```
Since the release, we are now active on Haven for the time being. Come visit us if
you wish!

- cticer (player) or Martian Pit Crew [MPC] (org) -
::pos{0,27,-24.7874,-61.4193,46.4532}
- anketho (player) - ::pos{0,27,-24.7809,-64.9113,28.2447}
```

Rights and Duties Management System

The rights and duties management system or RDMS is especially important to configure properly for easy (well.. easier) sharing of constructs.

It can be time consuming to setup a proper permissions system that is easy to use and isn't especially difficult to manage.

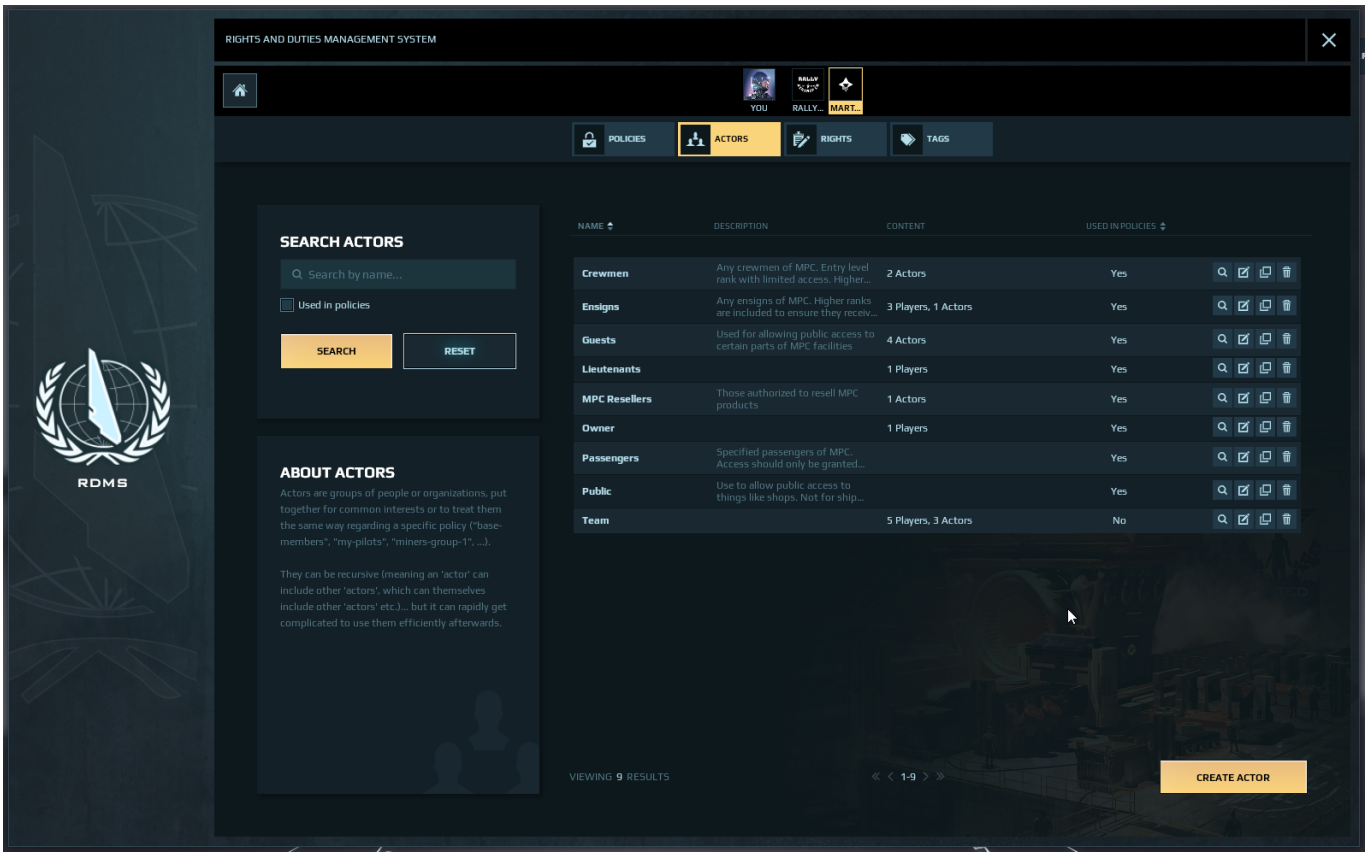
To quickly access RDMS press **F7**.

