Bedrock Access Gateway - Installation & Usage Instructions

All project team members will receive access to Stevens Blueprint Chat (chat.sitblueprint.com) and the Stevens Blueprint VSCode code completion extension (currently a fork of Cline - download here). This page will cover how to set up and use each tool.

Stevens Blueprint Chat

The chat interface can be accessed at https://chat.sitblueprint.com/. The UI is currently in v1. Here is a list of the current features:

- User authentication via AWS Cognito
- Streamed responses from AWS Bedrock
- Full-session context windows

Current issues:

- No chat history: chat messages are not saved when the page is reloaded/exited. Please make sure that you do not need to keep the chat history before reloading/exiting!

To receive login credentials, please reach out to an eboard member.

Stevens Blueprint Cline (VSCode Extension)

The VSCode extension can be downloaded from this link here. If you have Cline previously installed, you will need to uninstall it. To install the custom extension:

1. Navigate to the Extensions tab in VSCode.
2. Click the menu button (3 dots) in the top right.
3. Choose "Install from VSIX" and select the file you downloaded.
4. In the newly-installed extension, click on the settings button (top right) and change the API provider to Amazon Bedrock.
5. Choose "AWS Credentials" and input the access key and secret key given to you by an eboard member.
6. Ensure the region is set to us-east-1, and "Use custom VPC endpoint" + "Use cross-region inference" is unchecked.
7. Currently, the only model supported is Claude 3 Haiku. Models will be expanded in the future.

If you have any questions or issues, please reach out to brandonyen on Discord (or another eboard member).

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