

M Series Tutorial Users Management

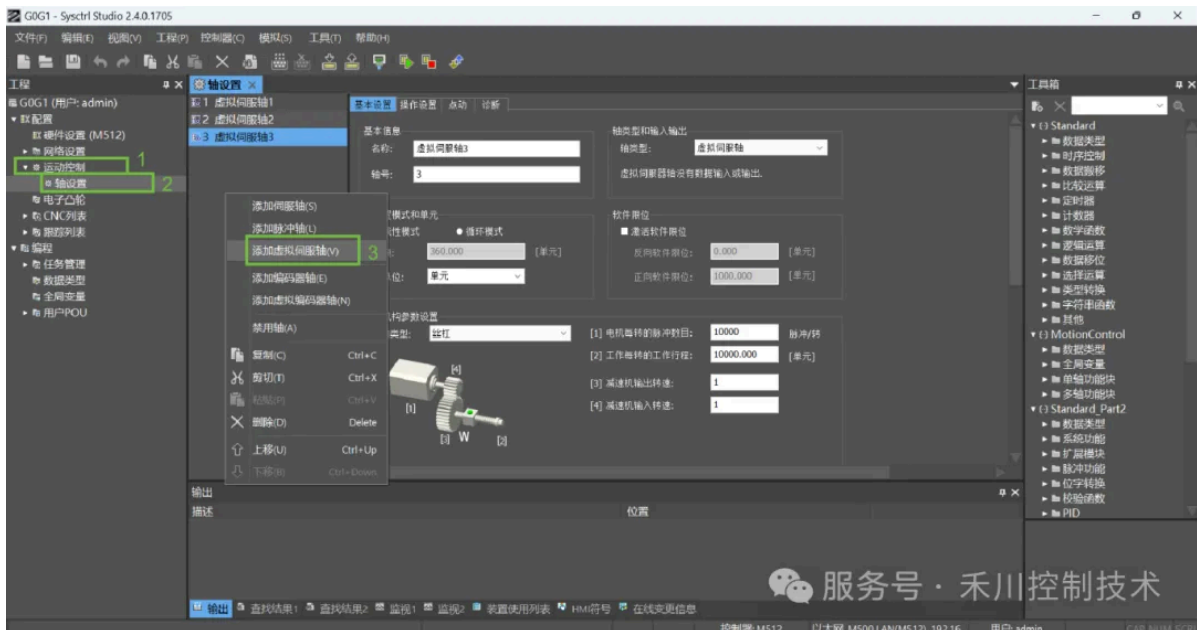
Software: Sysctrl Studio

Hardware: M series controller (this tutorial uses M511S as an example)

Execution ID Setting

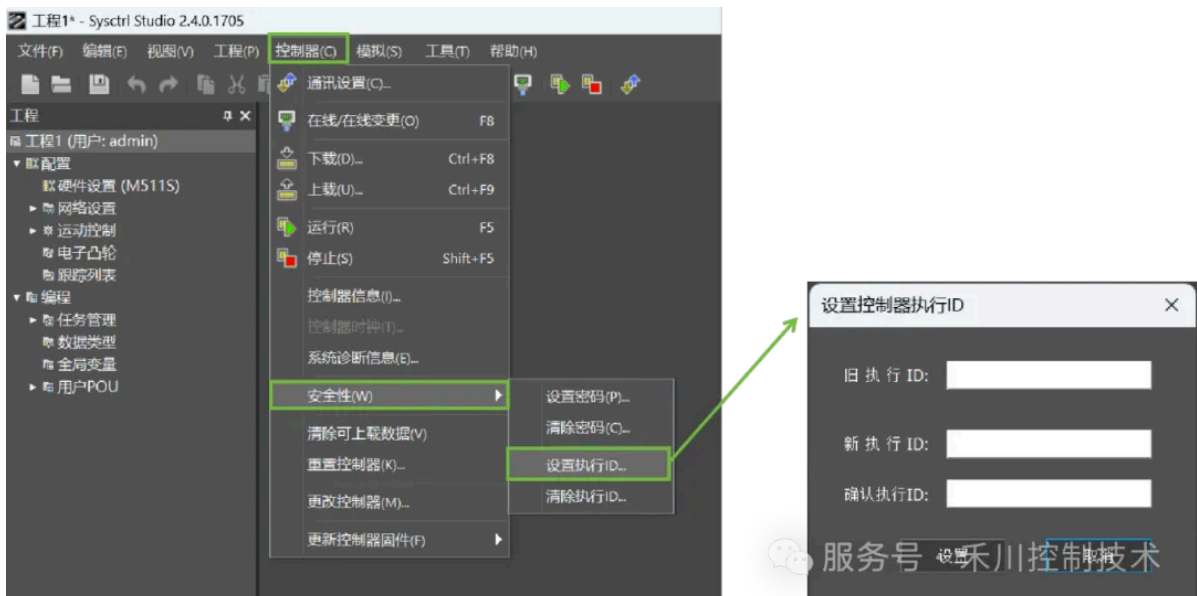
Step 1: Setting the program execution ID

Project (P) → Set Program Execution ID (S). The "Set Program Execution ID" window will pop up. If you are setting the program execution ID for the first time or after clearing it, you do not need to enter the old execution ID. In other cases, you need to enter the old execution ID.



Step 2: Setting the controller execution ID

Controller (C) → Security (W) → Set Execution ID. The "Set Controller Execution ID" window will pop up. If you are setting the controller execution ID for the first time or after clearing it, you do not need to enter the old execution ID. In other cases, you need to enter the old execution ID.



Step 3: Perform ID Clearing

(1) Clearing the program execution ID: Project (P) → Clear program execution ID (D). The "Clear program execution ID" window will pop up. Enter the program execution ID you set previously and click Clear.



(2) Clearing the controller execution ID: Controller (C) → Security (W) → Clear Execution ID. The "Clear Controller Execution ID" window will pop up. Enter the controller ID and click Clear.

