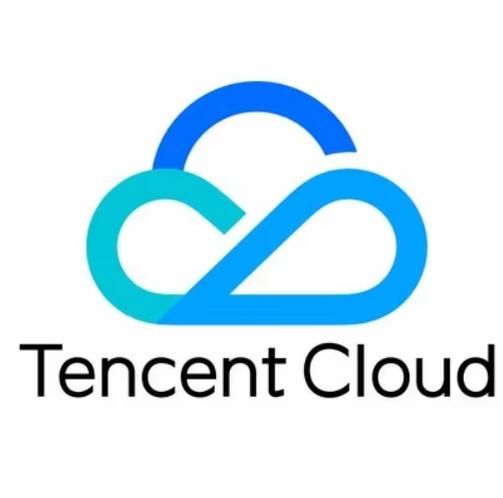


CODING DevOps

Team management



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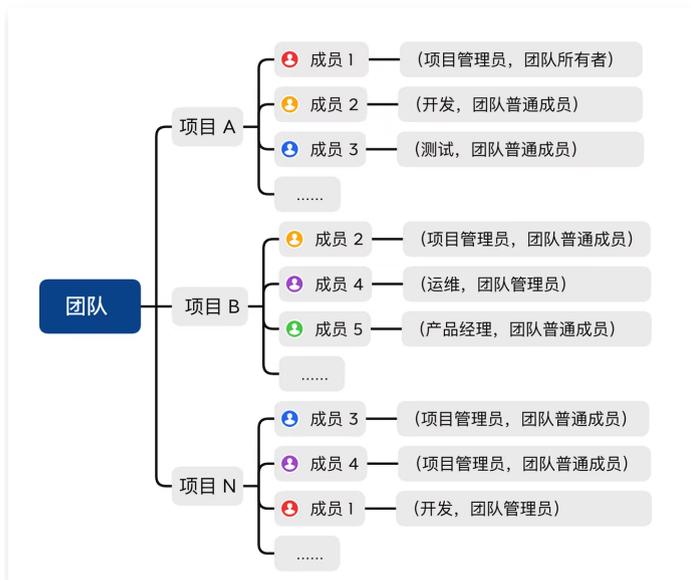
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Team management

Team and Project

Last updated: 2026-03-27 18:00:03

In the CODING DevOps platform, a team can be understood as an organization, and the projects created within the team are media for collaboration and interaction among team members. Members of a team can freely create projects or be invited to join other projects. All projects created under a team belong to that team. The relationship among teams, projects, and members is illustrated as follows.



- The creator of a team automatically becomes the team owner, possessing all team permissions and acting as the Super Administrator. The team owner can assign one or more team administrators, while other members are regular members.
- The creator of a project automatically becomes the project administrator, possessing all permissions for that project.
- Team permissions and project permissions exist independently. A member's permissions equal the sum of their team permissions and all project permissions. Actions at the team level follow team permissions; conversely, actions within a specific project follow project permissions.

For details on permissions, refer to [Permission Management](#).

Create a project

By default, all members of a team have the permission to add projects.

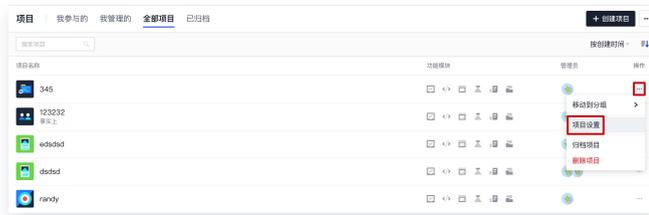
Set Basic Project Information

For a specific project, aside from its project administrators, team owners/administrators at the team level can also modify the basic information of any project within the team.

1. On the **All Projects** tab, click in the target project's action bar under **...** and select **Project Settings**. The project settings page will pop up. For detailed information, refer to the [Project Settings](#) guide.

Note:

By default, only team owners/administrators can view all projects.

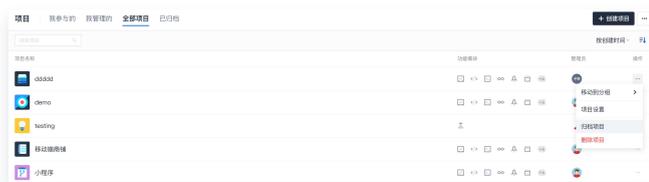


2. On the **Project Settings** tab, modify the project's address, name, etc., as needed. Click **Save** to complete the project information update.

Archive Project

Once a project is archived, it will appear on the **Archived** tab, and project members will no longer be able to access or operate the project. Please proceed with caution.

1. On the **All Projects** tab, click in the target project's action bar under **...** and select **Archive Project**. The project archiving confirmation box will pop up.



2. In the confirmation box, click **Confirm Archive** to complete archiving.

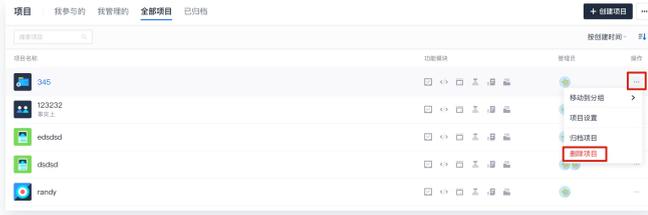
Note:

To unarchive, go to the **Archived** tab and perform the operation.

Deleting a project

For a specific project, besides its project administrator, the team leader/administrator at the team level can also delete any project within the team by default.

1. On the **All Projects** tab, click in the target project's action bar under **...** and select **Delete Project**. The project deletion confirmation box will pop up.



2. To archive project information, please archive first. Click **Still Delete** to complete the deletion.

Member management

Manage Team Members

Last updated: 2026-03-27 17:57:30

This article introduces how to manage CODING team members.

Join the Team

Log in to [CODING Console](#), click **Use Now** to enter the target team, then select the navigation at the bottom left **Team Settings Center > Global Settings > Organization and Members > Member Management**, and choose the most suitable member management method according to the actual situation of the team.



- If you have configured department or member data in a third-party application, you can directly import that data into the CODING platform and perform necessary member management operations. Currently, CODING supports quick import of existing member data from [Tencent Cloud](#) or [LDAP](#).
- If there is no available third-party platform to import member data, please refer to the following content to directly add team members. If the team is large, you can use the [Manage Organizational Structure](#) feature to categorize members by department after adding them.



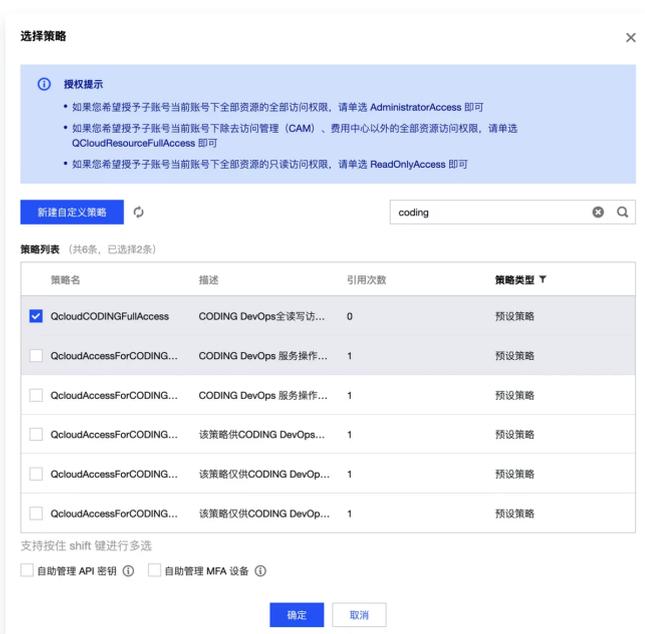
Add Team Members on Tencent Cloud

Team leaders and administrators can directly add CODING team members in the Tencent Cloud console.

1. Use the main account to log in to the [Tencent Cloud Console](#), click the main account avatar in the top-right corner, and choose **CAM > Users > User List** from the drop-down menu. On the **User List** page, click **Create User** to add Tencent Cloud sub-account for enterprise members.



2. On the user creation page, add CODING access permissions to the Tencent Cloud sub-account. The figure below shows an example of quickly creating a user, where CODING-related permissions are assigned to the user when setting up the user information.



3. In the CODING Console under **Team Settings Center > Global Settings > Organization and Members > Member Management**, import Tencent Cloud sub-accounts. For detailed operations, refer to [Importing Tencent Cloud Sub-Accounts](#).



To ensure corporate information security, when importing Tencent sub-accounts, team administrators can configure Tencent Cloud sub-accounts to automatically sync on the **Team Settings Center > Global Settings > Third-party Applications's Tencent Cloud Account Source**

Settings page, preventing members who are removed due to resignation from logging in to the CODING team again. For detailed operations, please refer to [Configuring Account Sources](#).

Invite Members Within the CODING Platform

On the Invite Members page, you can pre-assign departments to the target members.



Invite members via email

1. In the **Team Settings Center > Global Settings > Organization and Members > Member Management**, click **Add Members** in the top right corner of the page and select **Email Invitation**.
2. On the pop-up invitation page, you can add the invitee's email address using any of the following methods:
 - Enter email addresses individually
 - Switch to batch input mode and separate email addresses with spaces, line breaks, or tabs.
3. Click Confirm.

After receiving the invitation, the member can click on the email link and follow the instructions to join the team.

Invite members via a link

1. In the **Team Settings Center > Global Settings > Organization and Members > Member Management**, click **Add Members** in the top right corner of the page and select **Link Batch Invitation**.

2. On the **Invite Members to Join the Team** page, you can invite members using any of the following methods:
 - **Public Invitation:** Anyone can access the link and register a CODING account to join the team.
 - **Private Invitation:** Only those who enter a CAPTCHA can access the link and register an account, ensuring team privacy and security.
3. Click **Create Invitation Link**, copy the generated invitation copy and link, and share it on QQ, WeChat, DingTalk, or other work groups.

 **Note:**

If you choose a private invitation, the invitee needs to enter the registration CAPTCHA to access the invitation link. The invitation link is valid for 72 hours.

View Invitation Record

In the **Team Settings Center > Global Settings > Organization and Members > Member Management**, click **Add Members** in the top right corner of the page and select **View Invitation Record** to view all invitation records.

Link Invitation Record

This tab displays all link invitation records, including the inviter, number of members joined, email suffix restrictions, and link effective status.

- In the operation column, click **View details** to view the invitation link.
- If the invitation link status is "effective", you can click **Disable** in the operation column to invalidate the link, or click **Copy Link** to copy the invitation link to the clipboard.
- Click the inviter's name to view the inviter's activity data over the past year.

Email Invitation Record

This tab displays all email invitation records, including the inviter, the invitee's email address, whether the member has joined, the effective status of the invitation email, and the number of times the invitation was sent.

- If the invitation email status is "effective", you can click **Revoke Invitation** in the operation column to invalidate the email, or click **Resend Link** to resend the invitation email.
- Click the inviter's or joined member's name to view the member's activity data over the past year.

Import Members via Third Party Application

- [Tencent Cloud](#)
- [LDAP](#)

- TCTP

Viewing member details

In the **Team Settings Center > Global Settings > Organization and Members > Member Management** team member list, click the member's name to display the member details page. On the member details page, you can assign team roles as well as roles within specific projects.

Related Permission Group

This action assigns team permissions to team members. Refer to [Configure Team Permission Scheme](#) for how to configure team permission groups.



Remove Member

This action supports removing members. Click **...** under the target member's action bar to trigger **Delete**. If the member has pending tasks, a prompt will appear to redirect to the handover page.

Note:
The Remove Member action supports batch processing. Click **Batch Operations** in the bottom right corner of the team member list, select the members, then choose **Delete** to complete batch deletion.



Locking a Member

In the **Team Settings Center > Global Settings > Organization and Members > Member Management** section, select the user you want to lock in the team member list, click **...** on

the right side and choose **Lock Member**. Enter the account log in password to complete the lock.



Locked users will have a lock mark. To unlock, perform the **Remove Member** action.

The following abnormal conditions may trigger a lock:

- Entering the wrong password five times while logging in to the team.
- Locked by the team administrator.
- The Tencent Cloud Sub-account lacks the `QcloudCODINGFullAccess` role permission. For details, see [Permission Explanation](#).

Viewing Member Operation Records

Team leaders or administrators can view team members' operation records in the **Team Settings Center > Global Settings > Security > Logs**.



In the Logs Management page, you can filter by operator, operation type, and start time. You can also export log records in one click using **Export to Excel** in the top right corner of the page.



Managing Organizational Structure

Last updated: 2026-03-27 17:59:00

This article introduces how to manage the organizational structure of a CODING team.

Enter Team

log in to [CODING Console](#), click **Use Now** to enter the target team, then select the bottom left navigation **Team Settings Center > Global Settings > Organization and Members > Member Management**. The organizational structure feature supports the self-definition of departments/sub-departments and also supports importing member/department data from [Tencent Cloud](#) or [LDAP](#), meeting diverse team member management needs.

After adding members through different applications, the operations that can be performed on the organizational structure vary. As shown in the table below, if member data is imported through LDAP, no department-related operations can be performed.

Operation	CODING	Tencent Cloud	LDAP	LDAP (without ou)
Creating a department	✓	✓	×	✓
Create Sub-department	✓	✓	×	✓
Move Department	✓	✓	×	✓
Rename Department	✓	✓	×	✓
Set Responsible Person	✓	✓	×	✓
Deleting a department	✓	✓	×	✓

Creating a department

click **Organization** in Member Management to display the member list under the organizational structure.



The left area is the department organization tree display area, supporting the import of department organization data from third-party systems such as [Tencent Cloud](#) and [LDAP](#).

You can also click **+** in the legend to create a department.



Create Sub-department

Select the department where the sub-department needs to be created, click **+** on the right, a sub-department creation window will pop up. Enter the sub-department name, click **Confirm Addition** to complete the creation.



Move Department

Departments support mobile editing. Select the department you want to move, click and hold the department and drag it to the corresponding hierarchy.



Rename Department

Select the department you want to operate, click **...** on the right, choose **Rename**, and the rename pop-up window will appear. Enter the new department name and click **Confirm** to complete the renaming operation.



Set Department Owner

Select the department you want to operate, click **...** on the right, then click **Set Owner**, and the department owner setting pop-up window will appear. Select one or more department owners and click **Confirm** to complete the operation. Once a department owner is removed from the department, their department owner status will also be removed. Department owners can be set to unauthorized (third-party imported) users.

Note:

If the current department does not have members, please refer to the guidance in [Managing Team Members section Adding Members](#) to add department members.



