

# uSync Publisher

## 1: Setup AppId/AppKey pairs

To allow two Umbraco Installations using uSync Publisher to communicate securely they must share an AppID and Secure Key.

These values are set in the **uSync.Publish.Config** file. When you first run uSync.Publish it will create a unique AppID/AppKey, you should copy these key values between all installations that will share data.

e.g

```
<appId>9fd8235a-ebde-4315-a990-a00b933dd873</appId>  
<appKey>NLdwSHvuPkHNG90kRT7Y5beyfNNAqcS1sEwra8yMyYY=</appKey>
```

*These keys can be set globally in the <uSyncPublisher> section of the config file, or per server in the <server> tag for each server*

## 2: Setup a server entry

When a uSync.Publisher pushes (or pulls content) it does this based on the server settings in the uSync.Publish.config file.

These settings tell Publisher:

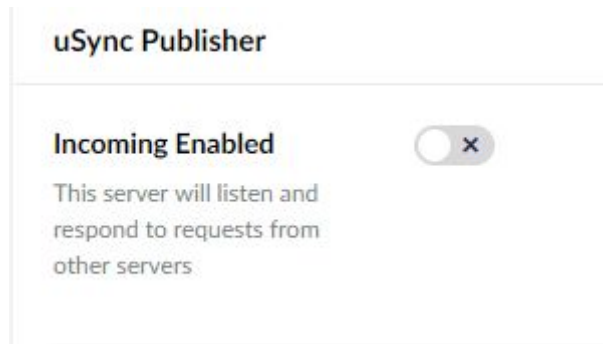
1. The location of the other Umbraco installation.
2. What options a user can turn on/off when sending content
3. The Name/icon the user sees when sending content

An example server config might be:

```
<server alias="liveServer"  
  enabled="true" url="https://mylive.server.co.uk/umbraco"  
  showSelf="false">  
  <name>Live Server</name>  
  <icon>icon-server color-red</icon>  
  <description>My Live Server</description>  
</server>
```

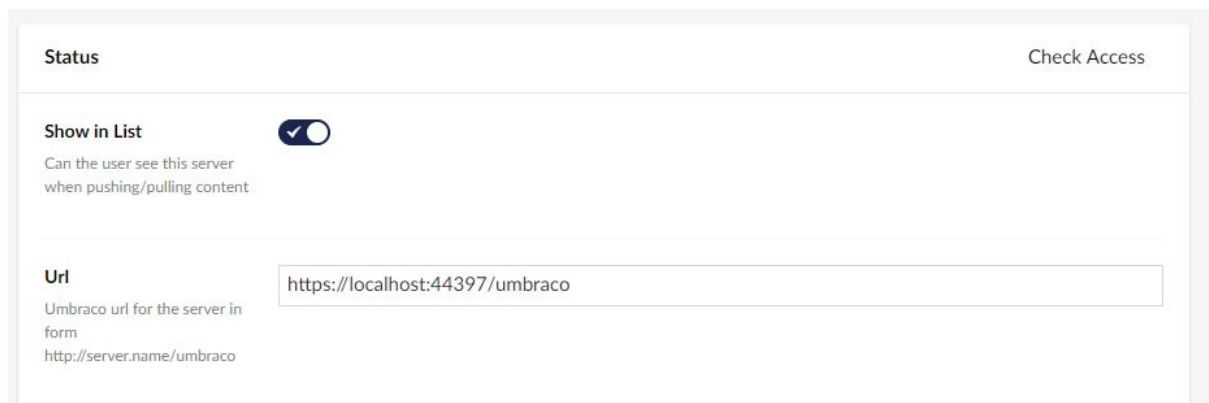
### 3: Enable the server

By default any uSync.Publisher installation will be disabled by default before a server will accept push or pull requests it must be enabled.



### 4: Check server access in the settings section

You can use the settings section to confirm that two Umbraco servers can communicate with each other.



Use the 'Check Access' link to get confirmation of your setup: Responses include

Unauthorised	The signing of content failed, check the AppId/AppKeys are the same on both servers
Unreachable	The server is off or the server address is incorrect.
Disabled	The server is disabled (but the appId/AppKey is correct)
Available	The server is ready to receive requests

## Reference:

### uSync.Publish.Config File Elements

```
<uSyncPublisher incomingEnabled="false" outgoingEnabled="true">
  <server>Live</server>
  <appId>9fd8235a-ebde-4315-a990-a00b933dd873</appId>
  <appKey>NLdwSHvuPkHNG90kRT7Y5beyfNNAqcS1sEwra8yMyYY=</appKey>
  <groups>admin, editors</groups>
  <handlerSet>Publisher</handlerSet>

  <!-- send options →
  <includeAncestors>no</includeAncestors>
  <includeFiles>no</includeFiles>
  <includeChildren>user-yes</includeChildren>
  <includeMedia>user-yes</includeMedia>
  <includeLinked>no</includeLinked>
  <includeDependencies>no</includeDependencies>
  <includeMediaFiles>no</includeMediaFiles>
  <deleteMissing>user-yes</deleteMissing>
  <!-- end send options -->

  <servers>
    <!-- see server options →
  </severs>
</uSyncPublisher>
```

### Options

incomingEnabled	True/False	Turns instance on/off for requests from other instances
outgoingEnabled	True/False	Turns on the ability to send/pull via the menus
Server	String	<i>(beta 2 not currently used)</i> Name of Server
AppId / App Key	String	Unique Id / Key Pair used to sign all communications in/out of the server
groups	String	<i>(beta 2 not currently used)</i> A comma-separated list of groups to limit sending - this can be controlled via group permissions in Umbraco
handlerSet	String	Name of uSync Handler set used when sending content, the default is publisher, which will be configured to send published content.

## Send Options

Within the global and server section of the config, you can define the options used when sending content to another server.

For all of these options, there are four possible values.

**yes** = On **no** = Off

**user-yes** = On by default but the user gets an option to turn off

**user-no** = Off by default. the user has the option to turn on.

***Send options can be set at the global and server level, the settings at the server level will take precedence over the global settings.***

includeAncestors	Include any parent items of the content/media items chosen to be sent.
includeFiles	Include any template, partial view, macro, scripts or CSS files
includeChildren	Include any child items
includeMedia	Include any media used in the content pages (including children/ancestors)
includeLinked	Include any content items that are linked to from within the selected content <b>(can cause lots of additional content to be included)</b>
includeDependencies	Include any items the content/media requires, includes data types, document types, templates, and macros
includeMediaFiles	<i>(Not used beta 2 - all media is included using include media)</i>
deleteMissing	Remove any missing items from a content tree - <i>if you send an item and all it's children to another server, and child items on the target server not present on the source will be removed.</i>

## Server Settings

Within the <server> section of the config file, you can add multiple servers - and these will be displayed when a user selects to push/pull content.

alias	String	Alias for the server - should be unique for each server in the list
enabled	True/False	Enables the display of the server in the list (not the global enable)
showSelf	True/False	Enables/Disables the server being displayed when the user is using the server (stops send to self scenarios)
name	String	Display Name for the server
icon	string	Icon to display for the server
description	String	The short description shown to the user when they pick the server