

LaunchDarkly Custom Roles Cheatsheet

Custom roles give you fine-grained access control to everything in LaunchDarkly, from feature flags to metrics, environments, and teams. With custom roles, it's possible to enforce access policies that meet your exact workflow needs.

Policies	
Policies are represented as JSON arrays of objects containing 3 elements.	
<div>effect</div>	Either <div>allow</div> or <div>deny</div> This attribute defines whether the statement allows or denies access to the named resources and actions.
<div>resource</div> <div>notResource</div>	A list of resource specifiers defining the resources to which the statement applies or does not apply.
<div>action</div> <div>notAction</div>	A list of action specifiers defining the actions to which the statement applies or does not apply. Supports glob matching (<div>update*</div> , <div>delete*</div> , etc)
<h3>Algorithm</h3> <p>The algorithm for determining whether access is allowed or denied by a policy is as follows:</p> <ul style="list-style-type: none">• If any statement in the policy explicitly denies access to a resource and action, access is denied• If a statement in the policy explicitly allows access to a resource and action, and no statement denies access, access is allowed <p>This means that statement order does not matter.</p> <p>Note that users can be members of multiple custom roles, and each custom role has its own policy. If any custom role allows access, then access is allowed. This means that adding roles to a user can only increase that user's access.</p>	
<h3>Example: Deny access to flags in production environment</h3> <pre>[{ "effect": "deny", "resources": ["proj/*:env/production:flag/*"], "actions": ["*"] }]</pre>	
<h3>Example: Blacklist project</h3> <pre>[{ "resources": ["proj/project"], "actions": ["viewProject"], "effect": "deny" }]</pre>	
<h3>Example: Whitelist project</h3> <pre>[{ "notResources": ["proj/project"], "actions": ["viewProject"], "effect": "deny" }]</pre>	

Resource Specifiers	
<code>resource-type/key;tag1,tag2</code>	Resource Specifier
<code>parent-resource/key;tag1,tag2:child-resource/key;tag3,tag4</code>	Scoped Resource
<code>proj/*</code>	All Projects
<code>proj/prefix*</code>	Projects starting with <code>prefix</code>
<code>proj/*;example</code>	Projects tagged <code>example</code>
<code>proj/*:env/*:flag/*</code>	All feature flags
<code>proj/*;team:env/*:flag/*</code>	Feature flags in projects tagged <code>team</code>
<code>proj/*:env/production:flag/*</code>	Feature flags in production environments

Projects	
Resource	
<code>proj</code> <code>proj/*</code>	<code>proj</code> is a top-level resource . To learn more, read Projects .
Actions	
<code>createProject</code>	Create a new project
<code>deleteProject</code>	Delete a project
<code>updateProjectName</code>	Rename a project
<code>updateIncludeInSnippetByDefault</code>	Make new flags available to the client-side (JavaScript) SDK by default
<code>updateTags</code>	Update tags associated with a project
<code>viewProject</code>	View a project. If set to deny, anyone impacted by this policy can neither view nor modify a project. To learn more, read Configuring private projects with custom roles .

Environments	
Resource	
<code>env</code> <code>proj/*:env/*</code>	<code>env</code> is a child resource of projects . To learn more, read Environments .
Actions	
<code>createEnvironment</code>	Create new environments
<code>deleteEnvironment</code>	Delete an existing environment
<code>updateName</code>	Change the name of an environment
<code>updateColor</code>	Change the color swatch for an environment

<code>updateTtl</code>	Change the TTL for an environment
<code>updateApiKey</code>	Reset the API key for an environment
<code>updateMobileKey</code>	Reset the mobile key for an environment
<code>updateSecureMode</code>	Turn secure mode on or off for an environment
<code>updateTags</code>	Update tags associated with an environment
<code>updateRequireComments</code>	Require comments for changes to flags and segments
<code>updateConfirmChanges</code>	Require environment confirmation for changes to flags and segments

