

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.

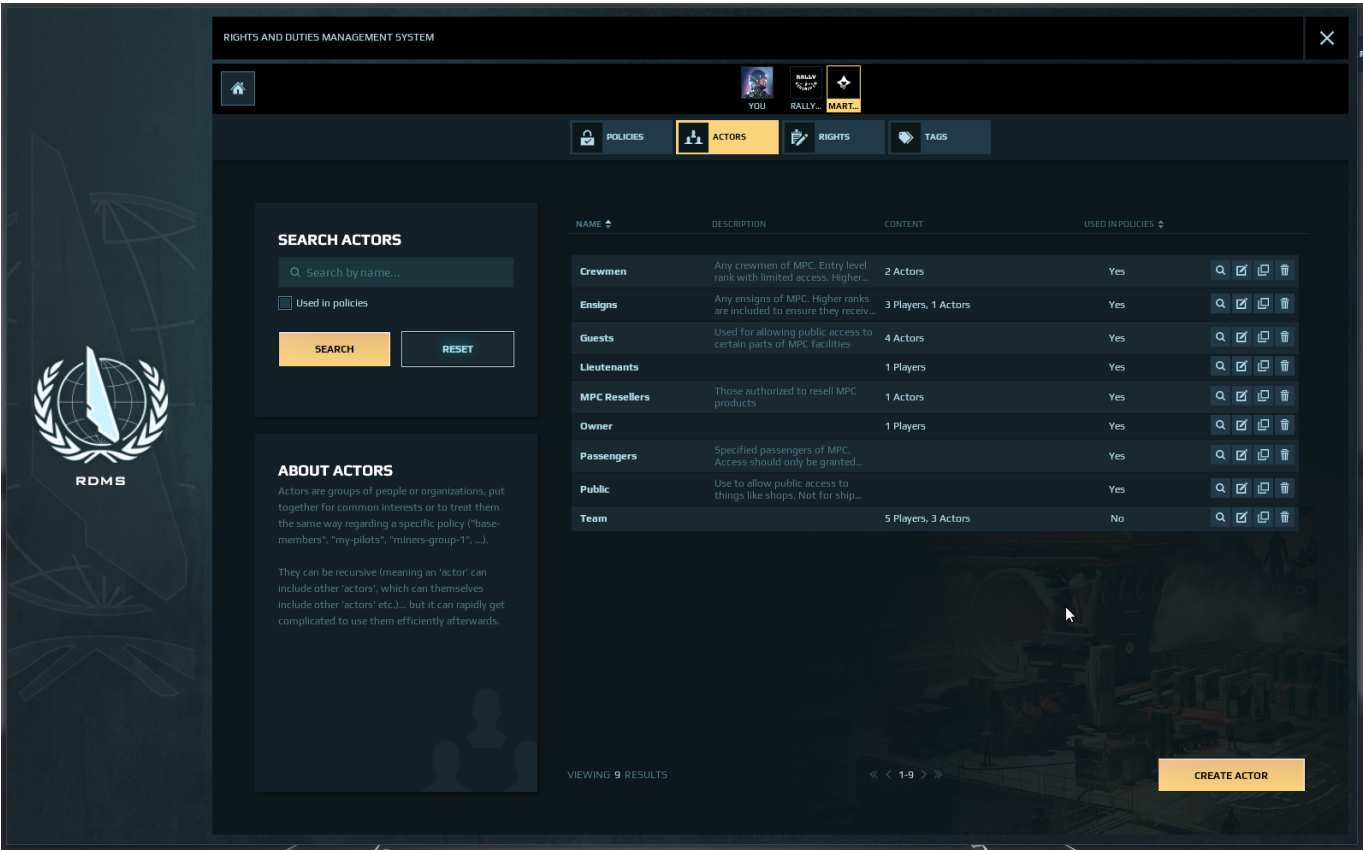
To quickly access RDMS press **F7**.

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 engin 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.

EDIT ACTOR

Once you have chosen a name for it, you can define an actor by adding existing actors (find them in the dropdown) and/or specific people or organizations (directly search for their name). Validate when your list is complete, and this actor can be associated with any policy.

Crewmen Max 30 characters

Any crewmen of MPC. Entry level rank with limited access. Higher ranks are included to ensure they receive this access without specifically needing their tag applied. Max 500 characters

Select a preset actor ▼

OR

Search players and organizations...

