

Table of Contents

Authorisation Overview	1
Authorisation Group	1
User Accounts	1
Key Authorisation	1
Create a Login function	1
Login via Encoder (Hardware)	1
Login via Keyboard (TFT View)	2

Authorisation Overview

To realise a fully functional authorisation make sure to have all of the following options configured.

Authorisation Group

On the **Global Control/Administration** page and **Authorisation** tab you need to create at least one authorisation group. For more information, see [Authorisation Page](#).

User Accounts

On the **Global Control/Administration** page and **User Accounts** tab create at least one user. In the **Member of Groups** area, assign the created users to the desired user groups and define a personal PIN for each user.

For more information see [User Accounts Page](#).



Important

For logging in only the user pin is required. Make sure every user has another pin!

Key Authorisation

In the project tree, select **<Device>/<Mixer>/Console**. Select the respective buttons one after the other and on **Authorisation** area on the right hand side define which authorisation groups are allowed to use these buttons.

On **<Device>/<Mixer>/TFT Views** page do the same for any TFT Button.

For more information see [Console Page](#).

Create a Login function

You have to give the user the possibility to log in. There are two possible login methods.

Login via Encoder (Hardware)

You have to define two logic sources you want to use at the console to enable the PIN input. Therefore, in the project tree, select **<Device>/<Mixer>**. On the Authorisation tab select two logic sources. To login at the

console, these two logic conditions need to be true at the same time for approximately 3 seconds (e.g., pressing two buttons). Every digit of the PIN needs to be chosen with the main encoder and must be confirmed with the OK key. If you only want one key for login, just select the same key twice. An **OK** key is the most common key for login purposes.

For more information see [Authorisation Page](#).

Login via Keyboard (TFT View)

You can use a TFT Button with the key function **Show keyboard** and the function **Login with Keyboard**. When tapping, a keyboard will appear on the selected Central Display and the user can enter his PIN. With this method, you can place a login button on every TFT View if needed.

For displaying the current logged in user, use a **Label Element** with the function **LoggedIn User**.

For more information see [TFT Elements & Configuration](#).

Page Title: Authorisation Overview

Permanent link:

https://support.dhd.audio/doku.php?id=tb8:authorisation_overview

PDF Generated: 21.08.2020 | Last update: 2020/06/04 10:41