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.”**

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

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