

# Scaling dotCMS through Multiple Environments

*Arnaud Romary & Chris McCracken*



# Overview

- History and Background
- What it solved
- Popularity amongst dotCMS users
- Push-pub
- dotCMS Cloud is Push-ready



# How Push Works

- HTTP API
- Latency-tolerant
- Built for the Cloud
- Non-realtime
- Push is not clustering (shared-nothing)



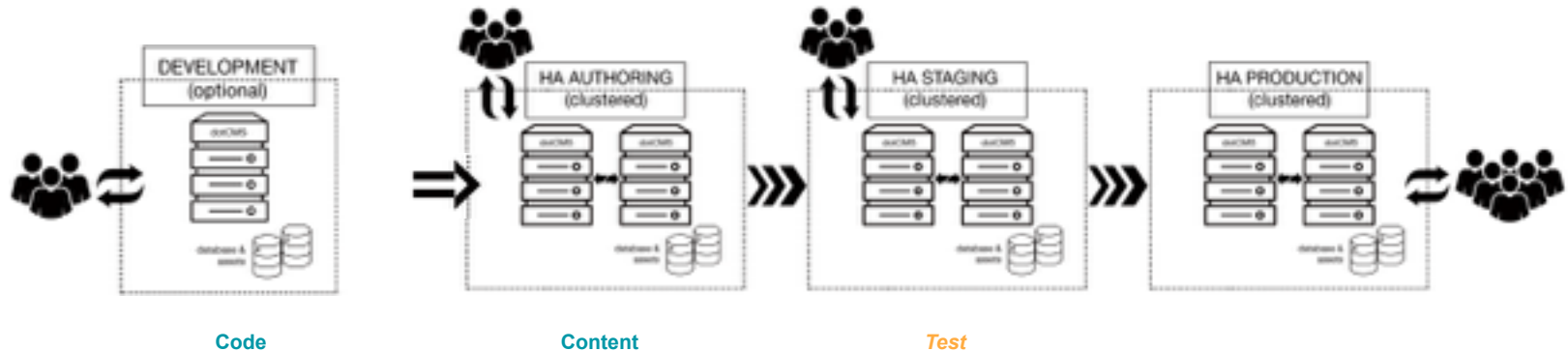
# Popular Use Cases

- Authoring
- Production (headless)
- Development
- Disaster Recovery
- Geo-load-balancing
- Request sharding
- Performance
- Blue/green deployment



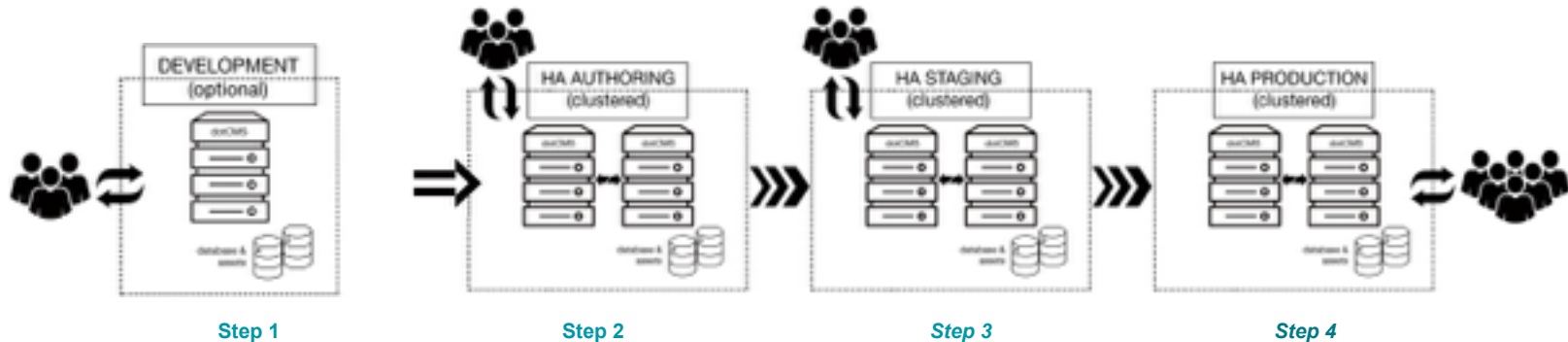
# Best Practices

- **Content escalation flow & conflict resolution**
  - Define point of origin each unique type of data
  - Resolution: AVOID before it happens with a narrow scope of content escalation



# Best Practices (Upgrading)

- Push freeze, upgrade all before resuming push (*steps 1-4*)
- Start at content entry point (then you can lift content freeze)
- Beware of auto-push
- Remove push config in back-end as a safety



# Best Practices (Cont.)

- **Front-end content submit**

- Think about where data needs to be
- Submit back to Auth via content API
- More disposable type of form data -> prod is ok

- **Content integration in Dev**

- Dev Cycle: Wipe out environment, empty starter, push everything to it
- Very controlled back-channel push back to dev (option)

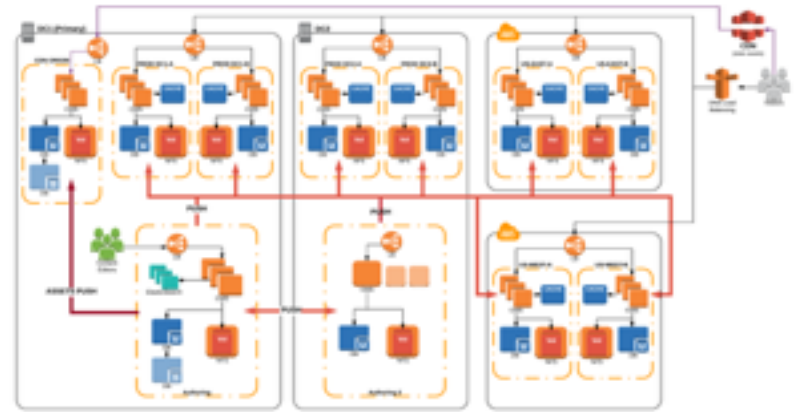
- **User permissions**

- Define point of origin each unique type of data
- Permission accordingly and train!

