

User Management

There are two types of users in Teamwork Server: users and administrators. Administrators in Teamwork Server have the ability to:

- Manage users.
- Create projects and assign users to them.
- Manage project versions and branches.
- Set user permissions for the system and projects (the read and edit modes are set by default).
- Remove users and projects from Teamwork.

Teamwork Server users have their own user accounts (including login names and passwords assigned by the administrator) and various types of permissions. Depending on where the user accounts are stored, users can be either:

- **Native** - the user's account data is stored locally.
- **External** - the user's account data is stored in the external database (Subversion and/or LDAP). Only the login name of an external user is stored locally.

You can create, edit, or remove both types of Teamwork users regardless of whether the integration with any external database (Subversion, LDAP) is enabled or disabled. The names of native and external users are unique per single server.

Administrators can change a specific user's type by editing the user's account information, or convert a whole list of active Teamwork users by using the Teamwork Administrator's console. They can also convert an external user to a native one and vice versa

You will be connected to Teamwork Server once you complete the authorization process, which will prompt for your user ID (login name and password). Upon verification, you can work with the system.



There are two MagicDraw clients with the same login name, only one client is allowed to log into Teamwork Server at a time.

You can manage users in the Teamwork Administrator's Console or in MagicDraw UML after establishing a connection to Teamwork Server.

To add a new native user

1. From the **Collaborate** menu, select **Users**. The Edit Users dialog opens.
2. Click the **Add** button. The Add User dialog opens.
3. Enter the user's login name (full name for better identification) and password.
4. Click **OK**.
5. Select the types of system permissions for the user in the Permissions list, read [User Permissions](#).

To add a new external user

1. From the **Collaborate** menu, select **Users**. The Edit Users dialog opens.
2. Click the **Add** button. The Add User dialog opens.
3. Enter the user's login name and full name for better identification.
4. Select the External User check box.
5. Click **OK**.
6. Select the types of system permissions for the user in the Permissions list.



You cannot set a password for an external user in MagicDraw's Teamwork Server, use an appropriate tool to manage the external database (Subversion or LDAP) where the user's account is stored.

To convert a native user to an external one by editing the user's account information

1. From the **Collaborate** menu, select **Users**. The Edit Users dialog opens.
2. Click the **Edit** button. The Edit User dialog opens.
3. Enter the user's full name.
4. Select the External User check box.
5. Click **OK**.



To convert all native users to external

1. The password of a native user who has been converted to an external user will be retained. However, it will not be used in the user authentication.
2. Start **Teamwork Administrator's Console**, see [Starting the Administrator's Console](#).
3. In the **Active Users** tab, click the **Convert Native Users to External** button, see [Active Users tab](#).
3. Click **Yes** to confirm your decision.
 - The user's native password will be enabled again only if the user is converted back to a native user.

 Converted users will be able to log into Teamwork Server only if they are available in the external user sources (LDAP or Subversion server to which your server is integrated).

You will be informed once the conversion has been completed. A Teamwork Server's user conversion can be:

- **Successful** - when all the users are converted from native to external. In this case the informational message is displayed, and you can check the list of all converted users in the server log.
- **Unsuccessful** - when the conversion failed. In this case an error message is displayed, and you can see the server log for more details.
- **Non-applicable** - when there are no users to convert from native to external. In this case an informational message is displayed.

For the information about the server log file, see [Log File tab](#).

To convert an external user to native by editing the user's account information

1. From the **Collaborate** menu, select **Users**. The Edit Users dialog opens.
2. Click the **Edit** button. The Edit User dialog opens.
3. Enter the user's full name.
4. Clear the **External User** check box.
5. Type and retype the password.
6. Click **OK**.

 If the converted user used to be a native user, the password will be the same one used when he or she was a native.

To convert all external users to native

1. Start **Teamwork Administrator's Console**, read [Starting the Administrator's Console](#).
2. On the **Active Users** tab, click the **Convert External Users to Native** button, see [Active Users tab](#).
3. Click **Yes** to confirm your decision.

 All converted users will not be able to log into Teamwork Server as they do not have passwords; therefore, the administrator has to set up a password for each user after the conversion.

You will be informed once the conversion has been completed. A Teamwork Server's user conversion can be:

- If the converted user used to be a native user, the password will be reset to the same one used when he or she was a native.
- **Successful** - when all the users are converted from external to native. In this case an informational message is displayed, and you can check the list of all converted users in the server log.
- **Unsuccessful** - when the conversion failed. In this case an error message is displayed, and you can see the server log for more details.
- **Non-applicable** - when there are no users to convert from external to native. In this case an informational message is displayed.

For more information about the server log file, see [Log File tab](#).

To remove a user from Teamwork

1. From the **Collaborate** menu, select **Users**. The Edit Users dialog opens.
2. In the **Users** area, select the user and click **Remove**.

To assign a project to a user

1. From the **Collaborate** menu, select **Users**. The Edit Users dialog opens.
2. If you do not see the Teamwork projects list, click **More**. The list of available Teamwork project is displayed in the **Available Projects** area.
3. Select a project you want to assign to the selected user.
4. Click the **<<** button to move the selected project to the **Assigned Projects** list.
5. Click **OK** when you are done.



Related Pages:

Once a user has been added to a project, the default user rights will be created allowing the user to access the project only according to the rights given.

- [User Permissions](#)
- The system permissions have a higher priority over the project permissions. For example, a user whose system permissions allow model editing can edit all projects, even if the user does not have rights to edit the projects.