> ENSIGNS

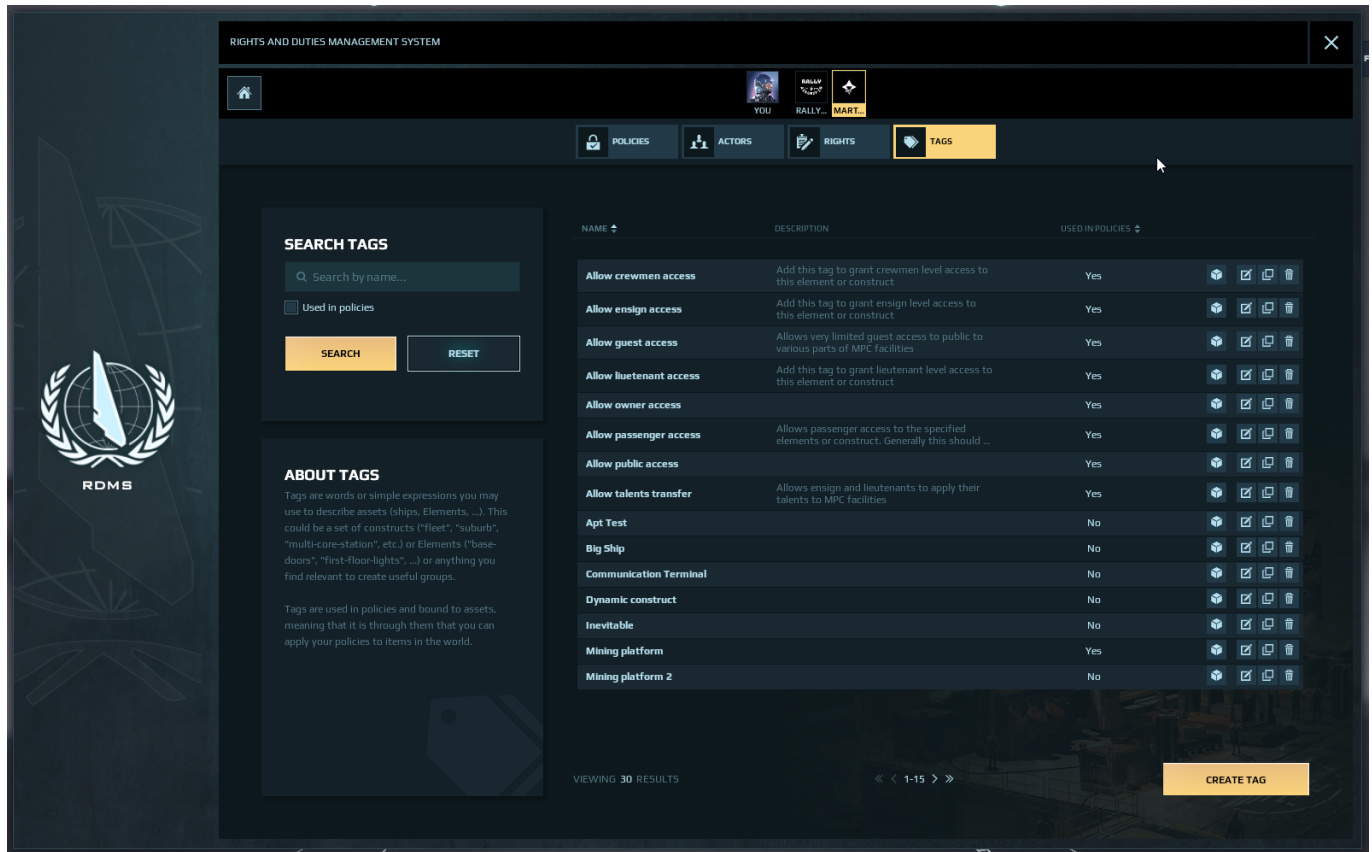
> LIEUTENANTS

SAVE ACTOR CANCEL

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 screenshot 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

 EDIT POLICY

POLICY NAME*


Guest Access

Max 30 characters

DESCRIPTION (OPTIONAL)

Allows guest access to public for various parts of MPC facilities

Max 500 characters

 ACTORS


Select a preset actor

OR

Q Search players and organizations...

> GUESTS

1 ACTORS

 RIGHTS


Select a preset right

OR

Q Search the item hierarchy...

USE ELEMENT

1 RIGHTS

 TAGS

Select a preset tag

OR

Q Search the item hierarchy...

ALLOW GUEST ACCESS


1 TAGS

SAVE POLICY

CANCEL

Example crewmen policy

5 / 8

 EDIT POLICY

POLICY NAME*


Crewman Access

Max 30 characters

DESCRIPTION (OPTIONAL)

Basic access - similar to L2 but cannot retrieve items from containers

Max 500 characters

 ACTORS


Select a preset actor

OR

Search players and organizations...

> CREWMEN

1 ACTORS

 RIGHTS

Select a preset right

DOCK CONSTRUCT

HARVEST ON TERRITORY


PUT ITEMS IN CONTAINER

REPAIR CONSTRUCT

USE ELEMENT

NEW CONTAINER CONTENTS

8 RIGHTS

 TAGS

Select a preset tag

OR

Search the item hierarchy...

ALLOW CREWMEN ACCESS


1 TAGS

SAVE POLICY

CANCEL

Example ensign policy

6 / 8

 EDIT POLICY

POLICY NAME*


Ensign Access

Max 30 characters

DESCRIPTION (OPTIONAL)

Ensign access providing more access than crewmen but still less than lieutenants

Max 500 characters

 ACTORS


Select a preset actor

OR

Q Search players and organizations...

> ENSIGNS

1 ACTORS

 RIGHTS

Select a preset right

OR

Q Search the item hierarchy...

BOARD CONSTRUCT


BUILD CONSTRUCT

CONNECT TO SURROGATE POD S...

DEPLOY DYNAMIC CORE UNIT O...

DOCK CONSTRUCT

13 RIGHTS

 TAGS

Select a preset tag

OR

Q Search the item hierarchy...


ALLOW ENSIGN ACCESS

1 TAGS

SAVE POLICY

CANCEL

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


Select a preset actor

OR

Search players and organizations...

> LIEUTENANTS

1 ACTORS

 RIGHTS

Select a preset right

BOARD CONSTRUCT


BUILD CONSTRUCT

CONNECT TO SURROGATE POD S...

CONSULT WALLET

DEPLOY CORE UNIT ON CONSTR...

21 RIGHTS

 TAGS

Select a preset tag

OR

Search the item hierarchy...

ALLOW LIUETENANT ACCESS

1 TAGS

SAVE POLICY

CANCEL