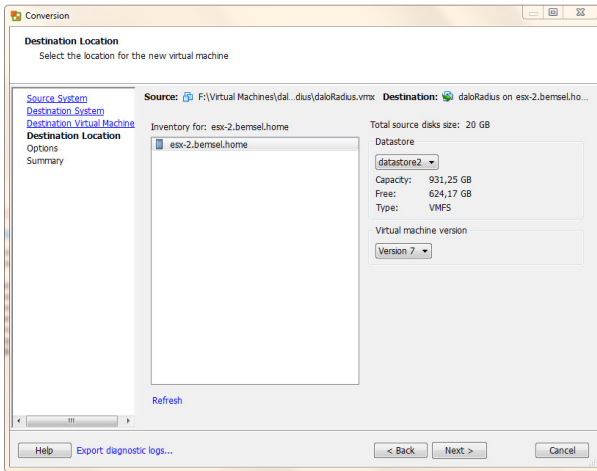
Make sure, your ESX Server is running because the conversion will upload the new file to it.



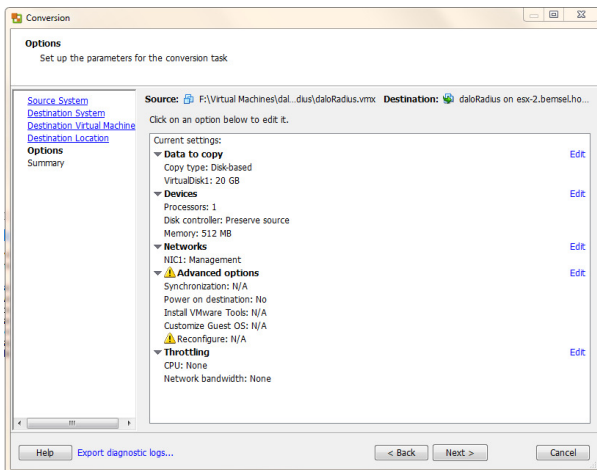
Name the Virtual Machine



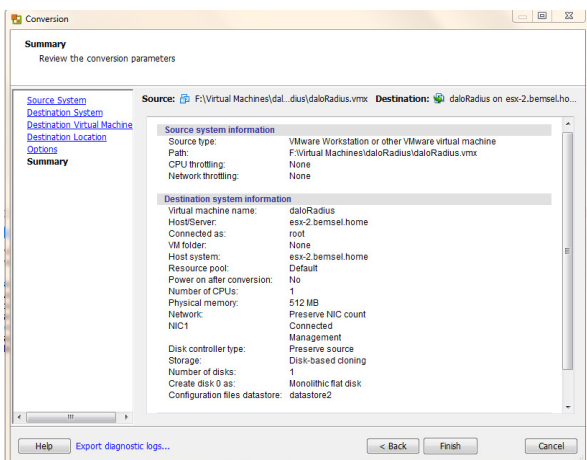
Select the datastore, where you want to store the new virtual machine.

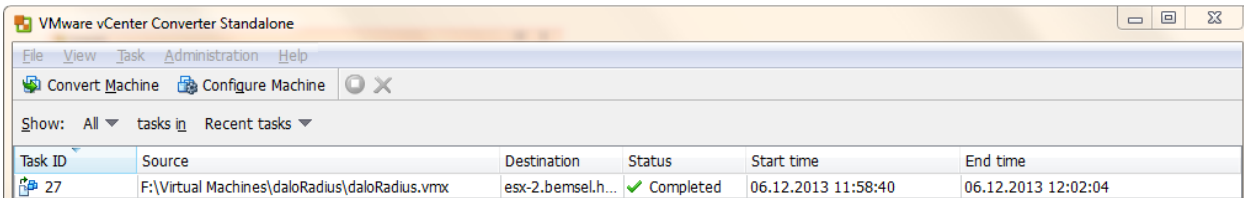


There is no need to change anything during the conversion. I usually install and make changes afterwards.



