# Automated Deployment With Umbraco

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## \_\_\_\_1PROWORKS

#### Mark Bowser

Full Stack Web Developer



#### Goals

Not go too deep into techical side

Show how the pieces work together

Inspire people to try it out

## What does it take?

Branching strategy

**TeamCity** 

Octopus Deploy

uSync?

MORE!?

## Why bother?



Consistency

Reinfores good habits

Gateway to automated testing

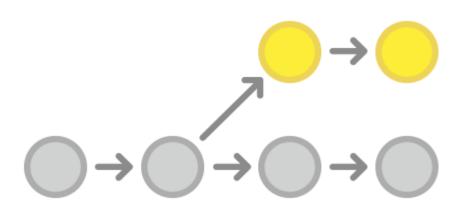
Speedy deploys

Easy setup\*



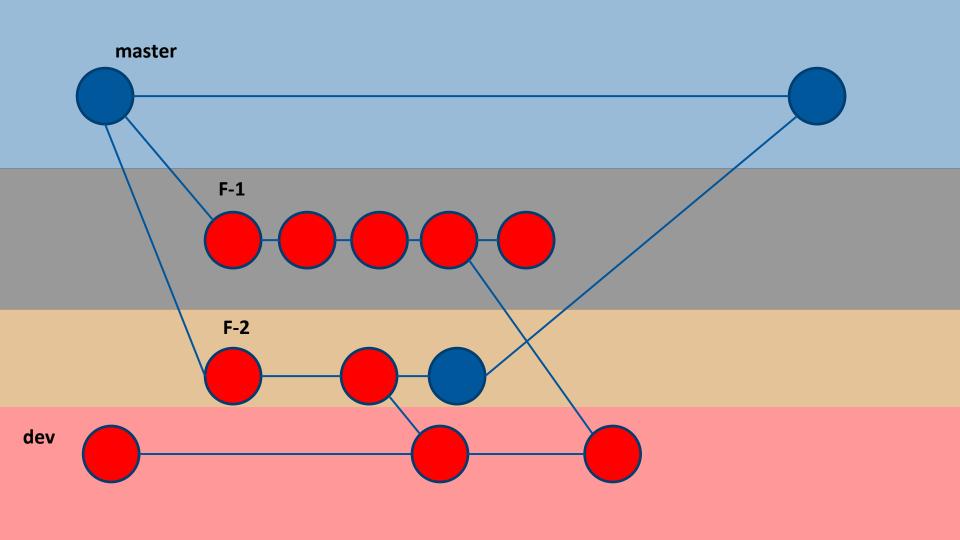
## **Branching Strategy**

### Feature Branches



#### Solves problems with:

- Large features
- Unapproved features



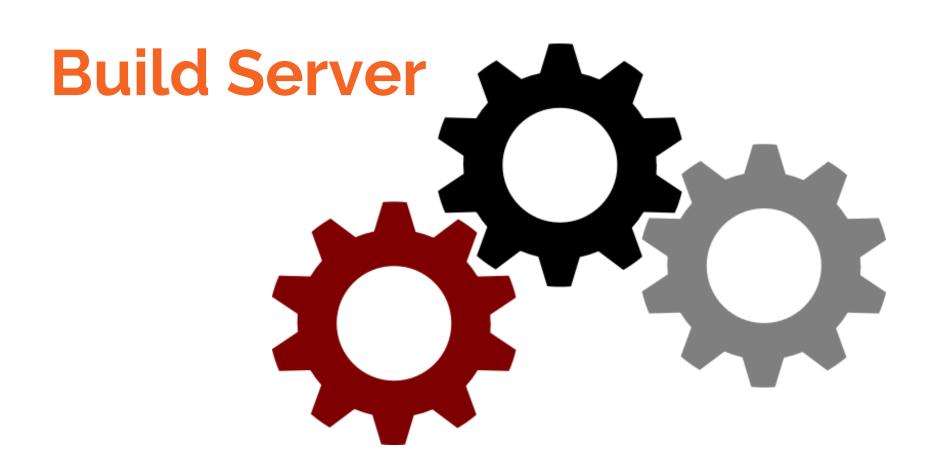
### **® Branch Naming**

2016-02-25 homePageRedesign 6 responsive 20 30 2016-02-12 brochureGate 2016-02-12 23 siteSearch 2016-02-10 29 1 inconsistentHeader 2016-02-10 32

### **© Branch Naming**

- E-24 Pull CSS out of the content nodes and into SASS P 1
- S E-25 Replace uQuery and NodeFactory with new Umbraco API
- © E-26 Implement "Examine" for blog search functionality

E-2	19	2016-02-03
B-16	14	2016-02-02
B-17	14	2016-02-02
B-3	15	2016-02-01



## Pulls from source control

Builds project

Runs tests

Deploy?

