~~NUGET~~

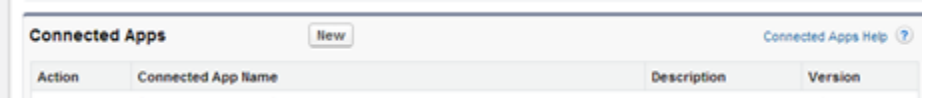
~~To conserve space in source control, I haven't checked in nuget packages for external dependencies. You may need to configure Visual Studio to automatically download these assemblies. This link explains how this works: http://docs.nuget.org/docs/workflows/using-nuget-without-committing-packages~~

HOW TO CREATE A "CONNECTED APP" FOR SALESFORCE CANVAS

This example uses an application on localhost (something a developer would do while developing an application), but if you are creating a connected app to deploy to a real server, use the real server endpoint instead (name, port, app path, etc).

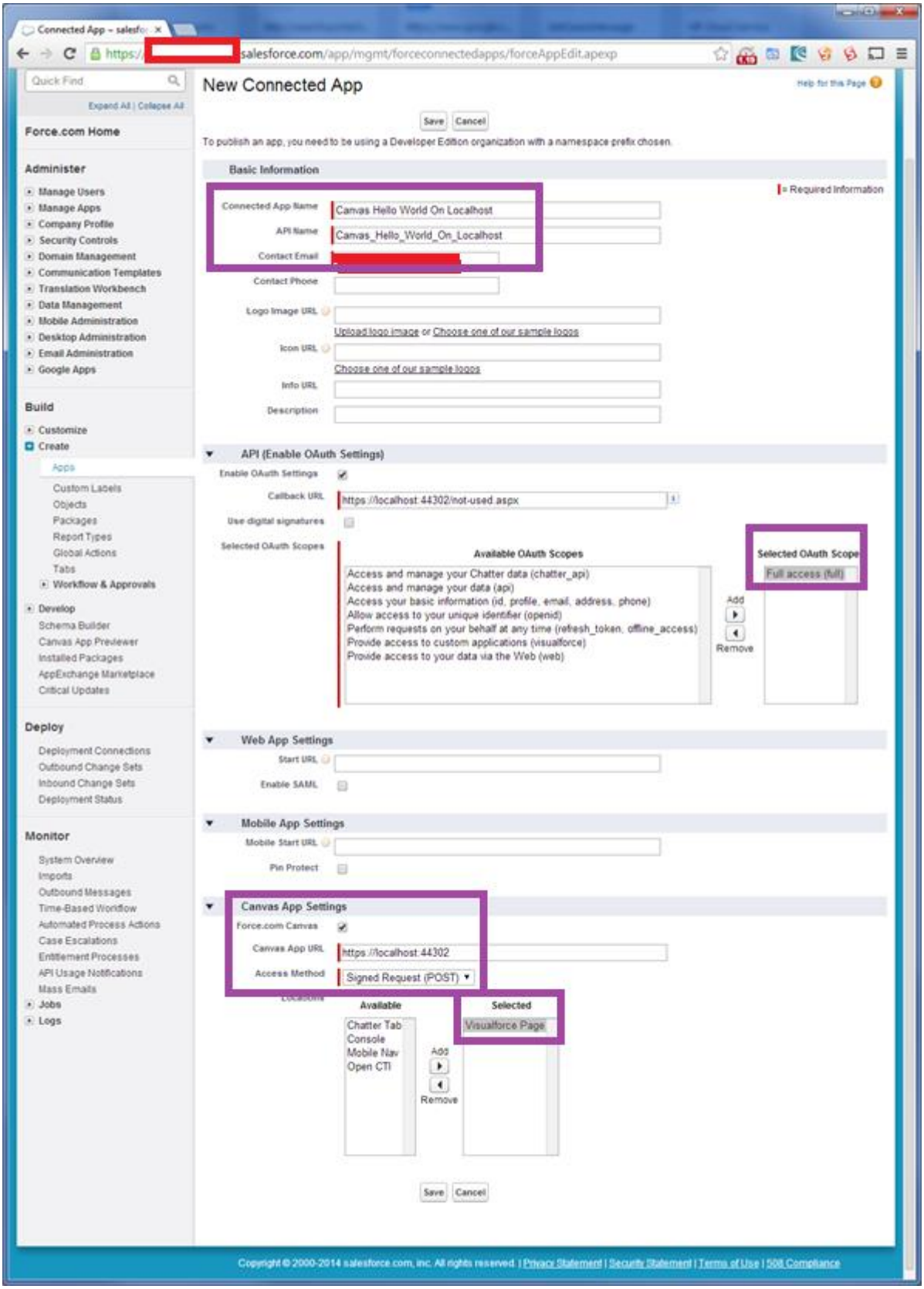
From your SalesForce.com instance,

- Build > Create > Apps
- Connected Apps Section, click "New"



