U1000 PERMISSIONS

OVERVIEW

Runtime permissions data is kept in the file: ..\VMP\VTIRuntimePermissions.dat.   The data in this file defines the permissions for the particular machine and applies to any and all .vmp programs run in the U1000 runtime. This allows a user to set up permissions based on a plant-wide policy and simply copy this file to all their gage machines.

A Role defines a set of rights, and one or more Roles may be assigned to a Logon to give it all its rights. Logons are assigned passwords.

Runtime permissions are edited in two screens accessed in the U1000 Runtime Edit menu:

Role Permissions Editor
This editor is used to create Role IDs, and for each Role defined, specify the Tasks the role is allowed to use and the set of Menu Bars that will be visible for use.

Logon / Role Editor
This editor is used to create Logon IDs and specify a password for each. It is also used to assign one or more Roles to each Logon to give the logon its rights.   It is also used to specify a Default Logon, which is the logon that is logged in when the U1000 Runtime is executed. NOTE: the password is not checked for this default logon so it should be a logon with minimal rights.
The Admin Password is also specified in this editor. The logon "Admin" is a special built-in logon that is always present. The Admin Password specified in this editor provides access to the Admin logon. This logon always provides access to the two editors needed to define permissions along with the Save Permissions menu item.

Save Permissions
This is an additional menu item under the U1000 Runtime's Edit menu. It must be selected to save the permissions after using the editors to change permissions.

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BEHAVIOR

The default user is always logged on. When someone else, presumably with greater rights, logs on – they log on "on top" of the currently logged in user.   When they log off, the program reverts to the prior logon. This can happen for as many levels as there are logons defined.

The term "logon is applied" means that all tasks and menu bars the logon has rights to become visible, and all those they do not have rights to become invisible. Sometimes the new logon does not have rights to the current task and the task must be changed.

Logging On

When a user logs in "on top" of the current logon, the task the logon was in is recorded. This is done so the task can be reverted to if the logon has no rights to the current task when the higher-level user logs off.

When a logon logs in on top of another, the following happens:

If the logon has rights to the current task, the logon is applied without changing the task.
Else, if there is a default task defined and the logon has rights to it, that task is is switched to and the logon is applied.
Else a search is done and the first task the logon has rights to is switched to and the logon is applied.

Logging Off

When a logon logged in on top of another logs off, the following happens:

If the logon has rights to the current task, the logon is applied without changing the task.
Else, if the logon's current task was recorded when the other user logged on top, that task is switched to and the logon is applied.
Else, if there is a default task defined and the logon has rights to it, that task is is switched to and the logon is applied.
Else a search is done and the first task the logon has rights to is switched to and the logon is applied.

No .VMP Loaded

It is possible to logon and logoff users when no .vmp is loaded. Testing should be done with various logons in effect when the .vmp is loaded.

Default Task

The Default Task is the task that the program goes to when a .vmp is loaded.   Currently it can only be specified by editing the .vmp file in a text editor, searching for <RuntimeOption> and setting the tag <DefaultTaskID>.   Currently, the default task will show up even if the currently logged on user does not have rights for it so it is important the default user and default task are in sync.