Role Shift - Feature #1983

Default shifts

19 Feb 2012 12:59 - Andriy Lesyuk

Status: Start date: Open 19 Feb 2012 **Priority:** Major Due date: % Done: Assignee: Andriy Lesyuk 0% Category: **Estimated time:** 0.00 hour Target version: **External issue:**

Description

Saying you have 3 proprietary and 50 open source projects. The easiest way is to allow *Anonymous* and *Non members* to access projects and shift these roles for proprietary ones... But this method is not recommended - basic roles should always be more strict than their shifts (for a case something goes wrong and the plugin stops to work)! So looks like one is better to define shifts for 50 projects... It's approximately 100 shifts... And similar shifts should be defined for each new open source project!..

So to avoid this the idea is to define global default shifts which get automatically created when a new project is registered. In this case for proprietary projects you will just need to remove these shifts...

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