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Project Security

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1. Background

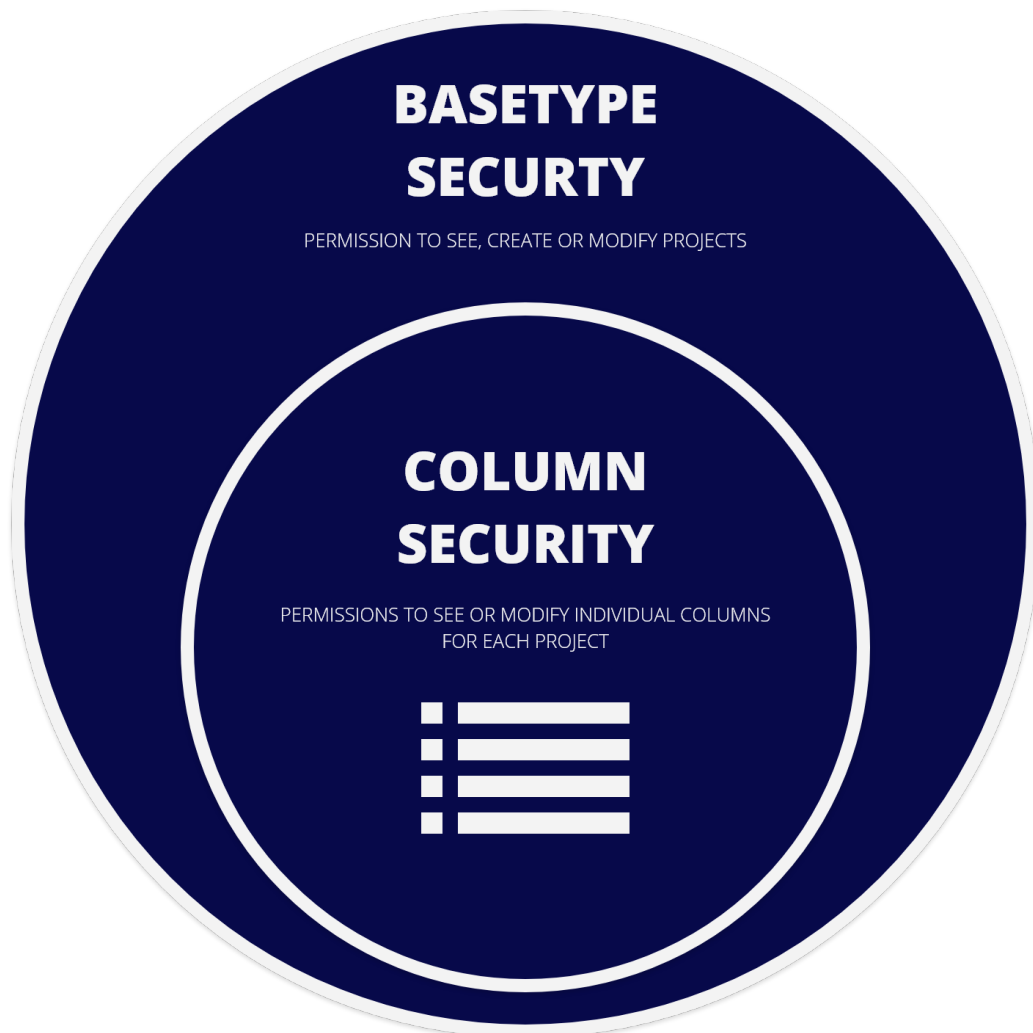
In this article, you will learn about how default security is handled for *Projects* in Highstage.

2. Introduction

Note: Security in Highstage is highly customizable. This article introduces you to the default *Project* security configuration.

For *Projects* in Highstage, two concepts of security is introduced. General access to see, modify and create projects in Highstage is specified through [Basetype security](#). As an additional layer of security, [Column security](#) specifies the security associated with each individual column on an item in Highstage:

These concepts are dependent on each others and is evaluated as a layered structure. *Basetype security* is initially evaluated, and only if the user have access to the basetype, the security for the specific column is evaluated through *column security*:



A number of [Roles](#) are associated with *Projects*. Being assigned to a specific *role* grants a user a specific privileges' or responsibility on the specific project. This document explain the roles which is default bundled with Highstage and their relation to column security.

3. BaseType security

Basetype security must be set to enable users to view, modify or create *Projects* in Highstage.

The following table gives you an overview of the basetype columns that permits *users* or *user groups* to view, create or modify *Projects* in Highstage:

Column	Description
TrustRead	All <code>Users</code> and/or <code>User groups</code> listed has permission to see all existing <i>Projects</i> .
TrustCreate	All <code>Users</code> and/or <code>User groups</code> listed has permission to create new <i>Projects</i> .
TrustModify	All <code>Users</code> and/or <code>User groups</code> listed has permission to modify existing <i>Projects</i> .