Deleting a department

Select the department you want to operate, click **...** on the right, and choose **Delete**. Once the department is deleted, all members under the department (including sub-department members) will be automatically moved to the root directory.



Managing organizational structure members

Last updated: 2026-03-27 18:00:48

This article introduces how to manage members in the CODING team organizational structure.

Open Team

Log in to [CODING Console](#), click **Use Now** to enter the target team. Utilize the organization structure feature under **Team Settings Center > Global Settings > Organization and Members > Member Management** to create departments/sub-departments or import member/department data from [Tencent Cloud](#) and [LDAP](#). Members can then be classified into different departments for orderly management.



The operations that can be performed on organizational structure members differ based on the application through which members are added. As shown in the table below, if members are imported via LDAP, you cannot modify the department or delete the members. For users added directly from the CODING platform, operations related to authorization or associating existing members are not involved.

Operation	CODING	Tencent Cloud	LDAP	LDAP (without ou)
Viewing user details	✓	×	✓	✓
Associating user group	✓	×	✓	✓
Renaming a member	✓	×	✓	✓
Adding members to a department	✓	✓	×	✓

Deleting members	✓	×	×	×
Authorizing members	×	✓	✓	✓
Canceling authorization	×	✓	✓	✓
Associating existing members	×	✓	✓	✓

Viewing member details

In the organizational structure list, click the member's name to display the department member details page. On this member's details page, you can assign team roles and specific project roles to them.

Associating permission group

Click the **Associated Permission Group** in the operation bar to assign team permissions to organizational structure members. Refer to the [Team Permissions Configuration Scheme](#) instructions for information on how to configure team permission groups.



Renaming a member

Department members support renaming operations. You can modify member names that do not comply with the team's naming conventions. Renaming will not change the member's name displayed in third-party services.



Set departments for members

A member can be assigned to multiple departments. When all department assignments for a member are removed, the member will automatically be assigned to the root department.

! Note:

Batch processing is supported when setting departments. You can click **Batch Processing** in the bottom right of the department member list, select members, and then click **Set Departments** to apply batch settings.



Lock members

Locking members will prevent them from accessing team resources and log in to the team. To unlock, perform the **Unlock Members** operation.



Authorizing members

Members imported through third-party applications must be authorized to access CODING. Click **Authorization** to open the authorization confirmation popup, then click **Confirm**.



After authorization, the user will be in an authorized state and will also receive a notification on the third-party platform. The member will appear as **Joined** once they log in to an existing account or register a CODING account and join the team.

The authorization status of team members is as follows:

- **Unauthorized:** (only for members imported through third-party applications) The member does not have access to CODING.
- **Authorized:** (only for members imported through third-party applications) The member has access to CODING but has not yet joined the team. The member needs to log in to an existing account or register a CODING account and join the team to perform operations on the CODING platform.
- **Joined:** The member has logged in to an existing account or registered a CODING account through the invitation link and has joined the team, allowing them to perform corresponding operations within the team.

Canceling authorization

Authorization for members imported through third-party applications can be revoked. Click **Revoke Authorization** in the operation bar of the target member. After revocation, the member will not have access to CODING services and will be in an unauthorized state.



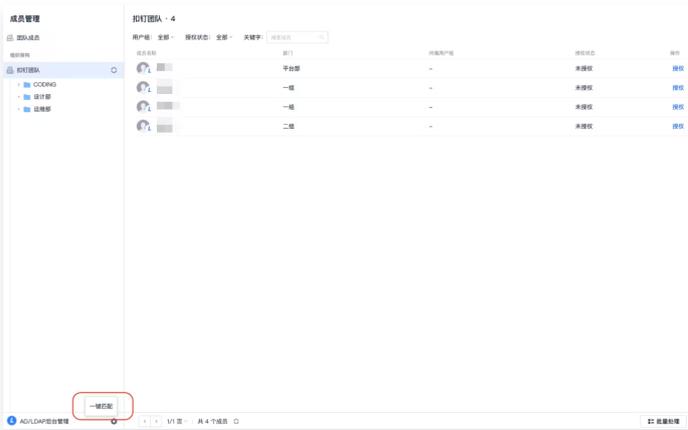
Associating existing members

If a member imported through a third-party application is already a CODING member, you can associate them with an existing CODING member on their details page. The member's historical data will be retained and they will be in a joined state.



One-click match

Department members imported through third-party applications support the one-click match feature. You can associate users who cannot be automatically linked using information such as user name, email, and mobile phone. The relationship between third-party users and CODING users can also be adjusted as needed.



Deleting members

Click  under the operation bar of the target member and then click **Delete** to perform the deletion.



If there are unhandled events for a member, a prompt will appear to go to the handover page.

Batch processing is supported for deleting members. You can click **Batch Processing** in the bottom right corner of the department member list, select members, and then click **Delete** to complete batch deletion.

Manage Project Members

Last updated: 2024-09-05 15:40:12

This article will introduce how to manage members in CODING projects.

Enter Team

Log in to [CODING Console](#), click **Use Now** to enter the target team, then in **Team Settings Center > Global Settings > Organization and Members > Project Permission Scheme**, team leaders/administrators or members with "Configure member project permissions" can collectively manage members across various projects within the team.

CODING provides multi-perspective project member management, allowing you to:

- Specify a project to manage its members.
- Specify a user/user group/department to manage the projects they participate in.

Prerequisites

Make sure your team's permission group has the "Configure member project permissions" configuration.

全局设置 / 团队权限方案

团队权限方案

系统分组

团队负责人 系

团队管理员 系

团队普通成员 系

默认配置 系

自定义分组 +

团队普通成员 - (自...

运维

设计

团队管理员 | 成员 9 权限配置

分类	操作对象	功能权限			
团队设置	团队设置	<input checked="" type="checkbox"/> 查看页面	<input checked="" type="checkbox"/> 基础设置	<input type="checkbox"/> 高级设置	
		<input checked="" type="checkbox"/> 服务订购	<input checked="" type="checkbox"/> 订购服务	<input checked="" type="checkbox"/> 管理发票	
团队成员	团队成员	<input checked="" type="checkbox"/> 查看页面	<input checked="" type="checkbox"/> 邀请成员	<input checked="" type="checkbox"/> 编辑成员	<input checked="" type="checkbox"/> 删除成员
		<input checked="" type="checkbox"/> 用户组	<input checked="" type="checkbox"/> 创建用户组	<input checked="" type="checkbox"/> 编辑用户组	<input checked="" type="checkbox"/> 删除用户组
团队权限方案	团队权限方案	<input checked="" type="checkbox"/> 查看页面	<input checked="" type="checkbox"/> 创建团队权限组	<input checked="" type="checkbox"/> 编辑团队权限组	<input checked="" type="checkbox"/> 删除团队权限组
		<input checked="" type="checkbox"/> 配置成员团队权限	<input type="checkbox"/> 设置管理员		
项目权限方案	项目权限方案	<input checked="" type="checkbox"/> 查看页面	<input checked="" type="checkbox"/> 创建项目权限组	<input checked="" type="checkbox"/> 编辑项目权限组	<input checked="" type="checkbox"/> 删除项目权限组
		<input checked="" type="checkbox"/> 配置成员项目权限			

Manage Members of a Specified Project

You can manage members of any project from the project's perspective.

Add Members to a Project

1. In **Project Permission Scheme > Project Member Management**, select the project you want to add members to.



The member list will display the current users, user groups, and departments in the project along with their corresponding permissions.

2. Click the upper right corner's **Add Members** to add specified users, user groups, or departments to the current project and set their permissions.



Modify the Associated Permission Group of a Member

In **Project Permission Scheme > Project Member Management**, select the project where the member you want to modify permissions for is located.

全局设置 / 项目权限方案

项目权限方案

项目权限组 **项目成员管理** 项目管理

ⓘ 本页显示当前所选项目的成员列表，您可以对特定项目添加/删除成员，或者修改成员的权限组。

项目 11 权限组 搜索成员 + 添加成员

成员名称	类型	项目权限组	操作
David	用户	项目管理员	关联权限组

Use the filter box and search box to quickly locate a single user, user group, or department, then modify the permission group through **Associated Permission Group**.

全局设置 / 项目权限方案

项目权限方案

项目权限组 **项目成员管理** 项目管理

ⓘ 本页显示当前所选项目的成员列表，您可以对特定项目添加/删除成员，或者修改成员的权限组。

项目 11 权限组 da 搜索成员 + 添加成员

成员名称	类型	项目权限组	操作
David	用户	项目管理员	关联权限组

Remove Project Members

Since the system supports adding individual users, user groups, and departments to a project, there may be intersections among these entities within the project members. However, removal actions are independent of one another. For example, if a project includes User A and Department X (Users A, B, C), removing Department X will still retain User A in the project; similarly, removing User A will not affect User A within Department X.

1. In **Project Permission Scheme > Project Member Management**, select the project from which you need to remove members.

全局设置 / 项目权限方案

项目权限方案

项目权限组 **项目成员管理** 项目管理

ⓘ 本页显示当前所选项目的成员列表，您可以对特定项目添加/删除成员，或者修改成员的权限组。

项目 11 权限组 搜索成员 + 添加成员

成员名称	类型	项目权限组	操作
David	用户	项目管理员	关联权限组

The member list will display the current users, user groups, and departments in the project along with their corresponding permissions.

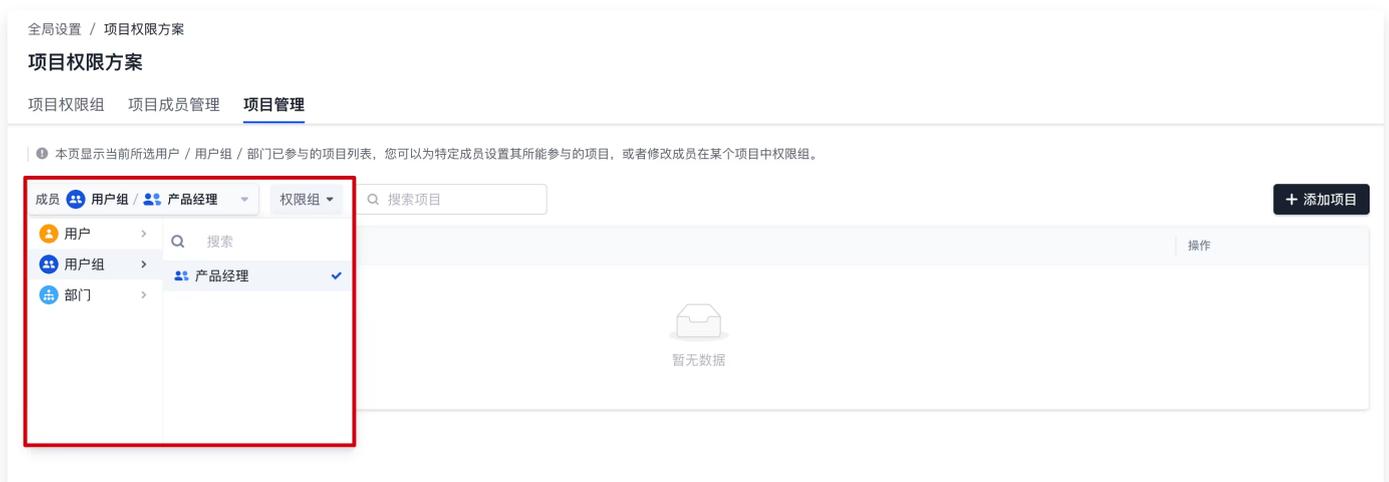
2. Click **Remove** to remove the specified user, user group, or department from the project.

Manage the Projects in which Specified Members are Involved

You can manage the projects in which any user, user group, or department is involved from the member's perspective.

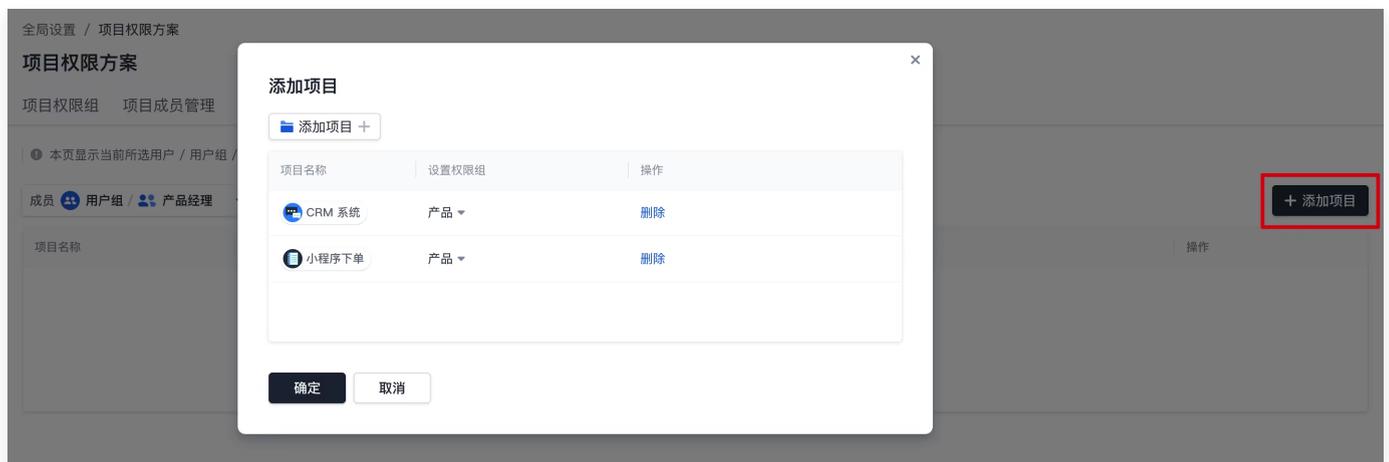
Add Members to a Project

1. In **Project Permission Scheme > Project Member Management**, select the user, user group, or department you need to add to the project.



The project list will display the projects the current user, user group, or department has joined, along with their corresponding permissions.

2. Click the top-right **Add Project** to add the current user, user group, or department to the specified project and set permissions.



Modify the Associated Permission Group of a Member

1. In **Project Permission Scheme > Project Member Management**, select the user, user group, or department whose permissions you need to modify.



The project list will display the projects the current user, user group, or department has joined, along with their corresponding permissions.

2. Use the search box to quickly locate the project, then modify the permission group through **Associated Permission Group**.



Remove Project Members

Since the system supports adding individual users, user groups, and departments to a project, there may be intersections among these entities within the project members. However, removal actions are independent of one another. For example, if a project includes User A and Department X (Users A, B, C), removing Department X will still retain User A in the project; similarly, removing User A will not affect User A within Department X.

