



How do I publish the shop using my hosting details?

Merliza N. - 2021-12-08 - Publiceren van uw site

What do I need to enter at the Publish Setup dialog in ShopFactory so I can upload my shop-files online?

i.e. *My Host has different settings, for example, my website is hosted by [GoDaddy.com](https://www.godaddy.com)*

1. Open your shop in ShopFactory.
2. Click 'Publish' -> select "Publish your website on the Net"
3. Click Setup button
4. At the Setup dialog box, enter your valid Hosting details.

For example,

Remote Host: ftp.mydomain.com

Username: myusername

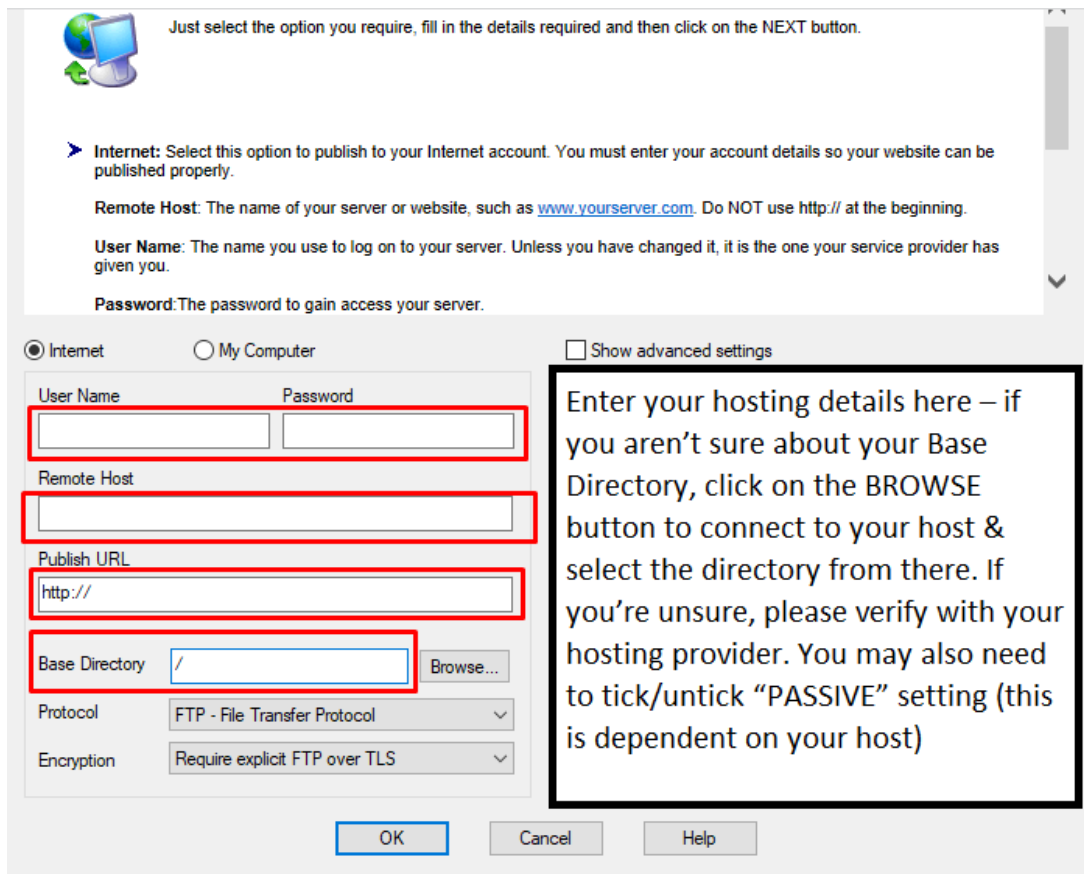
Password: xxxxxxxxx

Base Directory: /

Type/and if you do not know the name of the directory where your shop files are uploaded, you can click the "Browse" button and locate the correct directory/folder.

Publish URL: <http://www.mydomain.com/>

Note: Please also verify with your Hosting Provider if they support FTPeS or sFTP (secure connection). Otherwise, choose "Use Plain FTP" option in the **ENCRYPTION** field. You won't be able to connect to your Host if you select the wrong encryption setting.



"Remote Host:"field is the name of your server or website, such as <http://www.yourserver.com/>. However in ShopFactory, you do NOT use http:// or ftp:// at the beginning. Server settings vary; some use ftp while others use www and others even use IP address. See some examples below:

Ex. 1- Remote Host: **www.mydomain.com**

Ex. 2- Remote Host: **ftp.mydomain.com**

Ex. 3- Remote Host: **webhost.santu.com**

Ex. 4 - Remote Host: **1.2.3.456**

5. Click OK button

"Regenerate search files" checkbox must be ticked to ensure the pages and products can be located/searched especially if you have moved products to a different page.

6. Click Publish button. Wait until your shop files are completely uploaded and then check your website using your default browser.

That's all there is to it. *Related article:*

<https://shopfactory.deskpro.com/en/kb/articles/en-publishing-my-shop-using-mobile-connection-sho-ws-connection-timeout>