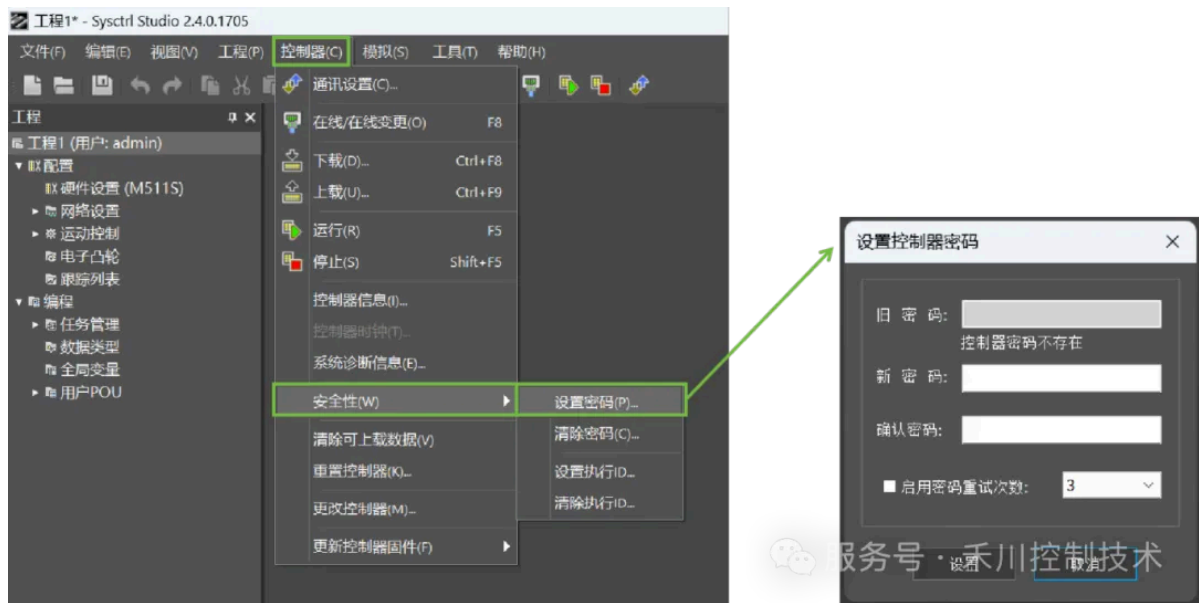


Controller password setting

Step 1: Set the controller password

Before setting the controller password, you need to set up the communication and ensure normal connection. Controller (C) → Security (W) → Set Password (P), then the "Set Controller Password" window will pop up for password setting:

(1) When setting the password for the first time or after clearing it, you do not need to enter the old password. In other cases, you need to enter the old password.



(2) If you check the Enable password retry option, the number of password attempts will be limited. When the number of password retries is reached, the controller will be locked and can only be used after resetting the controller.





(3) Reset the controller: Controller (C) → Reset Controller (K). The "Sysctrl Studio" window will pop up. Click Yes (Y) and wait for about 3 seconds. Restart the power supply and establish communication.

Step 2: Clear the controller password

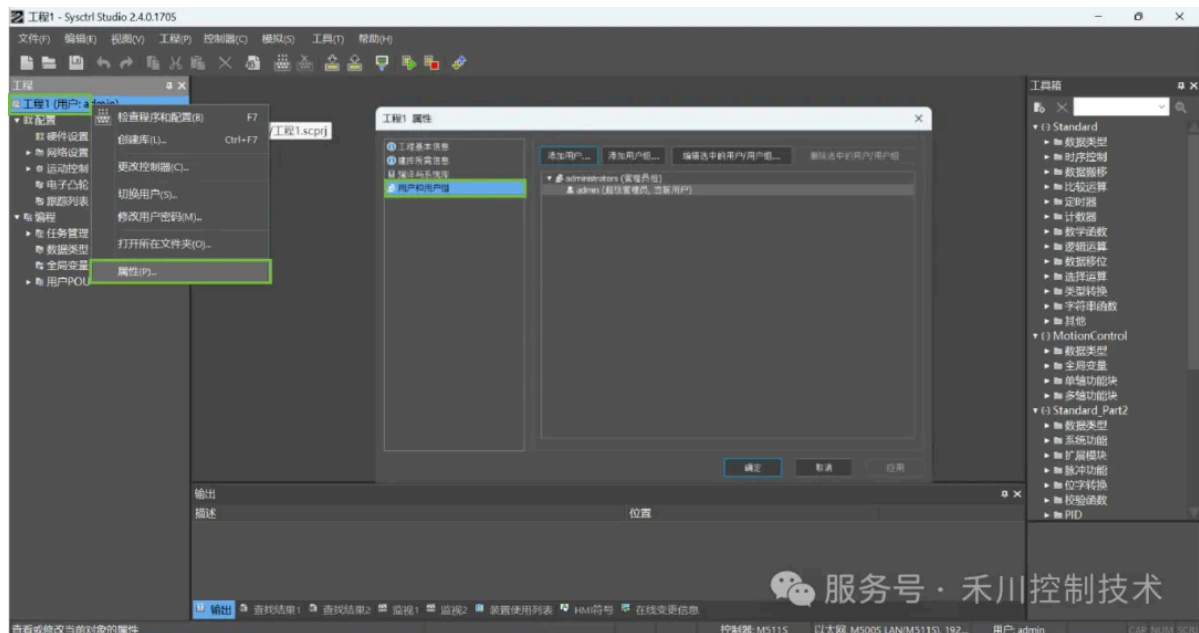
Controller (C) → Security (W) → Clear Password (C), then the "Clear Controller Password" window will pop up. Enter the controller password you set previously and click Clear.



