### 1. How to use the ORNG Sandbox

Uncomment out the ORNG.SandboxPassword and set it to something secret but not too secret. You can now go to http://[YOUR\_PROFILES\_URL]/ORNG and see a form that allows you to log in an ANYONE in the system, with the password you set in ORNG.SandboxPassword. Developers can add the gadgets they are working on into the Gadgets text area by listing the URL. This works best for preconfigured gadgets, but will also work partially for brand new gadgets that we current know nothing about. If you are serious about building a gadget, you need to preconfigure it first.

### 1. How to Pre-Configure gadgets for ORNG Sandbox

1. Pick a file name for the gadget such as MyNewGadget.xml
2. Add the needed configuration for MyNewGadget.xml into the [ORNG].[Apps] and [ORNG].[AppViews] tables. For the url in [ORNG].[Apps] use the existing server where you plan to host gadgets. For example, at UCSF we would use <http://stage-profiles.ucsf.edu/apps_200/MyNewGadget.xml> and we would make some first version of the gadget available.
3. If your developer has access to your web server, they can work on the MyNewGadget.xml file directly and use the Sandbox login to make sure cached version are not hindering the development process. But the sandbox also works for contractors who may be working on files in other locations.
4. If someone adds <http://somePlaceICanPublishContent/MyNewGadget.xml> into the Gadgets textbox while logging in, the sandbox will see that the file name matches the one in [ORNG].[Apps] and use it’s configuration. This is extremely helpful for contractors who may not have access to your web servers, but need to work on gadgets and have some place to publish them.