1. In **Project Permission Scheme > Project Member Management**, select the user, user group, or department you want to remove from the project.



The project list will display the projects the current user, user group, or department has joined, along with their corresponding permissions.

2. Click **Remove** to remove the current user, user group, or department from the specified project.

Importing Tencent Cloud Sub-Accounts

Last updated: 2024-09-05 15:40:27

This article introduces how to import Tencent Cloud sub-accounts to CODING.

Sub-Account Import Guide

CODING supports importing the list of Tencent Cloud sub-accounts, but currently does not support importing the organizational structure from Tencent Cloud accounts. After importing the list of Tencent Cloud sub-accounts, you can go to **Member Management** to adjust the sub-accounts to the corresponding departments.

全局设置 / 组织与成员

成员管理

成员 组织

道夫站 ... +

道夫站 | 1

授权状态 管理权限组 搜索成员名称

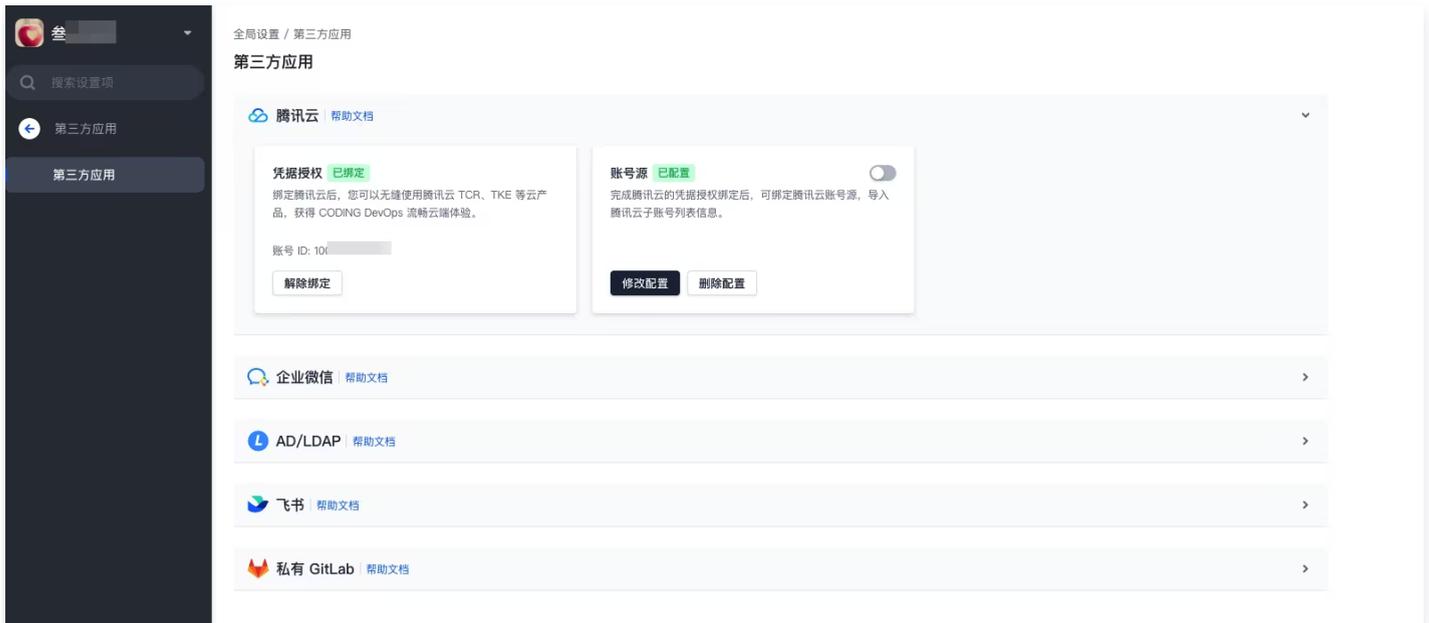
成员名称	部门	管理权限组	授权状态	操作
道	道	团队所有者	已加入	...

暂无部门，您可以点击“+”创建部门，也可以选择第三方平台导入成员/部门。

腾讯云导入 企业微信导入

AD/LDAP TCTP 导入

If you have not bound your Tencent Cloud account, the team administrator should follow the pop-up prompts to go to Team Settings Center and bind the Tencent Cloud account, configuring the Account Source. If the Tencent Cloud authorization has expired, a Tencent Cloud log in to pop-up will appear, supporting WeChat QR code scan and account password authorization. Once authorized, the association with Tencent Cloud will be completed.



To ensure corporate information security, support is provided for setting up synchronization of the Tencent Cloud sub-account list. When a member is removed due to resignation or other reasons, they cannot log in to the CODING team again. Team administrators can modify member synchronization settings in "Account Source".



Sub-Account Logging In Guide

CODING supports convenient log in to using Tencent Cloud account types on the log in to page. Enter the root account ID, sub-username, and password on the log in to page to complete the log in to.

Sub-Account Logging In Requirements:

- The root account has enabled the service in the Tencent Cloud [CODING DevOps Console](#).
- The corresponding sub-account has the QcloudCODINGFullAccess policy.



登录

没有账号？ [去注册](#)

CODING 账号

腾讯云账号

主账号 ID

子用户名

密码

记住登录状态

登录

其他登录方式



邮箱



微信



企业微信

Import Members via LDAP

Last updated: 2024-09-05 15:40:45

This article introduces how to import LDAP members into CODING.

LDAP Import Guide

CODING supports importing departmental member data from LDAP. Based on the configuration information filled, two modes are supported:

1. If department configuration is not filled in, CODING's department organization feature will support operations such as creating, deleting, moving, renaming departments, and moving members to departments.
2. If department configuration is filled in, operations like creating, deleting, moving, renaming departments, and moving members to departments will not be supported in CODING's department organization feature. For these operations, please perform them in the LDAP system, and then click the synchronization button.

Refer to [Binding LDAP](#) guide to complete the binding operation. After that, go to **Team Settings Center > Global Settings > Organization and Members > Member Management**, and select **AD/LDAP** to import members.

After the import starts, you can view the progress on the page.

The screenshot displays the '成员管理' (Member Management) interface for 'CODING-Platform · 16'. The left sidebar shows a tree view with '部门' (Department) highlighted in red, and 'CODING-Platform' expanded to show '平台部' (Platform Department) with a 22% progress indicator. The main content area shows a table of members with columns for '成员名称' (Member Name), '所属用户组' (User Group), and '操作' (Action). The table lists several members with their names, user groups, and available actions like '授权' (Authorize) and '关联用户组' (Associate User Group).

成员名称	所属用户组	操作
文股	团队所有者	...
黎	团队管理员 ...	关联用户组 ...
刘	团队普通成员	关联用户组 ...
李	-	授权
谢	-	授权
刘	-	授权
李	-	授权

Login Guide

On the login page, select AD/LDAP login, fill in the team domain, username, and password, then click **login**.



The image shows the CODING login interface. At the top, there is the CODING logo and the text "CODING CLOUD DEVELOPMENT". Below the logo, the word "登录" (Login) is displayed in large characters, followed by a link "没有账号? 去注册" (No account? Go to register). There are two tabs: "CODING 账号" (CODING account) and "腾讯云账号" (Tencent Cloud account). The "CODING 账号" tab is selected. The login form is enclosed in a red border and contains the following fields: a URL field with "https://" and "coding.net" as placeholders, a "团队域名" (Team domain) field, an "LDAP 用户名" (LDAP username) field, and a "密码" (Password) field. Below the form, there is a checkbox for "记住登录状态" (Remember login status), a "帮助" (Help) link, and a "忘记密码" (Forgot password) link. A blue "登录" (Login) button is positioned below the form. At the bottom, there is a section for "其他登录方式" (Other login methods) with icons for "邮箱" (Email), "微信" (WeChat), and "企业微信" (WeChat Work).

After confirming the login, if it's not your first time being authorized to access, you will directly enter the CODING feature page. If it is your first time being authorized to access, the system will ask whether you want to log in to CODING using an existing account or register a new account.



- If you choose to log in with an existing account, enter the login email and password to join the team.

欢迎加入 扣钉团队 [没有账号? 去注册](#)

CODING 账号 腾讯云账号

邮箱

密码

记住登录状态 [帮助](#) | [忘记密码](#)

登录并加入

微信登录

- If you choose to register a new account to join, fill in the login email, CAPTCHA, and password to complete the registration and join the team.

欢迎加入 扣钉团队

登录邮箱

验证码 [获取验证码](#)

密码

8-20 个字符, 需同时包含数字、字母及符号。

注册即表示我已阅读并同意 [《CODING 服务协议》](#)

完成注册并加入

取消

Import Feishu Members

Last updated: 2026-03-27 18:02:56

This article will introduce how to import Feishu members into CODING.

Integration Guide

After completing the [bind with Feishu](#), go to **Team Settings Center > Global Settings > Organization and Members > Member Management** to start importing members and organizational structure.

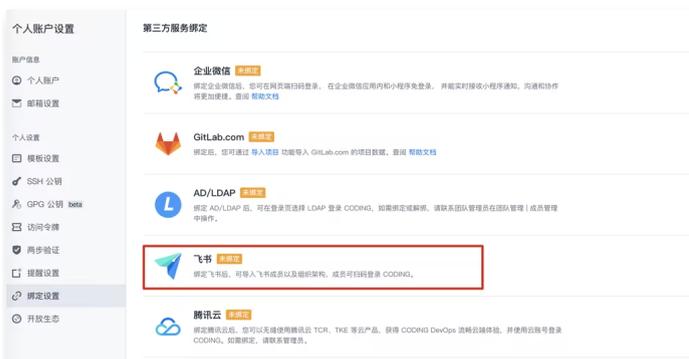


Member Authorization and Association

After importing members, you also need to authorize the members to officially join the CODING team.

If a member has already joined the CODING team, you only need to perform the **association** operation to bind the data with the member in the Feishu structure.

Members can also go to **Personal Account Settings > Binding Settings** to associate their Feishu account.



The team administrator can also bind the Feishu members with existing members (if they are the same person). After completing this process, the member's historical data will be retained.



If a member has never registered with CODING, the team administrator will send a CODING team invitation email when authorizing the member in the CODING backend. The member will follow the instructions to complete the CODING account registration, and after verifying the account, they can join the team.

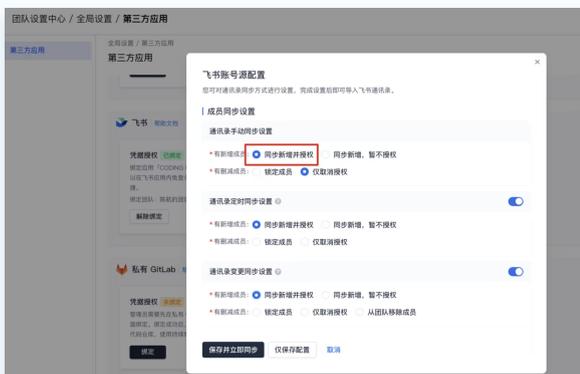


If a member has already registered with CODING, when the team administrator authorizes the member in the CODING backend, a CODING team invitation email will be sent. The member can simply click log in to then join the team.



Note:

If the Feishu Account Source has not been configured in the **Team Settings Center > Global Settings > Third Party Application**, or if **Synchronization, Addition, and Authorization** has been selected in the synchronization settings, then members can join the CODING team without authorization required.



Department and Member Synchronization

Regarding department synchronization, once the organizational structure import is completed, operations such as creating, deleting, moving, renaming departments, and moving

members to other departments in CODING will not be possible. To make changes, please go to the Feishu backend. After finishing the settings, click the refresh button at the top of the CODING department list to synchronize.

In terms of personnel synchronization, CODING supports automatic synchronization with the Feishu address book. If a Feishu member is deleted due to reasons such as resignation, the association with the CODING team will be automatically removed.

 **Note:**

The personnel scope depends on the member installation scope selected in the [Application Authorization Scope](#).

Permission Management

Configure User Groups

Last updated: 2024-09-05 15:57:22

A user group is a personnel container representing a collection of users. It is recommended to organize your team members and group those who need the same permissions into a user group (e.g., divided by roles).

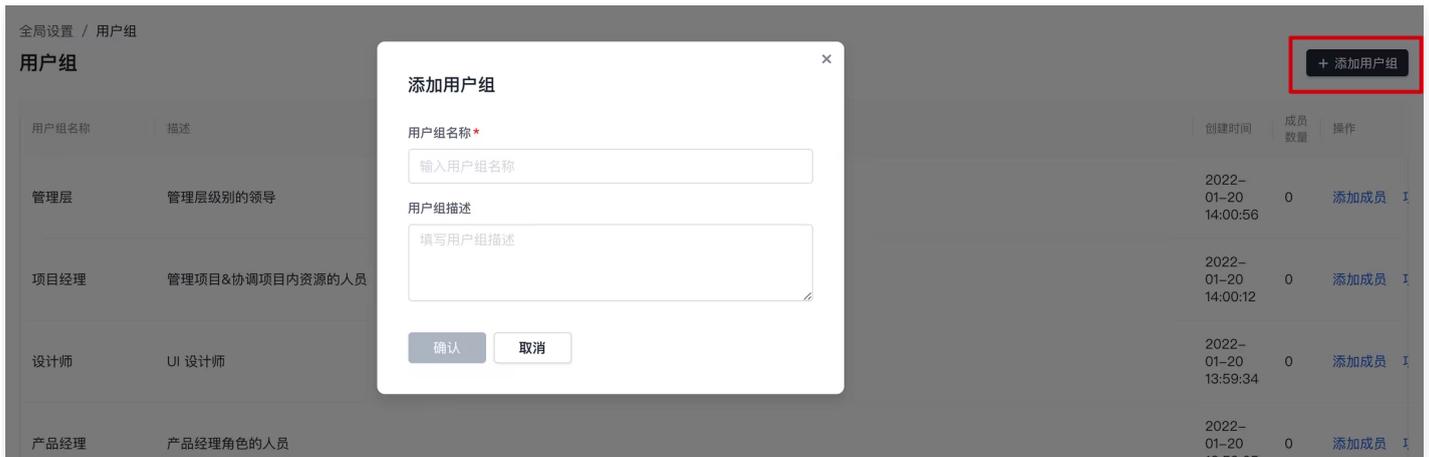
- A member can be added to multiple user groups.
- User groups can be added to a project and associated with a specified permission group, allowing all members of the user group to be added to the specified project with the same project permissions.

The Team Leader/Administrator can enter the **Team Settings Center > Global Settings > Organization and Members > User Groups** to configure user groups, making it easier to batch add members to projects and assign project permissions.