Permission Levels example

Here is an example of a permissions system that I use to give permissions to constructs owned by my org. This system may require some maintenance to make sure the correct rights are assigned to the correct roles, but once correct, you don't really ever have to make additional changes aside from adding new players to the roles.

Actor setup

Actors are setup so that each lower tier actor feeds into the ones above it. In this way, a crewman who is given access to a ship means that Liutenants will also have at least that same permission level on the ship. You won't run into a case where a lower rank has more access than a higher rank.



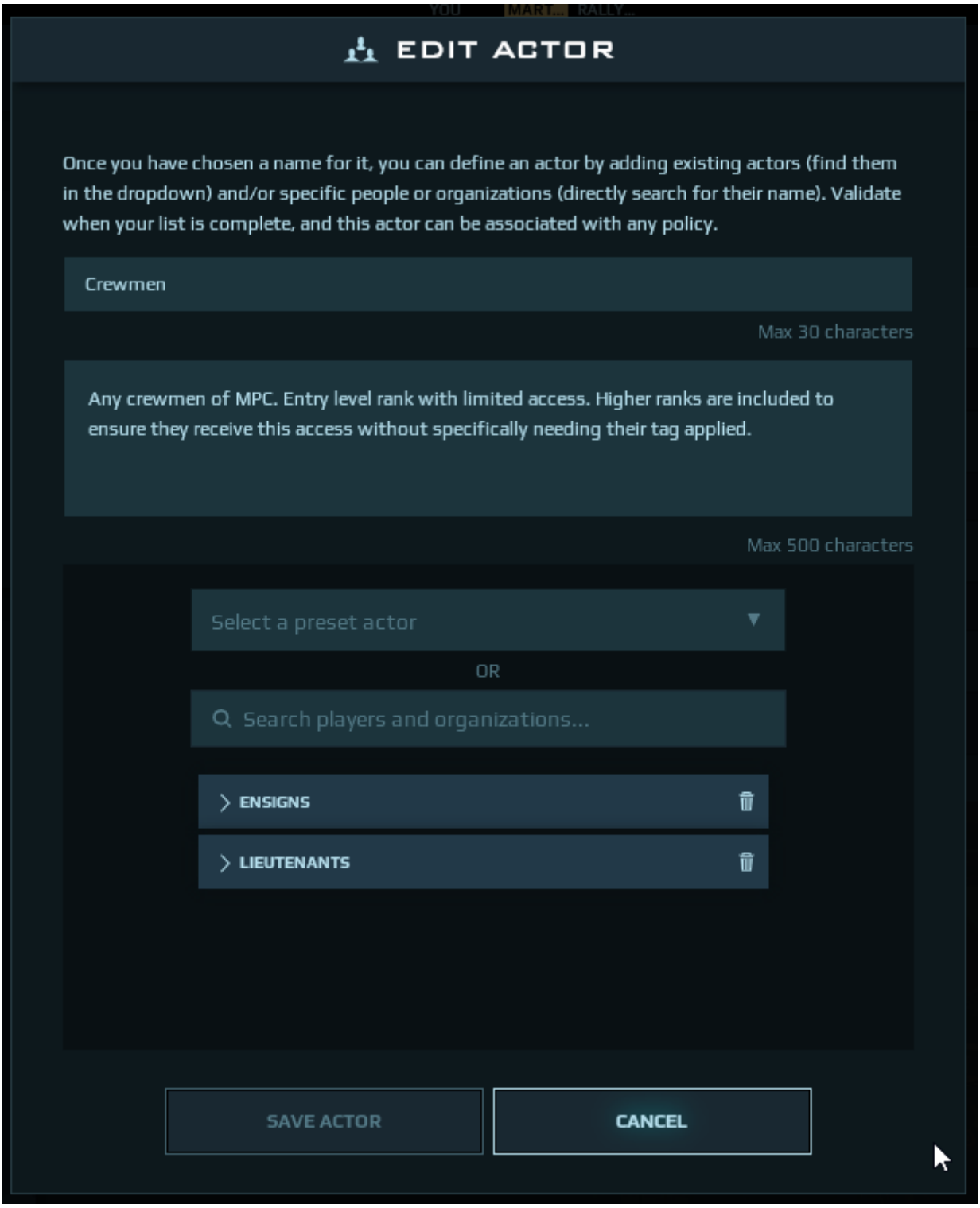
The following actors from the screenshot are needed to make this work. Other actors not mentioned are additional ones that are not necessary. Name these whatever you like and you don't necessarily need exactly 5 actors if you want more or less.