Fill out the new Connected App with minimal information:

- Connected App Name
- API Name
- Contact Email
- API (Enable OAuth Settings):
    - Select "Enable OAuth Settings"
    - Selected OAuth Scope: "Full access (full)"
- Canvas App Settings
    - Select "Force.com Canvas"
    - Canvas App URL
    - Access Method: "Signed Request (POST)"
    - Locations: Select "Visualforce Page"


Connected App - salesfo
https:/ salesforce.com/app/mgmt/forceconnectedapps/forceAppEdit.apexp
Quick Find
Expand All | Collapse All
Force.com Home
Administer
Manage Users
Manage Apps
Company Profile
Security Controls
Domain Management
Communication Templates
Translation Workbench
Data Management
Mobile Administration
Desktop Administration
Email Administration
Google Apps
Build
Customize
Create
Apps
Custom Labels
Objects
Packages
Report Types
Global Actions
Tabs
Workflow & Approvals
Develop
Schema Builder
Canvas App Previewer
Installed Packages
AppExchange Marketplace
Critical Updates
Deploy
Deployment Connections
Outbound Change Sets
Inbound Change Sets
Deployment Status
Monitor
System Overview
Imports
Outbound Messages
Time-Based Workflow
Automated Process Actions
Case Escalations
Entitlement Processes
API Usage Notifications
Mass Emails
Jobs
Logs
New Connected App
Help for this Page
Save
Cancel
To publish an app, you need to be using a Developer Edition organization with a namespace prefix chosen.