Metrics	
Resource	
<code>metric</code> <code>proj/*:metric/*</code>	<code>metric</code> is a child resource of projects . To learn more, read Experimentation introduction .
Actions	
<code>createMetric</code>	Create metrics
<code>deleteMetric</code>	Delete metrics
<code>updateKey</code>	Update keys for custom metrics
<code>updateName</code>	Update metrics names
<code>updateDescription</code>	Update metrics descriptions
<code>updateUrls</code>	Update the URLs for a click or page view metric
<code>updateSelector</code>	Update the CSS selector for a click metric
<code>updateOptimizelyMetrics</code>	Update Optimizely metrics

Flags	
Resource	
<code>flag</code> <code>proj/*:env/*:flag/*</code>	<code>flag</code> is a child of both a project and environments . To learn more, read Creating a feature flag .
Actions	
<code>createFlag</code>	Create a feature flag. Creating a feature flag impacts all environments in a project, so users will need permission to create flags in all environments.
<code>cloneFlag</code>	Create a new flag with settings based on an existing flag. To clone a flag, you need to have the cloneFlag permission on the source flag, as well as the createFlag permission for the new flag
<code>deleteFlag</code>	Delete a feature. Deleting a feature impacts all environments in a project, so users will need permission to delete features in all environments.
<code>updateOn</code>	Trigger the kill switch for a feature
<code>updateIncludeInSnippet</code>	

	Change whether the feature flag is available to front-end code via the JavaScript SDK . Impacts all environments in a project.
updateName	Change the name of a feature flag. Impacts all environments in a project.
updateDescription	Change the description of a feature flag. Impacts all environments in a project.
updateTemporary	Marks a flag temporary or permanent. Impacts all environments in a project.
updateTags	Update tags associated with a flag. Impacts all environments in a project.
updatePrerequisites	Update flag prerequisites.
updateTargets	Update individual user targeting.
updateRules	Update custom targeting rules.
updateFallthrough	Update the "default" or "fallthrough" rule.
updateFlagVariations	Change the flag's variations. Impacts all environments.
updateOffVariation	Update the variation returned when the kill switch is set to off.
updateMaintainer	Update the flag maintainer. Impacts all environments.
updateAttachedMetrics	Update metrics connected to a flag (start or pause an experiment).
updateFlagCustomProperties	Update custom properties attached to a flag. Impacts all environments.
updateVariations	Update percentage rollout variations

Segments	
Resource	
segment proj/*:env/*:segment/*	segment is a child of both a project and environments . To learn more, read Building user segments .
Actions	
createSegment	Create a segment.
deleteSegment	Delete a segment
updateName	Update segment name.
updateDescription	Update segment description.
updateTags	Update tags associated with a segment.
updateIncluded	Update the list of users explicitly included in a segment.
updateExcluded	Update the list of users explicitly excluded from a segment.
updateRules	Update the targeting rules for a segment.

Users

Resource	
<div>user</div> <div>proj/*:env/*:user/*</div>	<div>user</div> is a child of both a project and environments . To learn more, read The user dashboard .
Actions	
<div>deleteUser</div>	Deletes a user

Data Export Destinations	
Resource	
<div>destination</div> <div>proj/*:env/*:destination/*</div>	<div>destination</div> is a child of both a project and environments . To learn more, read Data Export .
Actions	
<div>createDestination</div>	Create a new destination.
<div>deleteDestination</div>	Delete a destination.
<div>updateConfiguration</div>	Change the settings of a destination.
<div>updateOn</div>	Turn a destination on or off.
<div>updateName</div>	Change the name of a destination.

