

Introduction to WebDAV

WebDAV (Web-based Distributed Authoring and Versioning) is used to publish and manage files and directories on a remote web server. It additionally allows groups of users to collaboratively perform these functions on a website. Several “client” programs are available for a variety of computing platforms to support this process.

WebDAV provides the following kinds of features no matter which client is being used:

- Locking: Shared write locks preclude the possibility of two or more collaborators overwriting their shared files.
- Site manipulation: DAV supports copy and move actions, as well as the creation of “collections” (e.g., file system directories).

This tutorial will look at Dreamweaver (on the Macintosh and Windows platforms), WebDrive (on the Windows 2000, XP and ME platforms), and Goliath (on the Macintosh platform). One must have a licensed copy of Dreamweaver in order to use the WebDAV site management functions of that application. WebDrive has been licensed by the Office of Information Technology to provide free access to the tool for members of the College Park community. It can be downloaded to university desktops from <https://www.helpdesk.umd.edu/software/webdav/>. You will be required to authenticate your status as a University of Maryland faculty or staff member by providing your Directory ID and password (see www.ldap.umd.edu for details if you do not know what these forms of identity authentication are). Goliath can also be downloaded from this site. The Classic version will run on MacOS 8.1 and later, as well as Mac Os X.

If you are using MS Windows 98 SE, ME or 2000, a *Web Folders* feature is already installed on your computer and is integrated with MS Office. It can be used to host and transfer files. However, note that because OIT web-hosted systems do not support MS FrontPage extensions, and files containing those extensions are a likely result of MS Office/Web Folders interactivity, we will not demonstrate Web Folders in this class.

Each WebDAV client will require an appropriate user name and password when you try to establish connectivity between the web host server and your desktop; for connections to web hosts managed by the Office of Information Technology this two-part authentication will be your Directory username and password.

Training Objectives

In this course you will learn how to perform the following functions:

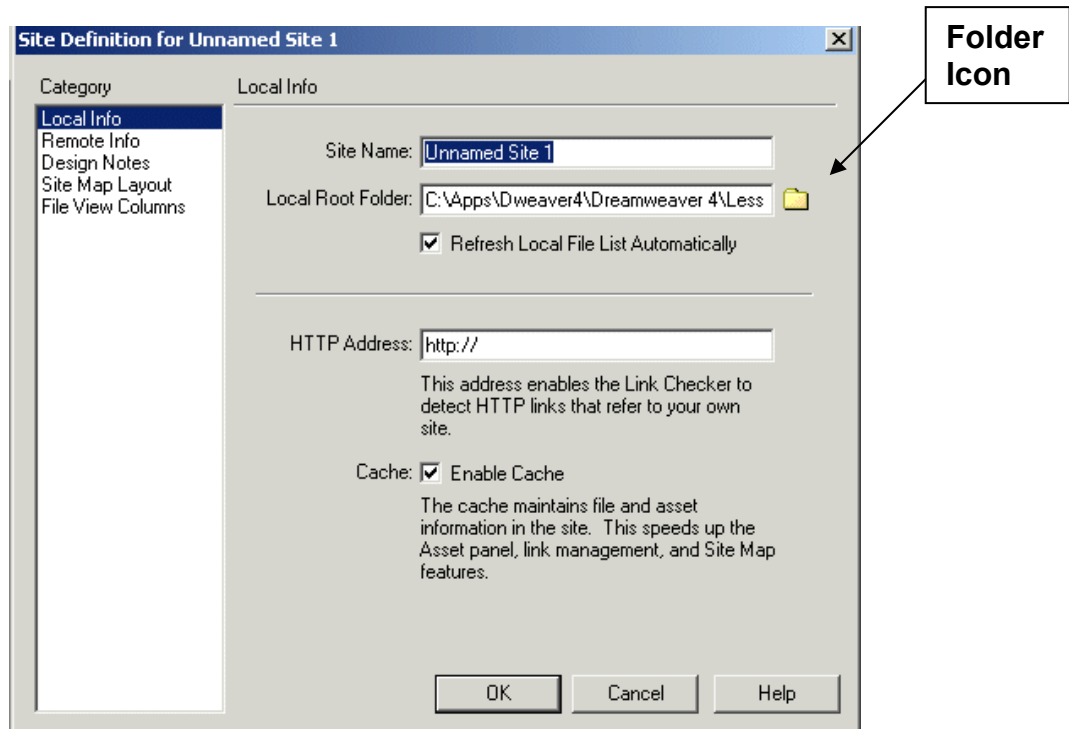
- create a folder on your desktop that will mirror your host-based site,
- set up WebDAV in Dreamweaver and use the Dreamweaver site maintenance tools to move the whole site or individual files between the web host and desktop;

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- identify how to install WebDrive on the Windows desktop and how to manage file transfers between the web host (remote server) and the desktop; a parallel tutorial on how to download and use Goliath, the Macintosh client, is also a part of this syllabus.

Dreamweaver and WebDAV

Setting up WebDAV connectivity to a remote web host from Dreamweaver is a two-step process. Step one entails creating a directory or folder on your local desktop. The **name** of this directory does not need to exactly mimic the name of your directory on the host server; however, if you intend to manage multiple sites with WebDAV, the more alike the naming convention is, the easier it will be to locate the folder on your desktop. The second part of the process entails using Dreamweaver tools first to define a site and, then, to perform file and site manipulations.

