



wonde

SCHOOLEDGE INTEGRATION GUIDE

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Wonde MSSQL Client Installation Guide

To install Wonde at your school you will need access to the SQL database and administrator privileges.

1) Preparing the database

Wonde requires a user account on the MSSQL server to access school data. Follow the steps below to create a user with the correct permissions:

Please note that it is advised to make sure that you have sufficient backups of your database before performing the following steps with Wonde or any other provider.

1. Log in to Microsoft SQL Server Management Studio as an administrator.
2. Expand databases and highlight your SIS database within the **Object Explorer**.
3. Click the **New Query** button.
4. Paste in the contents of **Wonde-SchoolEdge SAS2000.sql** file provided into the query area. The contents of this file is located at the end of the document.
5. At the top of the script, **populate the password** variable with a random 15 character long password and keep a note as you will need this password again later (Please avoid symbol characters as these may not transfer properly for Wonde).
6. Make sure you have your SIS database selected while you click the **Execute** button.
This will add our user and give a confirmation message that the script was successful.

2) Installing the Wonde client

1. Install the Wonde software using the **WondeInstaller.msi** file, provided at <https://wonde.com/wonde-installer>, by going through the installer wizard.
2. Go to the installation file path for Wonde and open the Wonde client (Wonde.exe).
3. Click **Settings** and then **Site license**.
4. Add the **Site key** provided to yourselves and click Save settings.
5. Click on **File** and then **Add school**.
6. Add the **Licence key** provided to yourselves and **tick** the SQL forwarder option
7. Add your database credentials:
 - a. **Server name** — This is the name of the server that your Synergetic MSSQL database is hosted on
 - b. **Database name** — This is the name of your Synergetic database
 - c. **Username** — This should be “wonde” unless you modified while preparing the database user
 - d. **Password** — This is the password you created previously
8. Click on Add School and this will then display your school details in the Wonde client.
9. Go to the services.msc and start up the **Wonde Comms Service** and **Wonde Recovery Service**. It's sometimes necessary to terminate the processes for the service to restart if it is already running.

3) Verification

A Wonde engineer will be required to test that your school's installation was successful so please let us know when this has been completed by filling in the following Google form

<https://goo.gl/forms/xlnviaiame0BzkzK2>

If you are unable to access the Google form then please email into support@wonde.com with your name, school name and postcode to let us know.

-- Consts

```

DECLARE @UserName VARCHAR(MAX) = 'wonde';
DECLARE @Password VARCHAR(MAX) = 'CREATEPASSWORDTOGOHERE';
DECLARE @RoleName VARCHAR(MAX) = 'wonde_dbo';

-- Variables
DECLARE @SQL VARCHAR(MAX);

BEGIN TRY

-----
-- Create Login and Database User
-----

IF NOT EXISTS (
  SELECT *
  FROM sys.server_principals p
  WHERE p.[type] = 'S'
  AND p.[name] = @UserName
)
BEGIN
  SET @SQL = CONCAT('CREATE LOGIN ', @UserName, ' WITH PASSWORD = "', @Password, '",
  DEFAULT_DATABASE=[master], CHECK_EXPIRATION=OFF, CHECK_POLICY=OFF');
  PRINT @SQL
  EXEC(@SQL);
END

IF NOT EXISTS (
  SELECT *
  FROM sys.database_principals p
  WHERE p.[type] = 'S'
  AND p.[name] = @UserName
)
BEGIN
  SET @SQL = CONCAT('CREATE USER ', @UserName, ' FOR LOGIN ', @UserName);
  PRINT @SQL
  EXEC(@SQL);
END

-----
-- Create Database Role / Recreate if Exists
-----

IF EXISTS (
  SELECT *
  FROM sys.database_principals p
  WHERE p.[type] = 'R'
  AND p.[name] = @RoleName
)
BEGIN
  SET @SQL = CONCAT('DROP ROLE ', @RoleName);
  PRINT @SQL
  EXEC(@SQL);
END

SET @SQL = CONCAT('CREATE ROLE ', @RoleName);
PRINT @SQL
EXEC(@SQL);

-----

```

-- Assign User to Role

```
IF NOT EXISTS(
  SELECT TOP (1) dp.name
  FROM sys.database_role_members dr
  INNER JOIN sys.database_principals dp ON (dp.principal_id = dr.role_principal_id)
  INNER JOIN sys.database_principals su ON (su.principal_id = dr.member_principal_id)
  WHERE dp.name = @RoleName
  AND su.name = @UserName)
AND EXISTS(SELECT * FROM sys.database_principals dp2 WHERE dp2.name = @UserName)
BEGIN
  SET @SQL = CONCAT('ALTER ROLE ', @RoleName, ' ADD MEMBER ', @UserName);
  PRINT @SQL
  EXEC(@SQL)
END
```

-- Grant Select Permissions to Role
-- To add new permissions, add table name to list and run the script

```
IF OBJECT_ID('tempdb..#DatabasePermissions') IS NOT NULL
  DROP TABLE #DatabasePermissions
```

```
CREATE TABLE #DatabasePermissions
(
  UserRole VARCHAR(255),
  ObjectName VARCHAR(255),
  ExecFlag BIT DEFAULT(0),
  SelectFlag BIT DEFAULT(0),
  InsertFlag BIT DEFAULT(0),
  UpdateFlag BIT DEFAULT(0),
  DeleteFlag BIT DEFAULT(0),
  object_id INT NULL,
  schema_id INT NULL
)
```

```
INSERT INTO #DatabasePermissions
(
  UserRole,
  ObjectName,
  SelectFlag,
  object_id,
  schema_id
)
SELECT
  @RoleName,
  ss.name + '.' + QUOTENAME(so.name),
  SelectFlag = 1,
  so.object_id,
  ss.schema_id
FROM sys.objects so
  INNER JOIN sys.schemas ss ON (ss.schema_id = so.schema_id)
WHERE so.name IN (
  'Contact',
  'Address',
  'StudentContact',
  'Staff',
```

```
'Student',  
'Period',  
'Room',  
'Subject'  
)  
AND ss.name = 'dbo'
```

```
DECLARE @ExecFlag BIT = 0,  
@ObjectName VARCHAR(255)
```

```
DECLARE PermissionCursor CURSOR LOCAL FORWARD_ONLY READ_ONLY  
FOR  
SELECT  
    dp.UserRole,  
    dp.ObjectName  
FROM #DatabasePermissions dp  
ORDER BY UserRole,ObjectName
```

```
OPEN PermissionCursor  
FETCH NEXT FROM PermissionCursor INTO  
@RoleName,  
@ObjectName
```

```
WHILE @@FETCH_STATUS = 0 BEGIN  
SET @SQL = 'GRANT SELECT,'
```

```
SET @SQL = SUBSTRING(@SQL,0,LEN(@SQL)) + ' ON ' + @ObjectName + ' TO ' + @RoleName
```

```
PRINT @SQL  
EXEC(@SQL)  
FETCH NEXT FROM PermissionCursor INTO  
@RoleName,  
@ObjectName  
END  
CLOSE PermissionCursor  
DEALLOCATE PermissionCursor
```

```
END TRY  
BEGIN CATCH  
    THROW;  
END CATCH
```