

Cut Over

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Cut-Over

This guide focuses on cut-over topics when approaching critical environments such as live and/or prod, but the approach can be applied to lower environments, and should be if those lower environments are also critical (such as gamedev). The actual cut-over work will be conducted later on and you can submit your cut-over plan documentation for review close to the date.

Use this opportunity to become familiar with where your cut-over will need to take place. These are commonly:

- Changing vanity DNS records (ol.epicgames.com / ol.epicgames.net) to point to Substrate (directly or weighted)
- Changing CDNs to point to substrate

At the bottom of the Environment sheets in your Worksheet you will see the DNS entries for that environment and how they are mapped and

where those DNS entries are configured. These will help you plan what DNS needs to be changed.

Consider how you will cut-over:

- Weighted DNS to slowly shift traffic to Substrate
- Hard DNS cutover
- Is a downtime required

A note on environment rollout: The above work should be repeated per environment. It is at your discretion whether you do this sequentially or in parallel (or some back and forth between environments). We recommend getting a lower environment to the point of your application deploying and stable before replicating this work to other environments as this is where you will discover the main gotchas of your service in Substrate.

- [Migrating Route53 \(DNS\) from OldProd to Substrate](#)

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