Actors:

- **Guests** - short-term role giving guest access to some constructs meant more for static constructs owned by my org.
- **Crewmen** - lowest crew level role. Encompasses and guest and passenger permissions.
- **Ensigns** - Encompasses guest, passenger, and crewmen permissions.
- **Lieutenants** - Encompasses guest, passenger, crewmen and engign permissions.

Example:

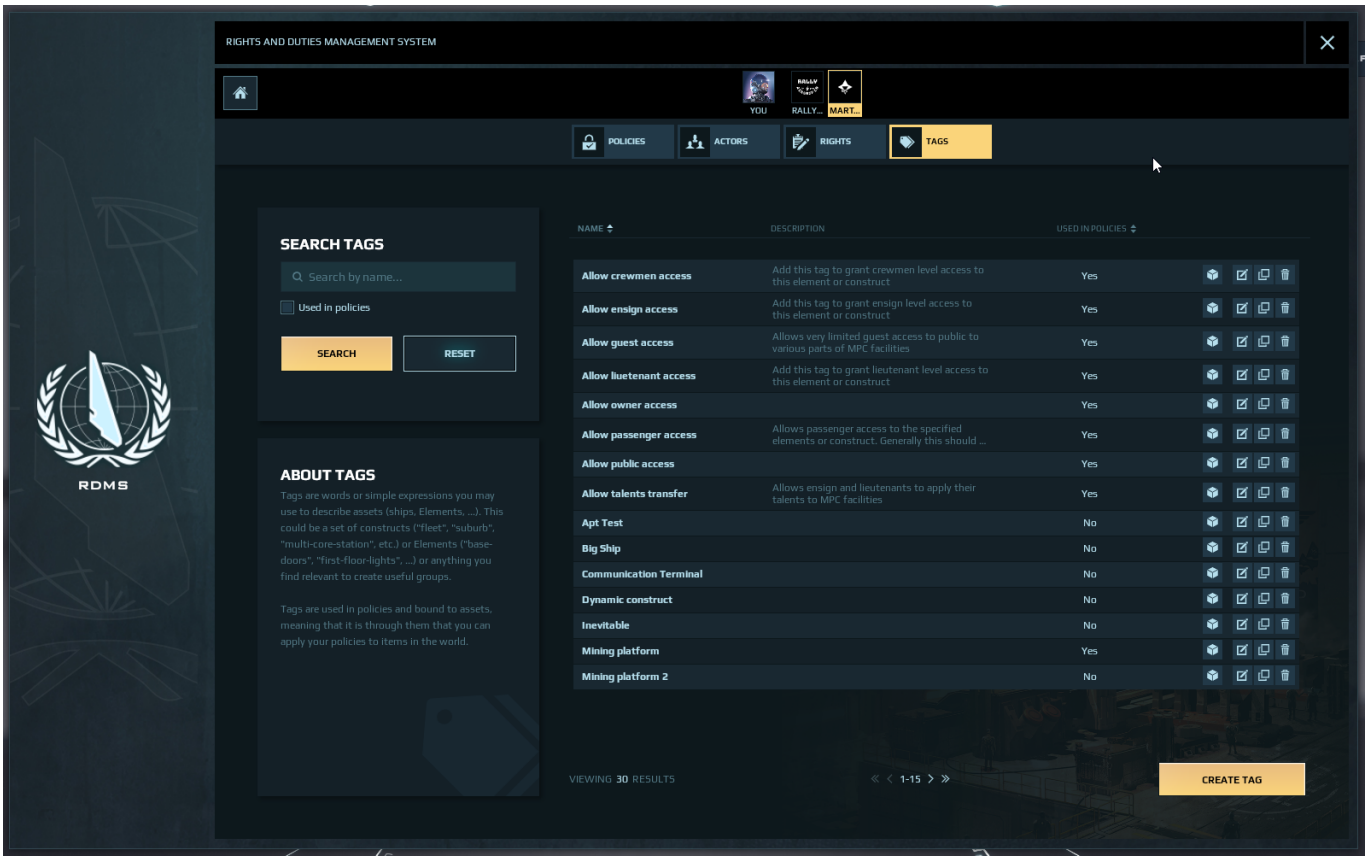
Here is an example for the **Crewmen** actor. Note how ensigns and lieutenants (or any higher ranks than crewmen) are assigned to this actor. This is what ensure upper ranks receive at least the same permissions as lower ranks.



