


eUnity Plugin install notes

The system consists of three plugins, two Local (tlcore & linkproxy) and one button plugin for the atto editor (eunitylink).

Atto eunitylink

1. Copy the eunitylink code to moodle\lib\editor\atto\plugins
2. Copy the linkproxy code to moodle\loc
3. Copy the tlcore code to moodle\loc
4. Login as admin and go to the admin menu.
5. Go through the standard plugin install procedure.
6. After installation go to <http://yourmoodle.org/admin/settings.php?section=editorsettingsatto> add a line in Toolbar config in the form:
eunitylink = eunitylink
7. Check in an instance of Atto that you have a new button indicated by a  symbol for this plugin.
8. Confirm that the button icon is visible to teachers and not visible to students
9. Add a test link and confirm it performs the redirect and shows the image as expected.

Local Linkproxy

Note that because this is a local plugin and available site wide it is not connected to any Moodle course backup process. The plugin uses a single database table called Local_linkproxy (or mdl_local_linkproxy if using the default prefix of mdl)

The config page for linkproxy can be accessed from yourmoodle/admin/settings.php?section=local_linkproxy This will need the eUnity Api settings.

Settings

API URL <small>local_linkproxy apiurl</small>	<input type="text" value="https://eunity.api.rvc.ac.uk/viewer"/>	Default: https://eunity.api.rvc.ac.uk/viewer
API URL		
Identity provider URL <small>local_linkproxy identityproviderurl</small>	<input type="text" value="https://genids.rvc.ac.uk/connect/t"/>	Default: https://genids.rvc.ac.uk/connect/token
Validates access token		
Key <small>local_linkproxy sharedsecretkey</small>	<input type="text" value="koala.brusque.ceramic"/>	Default: copulate-domain-shred
Shared secret key		
Clientid <small>local_linkproxy clientid</small>	<input type="text" value="eUnity_moodle_client_test"/>	Default: eUnity_moodle_client_test
Used to get token		
Scope <small>local_linkproxy scope</small>	<input type="text" value="eUnity_api"/>	Default: eUnity_api
Used to get token		