Creates a user group

In the **Team Settings Center > Global Settings > Organization and Members > User Groups**, click the **Add User Group** button in the upper right corner, enter the user group name and description to create a user group.



The successfully created user group will appear in the user group list. Click its name to enter the detail page to modify the user group name, description, and add members.

Adding Members to User Groups

Path 1: User Group List

In the user group list, click the **Add Members** button of the specified user group to add team members to that user group. You can specify members through the search box or quickly filter members by department or project.

You can also click the user group name to enter the detail page to add members.



Path 2: Member List

In the **Organization and Members > Member Management** page, select the specified members and perform the **Associate User Group** action to quickly add members to the target user group.

全局设置 / 组织与成员
成员管理

成员 组织

团队成员 | 93 + 邀请成员

管理权限组

成员名称	邮箱	手机号码	管理权限组	用户组	操作
C***	c****@coding.net	181****	团队负责人, 团队普通成员 - ...	管理员组	关联权限组 关联用户组 ...
T***g	h****@coding.net	183****	团队管理员, 团队管理员 - (...	管理员组	关联权限组 关联用户组 ...
C***_wl	5****@qq.com	156****	团队管理员, 团队普通成员, ...	管理员组, 1	关联权限组 关联用户组 ...
v***	h****@coding.net	178****	团队管理员 - (自定义), 团队...	管理员组	关联权限组 关联用户组 ...

To batch add multiple members to multiple user groups simultaneously, click the **Batch Processing** button at the bottom right corner of the member list, and then select **Add User Group** to add to the target user group.

⚠ Note:

If you select **Set User Groups in Batch Processing**, the user group to which the selected members belong will change to the specified target user group, and the original user group affiliation will be directly overwritten.

全局设置 / 组织与成员
成员管理

成员 组织

团队成员 | 93 + 邀请成员

管理权限组

成员名称	邮箱	手机号码	管理权限组	用户组	操作
C***	c****@coding.net	181****	团队负责人, 团队普通成员 - ...	管理员组	关联权限组 关联用户组 ...
T***g	h****@coding.net	183****	团队管理员, 团队管理员 - (...	管理员组, ccc	关联权限组 关联用户组 ...
C***_wl	5****@qq.com	156****	团队管理员, 团队普通成员, ...	管理员组, 1	关联权限组 关联用户组 ...
v***	h****@coding.net	178****	团队管理员 - (自定义), 团队...	管理员组	关联权限组 关联用户组 ...
n***	z****@coding.net	159****	1, 2	管理员组	关联权限组 关联用户组 ...
C***	c****@coding.net	189****	团队管理员, 团队管理员 - (...	管理员组	关联权限组 关联用户组 ...
C***nD	d****@coding.net	186****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...
小***	1****@qq.com	181****	2	管理员组	关联权限组 关联用户组 ...
ll***	2****@qq.com	156****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...

批量处理本页 0 个成员 →

Add User Group to Project

1. In the user group list, click the **Project Permissions** button of the specified user group to enter the **Project Permission Scheme > Project Management** page to view the projects that the user group has joined and the corresponding project permission groups.

全局设置 / 用户组

用户组 + 添加用户组

用户组名称	描述	创建时间	成员数量	操作
产品经理	-	2022-07-19 15:39:44	0	添加成员 项目权限 删除
设计师	-	2022-07-19 15:39:38	0	添加成员 项目权限 删除
项目经理	-	2022-07-19 15:39:30	0	添加成员 项目权限 删除
管理层	-	2022-07-19 15:39:21	0	添加成员 项目权限 删除
外包测试	-	2022-07-19 15:35:35	0	添加成员 项目权限 删除
外包开发	-	2022-07-19 15:31:14	0	添加成员 项目权限 删除

2. Click the **Add Project** button at the top right, you can quickly add the current user group to the specified project and configure the corresponding project permission group. For details on project permissions, see [Configure Project Permission Scheme](#).

全局设置 / 项目权限方案

项目权限方案

项目权限组 项目成员管理 **项目管**

本页显示当前所选用户 / 用户组 / 部门已

成员 + 用户组 / 产品经理

项目名称 项目权

添加项目

+ 添加项目 +

项目名称	设置权限组	操作
vector	产品	删除
lb-policy-api	产品	删除
yansl	产品	删除

确定 取消

+ 添加项目

Editing a user group

In the user group list, click the user group name to enter the detail page to modify its name and description.

全局设置 / 用户组 / 产品经理

产品经理

用户组详情

用户组名称

产品经理

用户组描述

填写用户组描述

保存修改

Deletes a user group

In the user group list, click the **Delete** button under the operation column of the specified user group to remove it.

全局设置 / 用户组

用户组

+ 添加用户组

用户组名称	描述	创建时间	成员数量	操作
产品经理	-	2022-07-19 15:39:44	0	添加成员 项目权限 删除
设计师	-	2022-07-19 15:39:38	0	添加成员 项目权限 删除
项目经理	-	2022-07-19 15:39:30	0	添加成员 项目权限 删除
管理层	-	2022-07-19 15:39:21	0	添加成员 项目权限 删除
外包测试	-	2022-07-19 15:35:35	0	添加成员 项目权限 删除
外包开发	-	2022-07-19 15:31:14	0	添加成员 项目权限 删除

Remove User Group Members

Path 1: User Group List

In the user group list, click the user group name to enter the detail page to remove specified members.

全局设置 / 用户组 / 产品经理

产品经理

用户组详情

成员列表 · 7 | +添加成员

成员名称	加入时间	操作
ch	2022-07-19 15:47:09	移除
f	2022-07-19 15:47:09	移除
f	2022-07-19 15:47:09	移除
J	2022-07-19 15:47:09	移除
N	2022-07-19 15:47:09	移除
S	2022-07-19 15:47:09	移除
Y	2022-07-19 15:47:09	移除

Path 2: Member List

In the **Organization and Members > Member Management** page, click the **Associate User Group** button of the specified member, deselect the target user group to quickly remove the member from that user group.

专业测试

全局设置 / 组织与成员

成员管理

成员 组织

团队成员 | 93

管理权限组

成员名称	邮箱	手机号码	管理权限组	用户组	操作
C	c****@coding.net	181****	团队负责人, 团队普通成员 - ...	管理员组	关联权限组 关联用户组 ...
T ng	h****@coding.net	183****	团队管理员, 团队管理员 - (...	管理员组	关联权限组 关联用户组 ...
C G_wl	5****@qq.com	156****	团队管理员, 团队普通成员, ...	管理员组, 1	关联权限组 关联用户组 ...
w	h****@coding.net	178****	团队管理员 - (自定义), 团队...	管理员组	关联权限组 关联用户组 ...
n	z****@coding.net	159****	1, 2	管理员组	关联权限组 关联用户组 ...
C	c****@coding.net	189****	团队管理员, 团队管理员 - (...	管理员组	关联权限组 关联用户组 ...

To batch remove multiple members from multiple user groups, click the **Batch Processing** button at the bottom right corner of the member list, and then select the **Delete User Group** operation.

全局设置 / 组织与成员

成员管理

成员 组织

团队成员 | 93

+ 邀请成员

管理权限组

成员名称	邮箱	手机号码	管理权限组	用户组	操作
<input type="checkbox"/> C [avatar]	c****@coding.net	181****	团队负责人, 团队普通成员 - ...	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> T [avatar]	h****@coding.net	183****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
<input checked="" type="checkbox"/> C [avatar]	5****@qq.com	156****	团队管理员, 团队普通成员, ...	管理员组, 1	关联权限组 关联用户组 ...
<input checked="" type="checkbox"/> v [avatar]	h****@coding.net	178****	团队管理员 - (自定义), 团队...	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> n [avatar]	z****@coding.net	159****	1, 2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> C [avatar]	c****@coding.net	189****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
<input type="checkbox"/> C [avatar]	d****@coding.net	186****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> [avatar]	1****@qq.com	181****	2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> [avatar]	2****@qq.com	156****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...

批量处理本页 2 个成员 →

Configuring Team Permission Scheme

Last updated: 2024-09-05 15:57:40

Overview

Team Permission Groups are collections of team permission points. Users, user groups, or departments added to the corresponding permission groups have access to all permission points configured within that group. For teams, the system provides default groups such as Team Leader, Team Administrator, and Team Ordinary Member, along with default configuration groups, and also supports custom groups.

- Team Leaders/Team Administrators can modify the permission points of system preset Team Ordinary Members and Default Configuration Permission Groups; however, the permissions of Team Leaders and Team Administrators cannot be modified.
- A team member's permissions are the sum of the team permissions they hold individually, along with those of their user groups and departments. For instance, if a member is a Team Administrator and their department is part of a custom-defined permission group, then the member's team permissions will be the sum of the Administrator and Custom Group permissions.
- After modifying the permissions configuration for a team permission group, the changes will take effect immediately when group members refresh the page.

Team leaders/administrators log in to [CODING Console](#), click **Use Now** then , select **Team Settings Center > Global Settings > Organization and Members > Team Permission Schemes** to configure team permission groups and add members to the corresponding groups, creating a highly efficient and flexible permission management system tailored for the team.



System Permission Groups

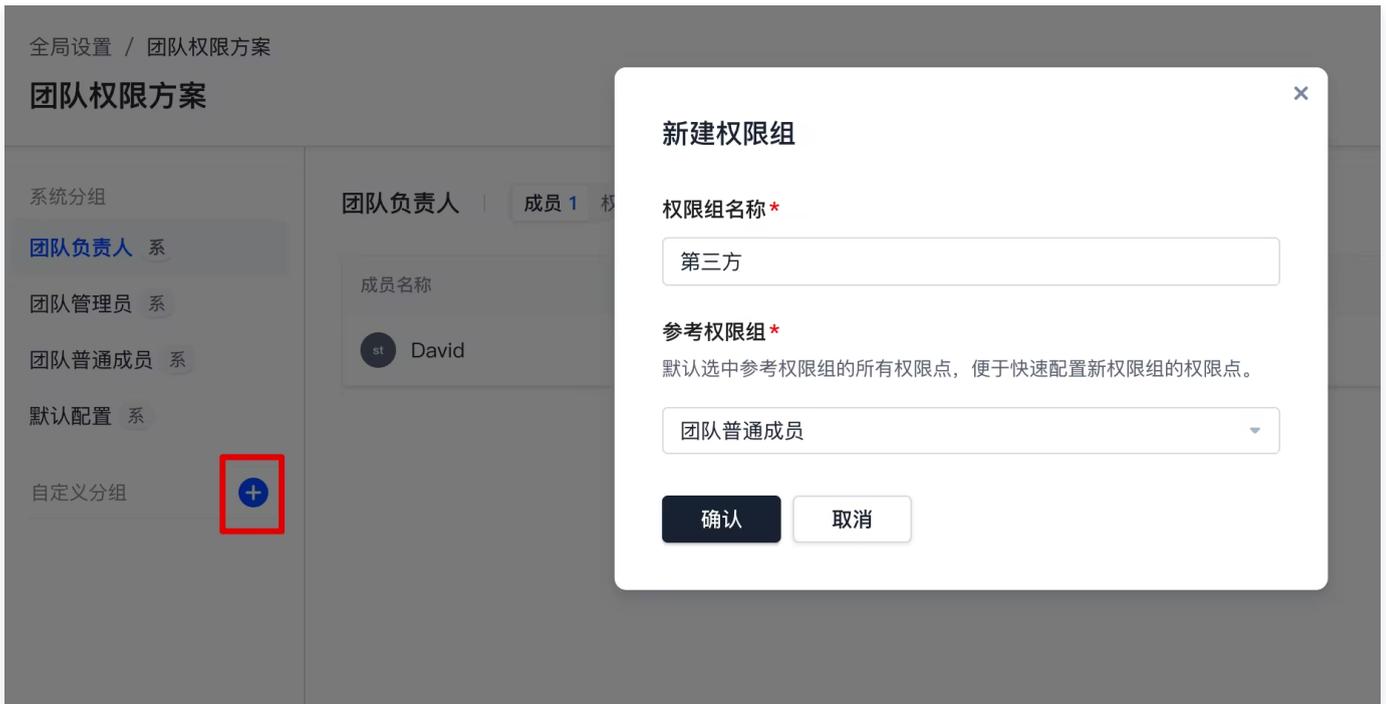
System Permission Groups include Team Leader, Team Administrator, and Team Ordinary Member. These groups cannot be deleted or modified for permissions.

System Permission Groups	Number of users	Corresponding permissions	Remarks
Team Leader	Unique	Has all the team's permissions	Default is the Team Creator
Team Administrator	One or multiple	Has all permissions except "Advanced Settings" and "Set Administrator"	Designated by the team leader
Ordinary Team Member	One or multiple	Has basic permissions like "Create Project," "View Page," etc	New team members are by default Ordinary Team Members . Team leaders/administrators can change their permission points
Default Configuration	One or multiple	Default Permissions	Team leaders/administrators can change their permission points

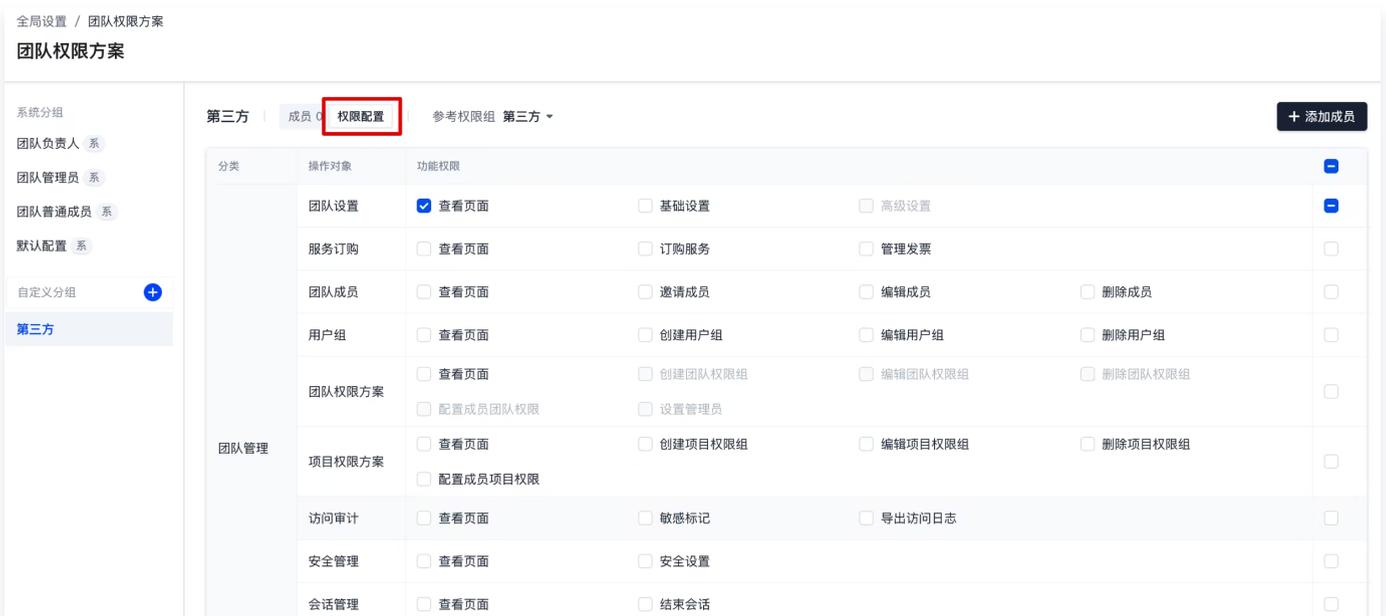
Custom Definition Permission Group

When the team member structure is complex and requires refined team permission management, the team leader/administrator can create a custom definition permission group to assign different permissions to different members.

