RightsData

- _eqmods : GSInameserver::ItemsLists
- _users : GSInameserver::ItemsLists
- _areas : GSInameserver::ItemsLists
- _devices : GSInameserver::ItemsLists
- _names : GSInameserver::ItemsLists
- _rights : RightsList

- checkExtractDeny(inStr : std::string&) : bool
- separateArea(inStr : const std::string&, item : std::string&, area : std::string&)
+ updateUserRights(para : GSInameserver::InputData::ParameterList, userName : std::string)
+ readInputData(filename : std::string)
+ resetData()
+ printRights()
+ printAll()
+ updateRights(present : long&, update : long)
+ getEqRight(user : const std::string&, device : const std::string&, eqmod : const std::string&, rights : const RightsList::iterator&) : long
+ getRightLevel(user : std::string, device : std::string, eqmod : std::string) : long
+ getRight(user1 : std::string, user2 : std::string, device : std::string, eqmod : std::string) : long
+ translate(right : ULong) : int
+ isLoacalAdmin(user : const std::string&, device : const std::string&, slaveeqmod : const std::string&) : bool
+ getRightInformation(username : std::string, devices : std::string&, eqmodels : std::string&) : long

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«typedef» RightsList

std::map<std::string, UserRights>
user-name / right-data

ItemsGroups

+ addItem(groupName : std::string, name : std::string)
+ expand(name : std::string) : Items
+ getGroup(groupName : std::string) : iterator

+ _itemsGroups

ItemsList

- _itemsGroups : ItemsGroups

typedef std::map<std::string, Items> ItemsGroups
group-name / group-element

typedef std::set<std::string> items
list of elements

const long RIGHT_MODIFY_YES   = 0x0001;
const long RIGHT_MODIFY_NOT   = 0x0002;
const long RIGHT_LOCALSYSTEM_YES = 0x0010;
const long RIGHT_LOCALSYSTEM_NOT = 0x0020;
const long RIGHT_SYSTEM_YES   = 0x0100;
const long RIGHT_SYSTEM_NOT   = 0x0200;
const long RIGHT_ADMIN_YES   = 0x1000;
const long RIGHT_ADMIN_NOT   = 0x2000;

UserRights

- _devices : SecurityList
- _eqmodels : SecurityList
- _areas : AreaSecurityList

+ addEqEntry(eqmodel : std::string, value : long)
+ addAreaEqEntry(eqmodel : std::string, area : std::string, value : long)
+ addDevEntry(nomenclature : std::string, value : long)
+ removeDevEntry(nomenclature : std::string)
+ getEqSecurity(eqMod : std::string) : long
+ getAreaEqSecurity(devname : std::string, eqMod : std::string) : long
+ getDevSecurity(device : std::string) : long
+ print()
+ getRightLevel(codedlevel : long) : std::string
+ getDeviceNames() : std::string
+ getEQModelNames() : std::string

+ _devices
+ _eqmodels
+ _areas

«typedef» SecurityList

«typedef» AreaSecurityList

std::map<std::string, long>
name (eqmod or device) / rightlevel

std::map<std::string, SecurityList>
area-name / eq-model security list

Diagram: RightsHandlingClasses01 Page 1