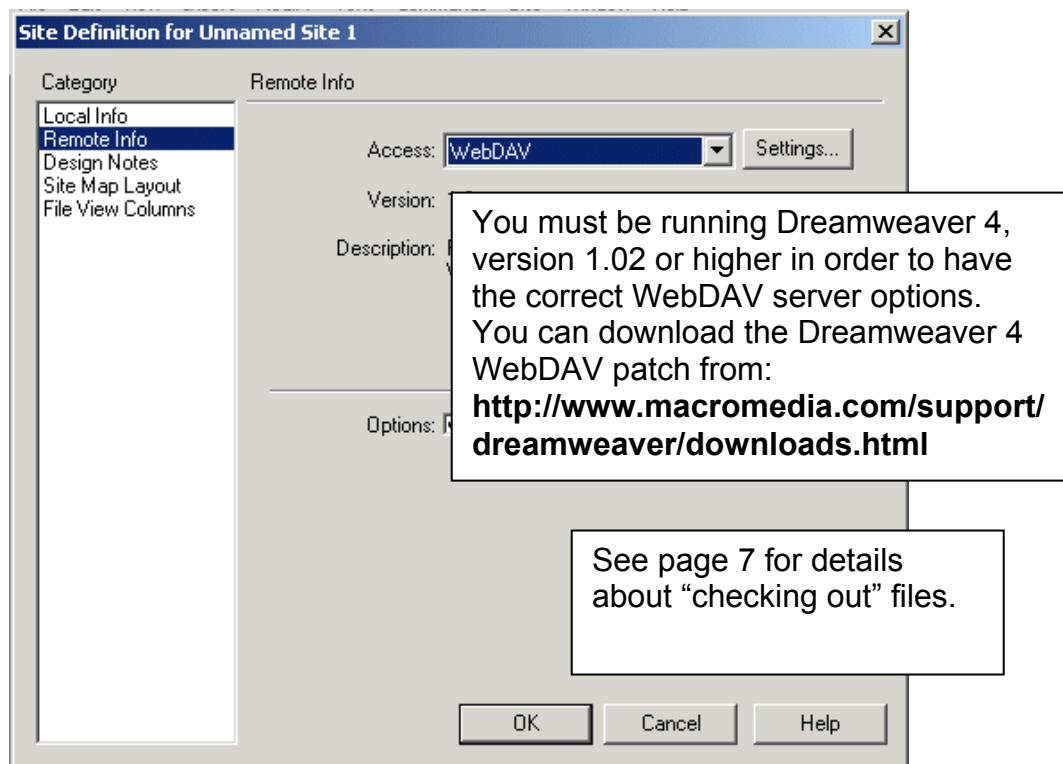


Exercise: Create a Desktop Directory and Define a Site

In this exercise you will create a folder on your desktop. You will use the SITE menu commands in order link a remote site to a desktop folder; you will then choose WebDAV as your method of accessing the host web server.

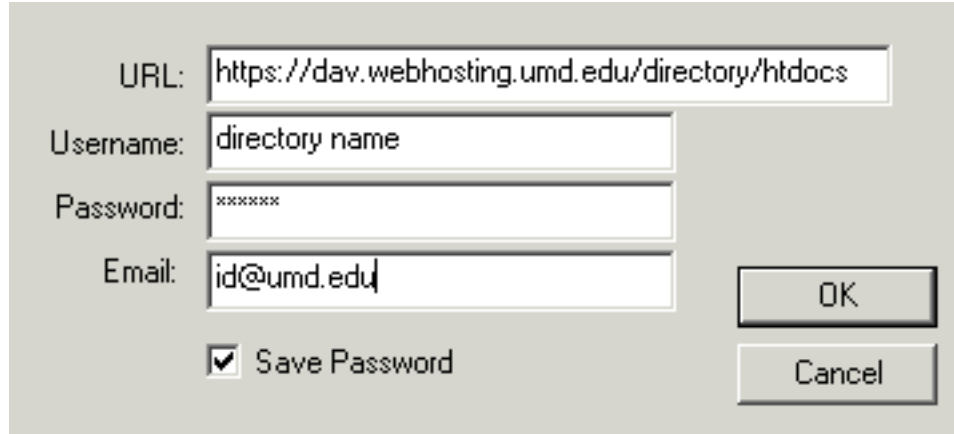
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1. Create a directory folder on your computer desktop (Windows: right-click the desktop window and select the **New Folder** command; Macintosh: choose the **New Folder** command from the FILE menu). Name the directory: **TEST**
2. Launch Dreamweaver (versions 4 and MX have the WebDAV option).
3. Click on the **SITE** menu and select the **Define Site** command (version 4) or **New Site** command (MX). You may see some Dreamweaver sites already listed in the Site window. These come packaged with the application.
4. Dreamweaver 4: Click on the *New* button in the Define Site dialog box to start the process of defining a new site.
Dreamweaver MX: Click on the *Advanced* tab at the top of the Unnamed Site window to start the process of defining a new site.
5. Type the name of your desktop folder into the Site Name: field.
6. Click on the *Folder* icon next to the Local Root Folder: field. Browse your desktop for the folder you created in step one.
7. Click on the folder representing your desktop folder in the Choose Local Folder dialog box, then click on the *Select* button (pc) *Choose* button (mac).
8. This will return you to the Define Site dialog box in which you should make sure the “Refresh Local File List Automatically” and the “Enable Cache” checkboxes are both selected.
9. Click on the *Remote Info* option in the Category window. This will change the Define Site dialog box to reveal a Server Access menu. Choose *WebDAV* from the Server Access options.



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10. Click on the *Settings* button to invoke the WebDAV connections dialog box.



URL:

Username:

Password:

Email:

Save Password

OK

Cancel

11. Type in the URL of the remote host to which you will connect (if you are on Web Hosting or another OIT supported web server, you will be provided with this address by the server administrator). Replace the default `http://` with **https://** to ensure a secure WebDAV connection.
12. Provide the following information in the authentication fields:
Username: your Directory userid
Password: your Directory password
Email: your preferred email address on a campus mail server
(See page 20 for clarification.)
13. You can click in the Save Password checkbox before clicking on the *OK* button if you want to automate your WebDAV authentication for future connections to your site.
14. Click on the *OK* button to exit the Define Site dialog box. (A Dreamweaver information dialog box will alert you to the fact that a site cache will be created in order to track links you may insert or change in your html files.) You should now see your new site listed in the Defined Sites list. Click on the *Done* button to conclude the activity of creating a new site.

Connecting to the Remote Host

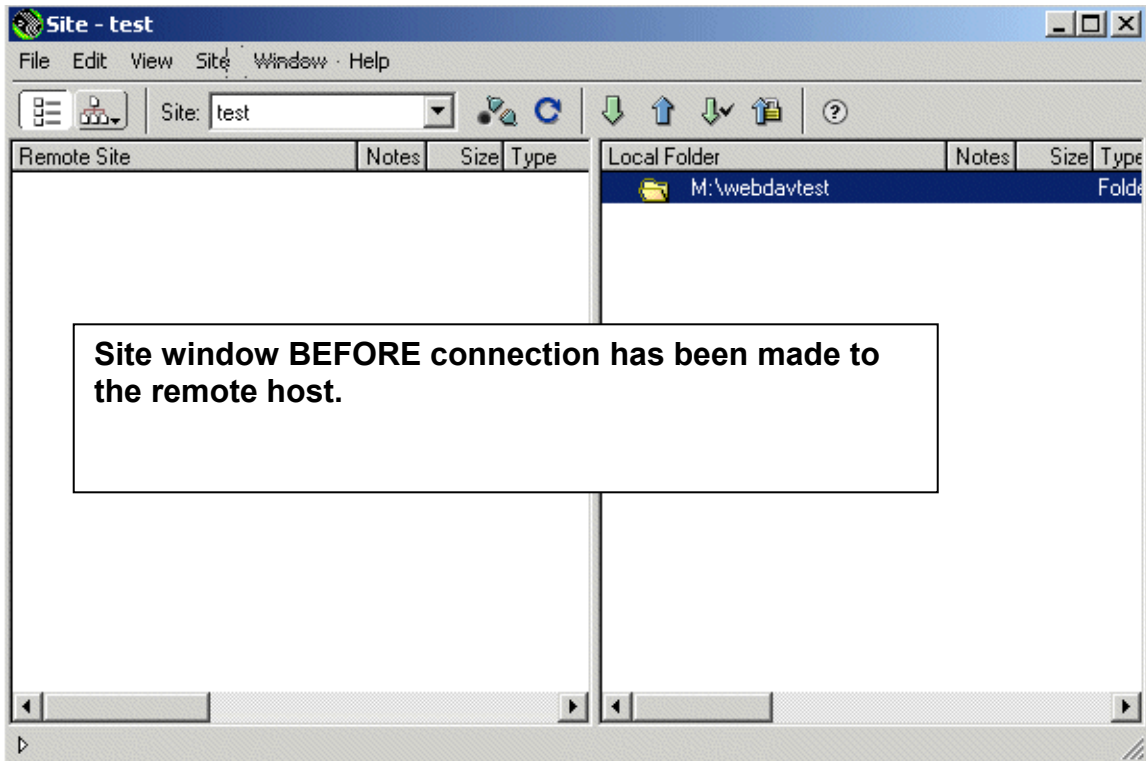
Once you have established the desktop folder for your site and initiated WebDAV connectivity, you will be able to connect to the remote host, download the site to your desktop (or individual files), use the HTML editing tools available within Dreamweaver to edit files, and repost the revised files or newly organized website to the host server. The site definition sequence described above need only be performed once per site. After a site is listed in your site definitions, you will connect to it by choosing the **Open Site** command from the SITE menu. This action brings up a second Dreamweaver window through which you can connect to the remote host. The site window will enable you to see the content of your local (desktop) site folder AND your host site directory, once you connect to the remote site. By default, the remote site will be displayed on the left side of