Account	
Resource	
<div>acct</div>	<div>acct</div> is a unique resource specifier representing modifications to your account itself, such as managing your plan.
Actions	
<div>updateOrganization</div>	Update the organization name
<div>updateSubscription</div>	Change the pricing plan (e.g. Startup / Team / Growth) for the account
<div>updatePaymentCard</div>	Change the credit card for the account
<div>updateRequireMfa</div>	Change whether multi-factor authentication (MFA) is required for all users on the account
<div>updateAccountToken</div>	Modify account tokens (for the LaunchDarkly REST API)
<div>updateSessionRefresh</div>	Change whether sessions are refreshed automatically
<div>updateSessionDuration</div>	Change the time a user session will remain active before the user has to re-authenticate
<div>revokeSessions</div>	Revoke all user sessions (logs out all users)

Members	
Resource	
<div>member</div> <div>member/*</div>	<div>member</div> is a top-level resource . To learn more, read Managing teams .

Actions	
<code>createMember</code>	Add a new team member to an account
<code>updateRole</code>	Update a team member's built-in roles (reader, writer, or admin)
<code>updateCustomRole</code>	Update a team member's custom roles
<code>deleteMember</code>	Remove a team member from an account
<code>sendMfaRequest</code>	Send a team member a request to enable MFA
<code>sendMfaRecoveryCode</code>	Send a team member their MFA recovery code

Personal Access Tokens	
Resource	
<code>token</code> <code>member/*:token/*</code>	<code>token</code> is a child resource of members . To learn more, read Personal API access tokens .
Actions	
<code>createAccessToken</code>	Create a personal access token
<code>updateAccessTokenPolicy</code>	Change the policy filter of a personal access token
<code>updateAccessTokenName</code>	Change the name of a personal access token
<code>updateAccessTokenDescription</code>	Change the description of a personal access token
<code>deleteAccessToken</code>	Delete a personal access token

Roles	
Resource	
<code>role</code> <code>role/*</code>	<code>role</code> is a top-level resource . To learn more, read Custom roles .
Actions	
<code>createRole</code>	Create new custom roles
<code>updatePolicy</code>	Update a custom role's policy
<code>updateName</code>	Update a custom role's name
<code>deleteRole</code>	Delete a custom role
<code>updateMembers</code>	Add or remove users from a custom role (equivalent to <code>updateCustomRole</code> on team members).

Webhooks	
Resource	
<code>webhook</code> <code>webhook/*</code>	<code>webhook</code> is a top-level resource . To learn more, read Webhooks .
Actions	

<code>createWebhook</code>	Create a new webhook.
<code>deleteWebhook</code>	Delete a webhook.
<code>updateUrl</code>	Update the URL for a webhook.
<code>updateSecret</code>	Update the webhook secret.
<code>updateStatements</code>	Update the policy filter for a webhook.
<code>updateOn</code>	Turn a webhook on or off.
<code>updateName</code>	Change the name of a webhook

Integrations	
Resource	
<code>integration</code> <code>integration/*</code>	Most third-party integrations (e.g. HipChat room notifications) use a shared set of custom role actions. <code>integration</code> is a top-level resource .
Actions	
<code>createIntegration</code>	Create a new third-party integration.
<code>deleteIntegration</code>	Delete a third-party integration.
<code>updateConfiguration</code>	Change the settings of a third-party integration.
<code>updateOn</code>	Turn a third-party integration on or off.
<code>updateName</code>	Change the name of a third-party integration.

Code Reference Repositories	
Resource	
<code>code-reference-repository</code> <code>code-reference-repository/*</code>	<code>code-reference-repository</code> is a top-level resource . To learn more, read Git code references .
Actions	
<code>createCodeRefsRepository</code>	Connect a Git repository.
<code>updateCodeRefsRepositoryName</code>	Update a Git repository connection name.
<code>updateCodeRefsRepositoryConfiguration</code>	Update a Git repository connection configuration.
<code>updateCodeRefsRepositoryOn</code>	Flip the on/off status of a Git repository connection.
<code>updateCodeRefsRepositoryBranches</code>	Update the stored branch data for a Git repository connection.
<code>deleteCodeRefsRepository</code>	Delete a Git repository connection.