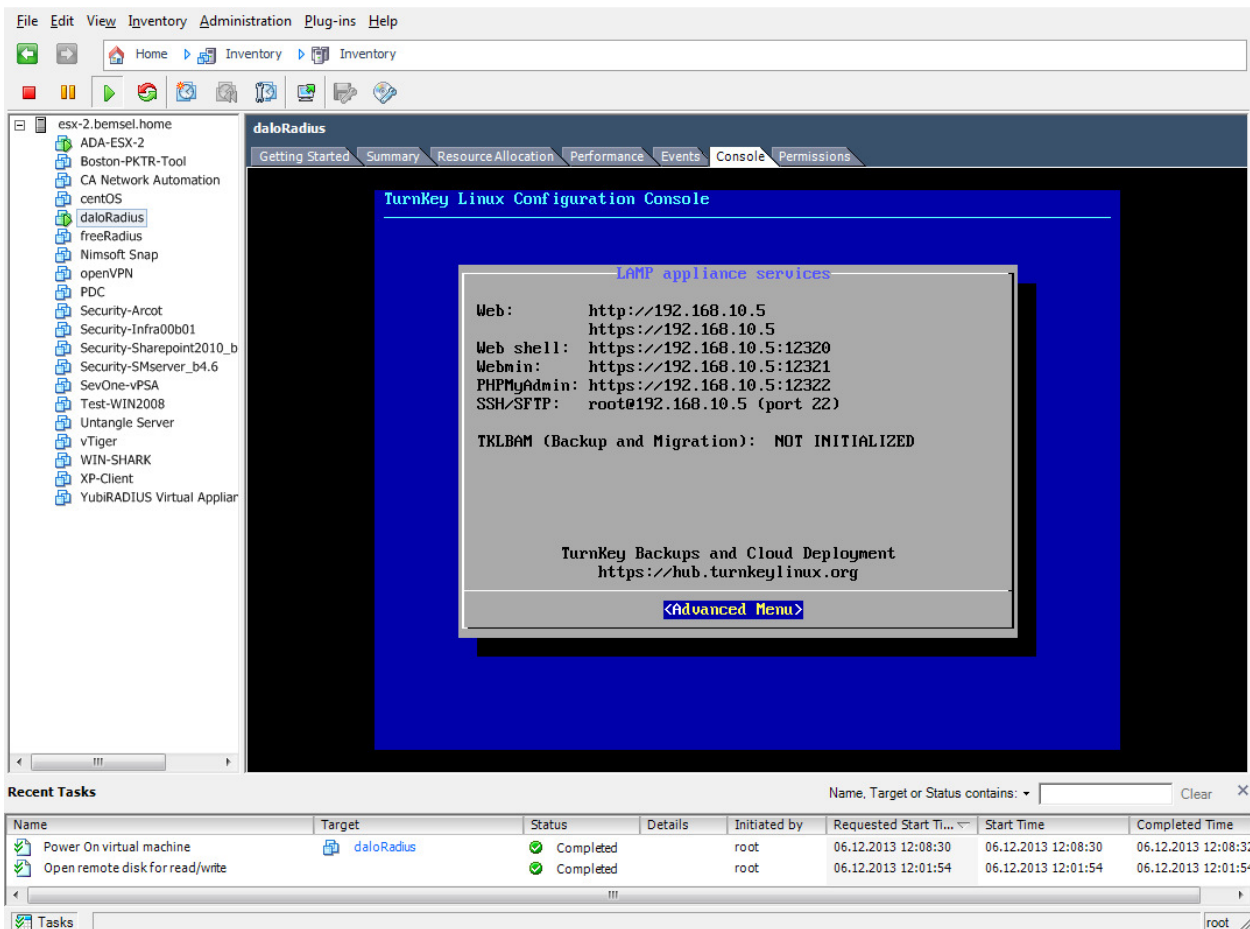
There is no need It doesn't take that long to convert that small image.





Task ID	Source	Destination	Status	Start time	End time
27	F:\Virtual Machines\daloRadius\daloRadius.vmx	esx-2.bemsel.h...	Completed	06.12.2013 11:58:40	06.12.2013 12:02:04

Now, give it a try and power on the new virtual machine.



The screenshot shows the VMware vCenter interface with the 'daloRadius' virtual machine selected. The console window displays the TurnKey Linux configuration console output:

```
TurnKey Linux Configuration Console

LAMP appliance services

Web:      http://192.168.10.5
          https://192.168.10.5
Web shell: https://192.168.10.5:2320
Webmin:   https://192.168.10.5:2321
PHPMyAdmin: https://192.168.10.5:2322
SSH/SFTP: root@192.168.10.5 (port 22)

TKLBAM (Backup and Migration): NOT INITIALIZED

TurnKey Backups and Cloud Deployment
https://hub.turnkeylinux.org

<Advanced Menu>
```

Below the console, the 'Recent Tasks' table is visible:

Name	Target	Status	Details	Initiated by	Requested Start Time	Start Time	Completed Time
Power On virtual machine	daloRadius	Completed		root	06.12.2013 12:08:30	06.12.2013 12:08:30	06.12.2013 12:08:30
Open remote disk for read/write		Completed		root	06.12.2013 12:01:54	06.12.2013 12:01:54	06.12.2013 12:01:54

Now, you are good to go.

I've seen some guidelines on the internet to convert from VirtualBox direct to ESX by modifying the OFV Template, but that's more time consuming and higher error rate. The additional step to import into the Player was more error free.

