Forwarding headers to the Identity microservice

Let's modify our Identity microservice so it can handle HTTPS requests coming from the API Gateway

In Play.Identity

1. Update Startup:

```
public class Startup
{
   …

   public void ConfigureServices(IServiceCollection services)
   {
      …
      services.AddHealthChecks()
            .AddMongoDb();

      services.Configure<ForwardedHeadersOptions>(options =>
      {
         options.ForwardedHeaders = ForwardedHeaders.XForwardedFor |
ForwardedHeaders.XForwardedProto;
         // Only loopback proxies are allowed by default.
         // Clear that restriction because forwarders are enabled by explicit
         // configuration.
         options.KnownNetworks.Clear();
         options.KnownProxies.Clear();
      });
   }

   public void Configure(IApplicationBuilder app, IWebHostEnvironment env)
   {
      app.UseForwardedHeaders();
      …
   }
}
```

2. Bump container image version in README

3. Build and publish image

4. Bump container image version in identity.yaml

5. Apply identity.yaml

In Postman

6. Update the identityBaseUrl variable in Cloud environment to use https:

   https://playeconomy.eastus.cloudapp.azure.com/identity-svc

7. Save the environment

8. Do a GET on the discovery endpoint request

9. Notice all URLs start with HTTPS

10. Open the GET /users request

11. Request an access token

12. Send a GET /users request

In the Browser

13. Browse to the Registration page:
    https://playeconomy.eastus.cloudapp.azure.com/identity-svc/identity/account/register

14. Register Player1

15. Commit and push

In the next lesson you will configure IdentityServer to use a real signing certificate in Production.