# Examples

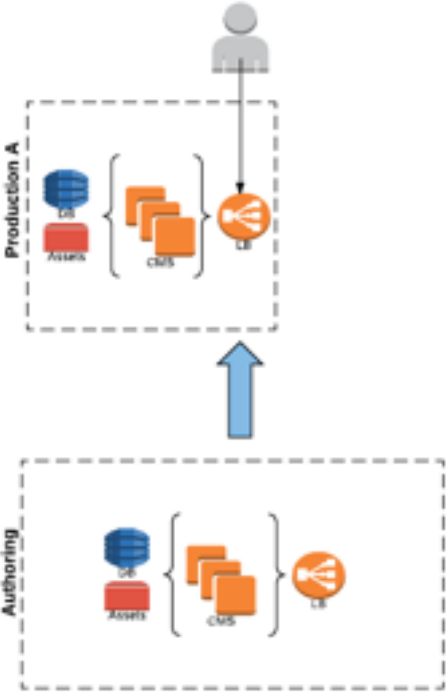
- **Content escalation flow & conflict resolution**

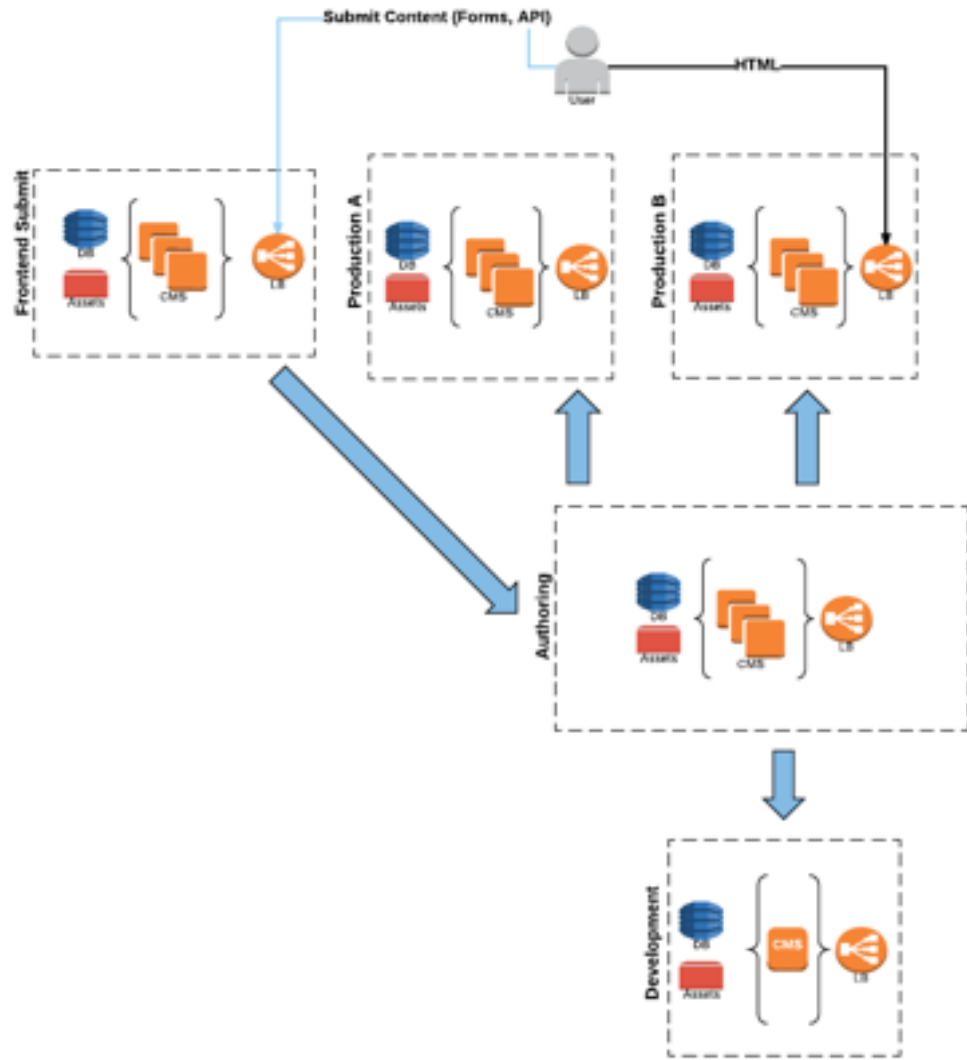
- 2-env Auth/Prod
- +DR
- +QA
- +Multi-Region Prod (geo lb)
- +Dev
- +Front-end submit
- +Sharded Prod (+multi-region)
- +CDN Origin





# Example 1





## Example: 2



Example: 3

# Roadmap

- Scheduled push <https://github.com/dotCMS/core/issues/9036>
- Static Push <https://github.com/dotCMS/core/issues/9045>
- Server-specific push status
- Conflict Resolution



Questions?