With this setup you simply assign the player to the actor you wish and then they will have that level of access to any constructs, elements or territories that are currently using the `Allow _x_ Access` tag for the respective access level. Keep reading on to Tags Setup to see how exactly the tags are configured.

Tags Setup

Tags are setup in such a way that they are read as granting a certain role such as `Allow Guest Access` or `Allow Lieutenant Access`. This helps make it clear when assigning a tag to a construct which access level you will be assigning. They are named this way to help make RDMS a bit less confusing. These can be named however you like so that it makes most sense to you.



The following tags from the screenshow are needed to make this work. Other tags are additional ones that are not necessary.

Note: There is no description for the tag as the name of the tag explains what it will do.

Tags:

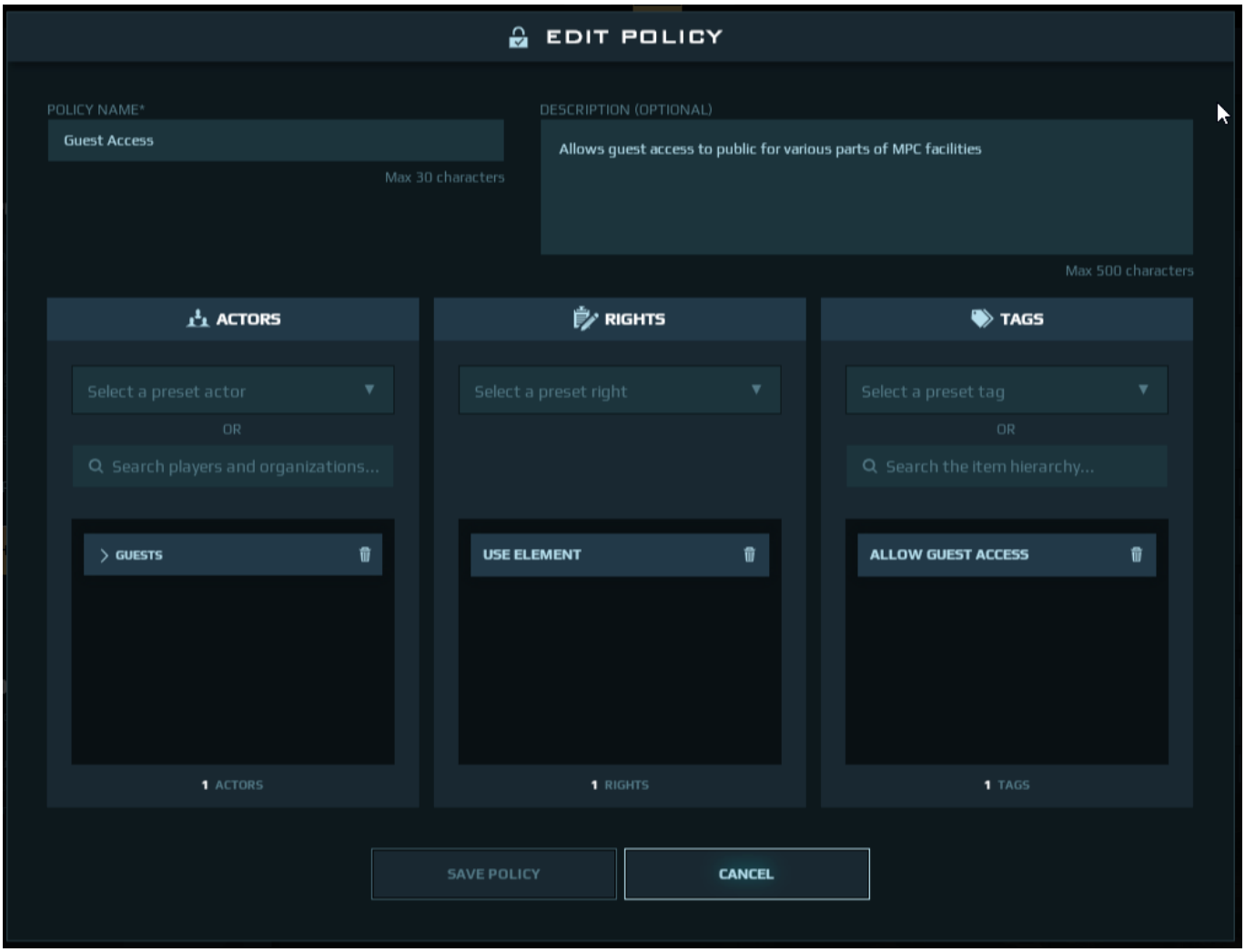
- **Allow crewman access**
- **Allow ensign access**
- **Allow guest access**
- **Allow lieutenant access**