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the window and the local site will be displayed on the right side of the window. (This positioning can be changed by selecting the Site category from the **Preferences** command (EDIT menu) and altering the “Always Show” positioning option.)

Exercise: Connecting to the Remote Host

In this exercise you will connect to the remote server that hosts your web site.



1. When you complete the New Site definition process, you will see the Dreamweaver Site window (sitting on top of the blank Dreamweaver Show Code/Show Design window). This is the same window you will see when you next launch Dreamweaver and select the **Open Site** command from the SITE menu.
2. Make sure your defined site name appears in the Site: menu in the Site window toolbar. Click on the *Connect to Remote Host* button on this toolbar (or select the **Connect** command from the SITE menu).



Warning: the first time you try to connect you may get an error message as follows:

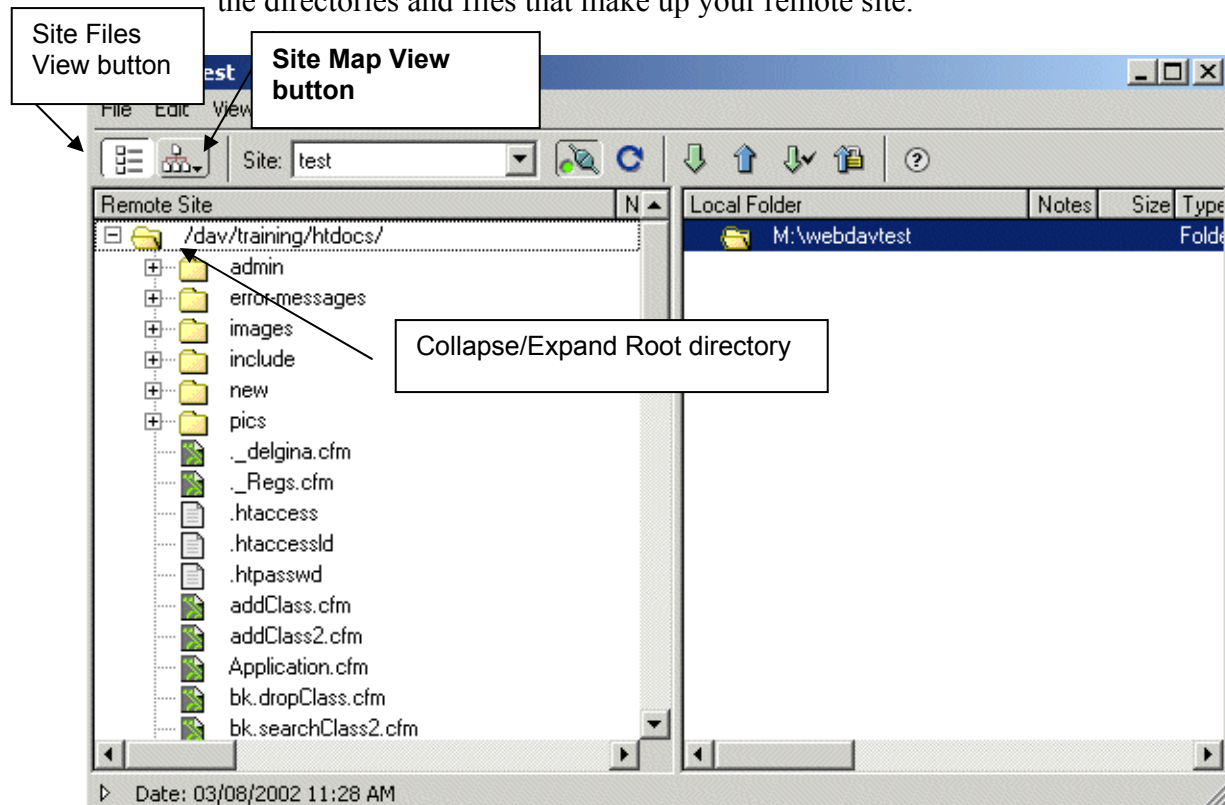
“The desired action could not be completed because access to the desired resource was denied by the server.”

Click on the OK button to continue the remote connection anyway. This error is usually indicative of the presence of a “dot” file (e.g., .dav or .htaccess) in

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your remote directory, which cannot be downloaded to the desktop. The rest of your site will download without error.

3. To begin with, your Site Folder in the Local Folder frame will most likely be empty. The contents of your remote site will be displayed in the Remote Site frame. If it is not, click on the triangle next to the Site folder icon to display the directories and files that make up your remote site.



Reviewing Dreamweaver's Site Window and Toolbar

You can view your site in one of two views: Site Files view and Site Map view. By default you will initially view the file structure of the remote and local sites in the Site window. You can toggle to a site map orientation of your site by clicking on the *Site Map* view button on the Site toolbar. To return to the, usually, more informative *Site Files* view, click on that button on the toolbar. (These two options are also available as commands found under the SITE menu.)

As you have seen, you click on the *Connect to Remote* button in order to connect to the remote site. Depending upon the size of the site (and the number of files to read in), this connection process could take some time. By default, Dreamweaver will disconnect from a remote site if it has been idle from more than 30 minutes.

The *Refresh* button is useful if you did not select the Refresh File List Automatically option in the Site Definition dialog box. In such cases, you can click on the *Refresh*

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button to refresh the local and remote directory lists after you have changed or moved files.



The *Get File* icon (down-arrow) and *Put File* icon (up-arrow) are used to copy files between the local and remote sites. **Get Files** (also available under the SITE menu) copies selected files and directories from the remote site to the local site. This will write over any existing local copy of the file. **Put Files** copies selected files and directories from the local site to the remote site.

