Ono Okta Migration F.A.Q. for external partners

Unity is adding Okta Single Sign-On (SSO) to Ono, this is what you need to know.

What, Why, When

Okta is already securing access to Unitys GitHub Enterprise deployment, but on Ono we use an old active directory integration, and we do not support multiple factors. To fix that we are adding an identity aware proxy to protect Ono, meaning going forward you will use Okta to log into Ono.

The scheduled service window is

Pacific Time (PDT)	Wednesday 16th of September @ 8 - 9 PM
Central Europe (CEST)	Thursday 17th of September @ 05:00 - 06:00
UTC	Thursday 17th of September @ 03:00 - 04:00

What you need to do

All existing users from external partners will be getting an Okta invite sent to them when the service window starts. To be able to continue using Ono you need to accept the invite and create a new password for your user.

The invite will expire after 7 days. If you have not accepted it before then you will have to reach out to your partner contact to get a new one.

When you log in for the first time you will be asked to set up an additional authentication factor. To match your preference and any policies, we offer a range of options; Okta Verify (Push Notification), Security Keys, Google Authenticator or Email verification codes.

We recommend using Okta Verify since it is easy to use and offers a good user experience.

Command Line Usage

On the command line you will continue to enter username and password when cloning, pulling or pushing repos.

Since your new Okta username will likely not match your old Ono username, any repos you have cloned on disk will fail when you pull / push updates. To resolve this issue simply type your new username and password. If you are not asked for your username, modify the url in the ".hg/hgrc" file and remove the username.

We recommend you type the full Okta username, which is also your email address. The clone URLs in ono have been updated to reflect this.

We will not be implementing MFA (multi-factor authentication) for command line usage at this time, but in the future we are considering occasionally requiring a push notification to your phone when using Ono on the command line.

F.A.Q.

Q: I receive an "abort: authorization failed" error message?
A: Your login attempt failed. Please try inputting your full Okta username, which is also your email address, including the @domain.tld part of the e-mail address.
   If you have just been granted access to Ono, please wait 5 minutes and try again.

Q: I receive an "abort: HTTP Error 403: Forbidden" error message?
A: You successfully logged in to Ono, but you did not have access to the repo you tried to access.

Q: It keeps asking me for a password, and displays my old username?
A: Okta uses e-mail addresses for usernames, if you are not asked to input a username, edit the ".hg/hgrc" file and remove the username from the URL.

Q: How do I enter my 2FA/MFA code on the Command Line?

A: We will not be implementing MFA (multi-factor authentication) for command line usage at this time.

Q: Will this affect clone speeds?

A: We have done several tests of clone speeds, and even though all clones will go through the new authorization server, no change in speed is expected. If anything, according to our testing it might be slightly faster.

Other questions?

If you have a question that is not covered by the FAQ or need other help, then you should try to reach out to your Unity partner contact. If that person is not available you can also write to Mads Stage, Team Lead for Source Control at madsstage@unity3d.com