TUTORIAL KREO HMI
Priority based user management (levels)

Tutorial dedicated to the implementation of the user
management based on user levels and priorities
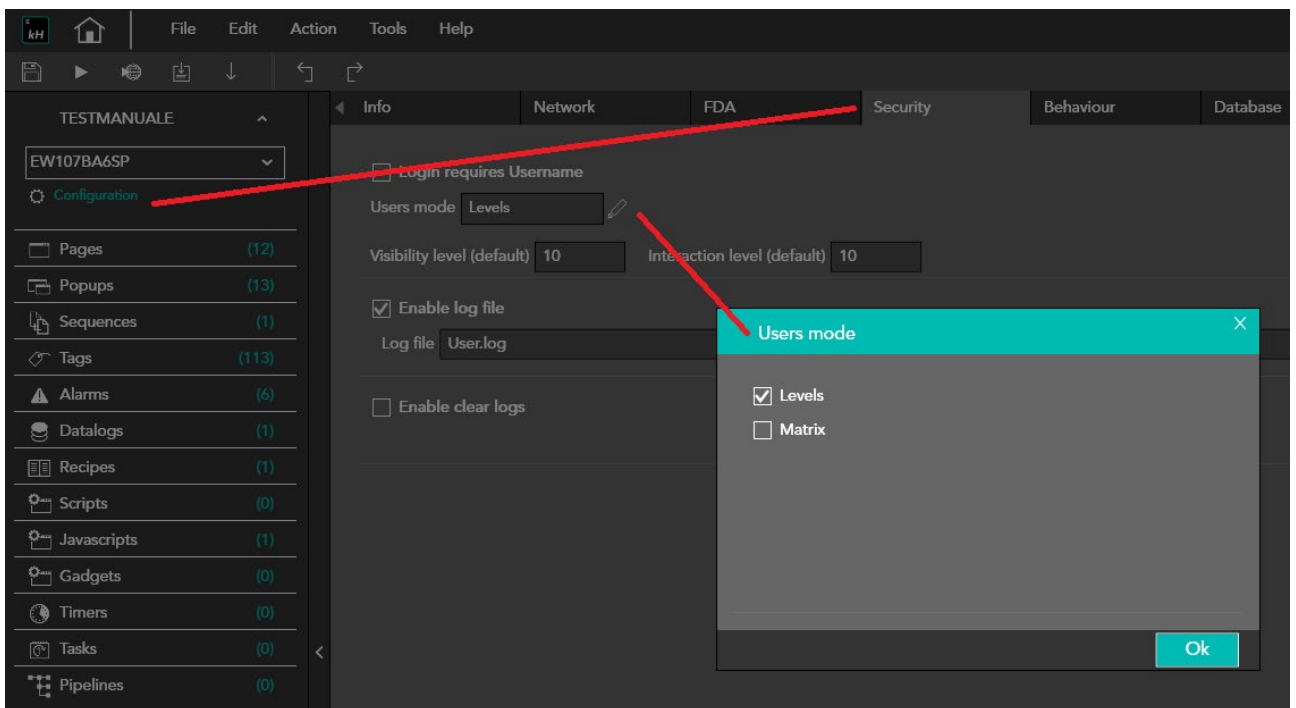
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Introduction

In KREO HMI projects it is possible to define different levels of security to filter accessibility to the different pages, graphic objects and functions.

There are two different alternative approach:
- Levels
- Matrix

How to do:

In level mode the two main parameters that differentiate the use of protected objects are the VISIBILITY LEVEL and INTERACTION LEVEL.

These two levels define "who can see" the objects and "who can use them".

1) Let's configure 4 access levels with layers as in the figure below and their passwords.

Each GROUP has the same level of VISIBILITY and INTERACTION.