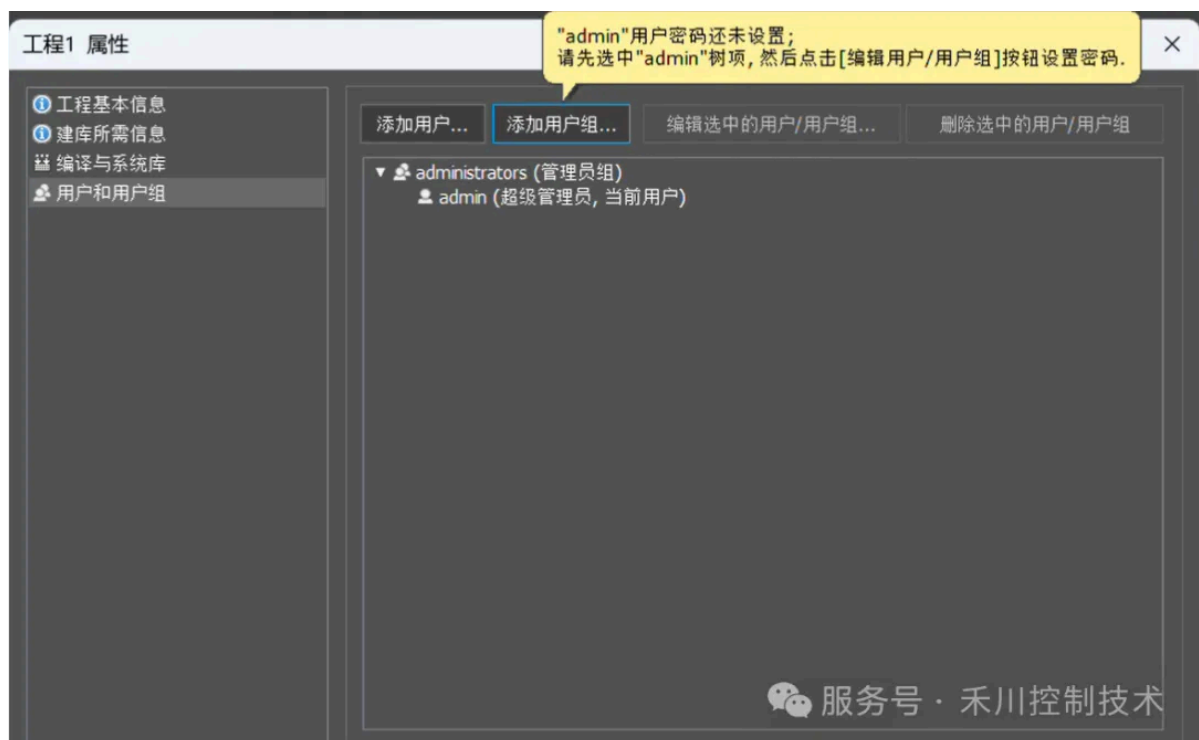
User permission encryption

Step 1: Login user and user group

Right-click the project name through [Project] on the left side of the software, then click Properties. The "Project Properties" window will pop up. Click Users and User Groups to enter the [Users and User Groups] interface.

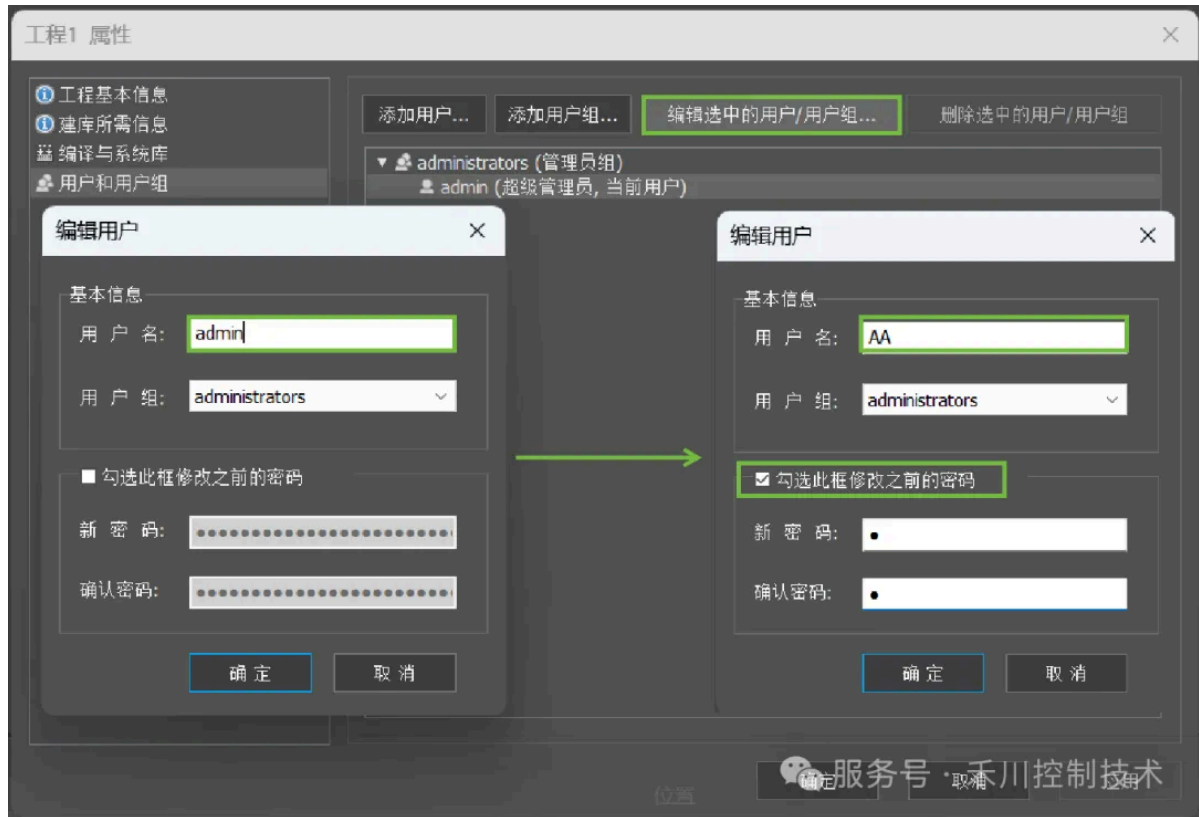


Note : When using the [Users and User Groups] function for the first time, the software defaults to logging in with the account "admin" (super administrator). You need to manually set the password first, otherwise you will not be able to add users and user groups.