- In the **Team Settings Center > Global Settings > Organization and Members > Team Permission Scheme**, click the blue "+" sign, then enter the permission group name and specify the reference permission group.
 - If you refer to the team leader, team administrator, or ordinary team member, the newly created permission group will automatically populate with the selected permission group's configuration.
 - If you choose "Default Configuration" as the reference permission group, the newly created permission group will have only a few permissions. You need to manually select the feature permissions.



2. After creating a Permission Group, go to the **Permission Configuration** tab, select the required feature permissions, and save to complete.



3. Custom user groups support renaming and deletion.



Add members to the team's Permission Group

To assign team permissions to members, you need to add the users to the corresponding Permission Group.

Note:

Batch setting members as team leaders is not supported. Setting members as team administrators requires **Set Administrator** permissions.

Path 1: Team Permissions Plan List

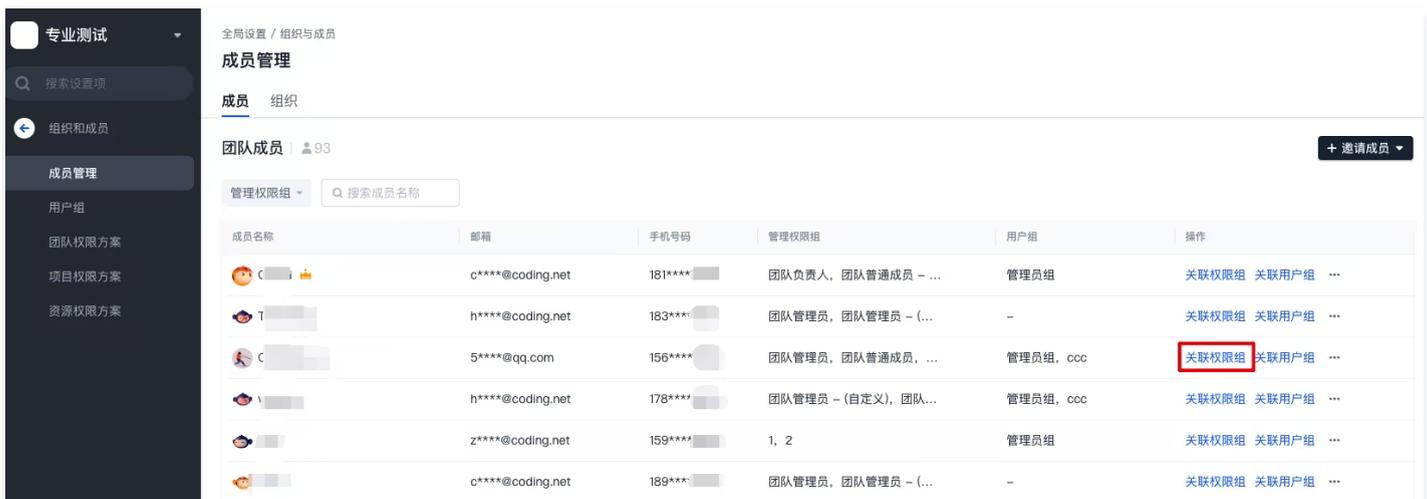
1. In the **Team Settings Center > Global Settings > Organization and Members > Team Permissions Plan**, select the Permission Group to which you want to add members.
2. Click the **Add Member** at the upper right to add specified members to the user group. You can specify members through the search box or filter them by department or project.



3. After members are added to the Permission Group, refresh the page to make the new permissions effective.

Path 2: Member List

In the **Team Settings Center > Global Settings > Organization and Members > Member Management** page, select the specified member to perform the **Associate Permission Group** action to quickly add them to the target Permission Group.



To batch add multiple members to multiple Permission Groups at the same time, click the **Batch Operation** at the bottom right of the member list, then select **Add Permission Group** to the target group.

全局设置 / 组织与成员

成员管理

成员 组织

团队成员 | 93 + 邀请成员

管理权限组

成员名称	邮箱	手机号码	管理权限组	用户组	操作
<input type="checkbox"/>	c****@coding.net	181****	团队负责人, 团队普通成员 - ...	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/>	h****@coding.net	183****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
<input checked="" type="checkbox"/>	5****@qq.com	156****	团队管理员, 团队普通成员, ...	管理员组, ccc	关联权限组 关联用户组 ...
<input checked="" type="checkbox"/>	h****@coding.net	178****	团队管理员 - (自定义), 团队...	管理员组, ccc	关联权限组 关联用户组 ...
<input type="checkbox"/>	z****@coding.net	159****	1, 2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/>	c****@coding.net	189****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
<input type="checkbox"/>	d****@coding.net	186****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/>	1****@qq.com	181****	2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/>	2****@qq.com	156****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...

批量处理本页 2 个成员 添加权限组 测试 x 研发1 x 执行操作 取消操作

Modify the Associated Permission Group of a Member

In the **Team Settings Center > Global Settings > Organization and Members > Member Management**, modify the user's associated Permission Group through **Associate Permission Group**. A user can be associated with multiple team Permission Groups simultaneously.

全局设置 / 组织与成员

成员管理

成员 组织

团队成员 | 2 + 邀请成员

管理权限组

成员名称	邮箱	手机号码	管理权限组	操作
<input checked="" type="checkbox"/>	s****@coding.com	187****	团队负责人, 第三方	...
<input checked="" type="checkbox"/>	l****@coding.net	-	团队普通成员	关联权限组 ...

To batch modify the Permission Group configuration of multiple members to a specified group, click **Batch Operation** at the bottom right of the member list, and then choose **Set Permission Group** to target group.

全局设置 / 组织与成员

成员管理

成员 组织

团队成员 | 93 + 邀请成员

管理权限组

成员名称	邮箱	手机号码	管理权限组	用户组	操作
<input type="checkbox"/> C	c****@coding.net	181****	团队负责人, 团队普通成员 - ...	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> T	h****@coding.net	183****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
<input checked="" type="checkbox"/> C	5****@qq.com	156****	团队管理员, 团队普通成员, ...	管理员组, occ	关联权限组 关联用户组 ...
<input checked="" type="checkbox"/> V	h****@coding.net	178****	团队管理员 - (自定义), 团队...	管理员组, occ	关联权限组 关联用户组 ...
<input type="checkbox"/>	z****@coding.net	159****	1, 2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> C	c****@coding.net	189****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
<input type="checkbox"/> C	d****@coding.net	186****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/>	1****@qq.com	181****	2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/>	2****@qq.com	156****7	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...

批量处理本页 2 个成员 设置权限组 → 测试 × 团队普通成员 × 执行操作 取消操作

Remove a member's team permissions

Path 1: Team Permissions Plan List

To remove a member's team permissions, you can remove the member from the Team Permission Group in the **Team Settings Center > Global Settings > Organization and Members > Team Permissions Plan**. After removal, the member will no longer have the corresponding team permissions.

全局设置 / 团队权限方案

团队权限方案

系统分组

- 团队负责人 系
- 团队管理员 系
- 团队普通成员 系
- 默认配置 系
- 自定义分组 +

第三方 成员 1 权限配置 + 添加成员

成员名称	操作
David	移除

Path 2: Member List

In the **Organization and Members > Member Management** page, click the specified member's **Associated Permission Group**, then uncheck the target permission group to quickly remove the member from that group.

全局设置 / 组织与成员

成员管理

成员 组织

团队成员 | 93 + 邀请成员

管理权限组

成员名称	邮箱	手机号码	管理权限组	用户组	操作
C...	c****@coding.net	181****	团队负责人, 团队普通成员 - ...	管理员组	关联权限组 关联用户组 ...
T...	h****@coding.net	183****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
C...	5****@qq.com	156****	团队管理员, 团队普通成员, ...	管理员组, ccc	关联权限组 关联用户组 ...
V...	h****@coding.net	178****	团队管理员 - (自定义), 团队...	管理员组, ccc	关联权限组 关联用户组 ...
Z...	z****@coding.net	159****	1, 2	管理员组	关联权限组 关联用户组 ...
C...	c****@coding.net	189****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...

To batch remove multiple members from multiple Permission Groups, click **Batch Operation** at the bottom right of the member list, and then choose the **Delete Permission Group** action.

全局设置 / 组织与成员

成员管理

成员 组织

团队成员 | 93 + 邀请成员

管理权限组

成员名称	邮箱	手机号码	管理权限组	用户组	操作
<input type="checkbox"/> C...	c****@coding.net	181****	团队负责人, 团队普通成员 - ...	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> T...	h****@coding.net	183****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
<input checked="" type="checkbox"/> C...	5****@qq.com	156****	团队管理员, 团队普通成员, ...	管理员组, ccc	关联权限组 关联用户组 ...
<input checked="" type="checkbox"/> V...	h****@coding.net	178****	团队管理员 - (自定义), 团队...	管理员组, ccc	关联权限组 关联用户组 ...
<input type="checkbox"/> Z...	z****@coding.net	159****	1, 2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> C...	c****@coding.net	189****	团队管理员, 团队管理员 - (...	-	关联权限组 关联用户组 ...
<input type="checkbox"/> D...	d****@coding.net	186****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> Q...	1****@qq.com	181****	2	管理员组	关联权限组 关联用户组 ...
<input type="checkbox"/> Q...	2****@qq.com	156****	团队普通成员 - (自定义), 2	管理员组	关联权限组 关联用户组 ...

批量处理本页 2 个成员 删除权限组 → 测试 × 团队普通成员 × 执行操作

Configuring Project Permission Scheme

Last updated: 2024-09-05 15:57:57

On the CODING platform, all projects within a team share a unified permission group configuration. The same permission group, when used in different projects, has completely consistent permission point configurations, facilitating standardized global management of project permissions for the team.

A project permission group is a collection of project permission points. Members added to the corresponding permission group enjoy all the permission points configured in that group. For projects, the system provides default groups for development, testing, product, operations, project manager, project administrator, and also supports custom-defined groups.

- Apart from the project administrator permission group, the team leader/team administrator can modify the permission points of other system preset project permission groups.
- It supports associating users, user groups, or departments directly with the specified project permission group for quick batch assignment of project permissions. It is recommended that you first refer to [Manage User Groups](#) to organize members requiring the same permission points into a user group, making it easier to perform batch permission configuration or changes.
- A project member's permissions are the sum of the permissions they have themselves and those their user group and department possess. For example, if a member is a project administrator for Project A and their user group is also associated with the project manager permission group of Project A, then the member's permissions in Project A are the sum of the project administrator and project manager permissions.

Team leader/administrator or members with project permission scheme configuration rights log in to [CODING Console](#), click **Start Using Now** and then , proceed to **Team Settings Center > Global Settings > Organization and Members > Team Permission Scheme** to configure the project permission scheme.



Prerequisites

Before configuring the project permission scheme, please ensure that your team permission group has the corresponding permissions. See the diagram below:



Add Project Permission Group

System preset project permission groups do not support editing and deletion. If necessary, you can define an appropriate project permission group yourself.

1. In **Team Settings Center > Global Settings > Organization and Members > Team Permission Scheme**, click the top-right corner **Add Permission Group**.

全局设置 / 项目权限方案

项目权限方案

项目权限组 项目成员管理 项目管理

① 本页用来配置团队的项目权限组。所有项目均可使用下表中的权限组。系统预设权限组不可修改，您可以添加、编辑、删除自定义项目权限组，还可以查看任意权限组正在被哪些项目使用。

Q 搜索权限组名称或者描述

+ 添加权限组

权限组	描述	创建时间	操作
项目管理员 系	具备项目的所有管理权限。	-	引用情况
项目经理 系	具备项目协同、测试管理、代码仓库、持续集成、文件管理的访问与操作权限。	-	引用情况
开发 系	具备代码仓库、持续集成、制品仓库的访问与操作权限。	-	引用情况
测试 系	具备测试管理的访问与操作权限。	-	引用情况
产品 系	具备项目协同、文件管理的访问与操作权限。	-	引用情况
运维 系	具备持续集成、制品库、持续部署的访问与操作权限。	-	引用情况
默认配置 系	系统默认权限组，具备访问知识管理、文件等基本权限。	-	引用情况

2. Enter the permission group name and description, specify the reference permission group, and configure the required permission points to complete the creation of the permission group.

全局设置 / 项目权限方案 / 添加权限组

添加权限组

权限组详情

名称 *

设计

描述

设计师拥有的项目权限点合集。

参考权限组 *

默认选中参考权限组的所有权限点，便于快速配置新权限组的权限点。

产品

配置权限

分类	功能权限				
项目协同	<input checked="" type="checkbox"/> 访问项目协同	<input checked="" type="checkbox"/> 编辑迭代	<input checked="" type="checkbox"/> 删除迭代	<input checked="" type="checkbox"/> 编辑事项	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> 删除事项				
测试管理	<input checked="" type="checkbox"/> 访问测试管理	<input type="checkbox"/> 编辑测试计划	<input type="checkbox"/> 归档测试计划	<input type="checkbox"/> 删除测试计划	<input type="checkbox"/>
	<input type="checkbox"/> 编辑用例	<input type="checkbox"/> 删除用例	<input type="checkbox"/> 编辑报告	<input type="checkbox"/> 删除报告	<input type="checkbox"/>

保存 返回

Assign Project Permissions to Members

Team members with "Configure Member Project Permissions" can add individual members, user groups, or departments to the project and set permissions. For more details, please refer to [Manage Project Members](#).

View Project Permission Group References

In the project permission group list, click on the **Citation Status** of the specified permission group to see which projects use this permission group.