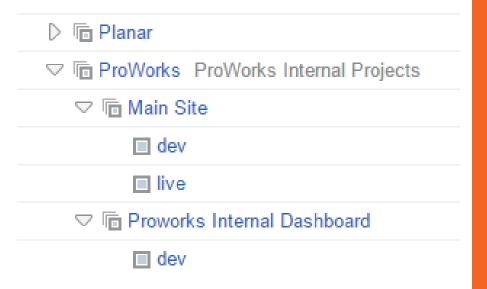
#### **Build Server**







## Projects and Build Configurations

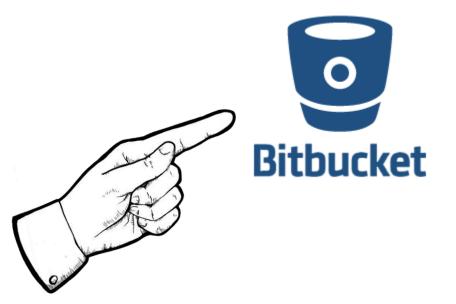


**Nested Project Structure** 

**Build Configurations** 

- Version Control Settings
- Build Triggers
- Build Steps

## Version Control Settings



Git

Mercurial

TFS

Subversion

**CVS** 

Other...

## **Build Triggers**



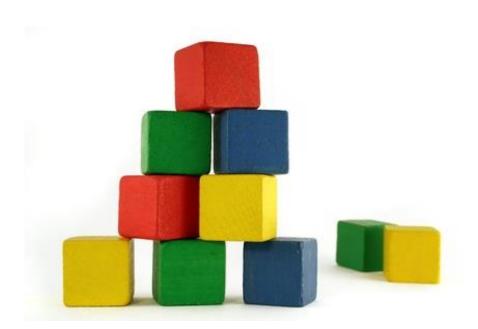
Manual (no trigger)

On commit

Scheduled

Other?

## **Build Steps**



**MSBuild** 

**Run Unit Tests** 

Run Commandline?

# So how do we actually deploy stuff?



## MSBuild + WebDeploy

```
/p:Configuration=Debug
/p:VisualStudioVersion=12.0
/p:DeployOnBuild=True
/p:DeployTarget=MSDeployPublish
/p:MsDeployServiceUrl=123.456.789/msdeployagents
ervice
/p:AllowUntrustedCertificate=True
/p:MSDeployPublishMethod=RemoteAgent
/p:CreatePackageOnPublish=True
/p:DeployIisAppPath="mywebsite.proworks.com"
/p:IgnoreDeployManagedRuntimeVersion=True
/p:FilesToIncludeForPublish=AllFilesInProjectFol
der
/p:SkipExtraFilesOnServer=True
/p:ExcludeFoldersFromDeployment="App Data\Logs;A
pp Data\preview; media"
/p:IncludeSetAclProviderOnDestination=False
/p:AutoParameterizationWebConfigConnectionString -
s=False
```

Enter additional command line parameters to MSBuild.exe.

- 1. Install Web Deploy on server
- 2. Deal with windows service has permissions
- 3. Create users on source and dest machines
- 4. Deal with mostly vague TeamCity errors

# I no longer recommend Web Deploy

Complex. Easy to miss little things.

Vague error messages

No easy rollback

There is a better way!







Not a build server

Consumes nuget feeds

Handles deployment

## Why Octopus?

Easier than Web Deploy

Good at rolling back

Very good documentation

# What does an Octopus deploy look like?

- 1. Consumes nuget feed
- 2. Creates Release
- 3. Deploys to new folder
- 4. Points IIS to that folder
- 5. Fixes permissions

## TeamCity + Octopus Deploy Implementation



#### **Four Steps**

- Umbraco project configured to be packaged into NuGet
- 2. Media set up in Virtual Directory
- 3. TeamCity = NuGet Server
- 4. Octopus deploys NuGet packages

# Preparing Umbraco for NuGet packaging

- 1. Nuget OctoPack
- 2. Create nuspec file

"Install-Package OctoPack"

## Umbraco Media in Virtual Directory

- 1. New SharedMedia directory outside of umbraco
  - New Virtual Directory pointing to SharedMedia

## TeamCity NuGet Server

- Install Octopus Deploy Integration plugin
- 2. Enable NuGet Server
- 3. OctoPackEnforceAddingFiles=true
- 4. MSBuild step should check "Run OctoPack"
- 5. New "Octopus Deploy: Create Release" build step

## Prepare Octopus Deploy

- Add an "External Feed" for TeamCity Nuget Server
- Script template for fixing Umbraco permissions
- 3. New "Deploy Package" step
- 4. New "Fix Permissions" step

# TeamCity + Octopus vs UaaS?

#### Pros of UaaS:

- Really easy to spin up new sites
- Handles content deployment as well as code deployment

#### Pros of TeamCity + Octopus:

- More control
- Probably supports more exotic setups

## **Questions?**

Contact me at:

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## **More on Octopus**

#### Big pieces of Octopus:

- Tentacles
- Releases
- Environments
- Lifecycles
- Projects
- Channels