Policies Setup

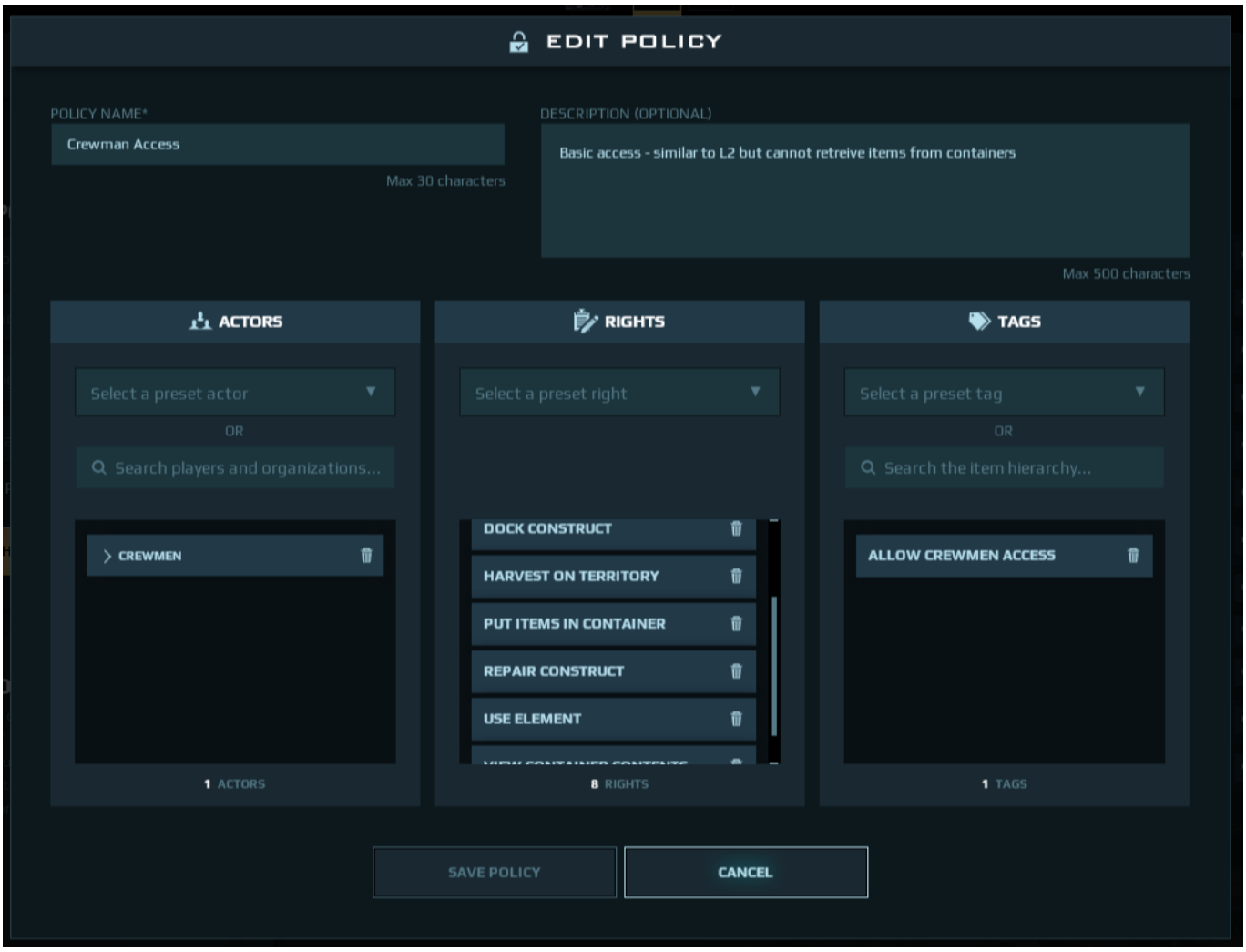
Policies are the actual rules that pair actors, tags and the permissions they allow together. Without a policy to bind them together an actor, permission or tag does nothing.

