User's Access to D2000 System Objects

User's access to objects of the D2000 system

User's access to an individual object of the 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 users with **Modify** level of user access. *Group2* contains, besides others, objects - bitmaps *BOILER01.BMP* and *CONTAINER03.BMP* and they are assigned to users with **No access** level of access rights. The situation implies that the 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 a higher priority than **Modify** level. It means that the 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 they also get access (Read) to its referenced objects.

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

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