Self-Hosting

What is self-hosting?

Self-hosting is a significantly reduced frontend-only setup of Userlane, that does not support any feature that relies on the cloud.

When is it the right choice?

Userlane always recommends the Cloud Version of Userlane that comes with highest security standards on the Microsoft Azure Cloud and Enterprise-grade support options. The self-hosting is offered to support customers with a security policy that prevents them from working with the Microsoft Azure Cloud, and in areas where the full functionality set is not required.

Capability comparison /limitations

Please review the limitations here.

How does self-hosting work?

<table>
<thead>
<tr>
<th>Editor</th>
<th>Player</th>
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</thead>
<tbody>
<tr>
<td>During creation of Guides</td>
<td>During playback of Guides</td>
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<tr>
<td>Can be done on a non-critical system, e.g. staging</td>
<td>On production</td>
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While you create Guides in the Editor, Userlane connects to the Userlane Cloud. The Editor communicates with the Userlane Cloud. Userlane Cloud keeps Userlane content ready for downloading.

Download an independent library package of Userlane to your own file server. Player only communicates with files in your environment. The user is connected only to your file server. You have full control.

How do I set self-hosting up?

Follow the steps here.