Starting a collaboration session

Before logging in to any of No Magic's servers, you must:

- Have a user account on the server.
- Be sure the server is running.
 Ensure the server and the client application use the same Java version. Small Java version updates may differ.

To log in to a server

- 1. From the Collaborate menu, select Login. The Login dialog opens.
- 2. Login to a server:
 To login using "username/password" authentication:
 - i. Click the Login tab.
 - ii. Type your user name and password.

🔀 Login					×
Login to a server Enter user name, password and server address to login to the server.					
Login Single Sign On					
User name:	billybob				
Password:	•••••	•••			
Server name:	10.2.4.76	5			~
Server type:	Teamwork Cloud 🗸 🗸				
Auto Login to Server					
Use Secured Connection (SSL)					
	ОК	Cance	el	Help)

• For users having a single ID and password for multiple software systems (valid only for Teamwork Cloud Server):

Click the Single	e Sign On tab.			
🔀 Login		×		
Login to a server Enter user name, password and server address to login to the server.				
Login	Single Sign On			
Server:	10.2.2.47	~		
Auto Login to Server				
Use Secured Connection (SSL)				
	OK Car	ncel Help		

10.2.2.47:3579.

For Teamwork Cloud Server users Single Sign On property is selected to login, the Teamwork Cloud Server is automatically selected as a type.

- 4. If you want the client application to remember your credentials and automatically log in to the server next time upon starting the client application, select the Auto Login to Server check box.
- 5. If you need to connect to the server using the SSL connection, select the Use Secured Connection (SSL) check box.

igodold B SSL connection must be established on both the server and the client side.

6. Click OK.

7. Wait while you are connected to the server, and then you can start performing collaborative tasks.

To log out of the server

• From the Collaborate menu, select Logout.

Related pages

- Single Sign-On Authentication

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Working with Teamwork Cloud projects
Working with Teamwork Server projects