Configuring Buildkite

Configuring Buildkite for single sign-on (SSO) enables administrators to manage users of Citrix ADC. Users can securely log on to Buildkite by using the enterprise credentials.

Prerequisite

Browser Requirements: Internet Explorer 11 and above

To configure Buildkite for SSO by using SAML:

- 1. In a browser, type <u>https://buildkite.com/</u> and press **Enter**.
- 2. Type your Buildkite admin account credentials (**Email address** and **Password**) and click **Login**.



3. In the login page, click **Settings**.



4. In the left panel, click **Single Sign On**.



5. In the **Single Sign On** page, click **Contact Support**.

Single Sign On Manage your organization's Single Sign On settings
Single Sign On (SSO) allows you to use your own authentication server for signing into Buildkite.
During the sign in process, new users will be automatically added to your organization.
Supported SSO systems:
 Bitium (Instructions) Okta (Instructions) Google Apps (G Suite) SAML ADFS (SAML)
To enable SSO for this organization, contact support with your authentication server details.

6. To enable SSO, the user must contact Buildkite support team and provide them with the SSO URL and X.509 certificate.

Field Name	Description
Single Sign-On URL	IdP logon URL
X.509 Certificate	Copy and paste the IdP certificate. The IdP certificate must begin and end with Begin Certificate andEnd Certificate Note: The IdP Certificate is provided by Citrix and can be accessed from the link below: https://ssb4.mgmt.netscalergatewaydev.net/idp/saml/templatetest/i dp_metadata.xml

Note: The support team will configure the SP from the backend and the user will be provided with the ACS URL after authentication.

7. In the top-right corner, click **Personal Settings** from the user account drop-down menu.



8. In the left panel, click **Email Settings**.



9. To add and verify user, enter the user's email address and click Add Email Address.



Note: Verify by clicking the confirmation link sent to the user address.