Migrating Resources and Transformations Between Environments

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If you are developing in multiple environments or accounts, you might need to move your common resources and transformations from one account or environment to another.

Migrate Common Resources

Migrating common resources is a two step process where you first get the common resource definition from one account or environment, and then post it to another.



To migrate common resources:

 GET

 1. In the source account or environment, call
 /accounts/objects/{objectName}/definitions

 {objectName}
 with the name of the common resource.



The JSON response looks like this:

{
"fields":[
{
"type":"string",
"path":"birthdate"
},
{
"type":"string",
"path":"FirstName"
},
{
"type":"string",
"path":"id"
},
{
"type":"string",
"path":"LastName"
}
l,
"level":"account"
}

- 2. Optional. If you created your common resource in an earlier version of the software, it might include a sub-object that it is stored separately. Run the call again using the name of the sub-object for {objectName}.
- 3. In your target account or environment, make a
 POST
 API call, replacing

 objectName
 with the name of the common resource, and the fields
 object with the fields
 object from the previous step.

"type":"string",	
"path":"birthdate"	
"type":"string",	
"path":"FirstName"	
"type":"string",	
"path":"id"	
"type":"string",	
"path":"LastName"	

Migrate Transformations

Migrating transformations is a two step process where you first get the transformations definition from one account or environment, and then post it to another.

To migrate transformations:

1. In the source account or environment, call

```
GET /accounts/elements/{keyOrId}/transformations/{objectName} , replacing keyOrId with the connector key and {objectName} with the name of the common resource.
```

The JSON response looks like this:

2. In your target account or environment, make a

POST

/accounts/elements/{keyOrId}/transformations/{objectName}

API call, replacing keyOrId

with the connector key and <code>objectName</code> with the name of the common resource. Include the JSON payload from the previous step.