

Feature Brief

✦ ProGet Asset Directories

Introducing ProGet Asset Directories

It's important to always use the right tool for the right job. Packages, such as ProGet's Universal Packages, are great tools for storing self-contained versioned artifacts, complete with rich metadata and dependency information. However, not everything is a package, and sometimes a file is just a file. With ProGet already being used as a central-hub for development and applications packages at many enterprises, the addition of Asset Directories now gives users the ability to utilize all the security features in ProGet for not only packages, but also arbitrary file storage.

What are Asset Directories?

If you are familiar with cloud storage services such as Amazon S3 or Azure Blob Storage, the concepts here are much the same. An *Asset Directory* in ProGet is simply a container for any number of files and/or directories. These files are stored using the same extensible mechanism used by ProGet Package Feeds, so along with the default disk/network share storage, it can transparently use S3 or Azure as a backend as well.

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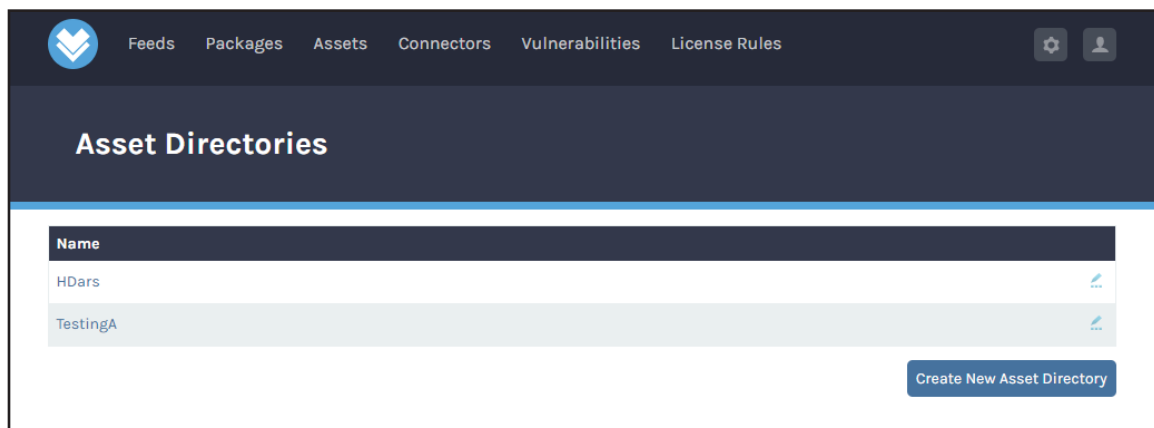
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Why use Asset Directories?

Sometimes the overhead of creating a package is simply not worth it. For example, an installer may be used by a configuration script for setting up a workstation. The installer is already a self-contained package, so further packaging would be redundant; it just needs to be downloaded and executed. It could simply be stored in an Asset Directory and referenced using a well-known URL.

Alternatively, Asset Directories could be used to host a simple internal static web site, or just to share a picture with your organization without email or uploading it to a cloud service. You could even configure a Retention Policy to automatically clean up old or unused files.

ProGet Asset Directories give you the versatility of a file share, but with a built-in web server and a powerful REST API. As part of ProGet, Asset Directories can be secured using Tasks and Privileges, and easily managed along with all of your important packages. Ultimately providing the same security, ease of use, and stability that ProGet already adds to your development and application packages.



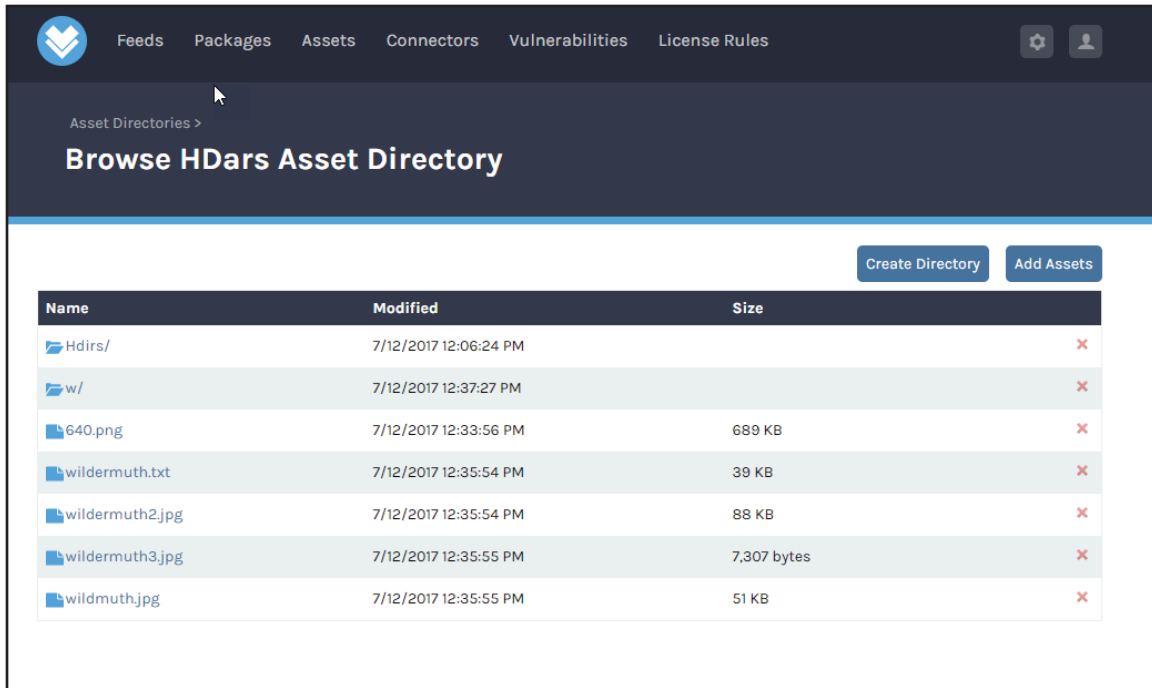
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Creating or Managing an Asset Directory

Asset Directories are now top-level concepts in ProGet, along with Feeds and Connectors. The Assets link at the top of the page will take you to the Asset Directory overview, which will display every Asset Directory in ProGet. From here, you can create a new directory, modify an existing directory, delete a directory, or browse a directory.

