Crafter Profile Concepts

- **Access Token:** an access token allows an application to connect and use Crafter Profile. It also manages the application permissions. The default init script that initializes the Crafter Profile database creates 3 different access tokens: one for the Admin Console, one for Crafter Engine and one for Crafter Social. The token for the Admin Console allows it to execute any action, while the tokens for Engine and Social only allow them to read tenants, manage profiles and manage tickets.

> ⊘ It's is not recommended to expose Crafter Profile to the "outside world", and instead only applications of the internal network should be able to access it. If it's completely necessary to make the server available outside of an internal network, please make sure to change the change the access token IDs.

- **Tenant:** a tenant is basically a group of profiles that share the same possible attributes and available roles.
- **Profile:** represents the data of a single user of an application. A profile has an username, password, email, roles and any number of other attributes that change between tenants.
- **Attribute:** and attribute is a name/value pair that can be stored in a profile, and depends on the profile's tenant.
- **Attribute Definition:** it's basically the description of an attribute: it's name and metadata. Any information can be stored in the metadata, but normally it's used to store metadata used by the admin console, like the attribute label, it's type and it's display position.
- **Ticket:** represents an authenticated session. A ticket holds normally an ID and the ID of the authenticated profile, and it's stored in the Mongo DB. It also has a idle time to live, which means that if after X time the ticket hasn't been used, it will be invalidated and removed from the DB. Normally, this idle time to live is 15 minutes, but it can be configured.
- **Persistent Login:** represents a persisten authentication or login whenever a user selects Remember Me. It's stored in the DB and normally has a time to live of 15 days. The remember me functionality is modeled after this article http://jaspan.com/improved_persistent_login_cookie_best_practice.