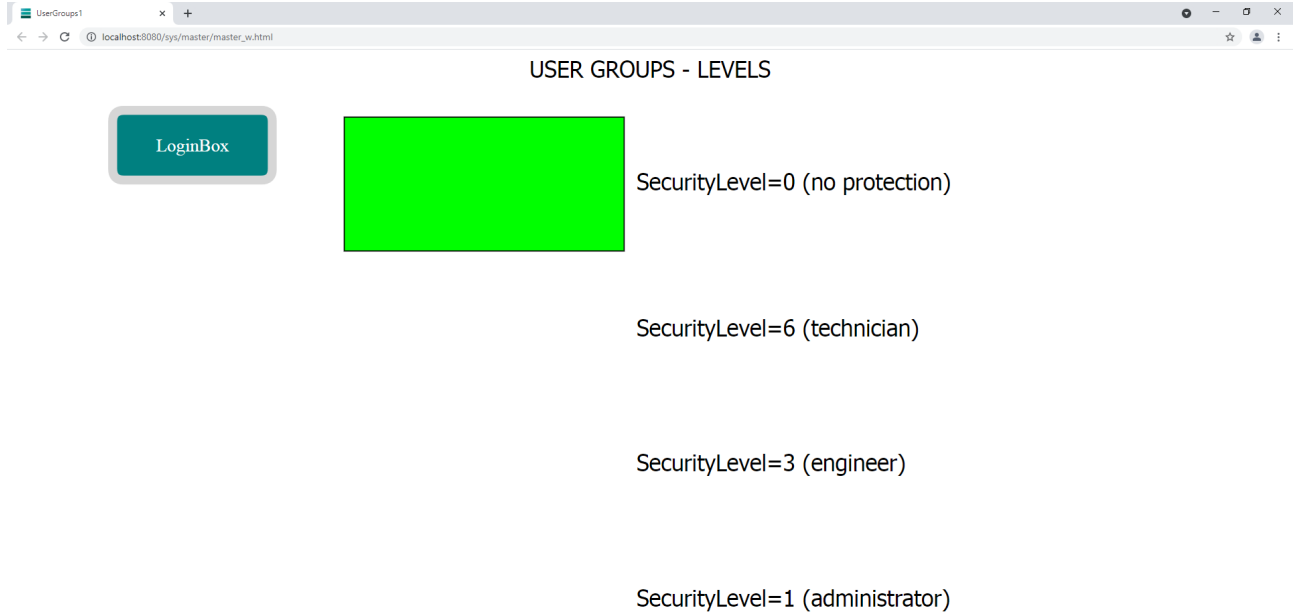2) Each of these four groups is made of users having their own passwords:

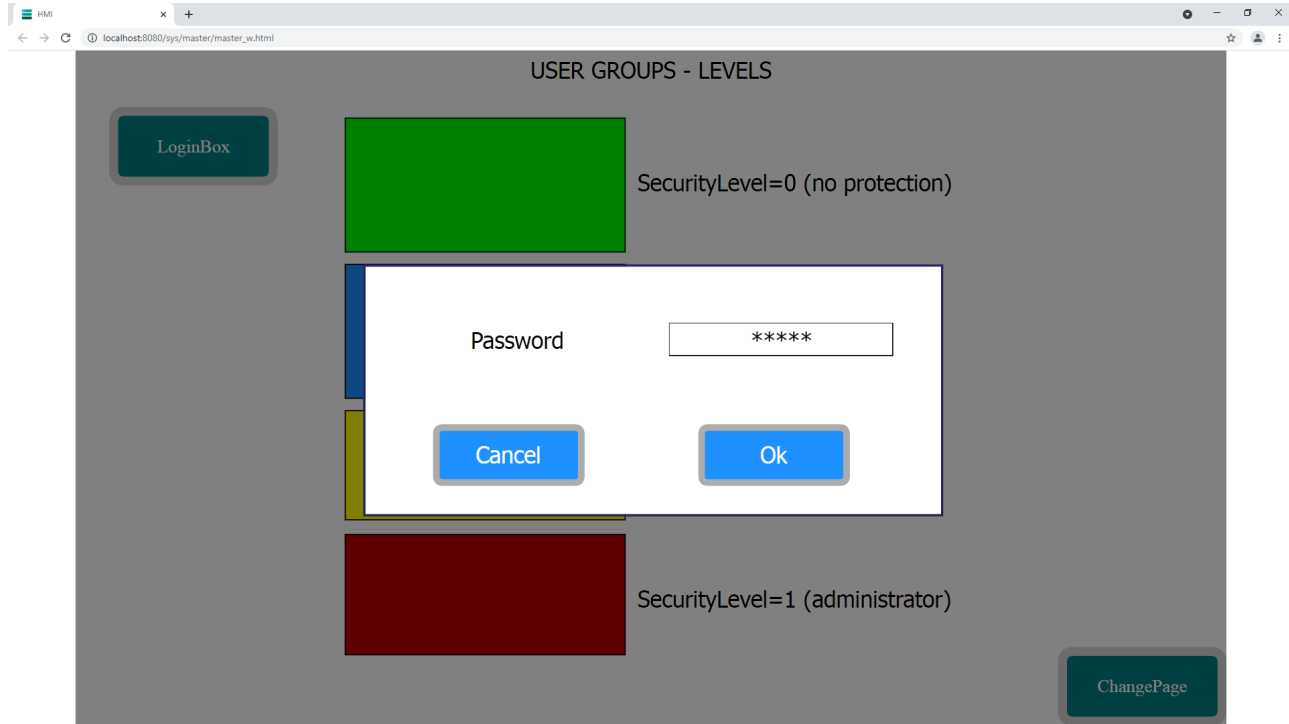3) Let's define some