The next two file transfer tools are particularly effective in a collaborative environment:



Check Out File(s) and *Check In File(s)*. **Check Out File(s)** transfers a copy of the selected file on the remote server to the desktop, again, overwriting any existing local copy of the file. It additionally marks the file as having been “checked out” to a specific individual (denoted by the email identifier you provided when setting up your WebDAV site definition). This means that anyone else who might also have WebDAV access to the remote site would be precluded from downloading it while you have it checked out and it renders the other local copies of that file as read-only. **Check in File(s)** transfers a copy of the local file back to the server and makes the file available for others to edit.

The *Stop Current Task* icon appears on the toolbar only when a file transfer task is in progress. It often takes a bit of time for the server to process the stop task function, so the transfer may not stop immediately.

If you plan to set up WebDAV to a single site from several different machines, you should consider setting up each Site Definition with a different email identifier. That way, if you connect to your site and find that it is “checked out”, you will know from which machine you locked it. If you check out a site from one computer, you cannot check it back in from another, even though you may be the sole owner of that site.

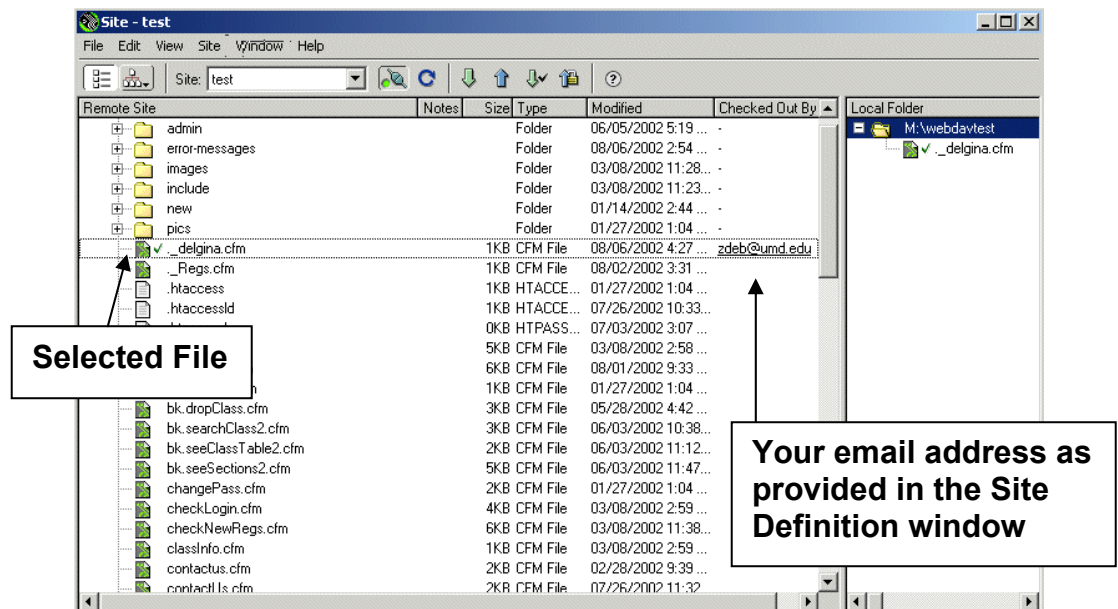
Exercise: Moving the Remote Site to the Local Site

In this exercise you will copy the files at the remote site into the local site folder, make a change to one of the local files in Dreamweaver, and then upload that file to the remote site. You’ll then practice checking out and checking in a file.

1. Click once on the remote site folder, then click on the *Get Files* button. You will be prompted to confirm your desire to get the entire site. Click the *OK* button to continue the process. The status bar at the bottom of the window will display an accounting of the download process. You will receive at least one download error message to which you can respond *OK*. The WebDAV .access file (“dot” access file) in your directory cannot be edited (is read-only);

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2. Open an html file from the Local Site folder into the Dreamweaver editing window in one of two ways: 1) FILE>**Open**, then locate the Local Site directory on your desktop and select the file; or, 2) double-click on the file icon located to the left of the actual file name in the Local Site window. Make a small change to the wording of the file, then **Save** the file. **Close** out of the file.
3. Scroll through the file list in the Local Site window and note the date associated with the file (it should reflect the current date and time).
4. Click once on the html file in the Local Site window, then click on the *Put Files* icon to transfer the updated file to the remote server. You will be prompted to include Dependent Files in the upload. In this case you can click on the *No* button to conclude the process.
5. Click on the html file in the Remote Site window. Click on the *Check Out* button.



Note the information in the Checked Out By field in the Remote Site window. Also note the green check mark next to the file in your Local Site window. This indicates you have read and write privileges for that file because you have checked it out. If you see a red check mark next to a file in your Local Site window, this indicates the file has been checked out by someone other than you and that you have only read permissions for that file until it is checked back in.

6. Select the html file again in the Remote Site window and click on the *Check In* button.

The **Get File**, **Put File**, **Check In** and **Check Out** file commands are all available from the SITE menu. Additionally, you will find an **Undo Checkout** command in the menu that is not available in iconized form. If you check out a file and then decide not to edit it, you can undo its check out status. Since you haven't made any changes to the file, it is

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not necessary to check a revised/refreshed copy in from the remote site, but you should remove the checked out mark from the file to make it available to other collaborators (or to yourself on another computer).

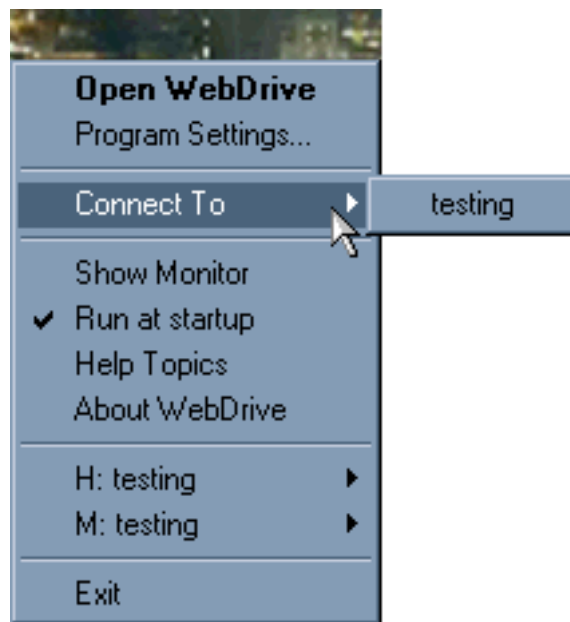
To disconnect from the site, without exiting from Dreamweaver, select the **Disconnect** command from the SITE menu.

Web Drive

South River Technologies WebDrive 5.10 integrates WebDAV into the Windows desktop by mapping it to a network drive. WebDrive enables any Windows application to directly open files on web servers.

