

Fluxmite Rules Guide

Create Local

Event: Something happened

Condition: Text comparsion: change-type = create

Action:

1. Create new local
2. Set data value
3. Save local
4. Mite: create local

Delete Local

Event: Something happened

Condition: Text comparsion: change-type = delete

Action:

1. Fetch local by id
2. Delete entity

Update Remote

Event: After updating local

Condition: Entity is of bundle

Action:

1. Mite: fetch remote entity by local entity
2. Condition: is of type
3. Set data value
4. Mite: update remote entity

Update Local

Event: Something happened

Condition: Text comparsion: change-type = update

Action:

1. Fetch local by id
2. Condition: is of bundle
3. Set data value
4. Save local
5. Mite: update local

Create Remote

Event: After saving local

Condition:

1. Is of bundle
2. Data comparsion: is from mite = false
(to avoid duplicate entries, because create local triggers this rules too)

Action:

1. Create new remote
2. Set data value
3. Save local
4. Mite: create remote entity

Delete Remote

Event: After deleting local

Condition: -

Action: Mite: delete remote entity