User's Access to D2000 System Objects

User's access to objects of D2000 system

User's access to individual object of D2000 system is defined by assigning the defined object groups to the given user - topic Configuration of user - Object groups.

As one object can be a member of several object groups, a situation when two or more object groups containing the same object are assigned to user can occur. In that case, the access right with the highest priority is applied. The order of priority (from the lowest to the highest) is *Read*, *Control*, *Modify*, *No access*.

Example
Groups of objects *Group1* and *Group2* are defined. *Group1* contains all bitmaps - [BITMAPS] and the group is assigned to user with **Modify** level of user access. *Group2* contains, besides others, objects - bitmaps *BOILER01.BMP* and *CONTAINER03.BMP* and they are assigned to user with **No access** level of access rights. The situation implies that user might work with the objects *BOILER01.BMP* and *CONTAINER03.BMP* with **Modify** as well as **No access** level. **No access** level of access rights will be applied when making decisions about accessing those two files because it has higher priority than **Modify** level. It means that user can work with all bitmaps in the system except for *BOILER01.BMP* and *CONTAINER03.BMP*.

Implicit access to reference objects

If the user has access to some object, after opening it he / she also gets access (Read) to its referenced objects.

Example
User has the access to a picture, does not have access to objects linked to the picture. The access (Read) is granted after opening the picture. This implies that operator can see values of objects without any access rights to them.

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