Basic Information
= Required Information
Connected App Name
Canvas Hello World On Localhost
API Name
Canvas_Hello_World_On_Localhost
Contact Email
Contact Phone
Logo Image URL
Upload logo image or Choose one of our sample logos
Icon URL
Choose one of our sample logos
Info URL
Description
API (Enable OAuth Settings)
Enable OAuth Settings
Callback URL
https://localhost:44302/not-used.aspx
Use digital signatures
Selected OAuth Scopes
Available OAuth Scopes
Access and manage your Chatter data (chatter_api)
Access and manage your data (api)
Access your basic information (id, profile, email, address, phone)
Allow access to your unique identifier (openid)
Perform requests on your behalf at any time (refresh_token, offline_access)
Provide access to custom applications (visualforce)
Provide access to your data via the Web (web)
Add
Remove
Selected OAuth Scope
Full access (full)
Web App Settings
Start URL
Enable SAML
Mobile App Settings
Mobile Start URL
Pin Protect
Canvas App Settings
Force.com Canvas
Canvas App URL
https://localhost:44302
Access Method
Signed Request (POST)
Locations
Available
Chatter Tab
Console
Mobile Nav
Open CTI
Add
Remove
Selected
Visualforce Page
Save
Cancel
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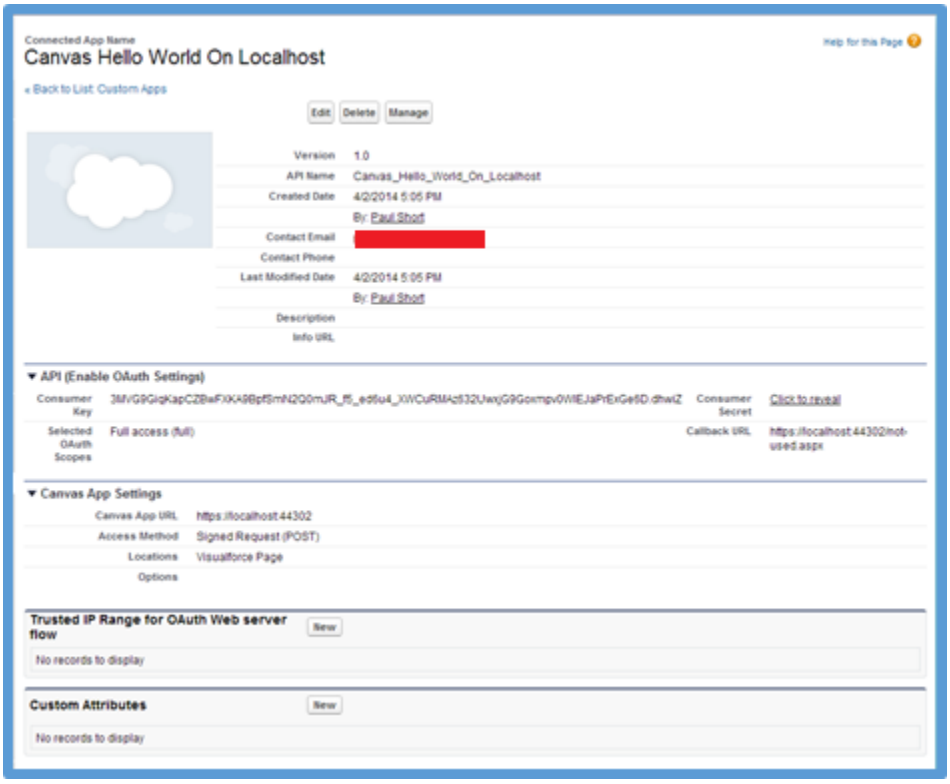
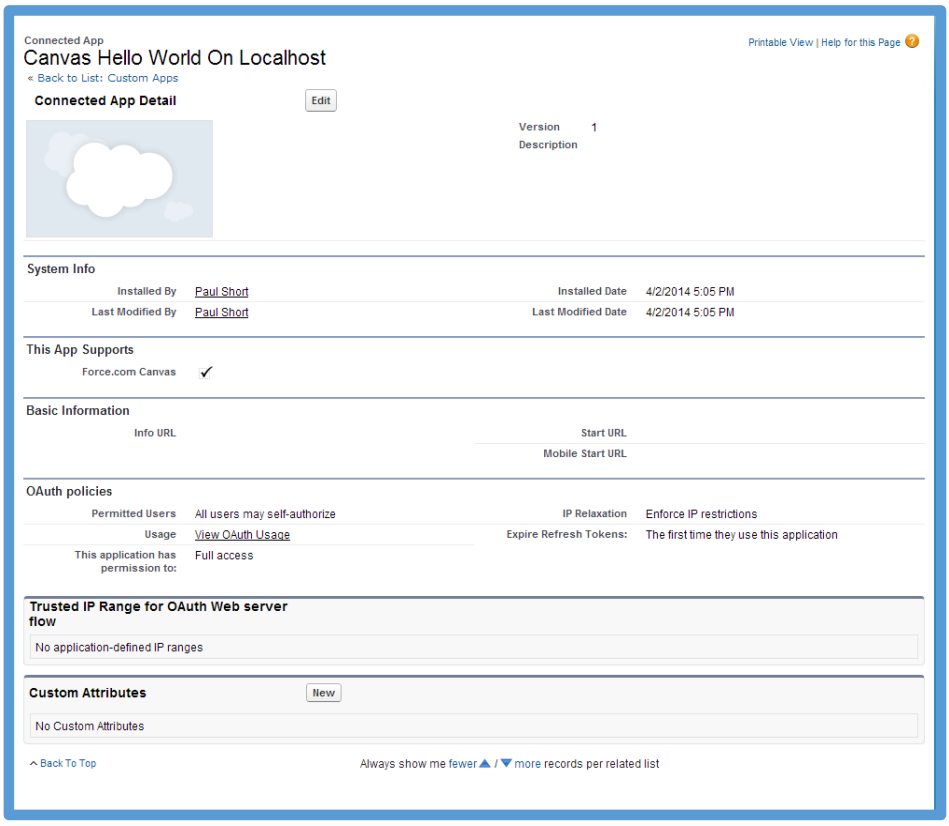
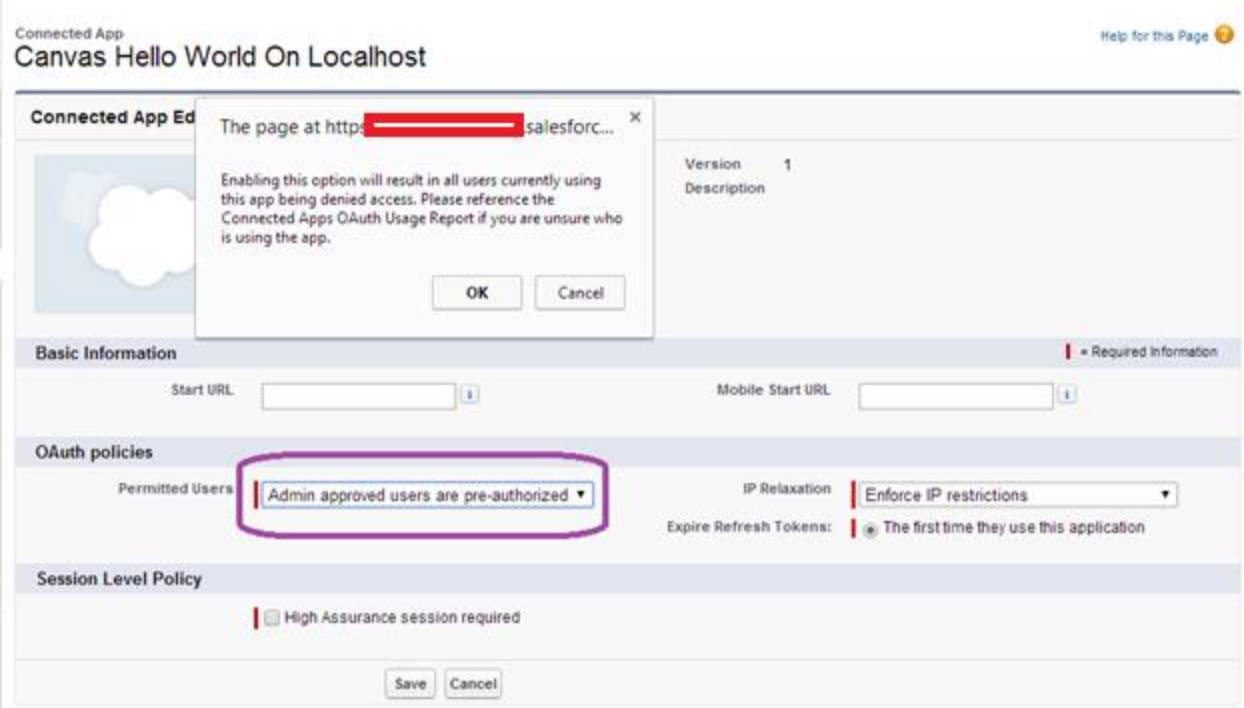
After the App is created, click “Manage”:



