

# Linking Users to Projects

VoxelSpace features a built-in security model that controls user access based on authentication and assigned permissions. Once a user is authenticated via the login provider, they can be linked to specific projects with appropriate access levels.

## Adding a User to a Project

To assign a user to a project:

1. **Go to your user profile** by clicking on your name or profile icon (My profile).

Capture-new.PNG

2. Navigate to the **“My Team”** tab.

Capture-new-2.PNG

3. Click **“Add New User”** to create a new user account.
4. After the user is created, click the **Settings** icon next to their name.
5. Select **“Add Project”** to assign a project to the user.

image.png

6. In the dialog box, enter the following details:
  - **User ID:** This is typically the user's email address, but it may vary depending on your authentication setup. If you're unsure, consult your system administrator.
  - **Access Level:** Choose between:
    - **Read-Only:** The user can view project data but cannot modify or add content.
    - **Full Control:** The user can view, edit, add data, and manage user access for the project.
7. Click **“Add User”** to send an invitation. The user will receive an email with instructions to join the platform and access the assigned project.

image.png

## Managing User Access

- To **change a user's access level**, click the **Settings** icon next to their name and select **"Access Level."**

image.png

- To **remove a user from a project**, open the context menu beside their name and select **"Remove from Project."**

---

Revision #5

Created 17 March 2025 13:50:35 by admin

Updated 14 May 2025 15:24:54 by Etzer Saurel