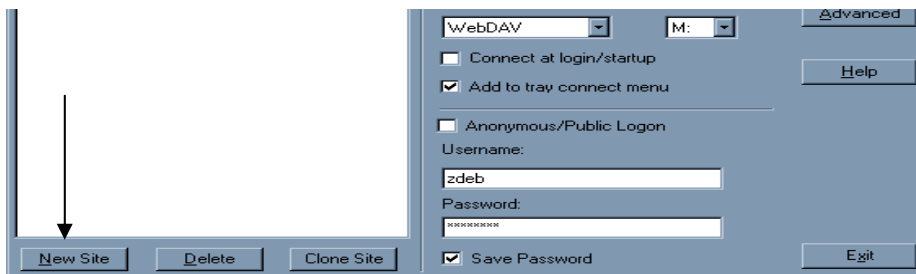
Upon successful installation Web Drive will be represented by a tray icon in the Windows task bar tray area (right-hand side of the task bar). Right-click on the *WebDrive* tray icon to access commands specific to working with WebDrive. (Note: you will also be able to double-click on the program icon located in the program folder created by the installation program.)

If you already have sites mapped, you will be able to selected one from the **Connect To** cascading menu list. If you have not yet established a site connection, you will select the **Open WebDrive** command.



Creating A New Site

The WebDrive connection window enables you to create new sites or to connect to sites that you have already mapped to your computer. You could alternatively Delete an existing local site or “clone” a local site in order to move a copy of it to another drive.



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Exercise: Creating a New Site

In this exercise you will create a new WebDrive site.

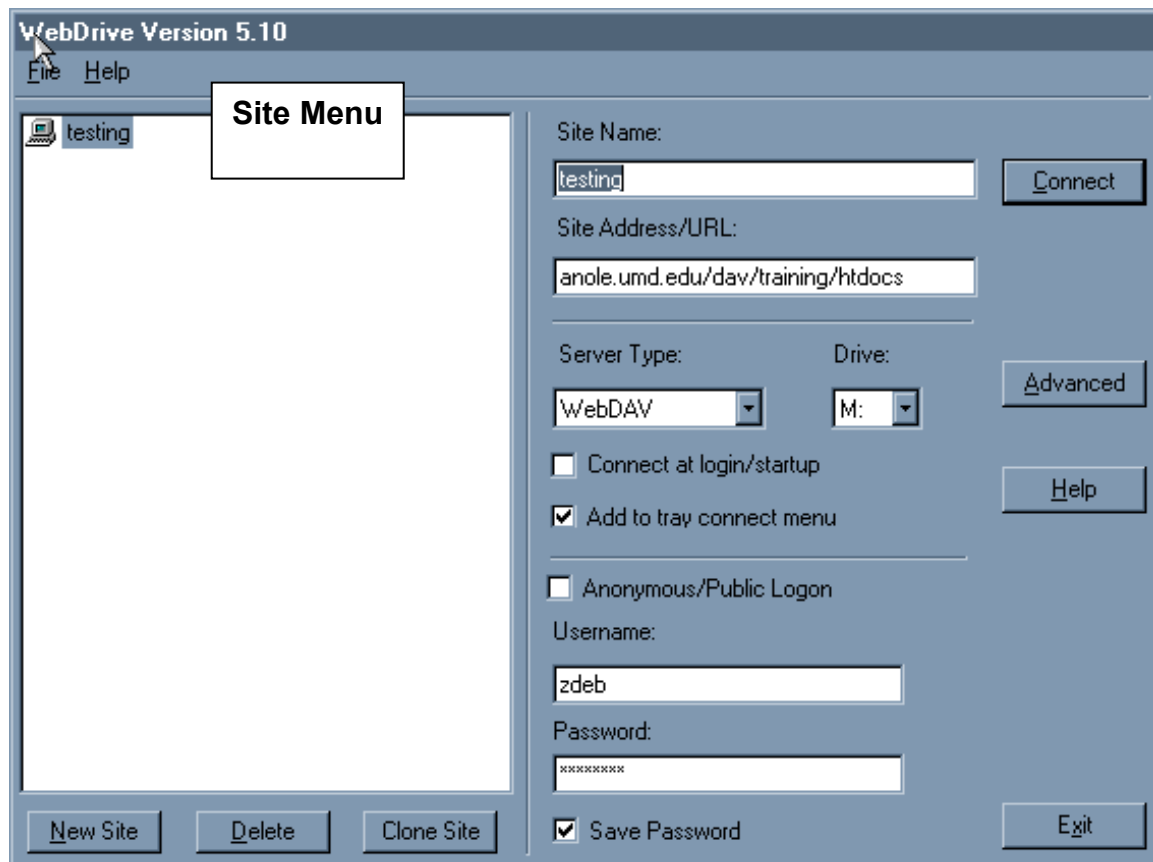
1. Right-click on the WebDrive icon in the task bar tray.
2. Click on the *New Site* button at the bottom of the WebDrive connection dialog box.
3. Provide a name for the site and type in the URL of the remote host to which you will connect (if you are on Web Hosting or another OIT supported web server, you will be provided with this address by the server administrator).
4. Click on the *Finish* button.

Connecting to the Web Host

Once you create a new site, WebDrive will return you to the WebDrive dialog box. Here you will provide additional information to complete the connection process. You will identify the type of server to which you are connecting—WebDAV—and you will select a drive on your computer not already mapped to a specific function to serve as the local web drive (you should not select the A:, C:, D: or E: drives).

If you'd like to be able to select this site from the WebDrive connect menu available from the task tray WebDrive icon, you would check the Add to tray connect menu option. In order to successfully connect to the site, you must authenticate your access rights by providing your Directory Username and Password. Be sure to save your password to expedite future connections.

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Exercise: Connecting to the Remote Host Server

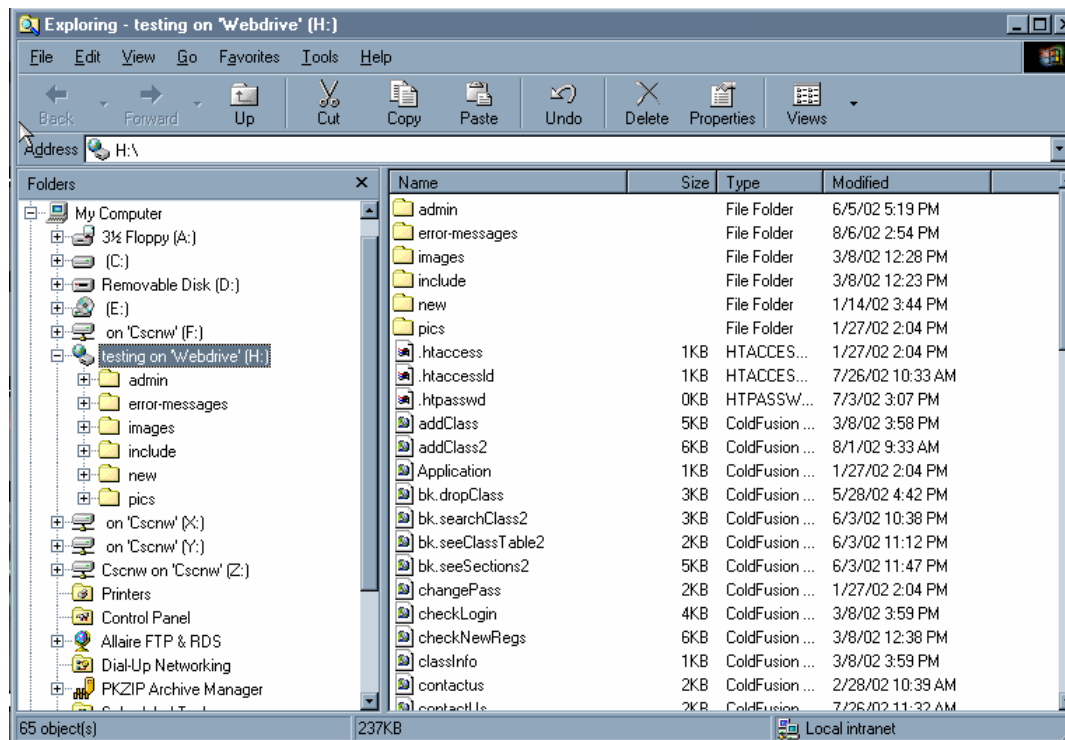
In this exercise you will complete the WebDrive connection dialog box to access your site on the remote host server.