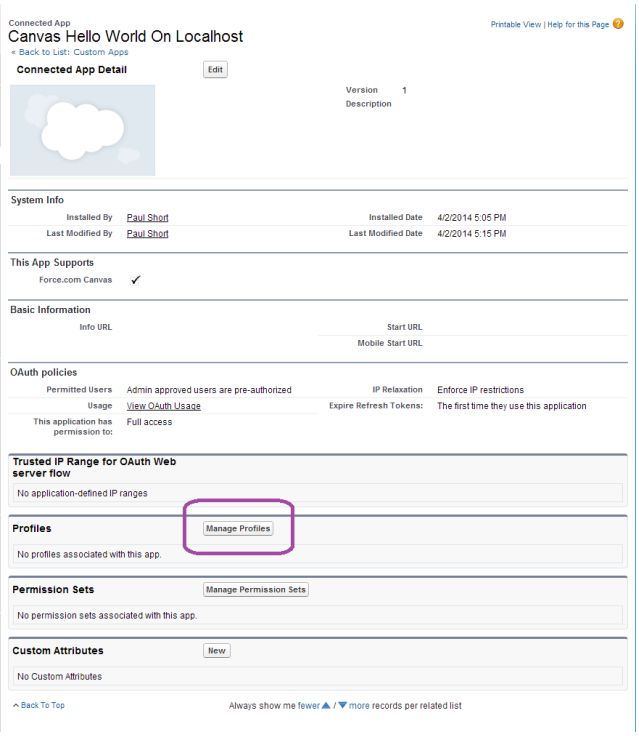
…then “Edit”:



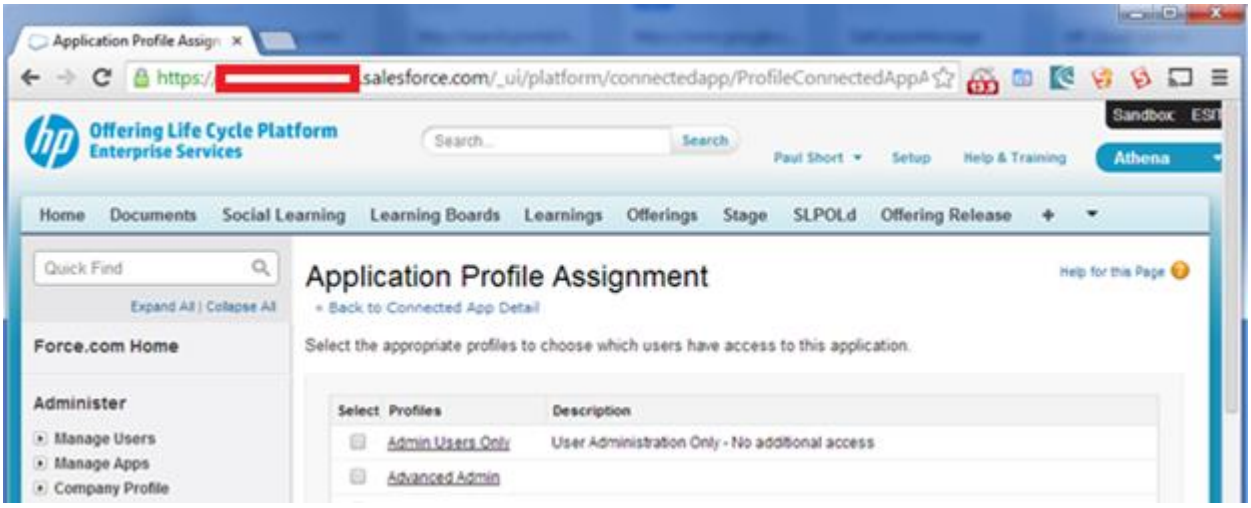
Change OAuth policies for Permitted Users from “All users may self-authorize” to “Admin approved users are pre-authorized”; click OK on the warning; click Save:



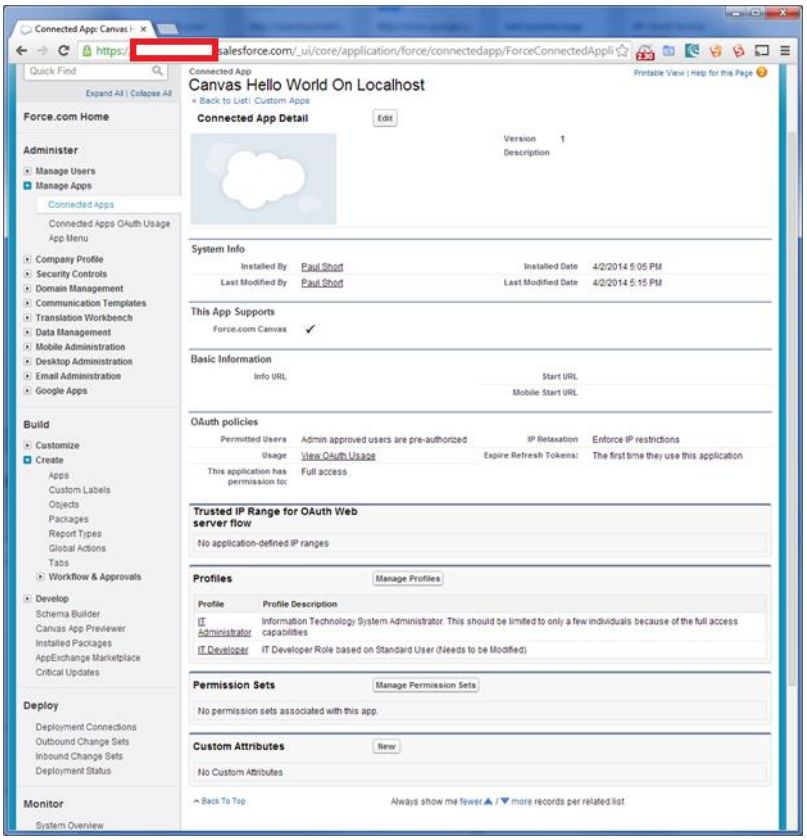
You’ll be taken back to the previous page, but now you’ll have two new Sections, Profiles and Permission Sets. If you application security is profile-based, click on “Manage Profiles” in the Profiles section:



The Application Profile Assignment page will probably have a lot of Profiles to choose from (too many to show here). These choices vary depending on the application and possibly the instance. After selecting the ones appropriate for your application, scroll to the bottom of the page and click Save:

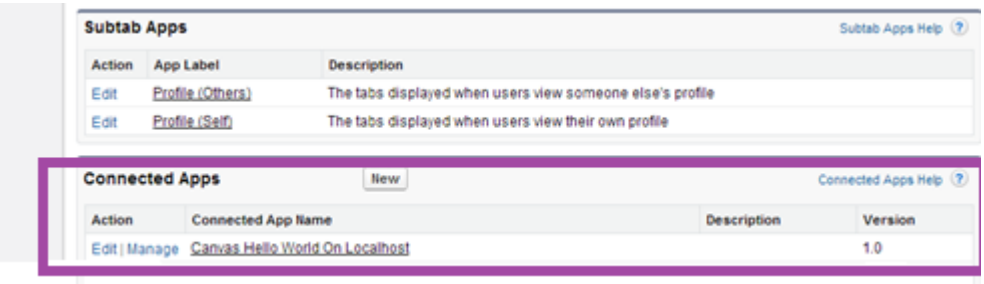


You'll be taken back to the previous page: the "Manage" Page for your Connected App.

