

# Update and Provision in Active Directory with UnitySync®

Timely and accurate updates are essential for data integrity. It only makes sense to have the Human Resources Department update personnel changes as they happen. How? With UnitySync.

UnitySync connects any Lightweight Directory Access Protocol (LDAP) directory with any Open Database Connectivity (ODBC) compliant database. Just configure UnitySync to read a Data Source Name (DSN) and it will treat the DSN as the source directory. Let's use Active Directory (AD) as our example as we walk through the process...

## Update and Provision Active Directory

UnitySync updates records by reading the DSN, comparing each record in the DSN with records in AD (by key attribute), then updating record attributes based on a mapping table. UnitySync provisions a new record if it finds a record in the DSN that doesn't exist in AD. It also deletes or disables records in AD that no longer exist in the DSN. \*

To set up UnitySync to bridge the gap between an ODBC database and AD:

1. Install an ODBC driver on the UnitySync server
2. Create an ODBC data source that points to the database
3. Create a UnitySync connection with Both (Create/Join) for the Sync/Join Mode
4. Create a custom map file to define mapping from Source database attributes to Destination AD attributes

Another option is choose a Join only connection between the Human Resources database and AD. Objects are not created or deleted in this option, just kept in sync with any modifications to the Source Human Resources database.

Every synchronization run afterward allows the Human Resources Department to simply update the directory without having to go to another program, into the directory itself, or open a Help Desk ticket for assistance.

Still have questions? Email our Support Team at [support@dirwiz.com](mailto:support@dirwiz.com). We'll see what we can do to help.