1. Make sure your test site is selected in the Site menu and that its name appears in the Site Name: field. Verify that the URL information is correct.
2. Select WebDAV from the Server Type: menu.
3. Select an unused drive on your computer (e.g., J: or P:, etc.) from the Drive: menu.
4. Enter your Directory Username and Password. (See page 20 for clarification.)
5. Click on the Save Password checkbox.
6. Click on the *C*onnect button.

Windows Explorer and Web Drive

Once you are connected to the remote server, you can explore the site in the Windows Explorer window. Your desktop, including the drive housing the local copy of your site will be displayed on the left-hand side of the Explorer window. The selected drive or folder will be displayed in the right-hand side of the Explorer window.

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You can open the files into an application (like Notepad or Dreamweaver) directly from the server—thereby editing a “live” file. The benefits of ease of editing a “live” file should be weighed against the potential dangers, however; there is peace of mind inherent in editing a local COPY of the file, particularly when changes are substantive or complex. You might want to create a local folder to house files as they are edited, then use Windows “drag and drop” capabilities to move finished files into the mapped server drive.

Exercise: Editing a File on Your Mapped Drive

In this exercise you will edit an html file located on the web host.

1. Locate an html file in the mapped drive frame of the WebDrive Explorer window. Double-click on the icon associated with file name (which is indicative of the application that was used to create the file).
2. The file will open in its native application. Make a small change to the file and **Save** it onto the mapped drive.
3. Disconnect from the remote server by choosing the **Exit** command from the WebDrive Explorer FILE menu. Or, right-click on the *WebDrive* icon in the taskbar tray and select the **Exit** command.

For those PC users running Windows NT/2000, WebDrive also features WebDAV locking support. When you use WebDrive within this operating system you will be able

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to lock or unlock a file by selecting the appropriate command when you right-click on the file name. However, this feature is ONLY available in the Windows NT/2000 environment.

Goliath and WebDAV

Goliath is an application that enables creation and management of web documents on a remote site from the Macintosh desktop. It mirrors substantially the interactivity enabled by the Dreamweaver WebDAV tools. Goliath provides the following remote site management functions:

- View (in a Finder-like window) the files and directories of a web site
- Upload new files to the web site
- Create, rename or delete folders or files on the web site
- Download copies of files on a web server (via commands or “drag and drop”)
- Lock and unlock “shared” resources

Exercise: Creating a Desktop Directory and Connecting to a Remote Host

In this exercise you will create a folder on your desktop. You will connect to your remote web server via Goliath.

1. Create a directory folder on your computer desktop (Windows: right-click the desktop window and select the **New Folder** command; Macintosh: choose the **New Folder** command from the FILE menu). Give the directory an appropriate name.
2. Launch Goliath. (Remember, the Goliath installer can be downloaded from <https://www.helpdesk.umd.edu/software/webdav/> or <http://www.webdav.org/goliath/>.)
3. You will be prompted for authentication information in the New WebDAV Connection window.

URL: is the location of the remote host to which you will connect (if you are on Web Hosting or another OIT supported web server, you will be provided with this address by the server administrator).

Username: is your Directory userid

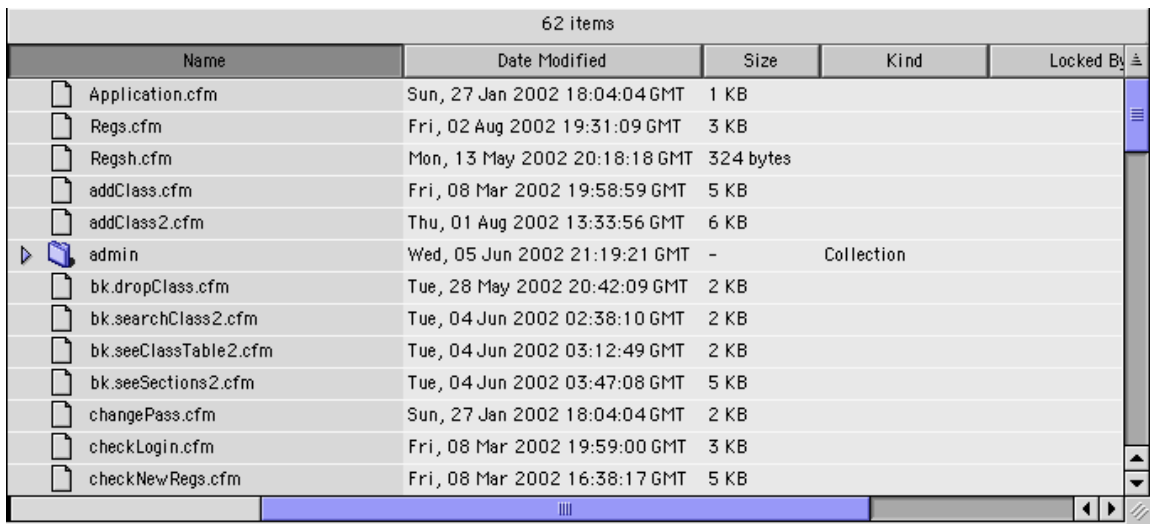
Password: is your Directory password
(See page 20 for clarification.)

4. Click the *OK* button to establish a connection to the remote host.

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The Goliath remote host window displays the contents of your remote web site in a view similar to that of Dreamweaver WebDAV. You will see filenames, dates of last modification, file sizes and locking status. Additionally, folders will be connoted as “Collections” whose contents can be revealed by double-clicking on the folder icon associated with the directory name. However, you will note that you cannot see the desktop folder you created from within this window. Interaction between the remote host and your local site will be accomplished through the use of several Goliath commands; commands that will seem vaguely familiar to those used by Dreamweaver WebDAV.