objects and pages protected by different security LEVELS:
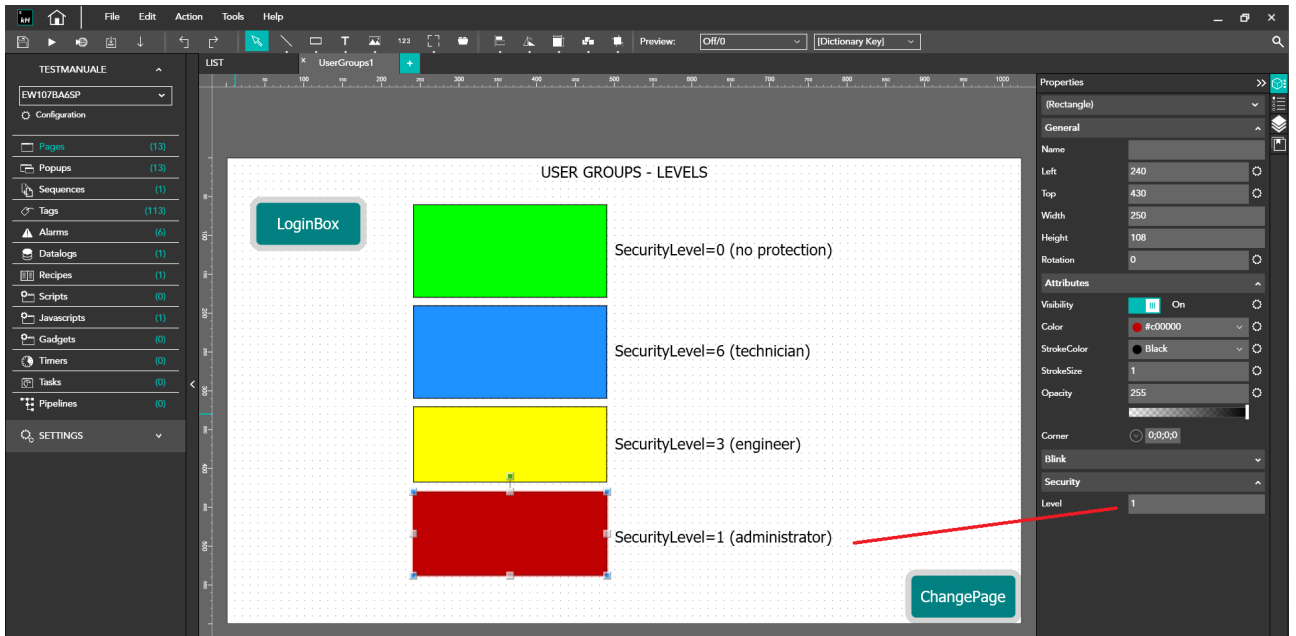
4) When the RUNTIME starts, only the green BOX (no-protection)will be visible.