Step 2: Set a password

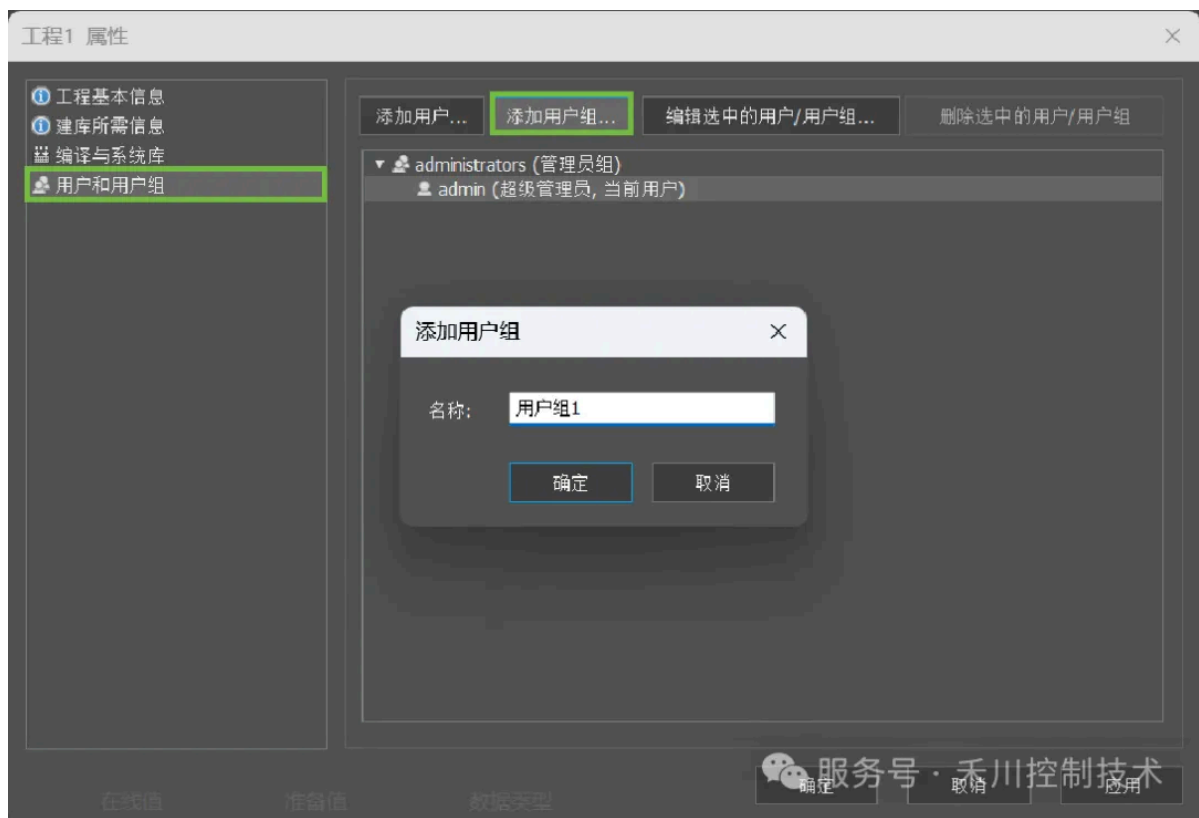
Set password: After entering the [Users and User Groups] interface, click "Edit Users and User Groups..." and the "Edit User" window will pop up. The user name can be modified. Modify the default admin as needed. Check this box to modify the previous password, add a new password and confirm the new password to complete the password setting.



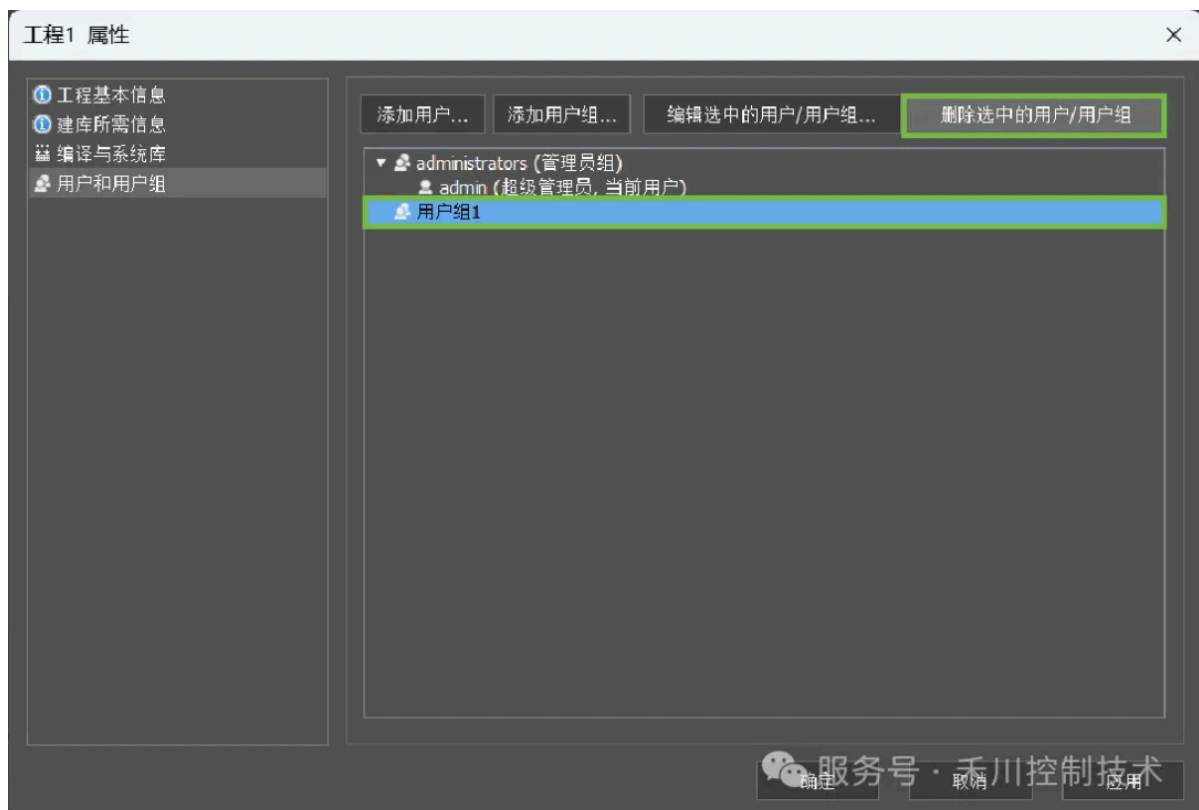
Step 3: Add and delete user groups

User groups are divided into two categories: Administrator Group and Other Group. Administrator Group: The system has only one Administrator Group by default (cannot be added or deleted) and has all permissions. Other Group: It is composed of "User Groups" and its permissions can be set by users in the Administrator Group.