Name	Date Modified	Size	Kind	Locked By
Application.cfm	Sun, 27 Jan 2002 18:04:04 GMT	1 KB		
Regs.cfm	Fri, 02 Aug 2002 19:31:09 GMT	3 KB		
Regsh.cfm	Mon, 13 May 2002 20:18:18 GMT	324 bytes		
addClass.cfm	Fri, 08 Mar 2002 19:58:59 GMT	5 KB		
addClass2.cfm	Thu, 01 Aug 2002 13:33:56 GMT	6 KB		
admin	Wed, 05 Jun 2002 21:19:21 GMT	-	Collection	
bk.dropClass.cfm	Tue, 28 May 2002 20:42:09 GMT	2 KB		
bk.searchClass2.cfm	Tue, 04 Jun 2002 02:38:10 GMT	2 KB		
bk.seeClassTable2.cfm	Tue, 04 Jun 2002 03:12:49 GMT	2 KB		
bk.seeSections2.cfm	Tue, 04 Jun 2002 03:47:08 GMT	5 KB		
changePass.cfm	Sun, 27 Jan 2002 18:04:04 GMT	2 KB		
checkLogin.cfm	Fri, 08 Mar 2002 19:59:00 GMT	3 KB		
checkNewRegs.cfm	Fri, 08 Mar 2002 16:38:17 GMT	5 KB		

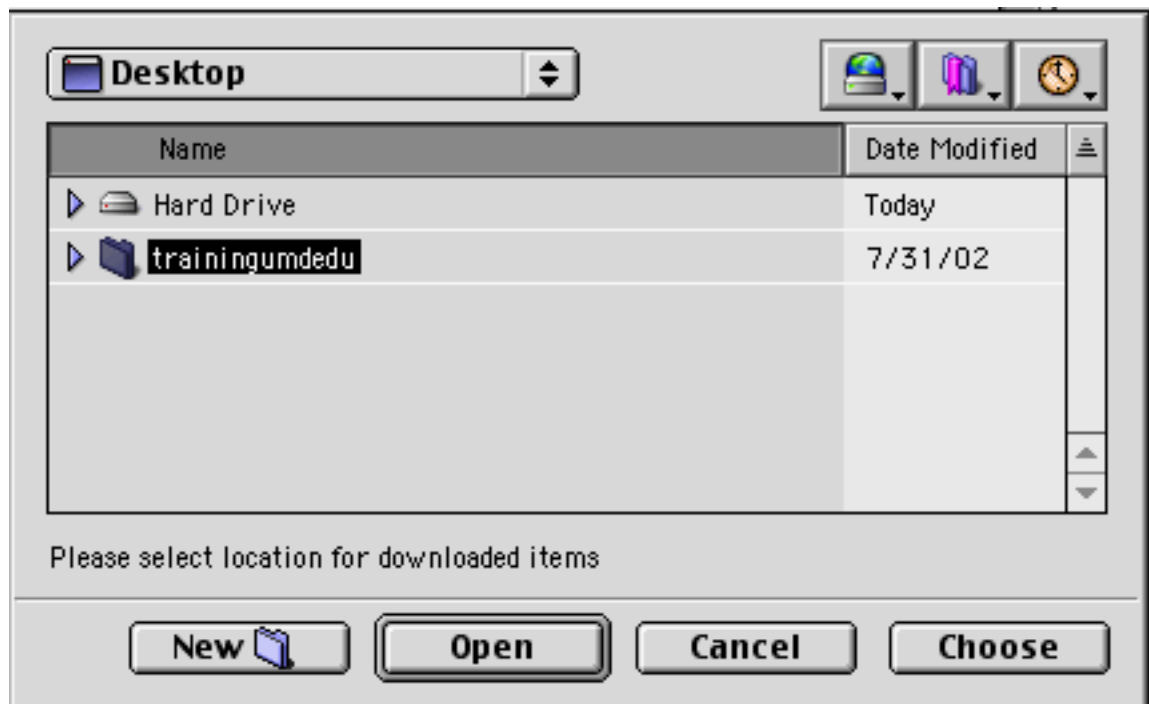
Moving Files with Goliath

Files can be moved between the web server and your desktop folder through the use of the Goliath WEB menu command options—**Download Items** and **Upload File**, or through a “drag and drop” action.

Exercise: Moving Files

In this exercise you will download a file by selecting the **Download Items** command. You will make a small change to the file in the HTML editor of your choice, then you will upload a file by dragging the file icon from your desktop folder to the host window.

1. Select an HTML file located on the remote host server by clicking on it once in the host server window.
2. Choose the **Download Items** command from the WEB menu.
3. In the resulting download window, locate your local folder on the desktop. It should already be the “selected” item in the list of directories on your desktop. If it is not, click on the directory name once to select it. Click on the *Choose* button to initiate the file download into the selected folder.



(If the desired download location is a subdirectory within the local folder, you would first select the desktop folder, then click on the *Open* button in the download window. Then, you would highlight (click once on) the appropriate subdirectory name, and then click on the *Choose* button to start the download process.)

4. Open the file you downloaded into an HTML editor (e.g., Notepad, Dreamweaver, Netscape Composer). Make a small change to the text or code (don't worry, you can remove the change in the next exercise). **Save** the revised file.

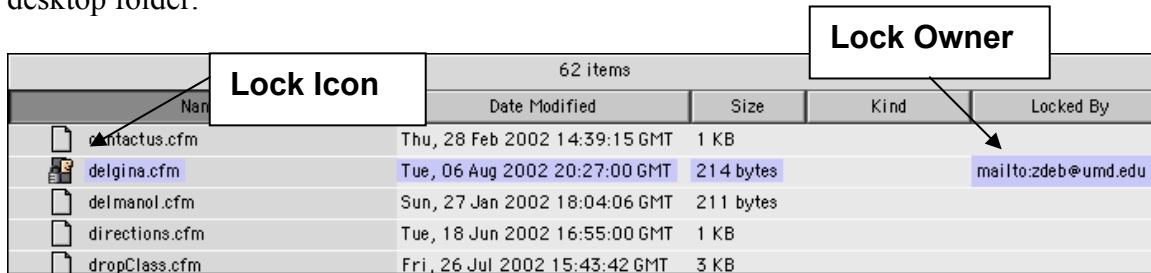
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- To move the revised file from your desktop folder to the remote host, first click once on the file, then drag it to the host server window. Goliath will prompt you about your desire to replace a similarly named file with this new file. Click on the *OK* button to complete the upload and replace the old version of the file. (If the file was originally downloaded from a subdirectory on the host server, drag the file to the appropriate subdirectory folder on the host server.)

Site Collaboration Functions

Several developers can access a remote host server through the use of Goliath. The Goliath client features several commands that facilitate safe collaboration with the goal of preventing users from accessing the same files at the same time. Locks allow a user to make changes to a file thereby “locking out” other collaborators until the user removes the lock. Locks that are not removed before a user disconnects from the server will remain in place until that user reconnects to the server. Files that are locked will have a small “lock” icon layered on top of the lower left corner of the file icon.

The LOCKS menu features two commands: **Lock Items** and **Lock and Download**. The first command simply places a lockout notation on any and all files that are selected in the server window when the command is selected. You might want to do this to protect files on the site that should not or need not be edited. The **Lock and Download** command will first lock the selected item(s) and then make copies of them in your desktop folder.



The screenshot shows a file list with columns: Name, Date Modified, Size, Kind, and Locked By. A lock icon is visible on the file 'delgina.cfm'. A callout box labeled 'Lock Owner' points to the 'Locked By' field for 'delgina.cfm', which contains the email address 'mailto:zdeb@umd.edu'.