全局设置 / 项目权限方案

项目权限方案

项目权限组 项目成员管理 项目管理

● 本页用来配置团队的项目权限组。所有项目均可使用下表中的权限组。系统预设权限组不可修改，您可以添加、编辑、删除自定义项目权限组，还可以查看任意权限组正在被哪些项目使用。

Q 搜索权限组名称或者描述 + 添加权限组

权限组	描述	创建时间	操作
项目管理员 系	具备项目的所有管理权限。	-	引用情况
项目经理 系	具备项目协同、测试管理、代码仓库、持续集成、文件管理的访问与操作权限。	-	引用情况
开发 系	具备代码仓库、持续集成、制品仓库的访问与操作权限。	-	引用情况
测试 系	具备测试管理的访问与操作权限。	-	引用情况
产品 系	具备项目协同、文件管理的访问与操作权限。	-	引用情况
运维 系	具备持续集成、制品库、持续部署的访问与操作权限。	-	引用情况
默认配置 系	系统默认权限组，具备访问知识管理、文件等基本权限。	-	引用情况

Click on the number of role members of a specific project to enter the **Project Member Management** tab and see which users/user groups/departments are associated with the specified permission group.

全局设置 / 项目权限方案

项目权限方案

项目权限组 项目成员管理 项目管理

← 项目管理员
查看此权限组的使用情况。

关联项目	角色成员
 11	1

Edit Permission Group

In the project permission group list, click on the permission group name to enter the detail page and modify its name, description, or permission configuration. Only self-defined permission groups support modification.

全局设置 / 项目权限方案 / testing- 的权限组设置

testing- 的权限组设置

基础权限设置 权限管控设置 项目关联设置

权限组详情

配置权限

参考权限组*

默认选中参考权限组的所有权限点，便于快速配置新权限组的权限点。

testing-

分类	功能权限				
项目协同	<input checked="" type="checkbox"/> 访问项目协同	<input checked="" type="checkbox"/> 编辑迭代	<input checked="" type="checkbox"/> 删除迭代	<input checked="" type="checkbox"/> 编辑版本	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> 删除版本	<input checked="" type="checkbox"/> 编辑事项	<input checked="" type="checkbox"/> 删除事项		
测试管理	<input type="checkbox"/> 访问测试管理	<input type="checkbox"/> 编辑测试计划	<input type="checkbox"/> 归档测试计划	<input type="checkbox"/> 删除测试计划	<input type="checkbox"/>
	<input type="checkbox"/> 编辑用例	<input type="checkbox"/> 删除用例	<input type="checkbox"/> 编辑报告	<input type="checkbox"/> 删除报告	
	<input type="checkbox"/> 执行测试	<input type="checkbox"/> 编辑自动化用例	<input type="checkbox"/> 删除自动化用例	<input type="checkbox"/> 编辑用例评审	
	<input type="checkbox"/> 用例评审管理				
代码扫描	<input checked="" type="checkbox"/> 访问代码扫描	<input checked="" type="checkbox"/> 扫描任务管理	<input checked="" type="checkbox"/> 扫描问题管理	<input checked="" type="checkbox"/> 扫描方案管理	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> 访问代码	<input type="checkbox"/> 创建仓库	<input type="checkbox"/> 仓库设置	<input type="checkbox"/> 下载代码	
代码仓库	<input type="checkbox"/> 拉取代码	<input type="checkbox"/> 本地推送代码	<input type="checkbox"/> 在线编辑仓库文件	<input type="checkbox"/> 创建分支和编辑备注	<input type="checkbox"/>
	<input type="checkbox"/> 删除普通分支	<input type="checkbox"/> 删除保护分支	<input type="checkbox"/> 保护分支规则	<input type="checkbox"/> 创建标签	
	<input type="checkbox"/> 删除普通标签	<input type="checkbox"/> 删除保护标签	<input type="checkbox"/> 创建版本	<input type="checkbox"/> 编辑版本	

保存

返回

On the **Permission Control Settings** page, set the members who can edit this permission group.

- When the list is empty, users with the "Permission Control Settings" permission point can edit this permission group.
- When the list has members, both the members in the list and users with the "Permission Control Settings" permission point can edit this permission group.

全局设置 / 项目权限方案 / testing- 的权限组设置

testing- 的权限组设置

基础权限设置 权限管控设置 项目关联设置

● 设置可编辑权限组的用户。1.列表为空白时，有「权限管控设置」的用户可编辑该权限组；2.列表有用户时，列表中的用户及有「权限管控设置」的用户均可编辑该权限组

Q 搜索成员

+ 添加成员

名称	类型	操作
 P	用户	移除

On the **Project Association Settings** page, set the projects that can be associated with this permission group.

- When the list is empty, all projects can be associated with this permission group.
- When the list has projects, only authorized projects can be associated with this permission group.

全局设置 / 项目权限方案 / testing- 的权限组设置

testing- 的权限组设置

基础权限设置 权限管控设置 项目关联设置

① 设置该权限组可被关联的项目。1.列表为空时，所有项目均可关联该权限组；2.列表有项目时，只有被授权的项目可关联该权限组

+ 添加项目

名称	操作
testing-	删除

Deletes permission group

In the project permission group list, click on the **Delete** of the specified permission group to remove it. Only self-defined permission groups support deletion.

全局设置 / 项目权限方案

项目权限方案

项目权限组 成员管理 项目管理

① 本页用来配置团队的项目权限组，所有项目均可使用下表中的权限组。系统预设权限组不可修改，您可以添加、编辑、删除自定义项目权限组，还可以查看任意权限组正在被哪些项目使用。

+ 添加权限组

权限组	描述	创建时间	操作
项目管理员系	具备项目的所有管理权限。	2022-04-16 13:25:04	引用情况
项目经理系	具备项目协同、测试管理、代码仓库、持续集成、文件管理的访问与操作权限。	2022-04-16 13:25:05	引用情况
开发系	具备代码仓库、持续集成、制品仓库的访问与操作权限。	2022-04-16 13:25:05	引用情况
测试系	具备测试管理的访问与操作权限。	2022-04-16 13:25:06	引用情况
产品系	具备项目协同、文件管理的访问与操作权限。	2022-04-16 13:25:07	引用情况
运维系	具备持续集成、制品库、持续部署的访问与操作权限。	2022-04-16 13:25:07	引用情况
设计师	-	2022-04-19 10:47:12	引用情况 删除

Configure Resource Permission Scheme

Last updated: 2024-09-05 15:58:15

The code repository is the foundation for implementing product features, and a single project usually includes multiple code repositories. Different features often have diverse permission requirements for code collaboration members. The resource permission scheme is mainly used for flexibly managing member permissions in different code repositories within a project, meeting the security requirements of development processes in each repository through different permission groups.

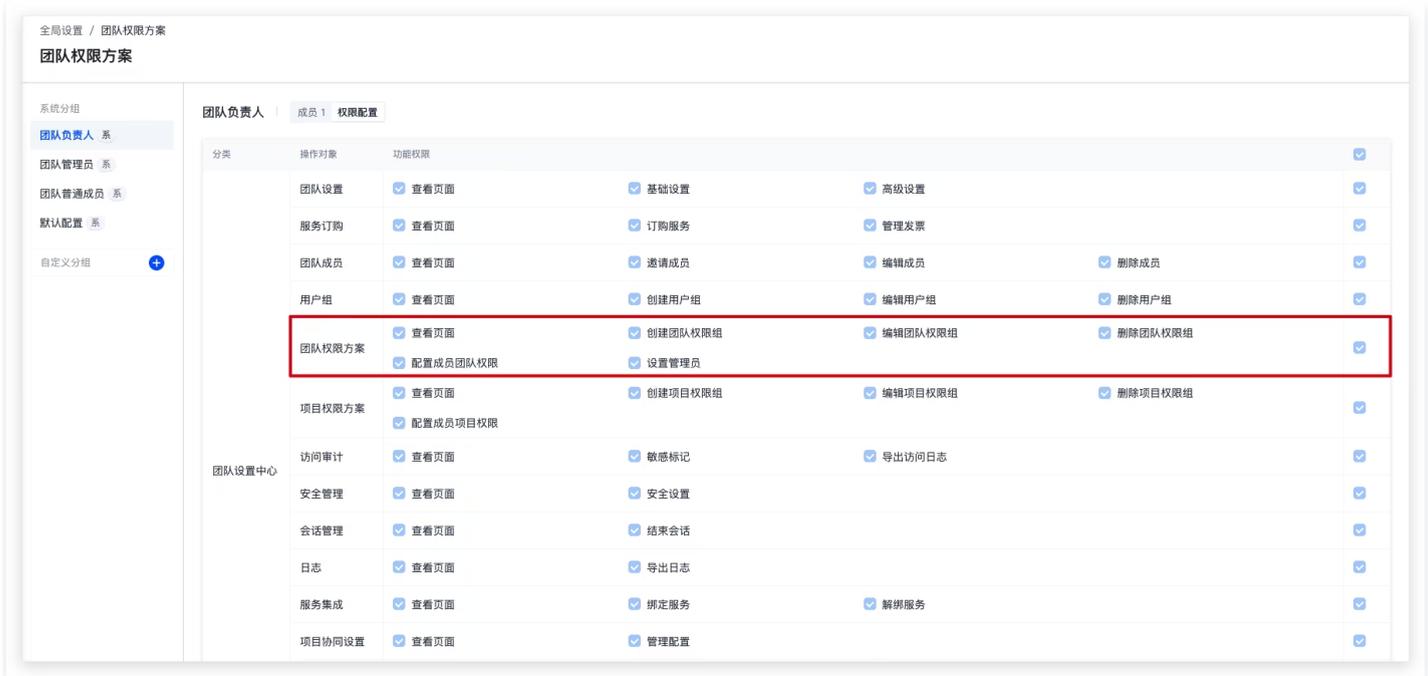
The system provides default groups for code repository maintenance members, development members, and general repository members. The permission points for the latter two can be modified by the team leader/administrator.

Team owners/administrators log in to the [CODING Console](#), click **Use Now**, then select **Team Settings Center > Global Settings > Organization and Members > Resource Permission Scheme** from the left navigation bar on the homepage to define code repository permission groups.



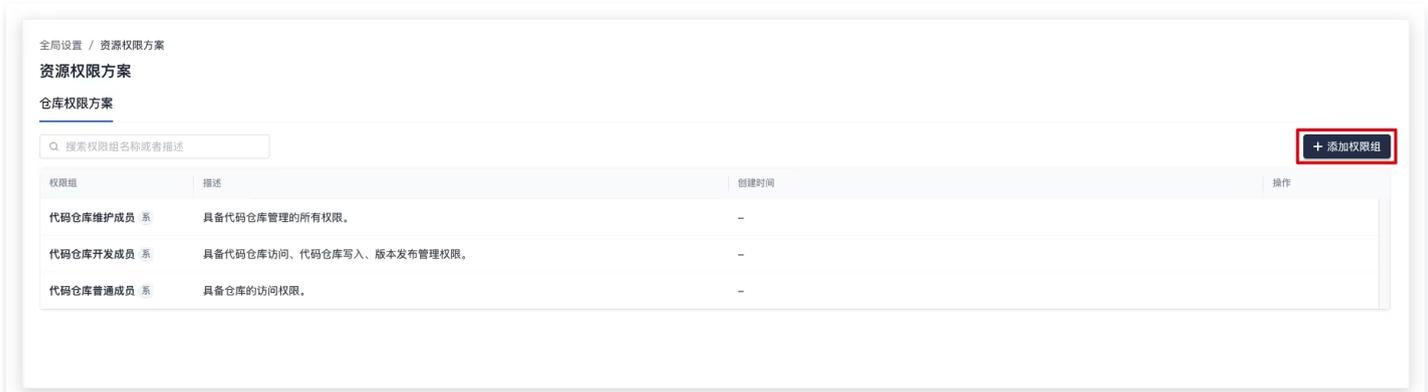
Prerequisites

Before configuring the resource permission scheme, ensure that your team's permission group has the corresponding permissions, as shown in the diagram below:



Create a Resource Permission Scheme Group

Click **Add Permission Group** in the upper right corner to start creating. The system provides the following three default code repository permission groups, which you can refer to or choose to define custom permission points.



Fill in the permission group name and select the permission points to complete the creation.

全局设置 / 资源权限方案

资源权限方案

仓库权限方案

权限组详情

名称*

描述

参考权限组*
默认选中参考权限组的所有权限点，便于快速配置新权限组的权限点。

配置权限

分类	功能权限		
	<input checked="" type="checkbox"/> 访问代码	<input type="checkbox"/> 仓库设置	<input type="checkbox"/> 下载代码
	<input checked="" type="checkbox"/> 本地推送代码	<input type="checkbox"/> 在线编辑仓库文件	<input type="checkbox"/> 拉取代码
代码仓库	<input type="checkbox"/> 删除保护分支	<input type="checkbox"/> 创建分支和编辑备注	<input type="checkbox"/> 删除普通分支
	<input type="checkbox"/> 删除保护标签	<input type="checkbox"/> 保护分支规则	<input type="checkbox"/> 创建标签
	<input checked="" type="checkbox"/> 创建合并请求	<input type="checkbox"/> 创建版本	<input type="checkbox"/> 删除普通标签
		<input type="checkbox"/> 部署公钥	<input type="checkbox"/> 删除版本
		<input type="checkbox"/> 解锁文件	

After the permission scheme is created, it can be applied to the code repositories in all projects within the team.

Using Resource Permission Scheme Groups in Repositories

For detailed operation instructions in the repository, please refer to the [Permission Configuration](#) guide in Code Hosting.