(1) Add a user group: After entering the [Users and User Groups] interface, click "Add User Group..." and the "Add User Group" window will pop up. Fill in the name and click OK to complete the addition of the user group.



(2) Delete a user group: After entering the [Users and User Groups] interface, click the name of the user group you want to delete, and then click "Delete selected users/user groups" to complete the deletion of the user group.



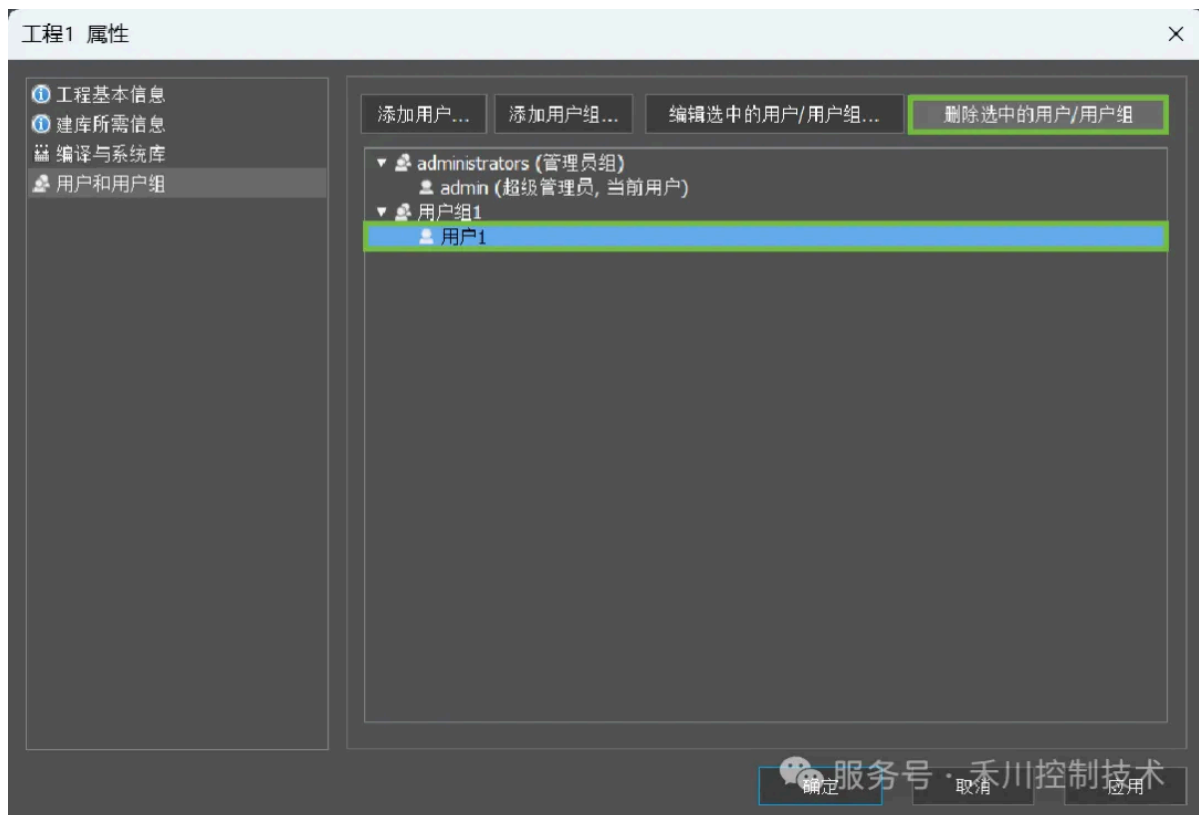
Step 4: Add and delete users

Users are managed in groups. Permissions are not assigned directly to individual users, but rather to user groups. When creating a new user, the corresponding user group is selected, and the user has all the permissions of the corresponding user group. To modify a user's permissions, simply reassign the user to the new user group.

(1) Add user: After entering the [Users and User Groups] interface, click "Add User..." and the "Add User" window will pop up. Fill in the user name, user password, and confirm password. Select the user group that has been created. After filling in the information, click OK to complete the user addition.

