

IAC MIGRATION FOR FORWARD-THINKING BUSINESSES by Cycloid

Let us paint you a picture - you're looking to scale your infrastructure to match your rapid business growth. Infrastructure-as-code is great for new resources, but what do you do about the ones that are already deployed? You know that the longer you wait to make the move to IaC, the deeper your business will sink into the quicksand of human errors, and, eventually, slower deployment. However, industrializing your manually deployed infra is a daunting and resource-extensive task.

Cycloid strives to alleviate some of your infra-related anxieties with a simple, yet genius tool. Here are the answers to some of your most burning questions.

How can I manage thousands of manually deployed instances? No more manual configurations - Cycloid's <u>Infra</u> <u>Import</u>, based on our open-source tool <u>TerraCognita</u>, will reverse engineer your manual infra into IaC, tfstate files, and ultimately Cycloid projects on the fly. Simply connect your cloud accounts and watch your business' digital transformation in real time!

Do my teams have to be infra gurus to interact with the new infrastructure?

Asking devs to shift left without supportive tools is not the way. Infra Import migrates existing environments to IaC, automatically creating pre-configured automation parameters (**Stacks**). Then your end-users can interact with newly formed infra via a simple self-service portal (**StackForms**) - no additional skills required!

What about infra governance?

Forget the days of manually fidgeting in your cloud provider's console. Now you can update your infra and alter automation parameters from a single place and set safeguards in advance. Cycloid's governance and observability tools will allow ops to control access to the infra using our RBAC module and monitor any changes inside the platform.

INTRIGUED? THAT'S THE ATTITUDE!

Don't wait for the right moment - industrialize your infra, scale safely and future-proof your business today.

Learn more about Infra Import