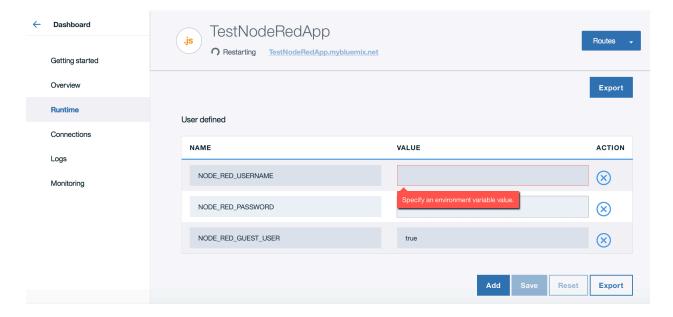1. Sign into Bluemix
2. On the Bluemix console page for your application, go to the 'Runtime' page and then the 'Environment Variables' section

3. When you first ran this application, you were presented with some options to secure the editor. To change those options, you can set some environment variables from the Bluemix console. Add the required user-defined variables

   1. `NODE_RED_USERNAME` - the username to secure the editor with
   2. `NODE_RED_PASSWORD` - the password to secure the editor with
   3. `NODE_RED_GUEST_USER` - set to `true` to allow anonymous users to have read-only access to the editor
   4. Click `Save` and restart your application