

Windows

1. Download the Hipchat to Mattermost migration executable file for Windows named HC2MM.exe. Java is required - Please see [HC2MM Getting Started](#) guide.
2. Copy the executable file to any machine that can access both your Hipchat server and your Mattermost server. The directory on which the executable is saved and run is referred to as WORKING_DIRECTORY.
3. Launch the application. You will see a graphical user interface as shown on this page. (See Fig. 1.) Fill the fields accordingly using the [table provided here](#).
4. **Hipchat Server/IP address:** this is the server name or IP address of the Hipchat Server.

5. **Hipchat Server Admin Id:** This is the system username of a user having access to export data from the Hipchat server.

If Hipchat is running in AWS then a PEM file is required to access the server from the machine where the application is executed. see [Amazon EC2 Key Pairs](#) for information on PEM files. If Hipchat is running in a Linux/Unix environment, either Hipchat admin password or Hipchat PEM file location is needed.

6. **Hipchat Server Admin Password:** The password for the above entered Hipchat server Admin Id.
7. **Hipchat Server Environment:** Amazon Web Services or Linux/Unix.

8. **Hipchat PEM file location:** This is the location of the PEM file present on the machine on which the application is running. It can be selected using the browse button.

9. **Mattermost Server/IP address:** this is the server name or IP address of the Mattermost server.

10. **Mattermost Server User Id:** This is the system username (here on referred to as "admin") with access to export data from the Mattermost server.

If Mattermost is running in AWS, then a PEM file is required to access the server from the machine where the application is executed. see [Amazon EC2 Key Pairs](#) for information on PEM files.

If Mattermost is running in a Linux/Unix environment, either Mattermost admin password or Mattermost server PEM file location is needed.

11. **Mattermost Server User Password:** The password for the above entered Mattermost server Admin Id.
12. **Mattermost Server Environment:** Amazon Web Services or Linux/Unix.

13. Click **Validate** on the Hipchat and Mattermost panels in the user interface. This will check that the administrator's username and password are correct and verify a connection to Hipchat and Mattermost instances. Upon successful validation of both Hipchat and Mattermost panels, the Migrate button will become enabled.

14. Click **Migrate** to launch the migration process.

15. The HC2MM process will create flat files on both the Hipchat and Mattermost environments as well as the WORKING_DIRECTORY running the HC2MM application (HC2MM Application environment).

Hipchat environment:

Folder **hipchat_export/** contains flat files that will be deleted after the migration process has completed

HC2MM Application server

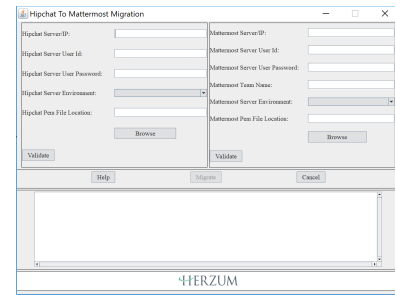
Folder **hipchat_export/** contains flat files that will be deleted after the migration process has completed

working_directory/app.properties

working_directory/migration.log*

working_directory/mattermost.jsonl

Fig. 1





Mattermost server:


mattermost.jsonl will be deleted after the migration process has completed

*The log files on the HC2MM server machine ***must be removed manually***. Please follow your company's compliance rules regarding sensitive data files.

 Clicking **Cancel** will stop the migration process and close the User Interface. Any files created will remain on the server until deleted manually.

 Users created in Mattermost will need to reset their passwords.

 For any issues please refer to the log file **migration.log**. This log file is located in the directory where the executable is save and running.

 NOTE: Attachments from Hipchat are not currently included in the migration process to Mattermost. Profile images from Hipchat are not currently included in the migration process to Mattermost.

 Size of migration is limited by Mattermost bulk import limitations.