

ContentUpdater

Establishes the end-to-end build and deployment of ContentPackage archives.

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1. Overview

ContentUpdater: *Establishes the end-to-end build and deployment of ContentPackage archives.*

The ContentUpdater is a simple subtype of the base type, [Updater](#), that overrides its constraints to confine it to coordinate ContentBuider and [ContentSite](#).

See [ContentProjectBuilder](#) for information on automating new object models.

2. Design

Super Type Updater

Role	Concrete. (Objects can be created.)
Instance Names	Unique
Notification	false
Template Directory	
Data View	Children, proximity: 1
Logger Name	ContentUpdater

3. Constraints

3.1. Allowed Child Dependencies

- [ContentBuilder](#)
- [ContentSite](#)
- DefaultAllowMultiplePackageMatches1
- DefaultFailIfPackageNotReplaced1
- DefaultPackageName1
- DefaultPackageType1
- DispatchBaseType1
- DispatchChangeDependencies1
- DispatchExecutionStrategy1
- DispatchOptions1
- DispatchResourceName1
- DispatchResourceType1
- DispatchSortOrder1

- DispatchThreadCount1

1: These types have a *Singleton* constraint. Only one instance may be added as a resource.

3.2. Allowed Parent Dependencies

- Node

4. Attributes

4.1. Defaults for Imported Attributes

Name	Default	Description
defaultAllowMultiplePack	false	Used by runChangeDependencies to specify if more than one matching Package can be assigned as a dependency
defaultDeploymentType	Deployment	Used by runChangeDependencies to match any Deployment sub-type
defaultFailIfPackageNotR	true	Used by runChangeDependencies to fail if no matching package could be found
defaultPackageName	^\$	Used by runChangeDependencies to match any Package object name.
defaultPackageType	Package	Used by runChangeDependencies to match any Package sub-type
dispatchBaseType	(?:deployment mediator)	Used by dispatchCmd to match any object that is a Deployment or Service
dispatchChangeDependenci	false	Specifies if Change-Dependencies should dispatch the command to the subordinate objects

dispatchExecutionStrategy	nodedispatch	Used by dispatchCmd option: -strategy
dispatchOptions	buildstamp	Used by dispatchCmd option: -dispatchOptions
dispatchResourceName	.*	Used by dispatchCmd to match any object name
dispatchResourceType	[^\.]*	Used by dispatchCmd to match any object type
dispatchSortOrder	ascending	Used by dispatchCmd option: -sortorder
threadCount	1	Defaults to sequential execution.

5. Commands

Note:

Commandline options displayed in square brackets "[]" are optional. If an option expects arguments, then angle brackets are shown after the option "<>". Any default value is shown within the brackets.