Launch (PA)

These steps enable the user to log in with a DGLux5 or Project Assist Viewer username and password.

To launch a project:

1. In the top right corner of the page, click **Launch**, as shown in the following image.

   

2. Copy the URL of the page that opens, as shown in the following image.

   

   Note

   The URL ends with one of the following strings:

   `?proj=<projectName>#mode=view`

   `?proj=<projectName_identifier>#mode=view`

   If the project name has been given an automatically generated identifier, the URL includes the identifier.

3. Give the URL to the user.

   The user can now log in.

See also: User Permissions.

Note

You can also send a deep link to a particular template or page. If this template or page is set to open as a popup, the deep link will open the template or page as a popup, without an open page behind it. See Navigation Node Properties.

Previous: User Permissions

Next: Components and Widgets

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