Name	Date Modified	Size	Kind	Locked By
contactus.cfm	Thu, 28 Feb 2002 14:39:15 GMT	1 KB		
delgina.cfm	Tue, 06 Aug 2002 20:27:00 GMT	214 bytes		mailto:zdeb@umd.edu
delmanol.cfm	Sun, 27 Jan 2002 18:04:06 GMT	211 bytes		
directions.cfm	Tue, 18 Jun 2002 16:55:00 GMT	1 KB		
dropClass.cfm	Fri, 26 Jul 2002 15:43:42 GMT	3 KB		

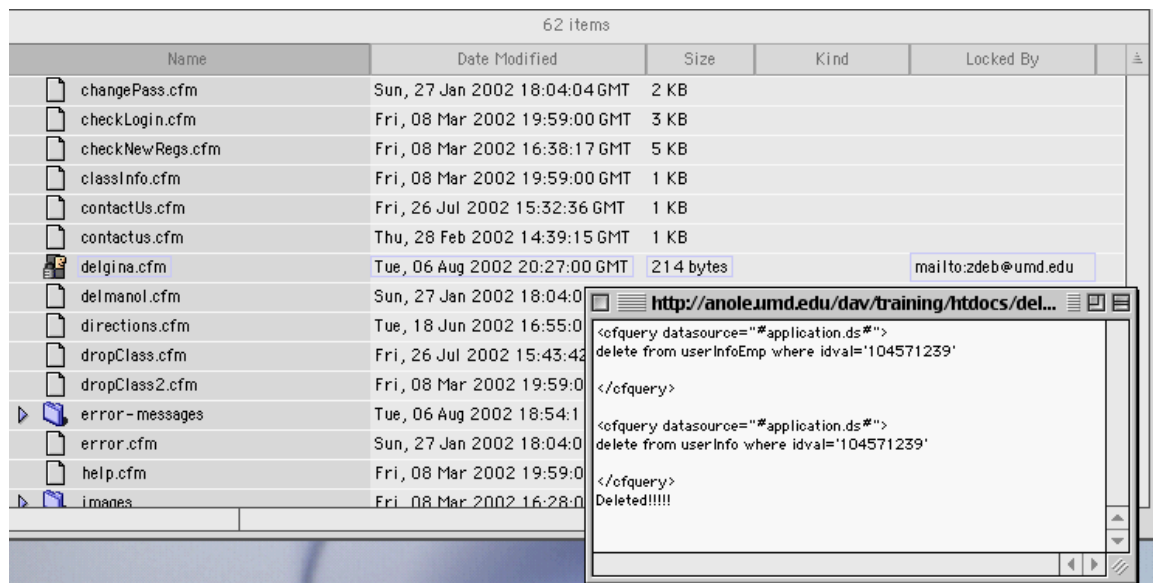
You will notice that when you lock a file(s), your email address appears in the Locked By field in the host server window. This email address defaults to the email address listed for you in Directory. It is helpful to know who owns a lock on files you need to access so you can make appropriate arrangements to get them “unlocked”.

Obviously, if you lock a file you will want to be able to unlock it, eventually. The LOCKS menu command, **Unlock Items**, enables you to remove the lockout feature from any selected files in the host server window.

Goliath also enables you to edit files on the host server without downloading them to the desktop through the use of the VIEW menu **Edit Item** command. When you select this command, a lock will automatically be placed on the file and the html file will open in a simple editing window. You can edit content or code in this window. When you save the changes by selecting the **Save Item** command from the VIEW menu, and then close

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the editing window, the lock will be removed from the file. You should note, however, that if you elect to edit the file on the server, those changes will not be reflected in any copy of this file that exists in the desktop folder.



Exercise: Locking, Editing and Moving Files

- In this exercise you will lock and unlock a file, edit a file on the server, and lock and download a copy of a file.
1. First, click once on a file in the host server window, then select the **Lock Items** command from the LOCKS menu. Select the **Unlock Items** command to remove the lock from the file.
 2. Click once on the file you altered and uploaded in the last exercise to select it. Choose the **Edit Item** command from the VIEW menu.
 3. In the resulting editing window, remove the change you rendered in the previous exercise.
 4. Select the **Save Item** command from the VIEW menu. Close the editing window.
 5. Select this file once again and choose the **Lock and Download** command from the LOCKS menu.
 6. In the resulting download window, locate your local folder on the desktop. Click on the *Choose* button to initiate the file download into the selected folder to replace the local copy of the file.
 7. Click once again on the file on the host server, if it is not still selected. Choose the **Unlock Items** command from the LOCKS menu.

A Few Other Helpful Features

Goliath facilitates several other useful interactions with the host server, including creating, renaming and deleting files and folders.

To create a new folder on the web server from your desktop, select the **New Folder** command from the **WEB** menu. Provide a New Folder Name: and click on the *OK* button. You will immediately see the new folder in the host server window.

To rename a file (or folder) click once on the file/folder name itself. The name will be selected in a rectangular edit field. Simply type the new name and press the Enter key.



To delete a file (or folder) select the file in the host server window and then choose the **Delete Items** command from the **WEB** menu. Or, you can more simply select the file and then drag and drop the selected file into your desktop Trash Can.

To sever the server connection, selected the **Quit** command from the **FILE** menu.

If you don't know your directory ID and/or password

1. Use a web browser to go to <http://ldap.umd.edu/>
2. Click on the **Search for University Directory Entry by UMID/SID** link. Provide your UMID/SID and Ares pin as requested. The resulting web page will tell you what your Directory ID is.
3. Your password for WebDAV will be your Directory password (which is NOT necessarily the same as your ARES pin). If you have not done so in the past (as a Corporate Time account holder or WebCT user) you will need to set a password for Directory authentication.
4. Fill out the right side of Directory Password Change form.
5. Type your **Social Security Number** in the **SSN or University ID:** box
6. Type your **ARES PIN** number in the **PIN or Directory Password:** box
7. Type the password you'd like to have associated with your Directory ID in the **New Directory Password:** and **New Directory Password Confirmation:** boxes.

LDAP Password Change Page

This page is used to change the password you use to authenticate yourself to the LDAP directory. This same password is used when authenticating yourself to the CorporateTime calendar system.

SSN or University ID:	<input type="text"/>
PIN or LDAP Password:	<input type="text"/>
New LDAP Password:	<input type="text"/>
New LDAP Password Confirmation:	<input type="text"/>

Note: You must use either the SSN and PIN or University ID and LDAP Password. Using the SSN and LDAP Password together will not work. The University ID is a new unique, permanent, 9-digit number associated with everyone affiliated with the University, which is being used as the unique identifier within the LDAP Directory service.

If you don't know your password or your ARES PIN number

Call the Help Desk at 301-405-1500 and request an ARES PIN number change. Your PIN number will be reset to your six-digit birth date. The next day, you will be able to change your Directory/Corporate Time password using the Directory web page.

Introduction to Web DAV

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