Third-Party Applications

Bind Tencent Cloud

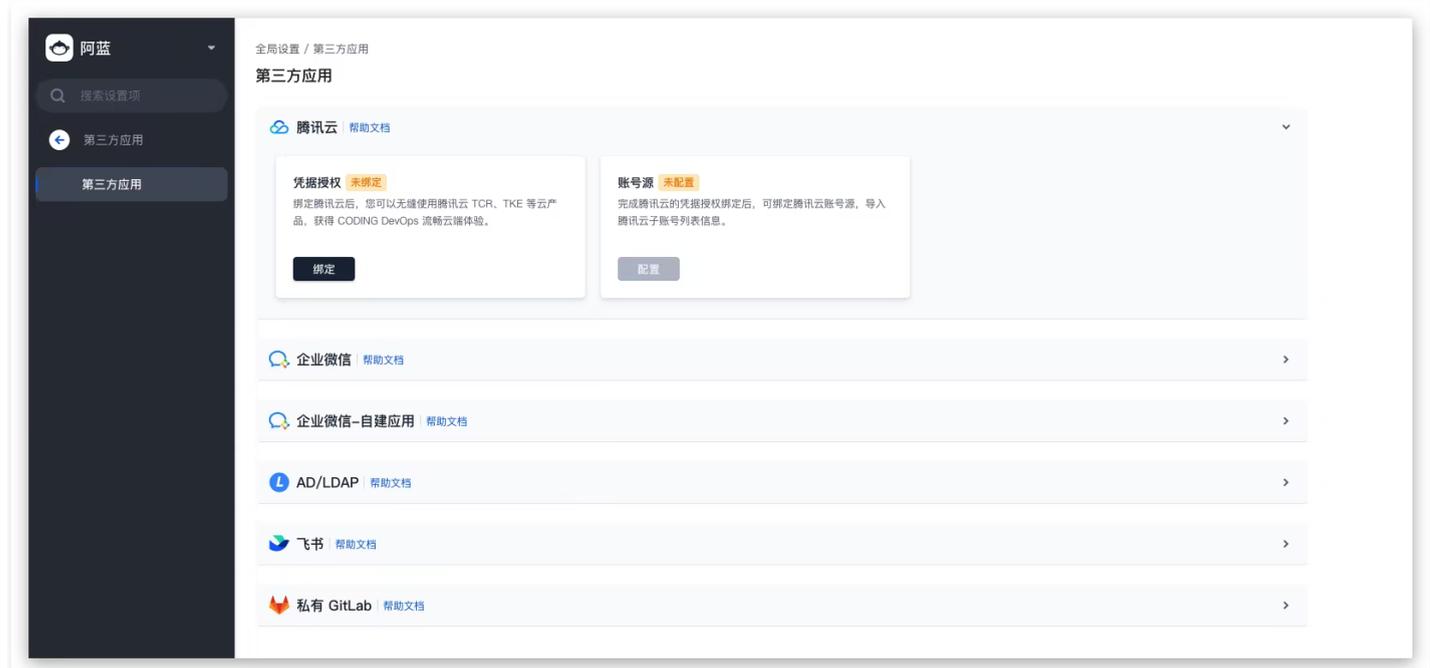
Last updated: 2024-09-05 15:58:35

This document introduces how to bind Tencent Cloud services.

Description of the Feature

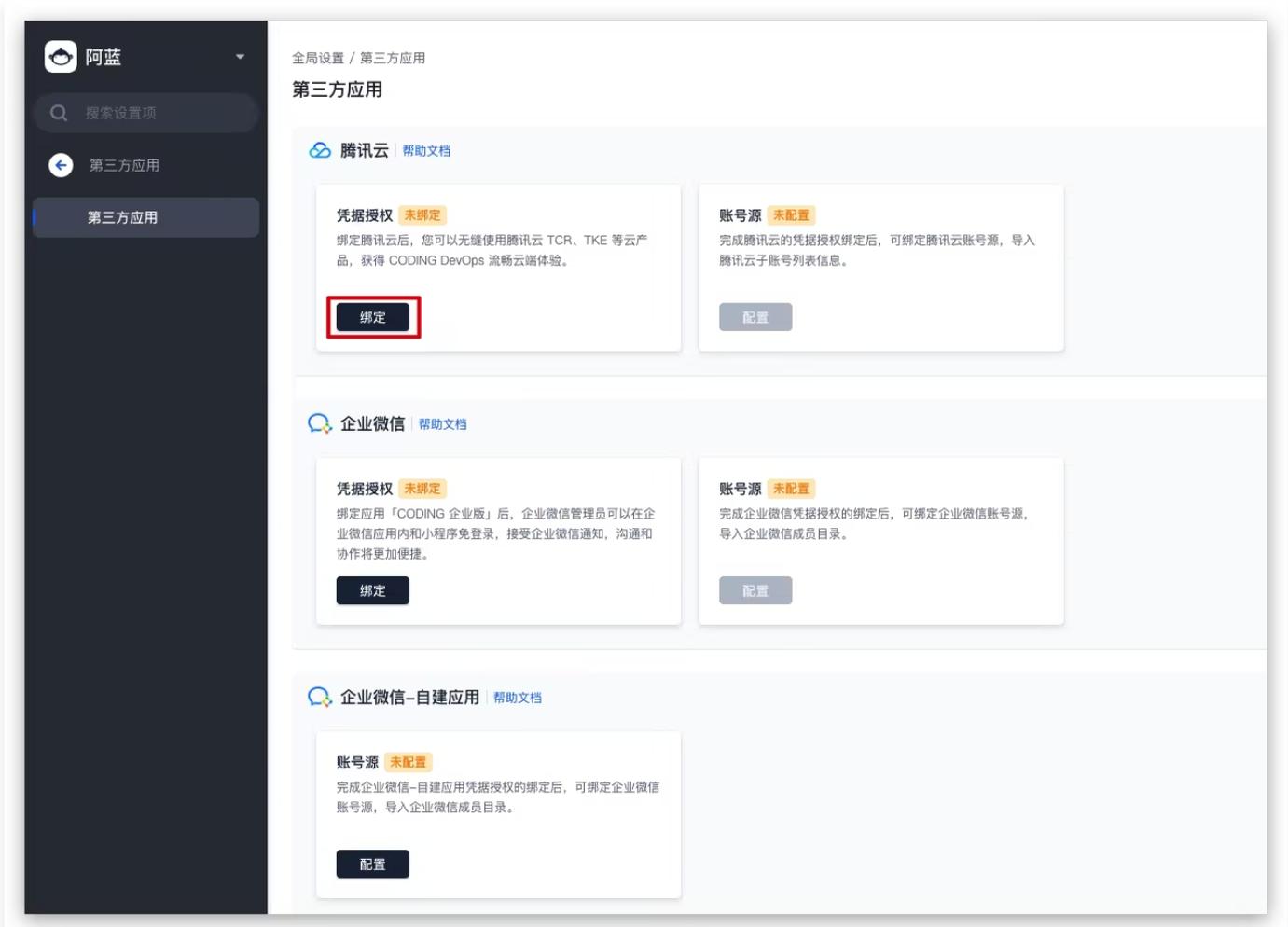
After authorizing Tencent Cloud credentials, teams can seamlessly connect to console products such as TCR, TKE, etc., and enjoy a smoother CODING DevOps cloud experience; after associating, it also supports importing Tencent Cloud account sources and linking the [sub-account](#) list information.

Only the team leader can bind and configure the Tencent Cloud root account. Team members cannot bind or unbind actively.

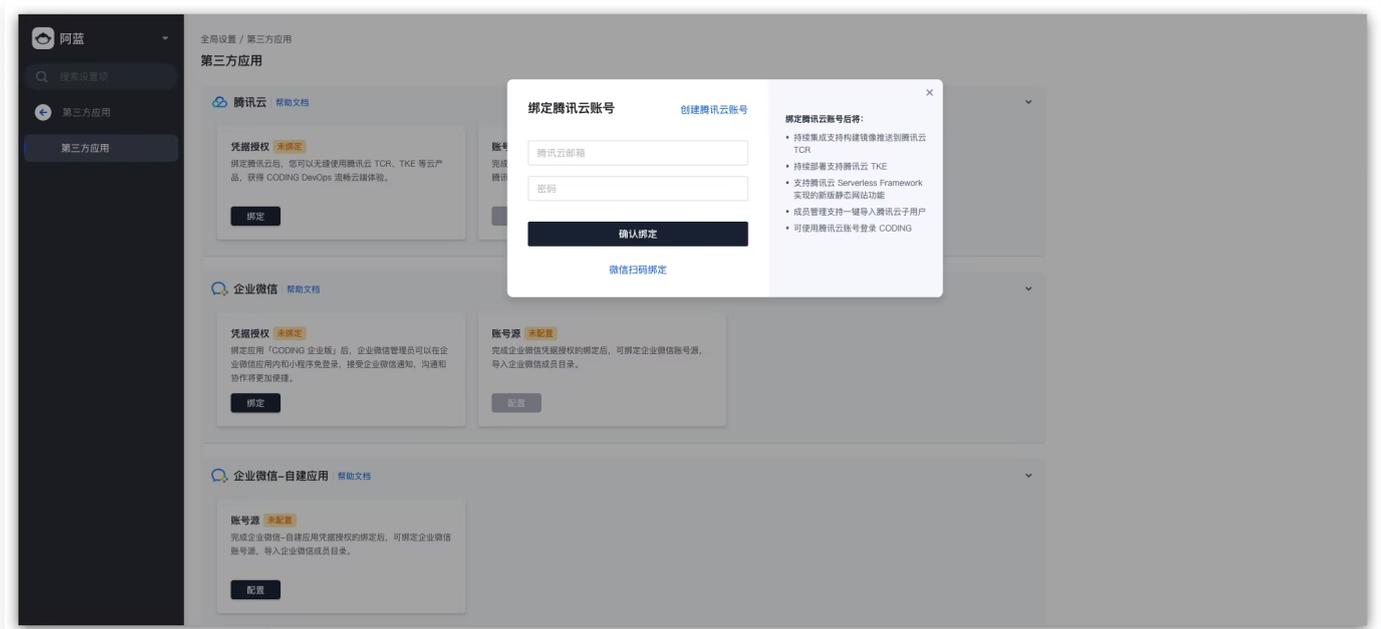


Credential Authorization

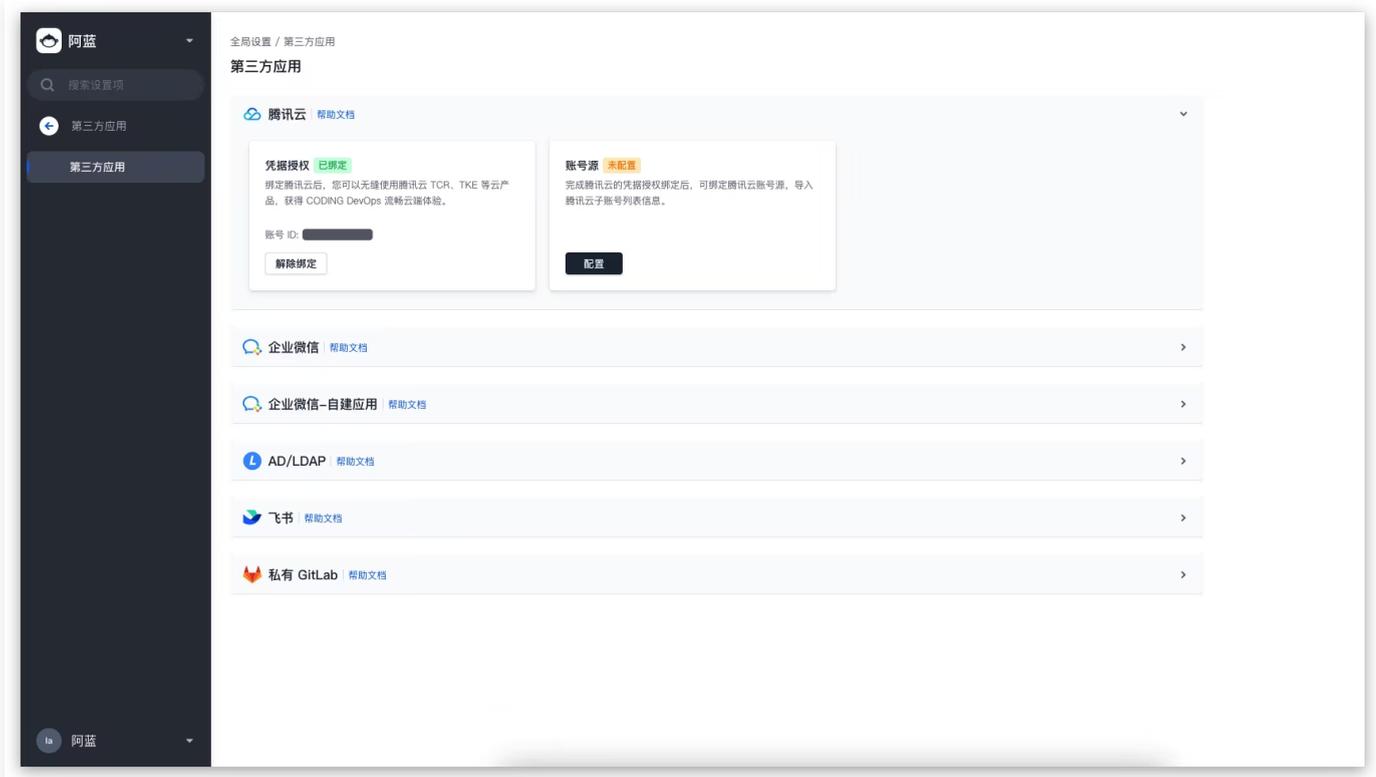
1. Team administrators log in to the [CODING Console](#), click **Use Now**, then select the Team Settings Center > Global Settings > Third-party Applications > Tencent Cloud from the navigation bar on the left side of the homepage to bind the service.