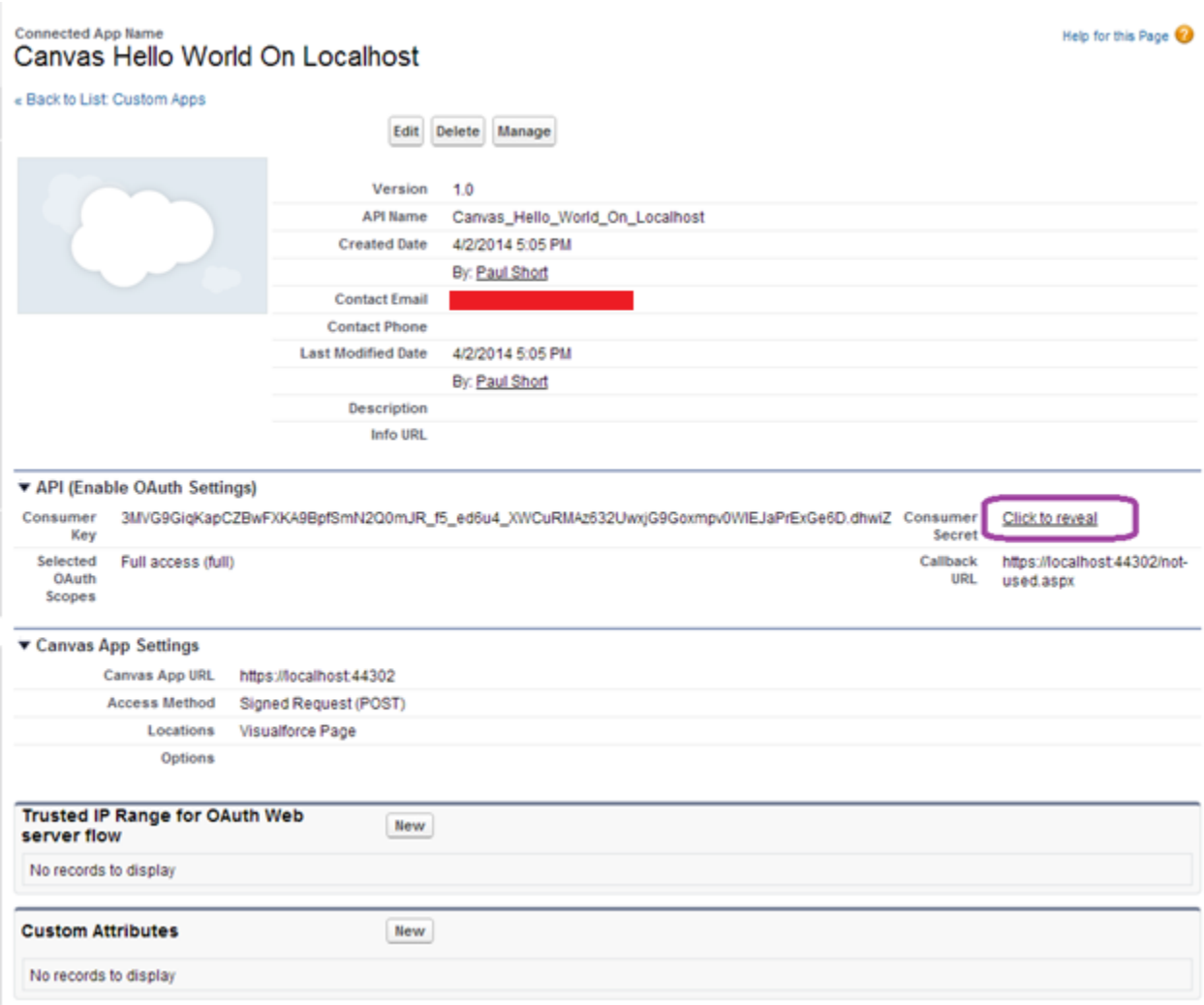


*Repeat the process for **Permission Sets** if your app uses them.*

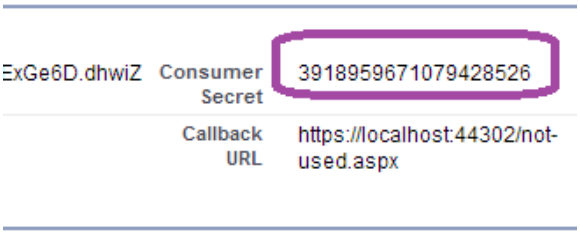
Since we need to view the Connected App to see the Consumer Secret, go to Create > Apps, and scroll to the last section, Connected Apps. Click on Connected App Name “Canvas Hello World On Localhost”:



Click on the link “click to reveal” to see the Consumer Secret:



Safeguard the Consumer Secret somewhere and give it to the developer or integrator who needs it.



Your application will need to know it to decode and verify signed requests using the Consumer Secret—it's an encrypted hash into the Consumer Key. Since a Connected App is unique, the corresponding Consumer Key and Consumer Secret are also unique--you cannot clone or copy it. If your application will be running on different instances it will need to use the consumer secret that corresponds to the unique connected app. If you ever come back to the connected app page, just remember to use "Edit" to view or modify the connected app and "Manage" to only modify its permissions.

Suggestion

One way to maintain consumer secrets is to keep them in a config file for your ASP.NET application:

```
<?xml version="1.0" encoding="UTF-8"?>
<configuration>
  <appSettings>
. . .
    <add key="cs-key:localhost:44302/" value="9353398616531729939"/>             <!-- LOCAL -->
    <add key="cs-key:c0147892.foo.com:44302/Hello" value="2232324265999932928"/> <!-- DEV 2008 -->
    <add key="cs-key:c0143648.foo.com:44302/Hello" value="2616573287664899249"/> <!-- DEV 2012 -->
    <add key="cs-key:itg-is-not-yet-defined:44302/Hello" value="undefined"/>     <!-- ITG -->
    <add key="cs-key:pro-is-not-yet-defined:44302/Hello" value="undefined"/>     <!-- PRO -->
. . .
```

WARNING: *Depending on your security requirements, you may need to further obfuscate or encrypt your consumer secrets—safeguard them as if they were passwords. For this simple example we will just show them unencrypted.*

Fetch and cache the consumer secret for the lifetime of your app:

```
private string GetConsumerSecret()
{
    // Example for both ASP.Net MVC and ASP.Net Web Forms:
    // Since the consumer secret shouldn't change often, we'll put it in the Application Cache
    // for this simple example, but you may want cache it differently in a production application.
    string cachedConsumerSecret =
        (HttpContext.Current.Application["ConsumerSecret"] ?? String.Empty).ToString();
    if (!String.IsNullOrEmpty(cachedConsumerSecret))
    {
        return cachedConsumerSecret;
    }

    // We use key names in the format "cs-key:<server>:<port><app-path>" so that we
    // can maintain a consumer secret per server + port + app instance
    string key = String.Format("cs-key:{0}:{1}{2}",
        Request.ServerVariables["SERVER_NAME"],
        Request.Url.Port,
        Request.ApplicationPath);

    string secret = ConfigurationManager.AppSettings[key];
    if (!String.IsNullOrEmpty(secret))
    {
        HttpContext.Current.Application["ConsumerSecret"] = secret;
    }
    return secret;
}
```

If you have a lot of servers and/or don't want to have them listed all in one file, you may want to do a web.config XML Document transform for deployment instead of the mapping technique I'm showing. It depends on how your organization or customer handles configuration management and deployment to servers.

END.