

0 Prerequisites

- have a Microsoft Teams Tenant
- create a .zip of the following three files inside the public folder
 - manifest.json
 - color.png
 - outline.png

1 Upload App to Teams

There are multiple ways depending on how your Microsoft Teams Tenant is set up.

1.1 Sideloaded

If you followed the instructions of the Prerequisites you can simply upload the Developer Portal App

This is for testing the app.

Be sure sideloading is enabled, according to the documentation this can take up to 24 hours before being possible after enabling it

Import the app from the Developer Portal App via the zip file

and edit the urls inside **Configure > App Features > Group and channel app**

Set the configuration url to the page where the frontend is uploaded
`{base_url}/#/configuration`

Press the Preview in Teams button

1.2 Upload to Tenant directly

for this to work the manifest.json file needs to be edited correctly
set the following setting to the url where the frontend is hosted:

```
...
"configurableTabs": [
  {
    "configurationUrl": "https://the.frontend.url/#/configuration",
    ...
  }
],
...
```

The url should point to the configuration page of the frontend located at {base_url}/#/configuration

After that turn the three files from step 0 into a zip file again and upload these via the **Button Upload a custom App** on the app store page of your Teams Tenant.

1.3 Add as Admin

See this guide on how to allow direct upload to the org or teams

This is for release versions of this App
set up the manifest.json file exactly as in **1.2**

Go to <https://admin.teams.microsoft.com/policies/manage-apps>

Press the Upload button on the App table and upload the .zip file.

After a bit of time the app should be available inside the Teams channels

2 Add to a channel

From a Team inside Teams click the + Button on the top of the channel

Then search for **Nextcloud** and add the app

A configuration page should appear after setting up the app press the save button and the Tab should now be added to your channel.

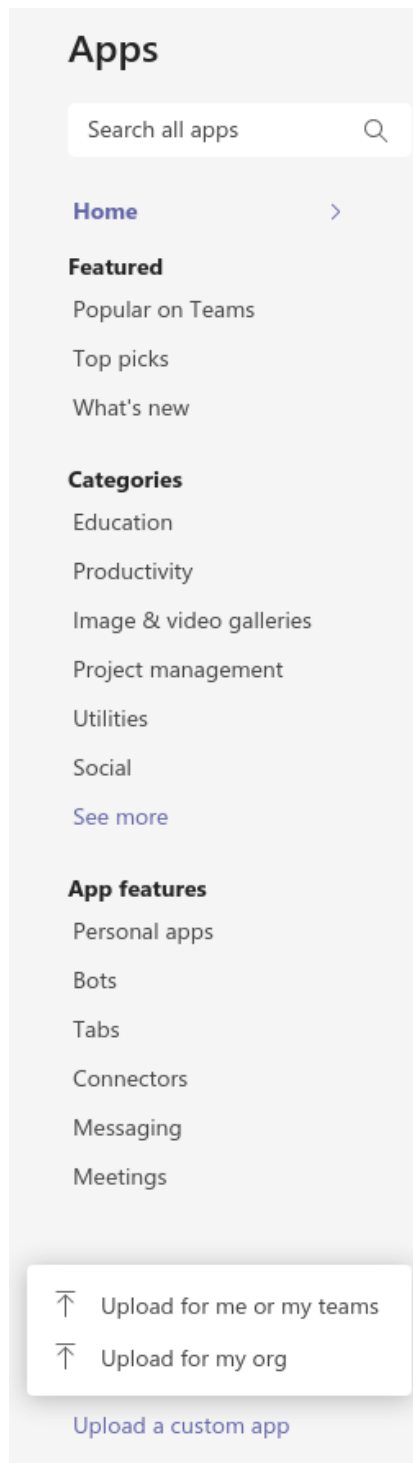


Figure 1: image
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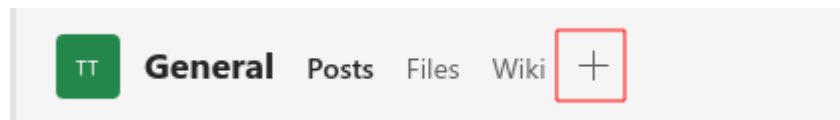


Figure 2: image