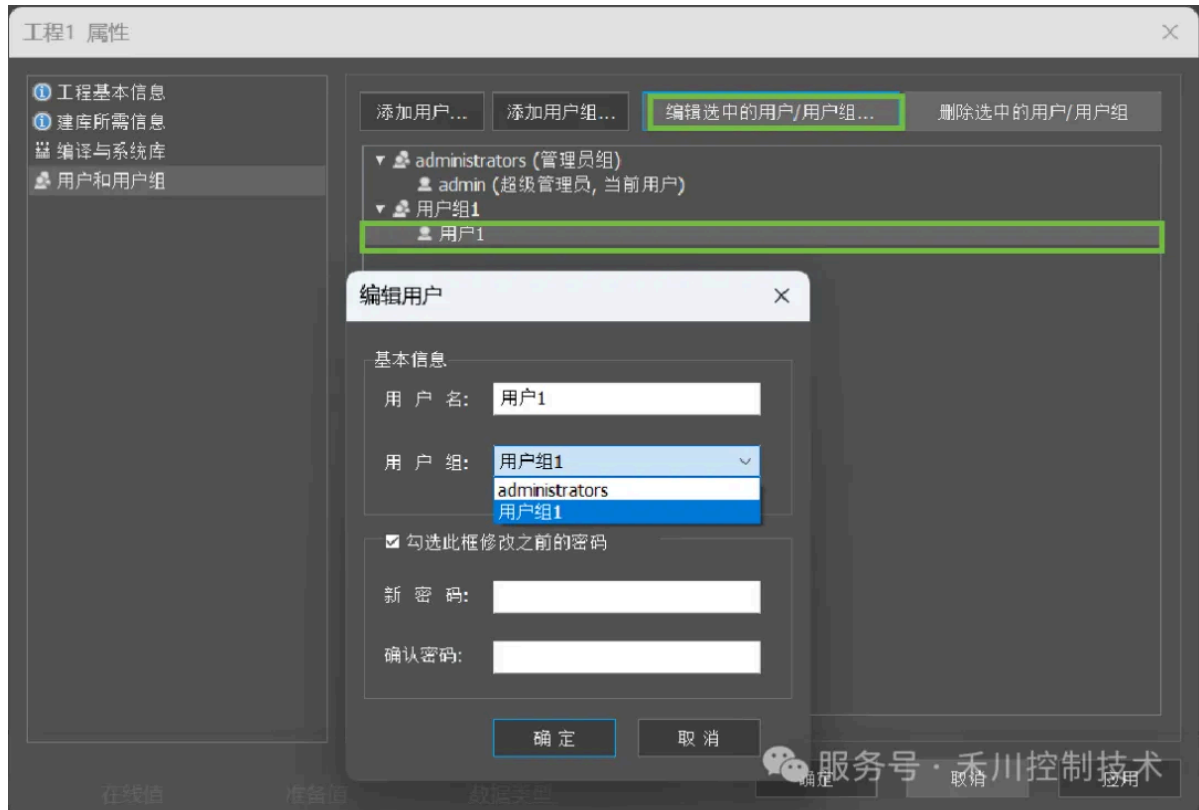


(2) Delete user: After entering the [Users and User Groups] interface, click the user name you want to delete, click "Delete selected users/user groups", and click Yes to complete the user deletion

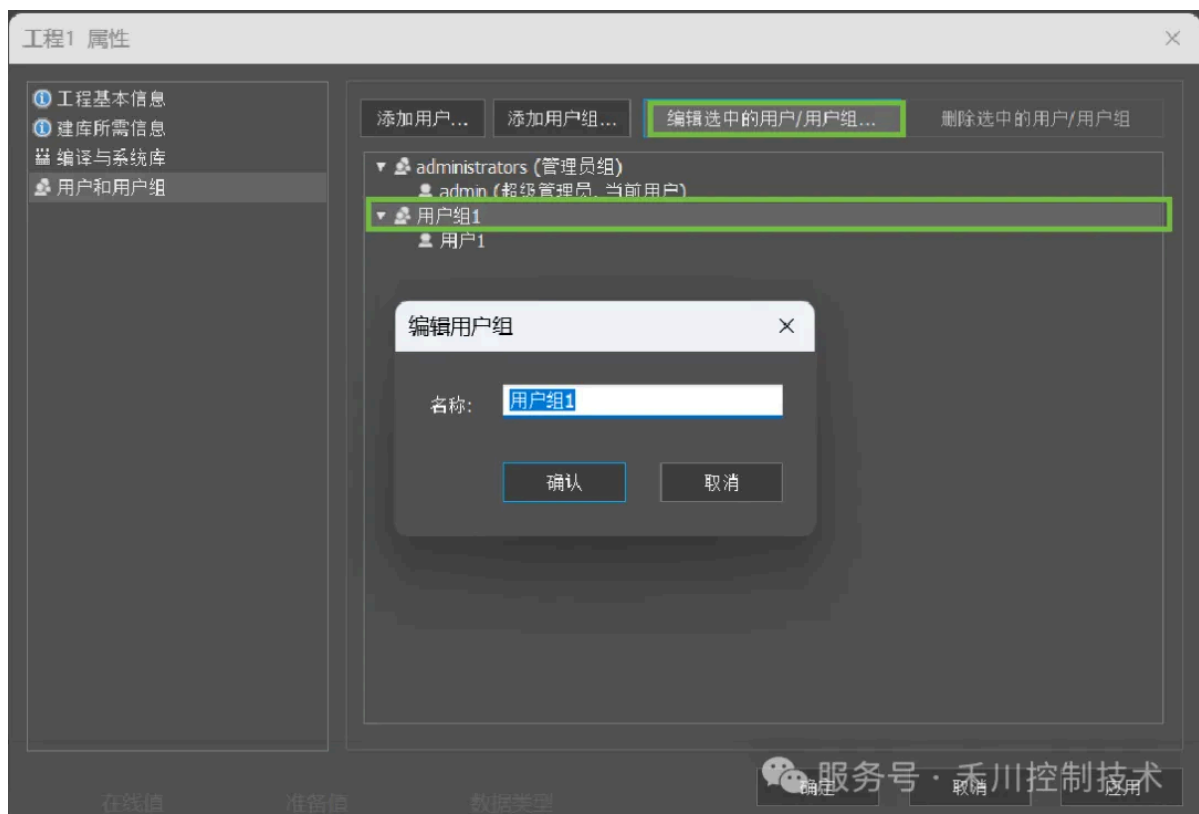


Step 5: Edit a user or user group

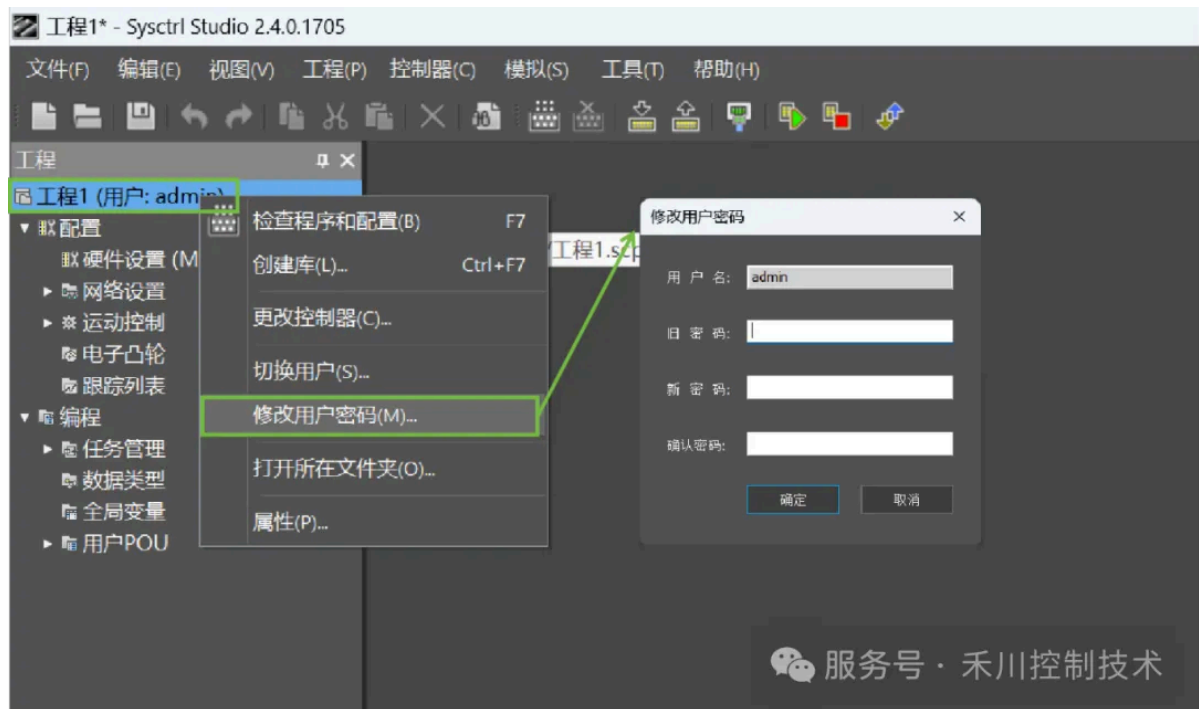
(1) Edit user: After entering the [Users and User Groups] interface, click the user name you want to change, click "Edit selected user/user group...", and the edit user window will pop up. Modify the user name, user group, and password as needed. After completion, click OK to complete the user change.



