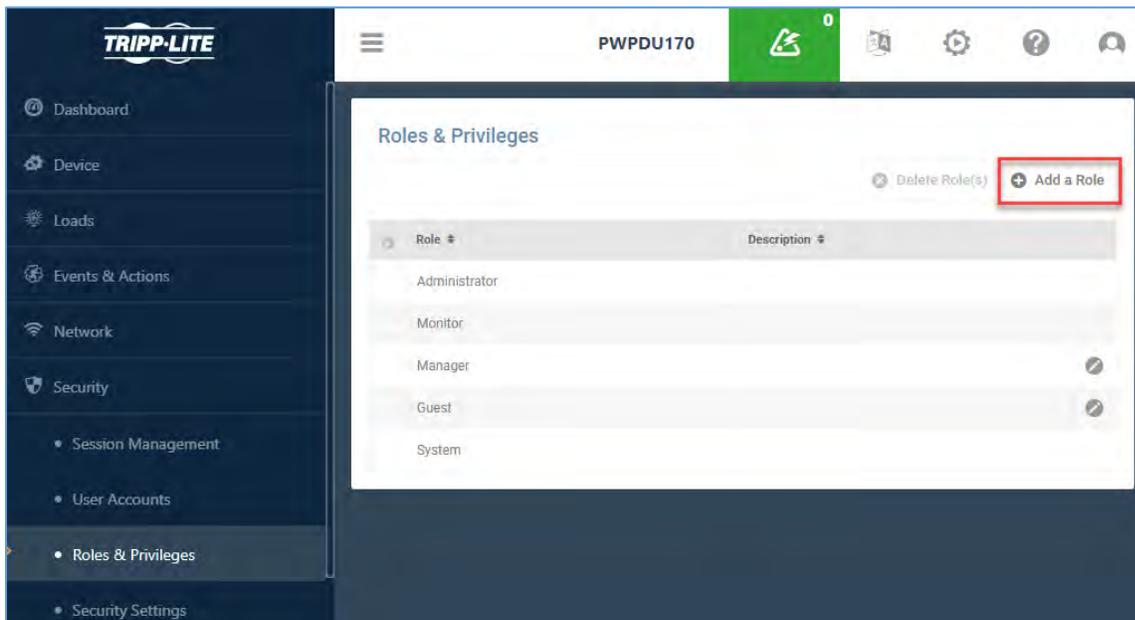


How do I create “Realms” in PADM20?

The “Realms” feature supported in PADM15 allows users to be assigned management access to (only) specified individual loads. PADM20 does not have “Realms”, but supports the same functionality using Roles and Privileges, as outlined below.

STEP 1: Create a new Role

In the **Security** menu item, select the **Roles & Privileges** sub-menu item, then click **Add a Role** in the upper right corner.



In the window that opens, enter a Role Name. In this example, the name is “LoadUser123”.

The 'Add/Edit role' dialog box has two tabs: 'About' and 'Privileges'. Under the 'About' tab, there is a 'Role Name' field containing 'LoadUser123' and a 'Description' field containing 'This is an example'. At the bottom of the dialog are 'Cancel' and 'Save' buttons.

