

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](#)

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