What else can UNITYSYNC® do for you?

You already have an idea what UnitySync does out of the box. You know about its easy and reliable automated directory synchronization features. But, do you know that UnitySync can do so much more? To give you an idea of what's possible, here are just a few advanced functions and more ways to use UnitySync.

(By the way, we love input! If you imagine more ways UnitySync can help you, please let us know. We'll add them on - and give you all the credit, of course!)

Advanced Functions in UnitySync

HR Database and LDAP Directory Synchronizations

Through a use of ODBC Data source or flat (CSV) data files, you can sync your Human Resources database to an LDAP directory.

Set Password on Creation of Active Directory Users

When syncing to Active Directory, creating User accounts, you can specify a default password or password based on Source attributes.

Partial Directory Synchronization

To synchronize parts of the Source directory, UnitySync can:

- exclude or include specific Organizational Units (OU)/containers
- exclude or include objects via specific values in account attributes
- exclude or include specific attributes
- run multiple synchronizations at once with the same directory pairs
- include different parts of the Source directory and place them in different locations in the Destination directory
- all while reading a single domain, or even an entire forest

Join Attributes

UnitySync will read a record, use the value of an attribute in that record as a key, read another directory with this key, match the objects, and synchronize attributes to the Destination directory. Just keep in mind that the key used to read the secondary record must be unique.

Synchronize Selected Attributes

Rather than synchronize a full set of attributes, as UnitySync does by default, choose only the attributes you need for individual processes. How? Just tell UnitySync to eliminate any of the standard attributes (display name, first, last, phone numbers, etc.), add new attributes, or create values for a specific attribute.

Display Name Formatting Flexibility

Tell UnitySync to return Last, First; First, Last; or whatever best suits your needs. UnitySync can also differentiate between similar entries by adding a fixed text string to each entry.

Flat or Structured Synchronization

UnitySync gives you a choice of synchronizing entries into a single flat OU/container or creating multilevel Destination directory. Just change the levels parameter, found on the Destination tab, from 0 (flat) to ALL.

Email Notifications

UnitySync sends email notifications globally or per connection. For global email notifications, just enter an SMTP server address and the email address(es) where you want replies sent. UnitySync then gives you a choice to receive emails anytime a synchronization runs (summary email) or only when there is an error problem (error notification). For email notifications by connection, just choose the connection and then enter the appropriate email address(es). Again, UnitySync will send out a summary email, error notification, or both. Your choice!

Synchronize Public Keys

UnitySync synchronizes X.509 public keys by default, creating mail enabled objects. It can also synchronize just those entries that have public keys and ignore the rest of the directory.

Swap Proxy (to swap proxyaddresses in Exchange)

Imagine - two companies merge and the parent company's directory will be what is outwardly visible, but replies to both directories need to be routed to the new subsidiary's server. UnitySync will do this with Swap Proxy as it synchronizes entries from the subsidiary's directory with the parent company's directory serving as the inbound gateway.

Back-up Forest

Create mail enabled user objects in a separate Active Directory forest with UnitySync to use as an emergency off-site messaging server.

Synchronize an Admin Forest and a Messaging Forest

UnitySync keeps account administration and messaging administration separate in Active Directory by connecting both forests. Just create disabled user objects (place holders) in the messaging forest. UnitySync also updates attributes on the disabled account whenever there is a change the Source admin forest.

Shared Master Directory for Messaging

Why manually create and track address between companies? Or between different entities in the same company for that matter? Instead, use UnitySync to create a shared (master/hub) directory that will take all the hard work out of updating and synchronizing inter-company directories. The new master directory will give “write only” access to each OU/container’s owner, and “read only” access to what they don’t own. This way, each company updates only their part of the master directory and then synchronizes it with all the others. Each company can also pick and choose which entries and attributes are synchronized in the master directory. How? With easy to use attribute mapping and exclusion processing.

Inbound Routing and a Shared Master Directory

Imagine this scenario. A master directory is set up to handle inbound routing with a common domain name email address for all recipients. Each domain that synchronizes into the master domain will have a new proxy address appended to it. They'll each also use the common domain, allowing the master directory to route mail back to the original domain. Voilà, a single inbound messaging domain that leaves internal domains in place!

High Level Simulation

Run a detailed simulation with an expanded log file for a detailed view of what UnitySync does. This is a great feature to see what effect any proposed changes will have without actually effecting the directory. Just turn on the high level logging option, under the General tab, for all of the debugging and troubleshooting informal have a question? Email our support department at support@dirwiz.com. We'll see what we can do to help!