ADMINISTRATOR NOTE: Basetype security can be applied by navigating to `SYSTEM` > `Types` > `Basetypes` in the side navigation menu.

4. Column security

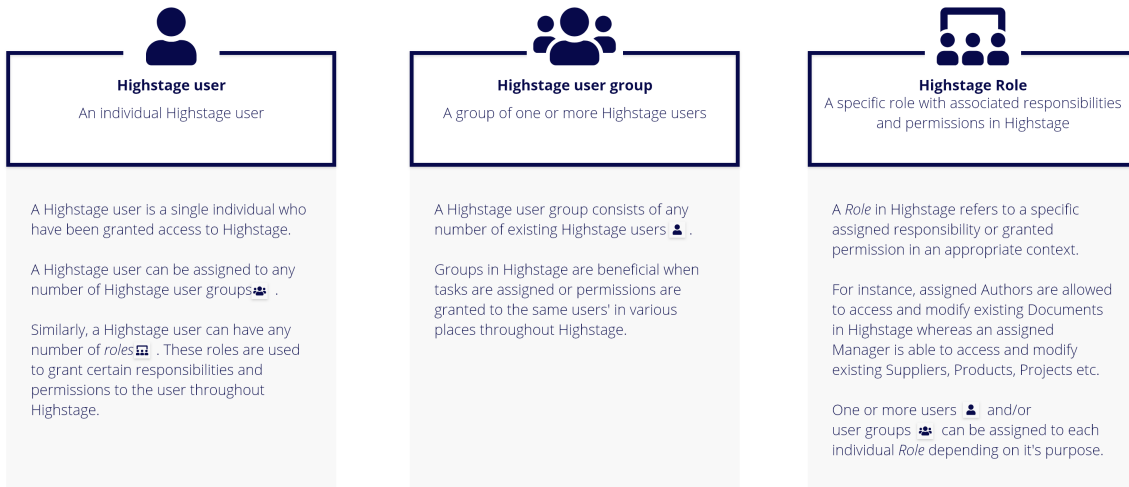
Column security refers to the responsibilities and permissions that are granted to users for each *Project*. These capabilities are granted through specific [Roles](#) which are associated with each individual *Project*.

The following table gives you an overview of the default columns and the required [roles](#) to view and/or modify them:

Column	Manager	Teammember	Trustee	Superuser ¹
active	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>
address	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
city	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
class	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
company	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
contact	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
country	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
email	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
entity	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
fax	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
ip	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
isworkspace	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>
manager	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>
name	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
note	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
obj	<input type="button" value="Read"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>
objtype	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
phone	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
postalcode	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
priority	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
teammembers	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>	<input type="button" value="Read"/>
trustcreate	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
trustees	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
url	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>
workspace	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/> / <input type="button" value="Write"/>	<input type="button" value="Read"/>	<input type="button" value="Write"/>

5. Roles

A *Role* in Highstage refers to the assigned responsibility or privilege that determines a users' permissions to view, create or modify contents in Highstage:



For any *Project* in Highstage, the following roles exists:

Role	Description	Permissions	Required	Note
Manager	Ability to see and change any column and assign additional <code>teammembers</code> and <code>trustees</code> .	Can <code>read</code> and <code>modify</code> any existing column and are allowed to assign <code>manager</code> to another Highstage user.	×	Only one single user can be assigned as <code>manager</code> on each <i>Project</i> at a time. If no <code>Manager</code> is specified, modifications to the <i>Project</i> requires administrator privileges'. Default <code>Manager</code> is set as the user who created the <i>Project</i> .
TeamMember	Ability to see and change any column but the <code>manager</code> . Can assign additional <code>trustees</code> .	Can <code>read</code> and <code>modify</code> any existing column but is not allowed to modify the existing <code>manager</code> .	×	Any number of users and user groups can be assigned as <code>teammember</code> .
Trustee	Ability to see all <i>Project</i> information.	Has <code>read</code> permissions, but cannot make any changes to the <i>Project</i> .	×	Any number of users and user groups can be assigned as <code>trustee</code> .
SuperUser	Ability to change any column but the <code>manager</code> . Can assign additional <code>trustees</code> .	Can <code>modify</code> any existing column but is not allowed to modify the existing <code>manager</code> .	×	A <code>SuperUser</code> is not assigned to a <i>Project</i> but is granted through the selected user level. A <code>SuperUser</code> still requires <code>read</code> capabilities by being assigned as a <code>Manager</code> , <code>TeamMember</code> or <code>Trustee</code> to be able to make modifications.



Highstage

1. A `SuperUser` has the same *Write* permissions as a `TeamMember`. A `SuperUser`, however, still needs to be listed as a `Manager`, `teammember` or `trustee` to gain *Read* access to permit modifications to an existing *Project*. [↩](#)