(2) Edit user group: After entering the [Users and User Groups] interface, click the name of the user group you want to change, click "Edit selected users/user groups...", and the "Edit User Group" window will pop up. Modify the user group name as needed, and click OK to complete the user group change.

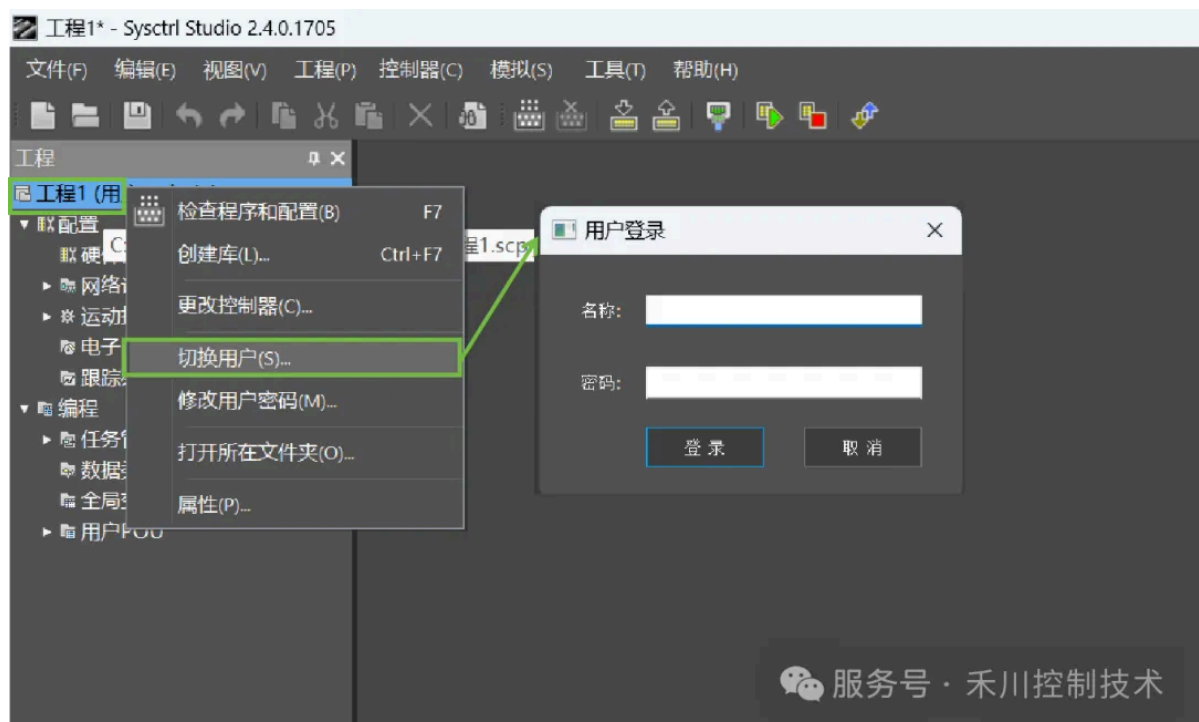


(3) Other methods for changing the user password: Right-click the project name in the [Project] on the left side of the software and select Change User Password (M). The "Change User Password" interface will pop up. Fill in the old password, new password and confirm the password. Click OK to complete the user password change.



Step 6: Switch user

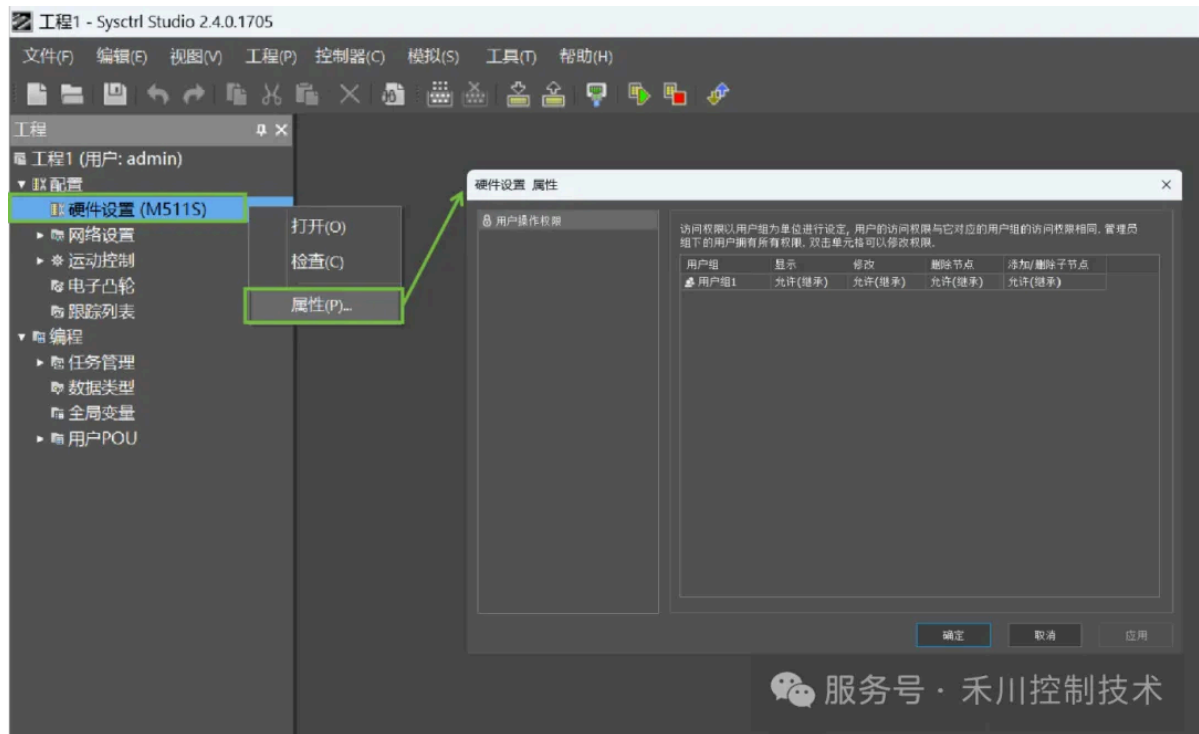
After completing the [User and User Group] settings, you can right-click the project name in [Project] on the left side of the software and select [Switch User (S)]. The "User Login" interface will pop up. Fill in the user name and password to complete the user switch.



