

Windows AD and Runtime Users

Windows Authentication:

To enable Windows Authentication in FactoryStudio, go to **Info > Redundancy**, and enable "Windows Authentication".

When using Windows Authentication, FactoryStudio's user management is disabled, and the management is controlled by Windows. The user that is logged into the computer is the user that is used in the system.

When you're using remote access, the server will validate the user for the client; the client's user will exist on the server computer and be part of the same domain.

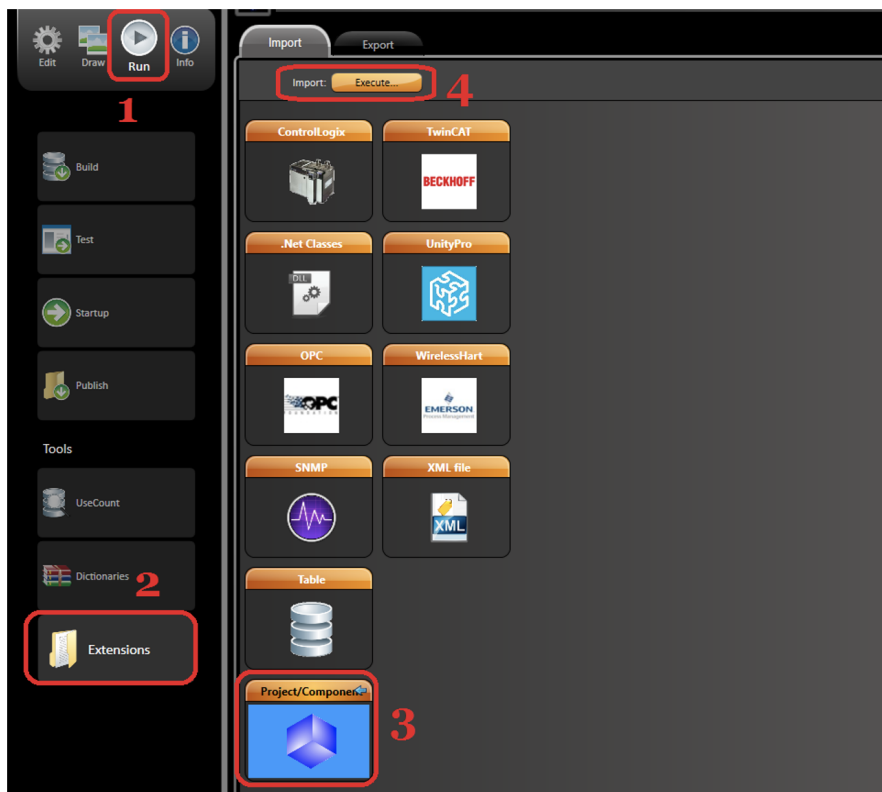
It's important to verify which port is being used by the TServer with Windows Authentication. The client will default to port 3102. However, this can be changed and identified by the client.

The user's Windows group will determine which FactoryStudio group will be used. It will search for the same group names. If they do not exist, the Guest group will be used.

Runtime User Control

Go to **Run > Extensions > Import** to attach a tComponent for UserManagement. See the two images below. You can import this tComponent into any project, and it will automatically create 2 displays that are ready to be used for User Management. These displays are "SecurityAccounts" and "ChangePass"

You will need to create a button in your project to call the SecurityAccounts display.



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Project/Component

Project:  C:\Users\Documents\UserManagement.tcomponent

- ☒ Concatenate contents on Script Classes with the same name
- ☒ Concatenate contents on Script Tasks with common names
- ☒ Append members on UserTypes with same names
- ☒ Skip predefined pages (About, Header, LogOn and Select Page)

On duplicated objects: Skip 

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Ok

Cancel