Starting with the lowest rank of **Guest** you will create a policy for each rank. Each policy should assign a unique set of permission. Since each higher rank is automatically a member of the lower ranks, there is no need to duplicate the permissions that are shared between all of the ranks. The specific rights that are assigned don't particularly matter - they can be any you deem necessary for that specific role to function.

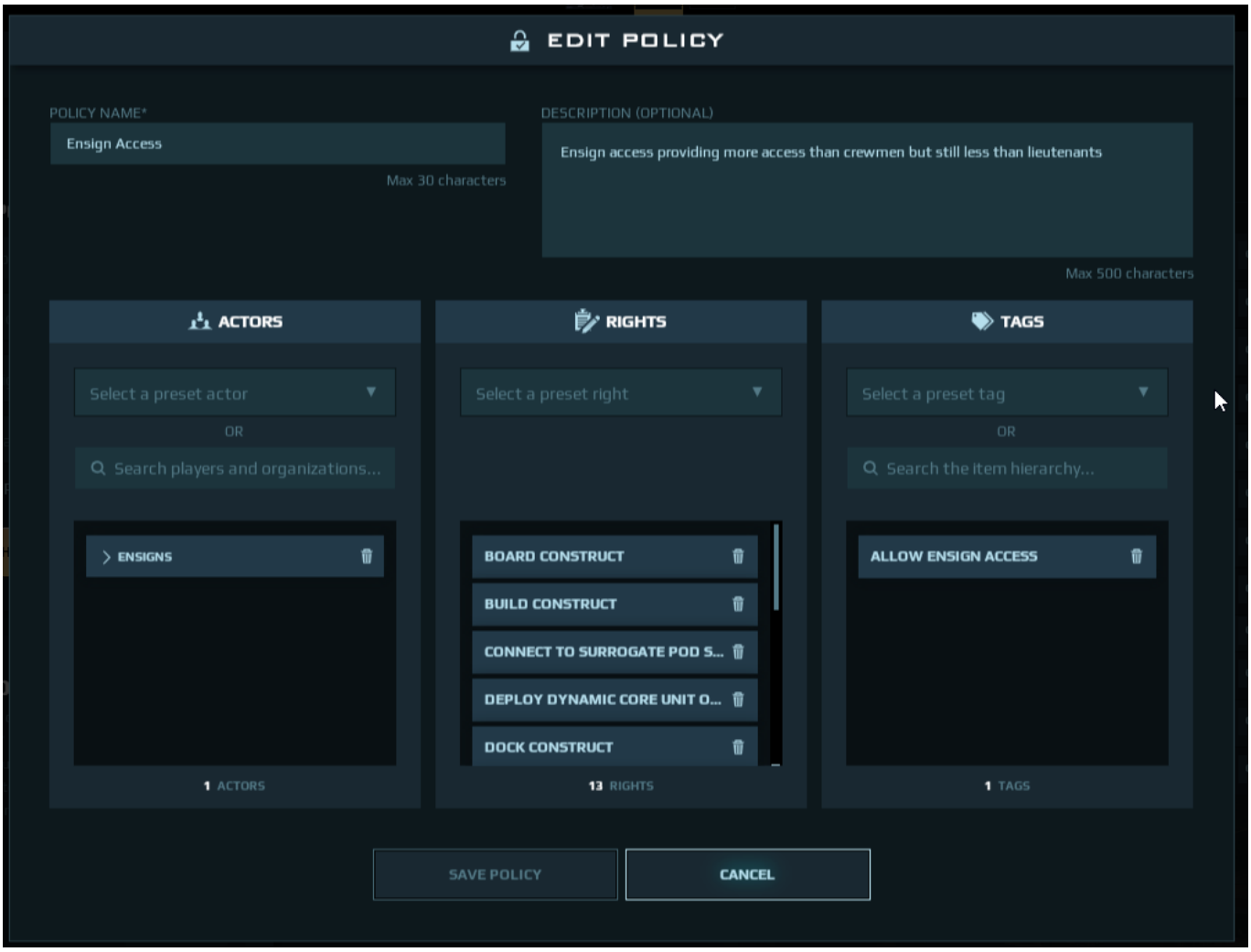
Example guest policy



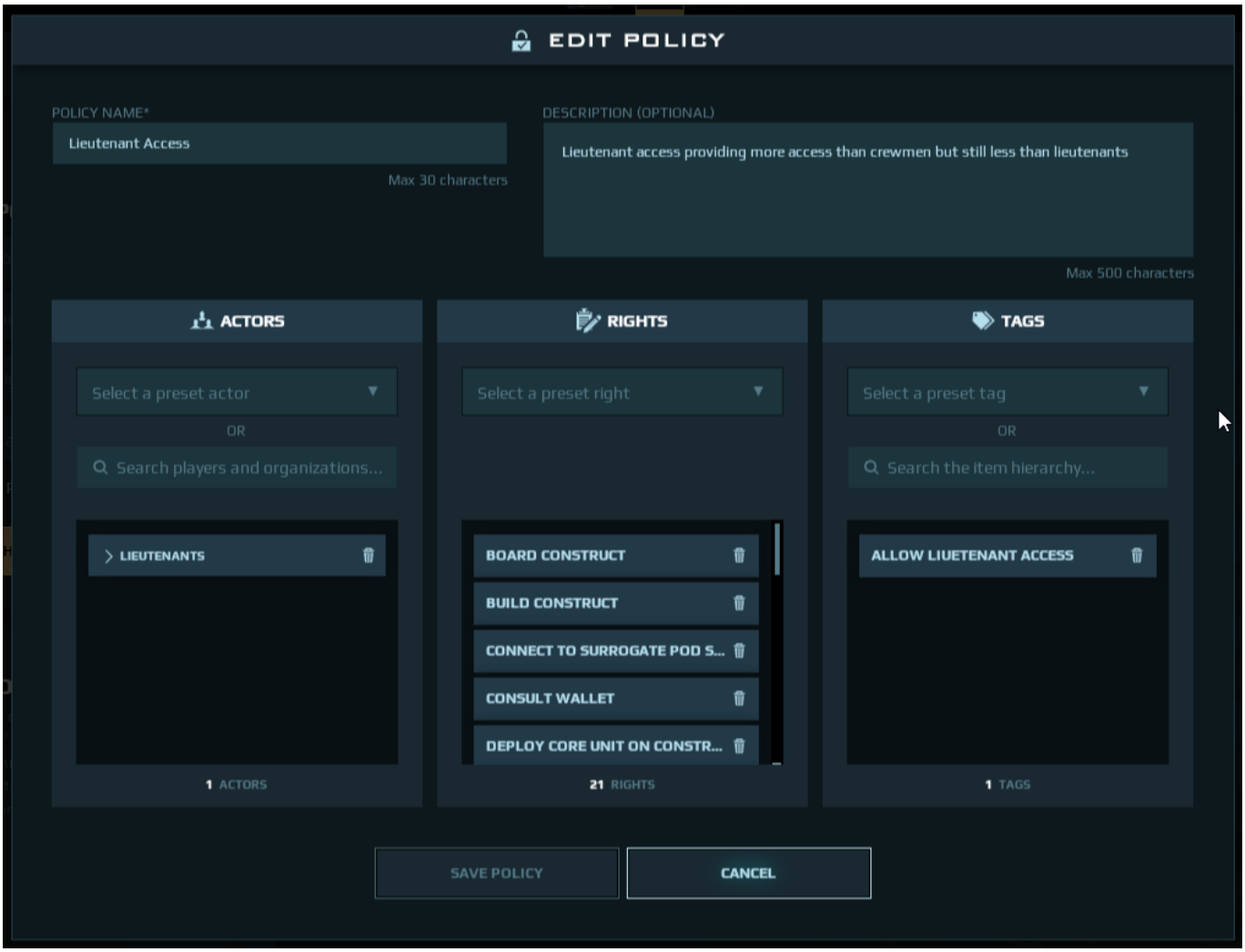
Example crewmen policy



Example ensign policy



Example lieutenant policy


EDIT POLICY
POLICY NAME*
Lieutenant Access
Max 30 characters
DESCRIPTION (OPTIONAL)
Lieutenant access providing more access than crewmen but still less than lieutenants
Max 500 characters
ACTORS
RIGHTS
TAGS
Select a preset actor
OR
Search players and organizations...
Select a preset right
Select a preset tag
OR
Search the item hierarchy...
LIEUTENANTS
BOARD CONSTRUCT
BUILD CONSTRUCT
CONNECT TO SURROGATE POD S...
CONSULT WALLET
DEPLOY CORE UNIT ON CONSTR...
ALLOW LIUETENANT ACCESS
1 ACTORS
21 RIGHTS
1 TAGS
SAVE POLICY
CANCEL