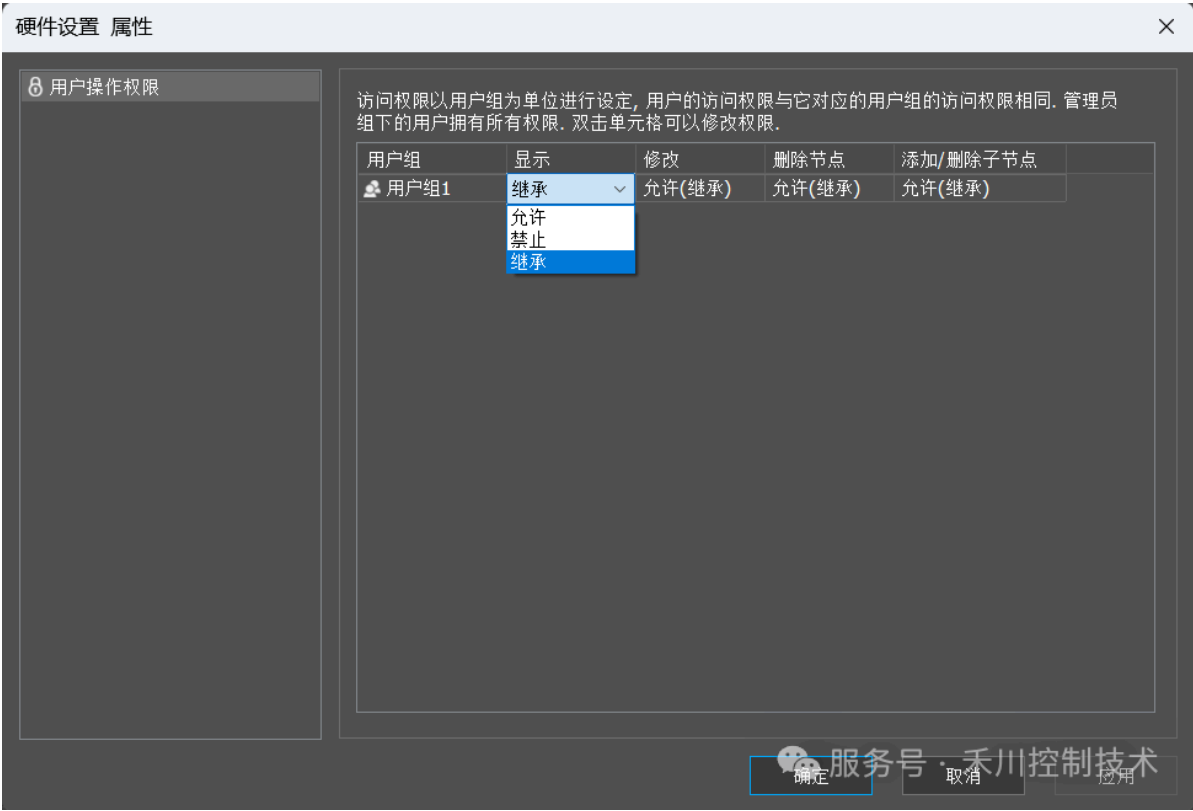
Step 7: Access Management

Administrators can use the User Permissions feature to view and set permissions for each project in the Projects section on the left side of the software. Only users in the Administrators group can view and set User Permissions; users outside the Administrators group cannot.

(1) Operation permissions for each project in the left side of the "Administrators" user settings [Project]: Select the project for which you want to edit operation permissions (for example, hardware settings under configuration). Right-click "Hardware Settings" and select [Properties (P)]. The "User Operation Permissions" page will pop up.



(2) The default setting is: "Allow (Inherit)". There are three modes to choose from under each name: "Allow", "Prohibit", and "Inherit" (each sub-item inherits the selection of the upper-level node: for example, "User POU" is the upper-level node of the POU project below. If the POU project below chooses inheritance, all "User Operation Permissions" follow the settings of "User POU").



(3) Functional description

Name	Function Description
User Group	Displays the user groups in the current project except for the "Administrators" group.
Display	Used to set whether the current project is visible to members of this user group. Set to "Allow": Users can view the project. Set to "Forbid": Users cannot view the project. Set to "Inherit": Follows the setting of the nearest node.
Modify	Used to set whether users have permission to modify this project. Set to "Allow": Users can modify the content within the project. Set to "Forbid": Users cannot modify the content within the project. Set to "Inherit": Follows the setting of the nearest node.
Delete Node	Used to set whether users have permission to delete the node. Set to "Allow": User can delete the node. Set to "Inherit": User cannot delete the node. Set to "Inherit": Follows the setting of the nearest node.
Add/Delete Child Nodes	Used to set whether users have the authority to add and delete child items within this project. Set to "Allow": User can add and delete child items within this project. Set to "Inherit": User can add and delete child items within this project. Set to "Inherit": Follows the setting of the nearest node.