When creating a new Asset Directory, the only required field is its name. Like Feeds, Asset Directories must be uniquely named, and should be names that can be easily represented in a URL (in other words, avoid characters like /, :, or spaces). As soon as you have named the new Asset Directory, you can start uploading files to it.



The screenshot shows the ProGet web interface. The top navigation bar includes links for Feeds, Packages, Assets, Connectors, Vulnerabilities, and License Rules. The main content area is titled 'Browse HDars Asset Directory' and features a table of assets. The table has columns for Name, Modified, and Size. The assets listed are Hdirs/, w/, 640.png, wildermuth.txt, wildermuth2.jpg, wildermuth3.jpg, and wildmuth.jpg. Each row has a red 'X' icon in the rightmost column. Above the table are buttons for 'Create Directory' and 'Add Assets'.

Name	Modified	Size
Hdirs/	7/12/2017 12:06:24 PM	
w/	7/12/2017 12:37:27 PM	
640.png	7/12/2017 12:33:56 PM	689 KB
wildermuth.txt	7/12/2017 12:35:54 PM	39 KB
wildermuth2.jpg	7/12/2017 12:35:54 PM	88 KB
wildermuth3.jpg	7/12/2017 12:35:55 PM	7,307 bytes
wildmuth.jpg	7/12/2017 12:35:55 PM	51 KB

Creating Retention Policies for Asset Directories

Retention policies for Asset Directories work just like they do for Package Feeds, except that any rules relating to version numbers are not applicable since Asset Directories store simple unversioned files.

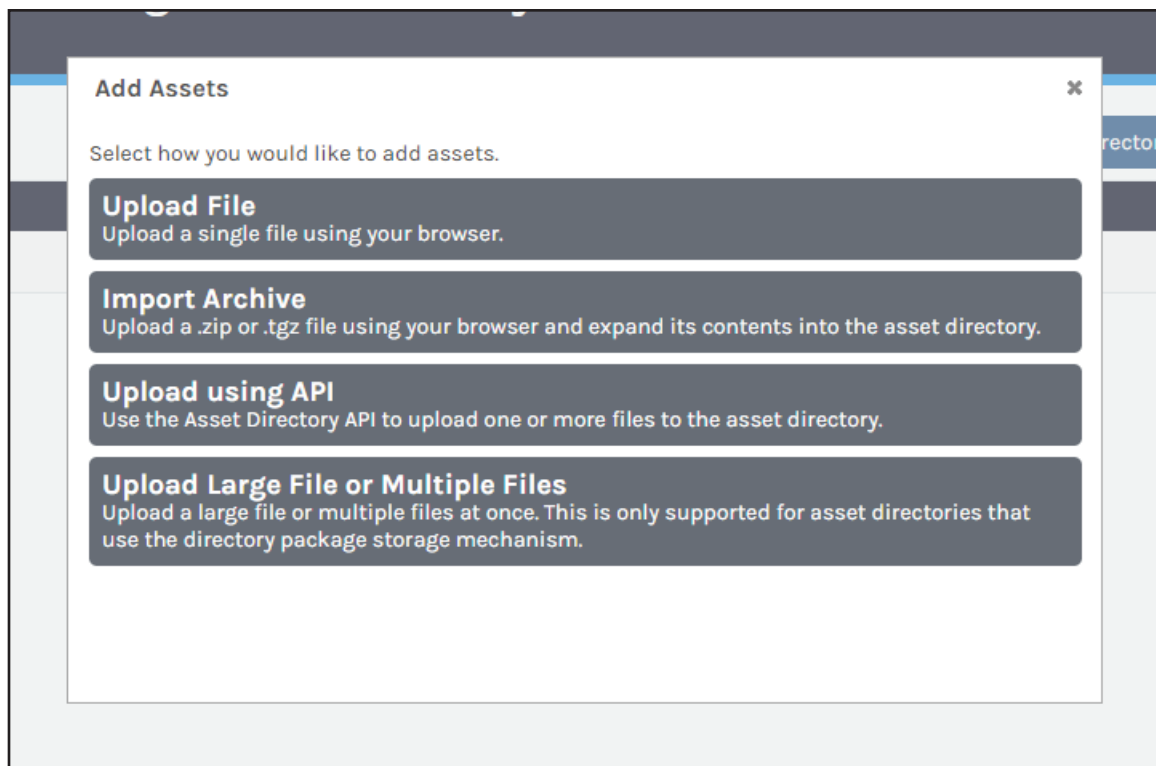
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Adding Files to an Asset Directory

Files can be added to an Asset Directory in a number of ways. You can:

- Upload a single file using a browser
- Upload a .zip or a .tar.gz file using your browser and expand its contents into the asset directory
- Use the Asset Directory API to upload one or more files to the asset directory
- Upload a large file or multiple files at once



Accessing Files in an Asset Directory

You can browse the contents of an Asset Directory from your browser, giving users a convenient way to search and find all important files. The directory is displayed as a standard hierarchy of folders and files; individual files can be selected and downloaded or viewed. Files in an Asset Directory can also be accessed as if they are hosted on a web server by navigating to the REST API URL for the file (see API documentation).