STEP 2: Select Privileges / Loads

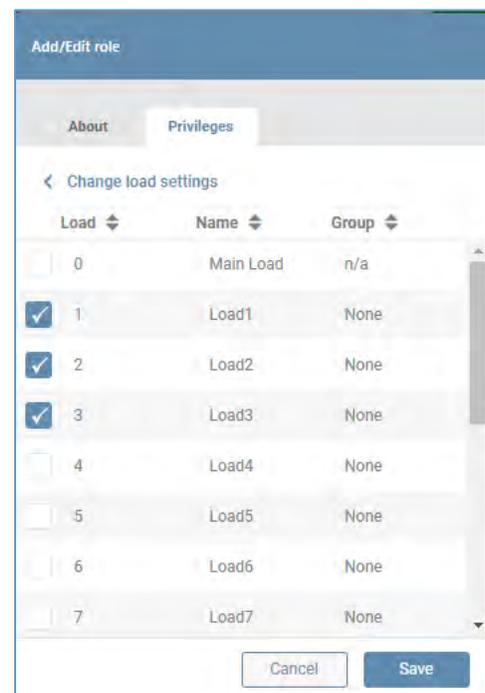
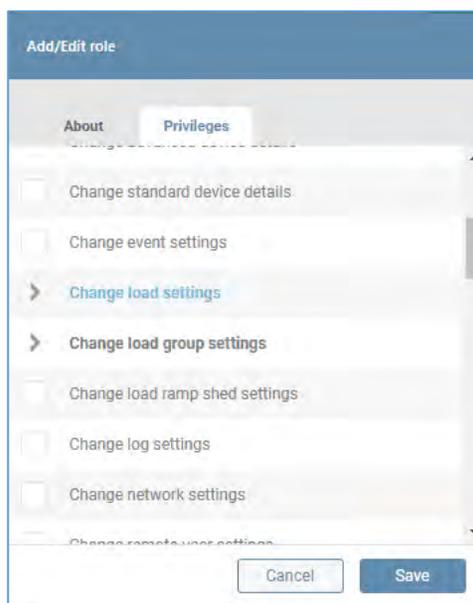
Click on the *Privileges* tab. Mark the checkboxes for each required Privilege.

The load-based Privilege names will be boldface and appear with a caret symbol. Click on the name to open a window in which individual loads can be selected.

Note that there are several Privileges associated with loads: **Change load settings**, **Switch loads** and **View loads**.

Once all loads have been selected, click **Save** or the Privilege name right below the tab to return to the main Privilege selection window.

Click **Save** to complete the process.

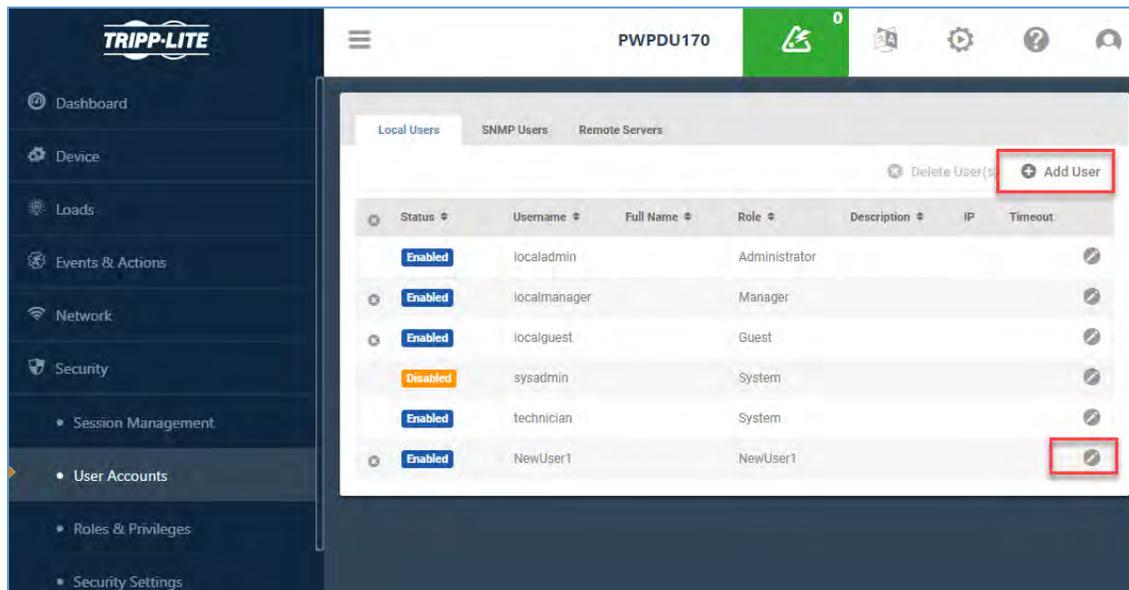


STEP 3: Select Privileges / Loads

If required, repeat the same selection steps for Load Groups.

STEP 4: Select User

In the **Security** menu item, select the **User Accounts** sub-menu item. If the User has already been created, click the pencil icon to the right of the entry. To assign the role to a new user, click on **Add User** in the upper right corner.



STEP 5: Assign Role to user

In the window that opens, go to the Role field and in the pulldown menu, select the role created in Step 1. When all edits have been finished, click **Save**.

The setup is complete. The privileges will be reflected in the User's GUI on next login.