5) The LOGINBOX button will allow you to log in and see the different objects based on the user level

Note: A classic use of the protected objects is when the objects are all visible to the operators but can be used based on the logged in operator level.

In this case it is possible to set the LOGIN-DEFAULT function with VISIBILITY = 1.
The project will start with LOGIN-DEFAULT which will still allow you to see all the objects (VISIBILITY =1).
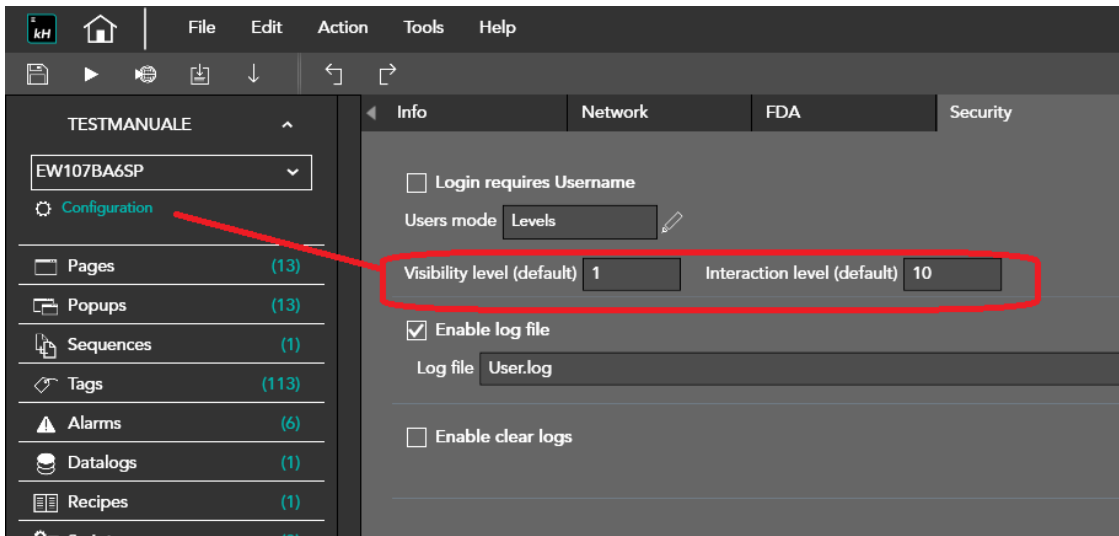
Visible but protected objects can be highlighted with a padlock setting the property neamed SHOWPROTECTED.
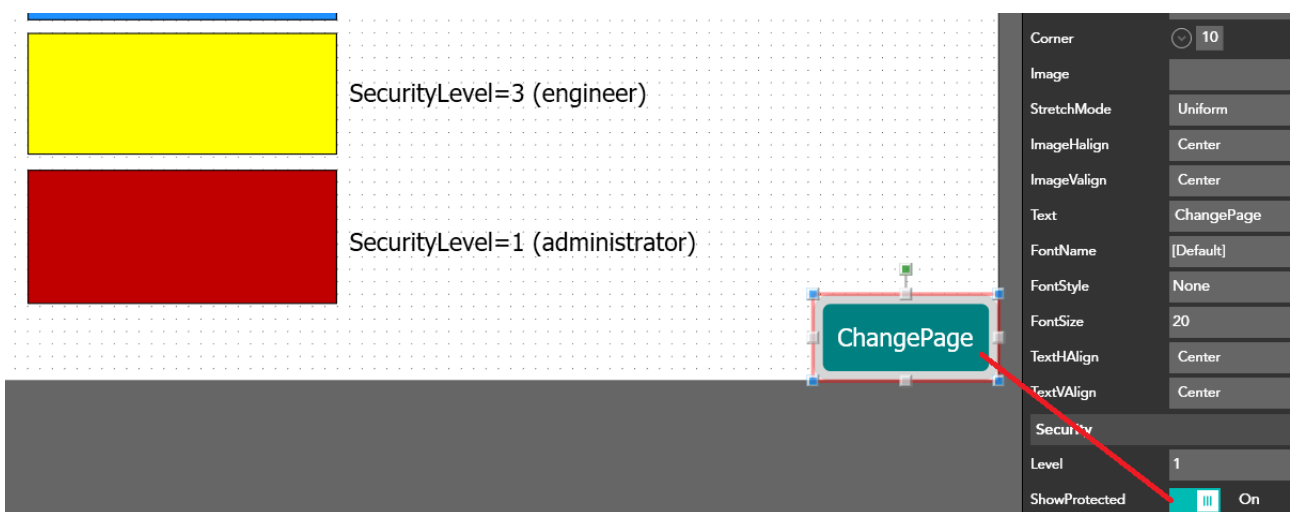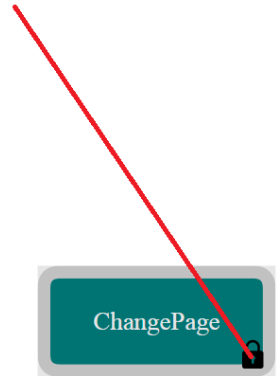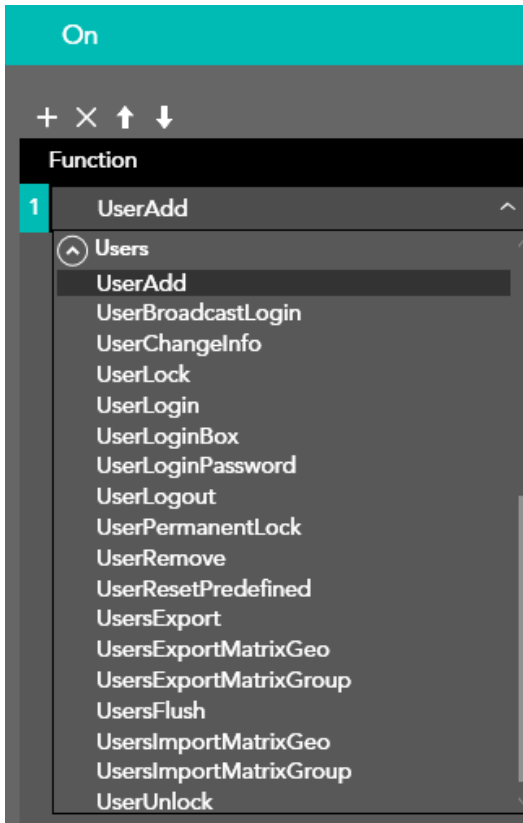
The result will be as below:

SecurityLevel=3 (engineer)

SecurityLevel=1 (administrator)

ChangePage

USERS Built-in FUNCTIONS Table

UserGroupsᴇᴠᴇɴᴛTable:

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