2. Choose to bind using Email + Password or WeChat QR code.

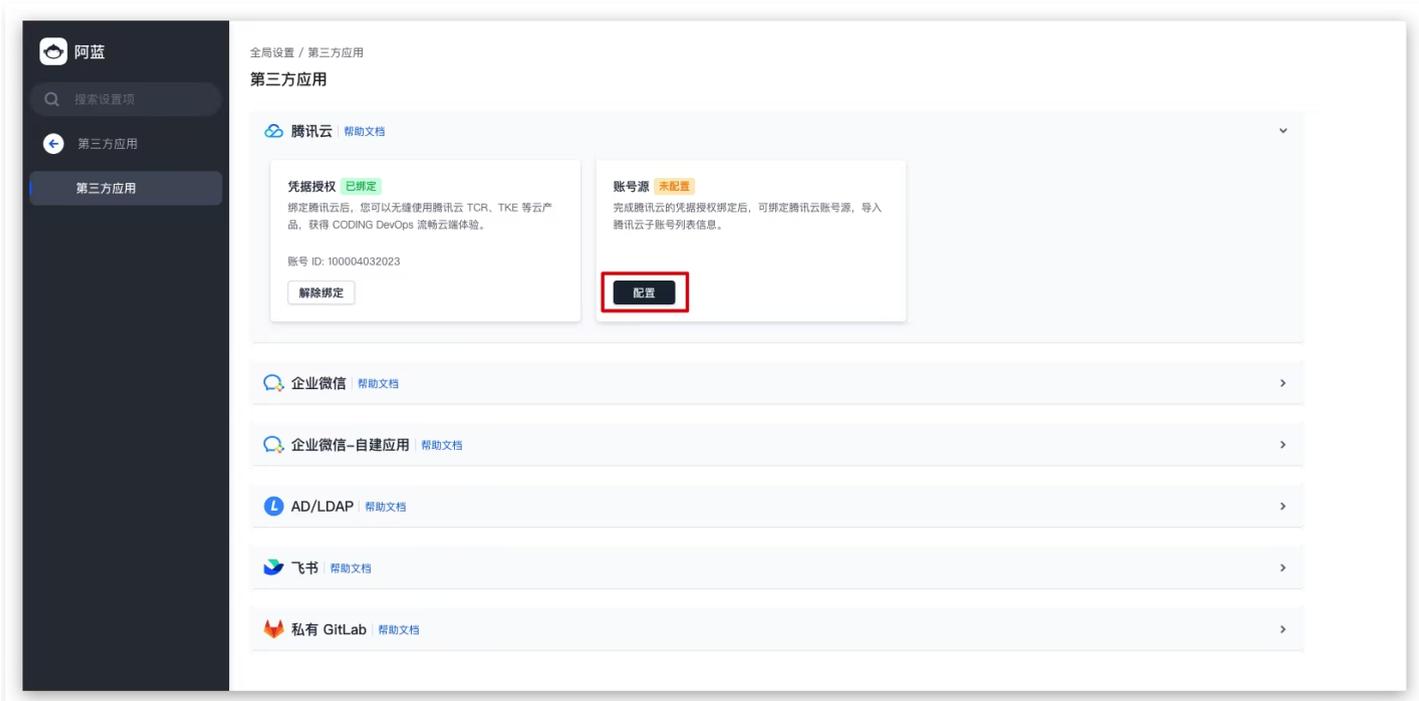


3. After successful binding, services like TKE and TCR in Continuous Deployment can be seamlessly used in CODING.

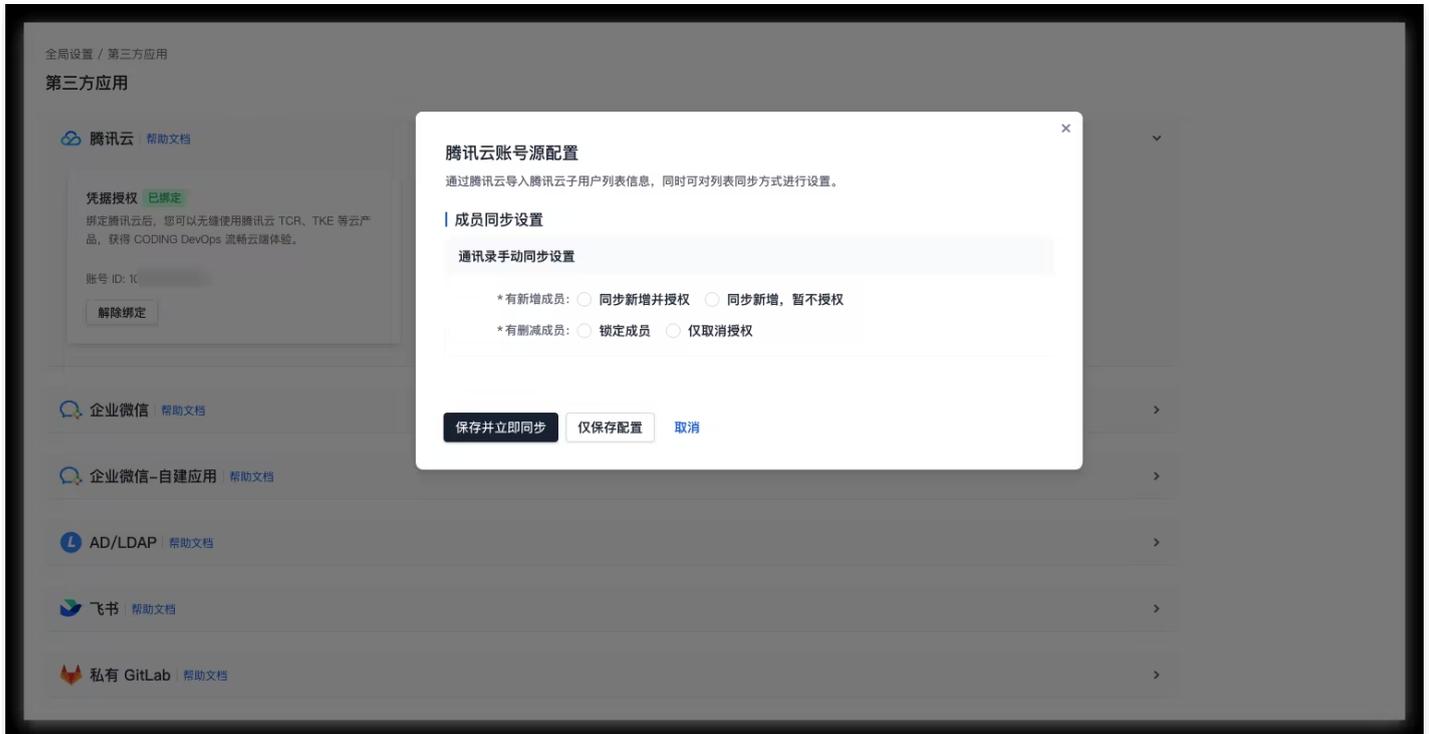


Configuring Account Source

Configuring the account source is mainly for conveniently importing the Tencent Cloud sub-account list, and generating corresponding CODING accounts for each sub-account. For detailed information, please refer to [Import Tencent Cloud Sub-Accounts](#).

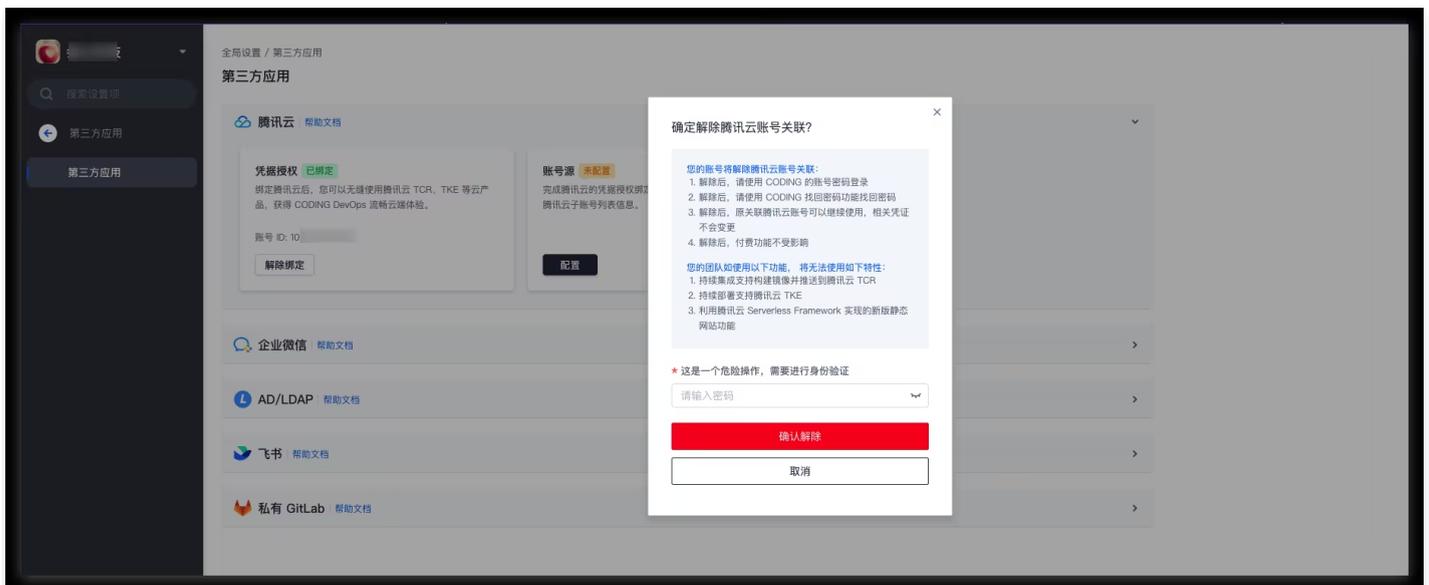


After the administrator completes the configuration manually, team members can conveniently log in to the CODING team using the Tencent Cloud Sub-account.



Unbinding

After binding Tencent Cloud, click "Unbind" in "Third-party Applications" to unbind.



Binding Failed

For issues related to binding Tencent Cloud failing, refer to the [FAQ](#) explanation.

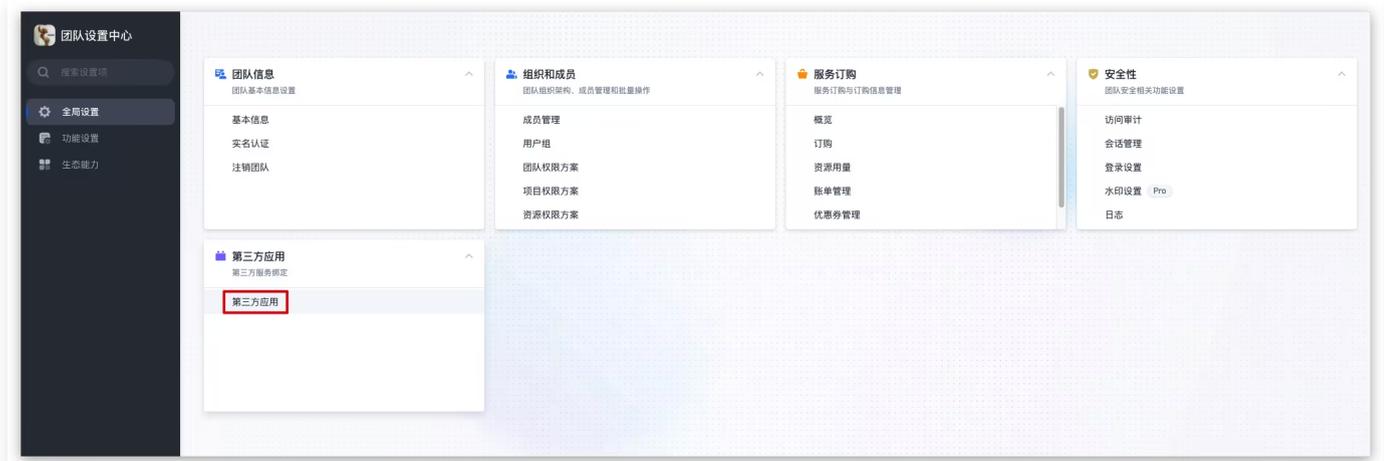
Bind WeCom

Last updated: 2024-09-05 15:58:53

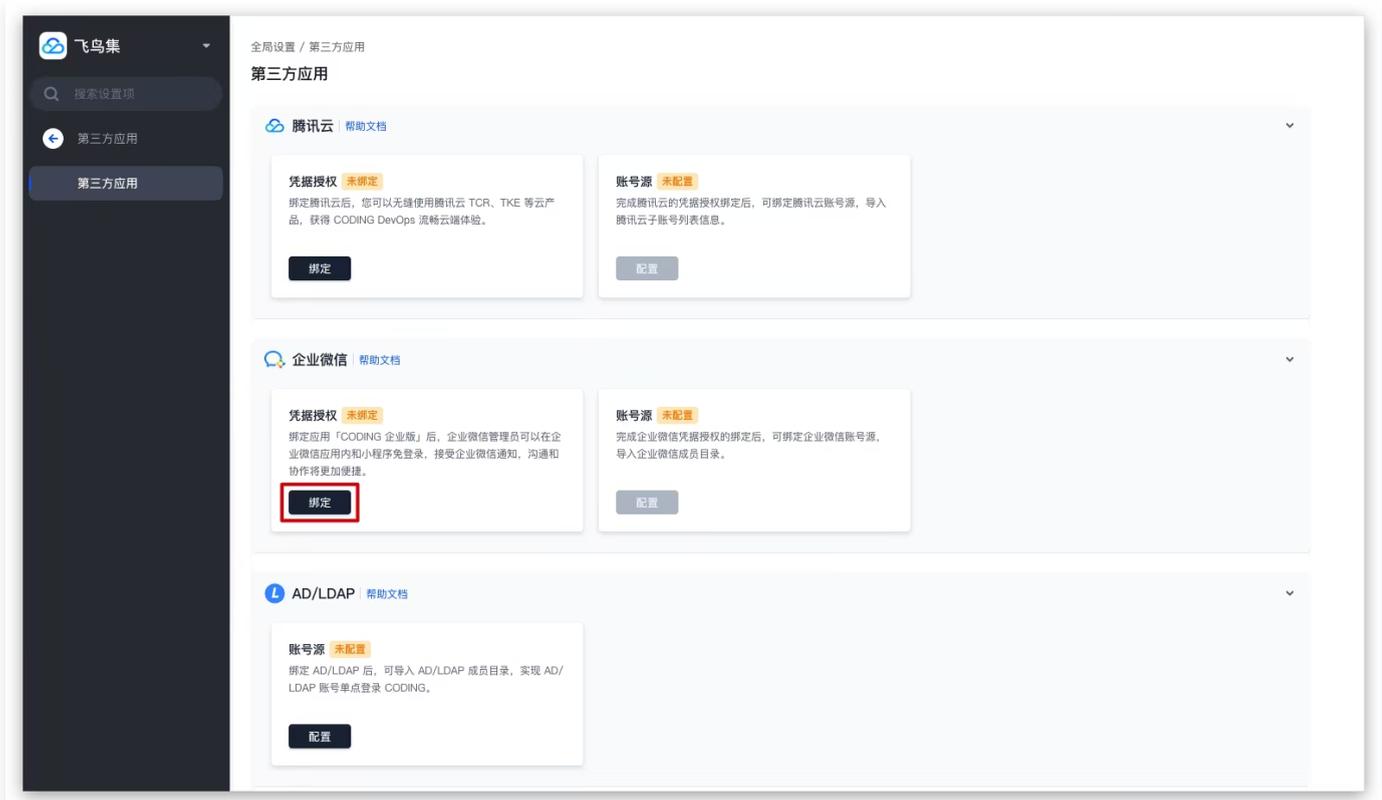
After the team binds WeCom, it enables the enterprise to conveniently import the department structure and members into the CODING team. WeCom members do not need to register for CODING one by one. They can join the CODING team easily by scanning the WeCom QR code.

Bind WeCom

1. Team owners / administrators log in to [CODING Console](#), click **Use Now** to enter the corresponding team, and select **Team Settings Center > Global Settings > Third-party Applications** from the left navigation bar on the homepage.



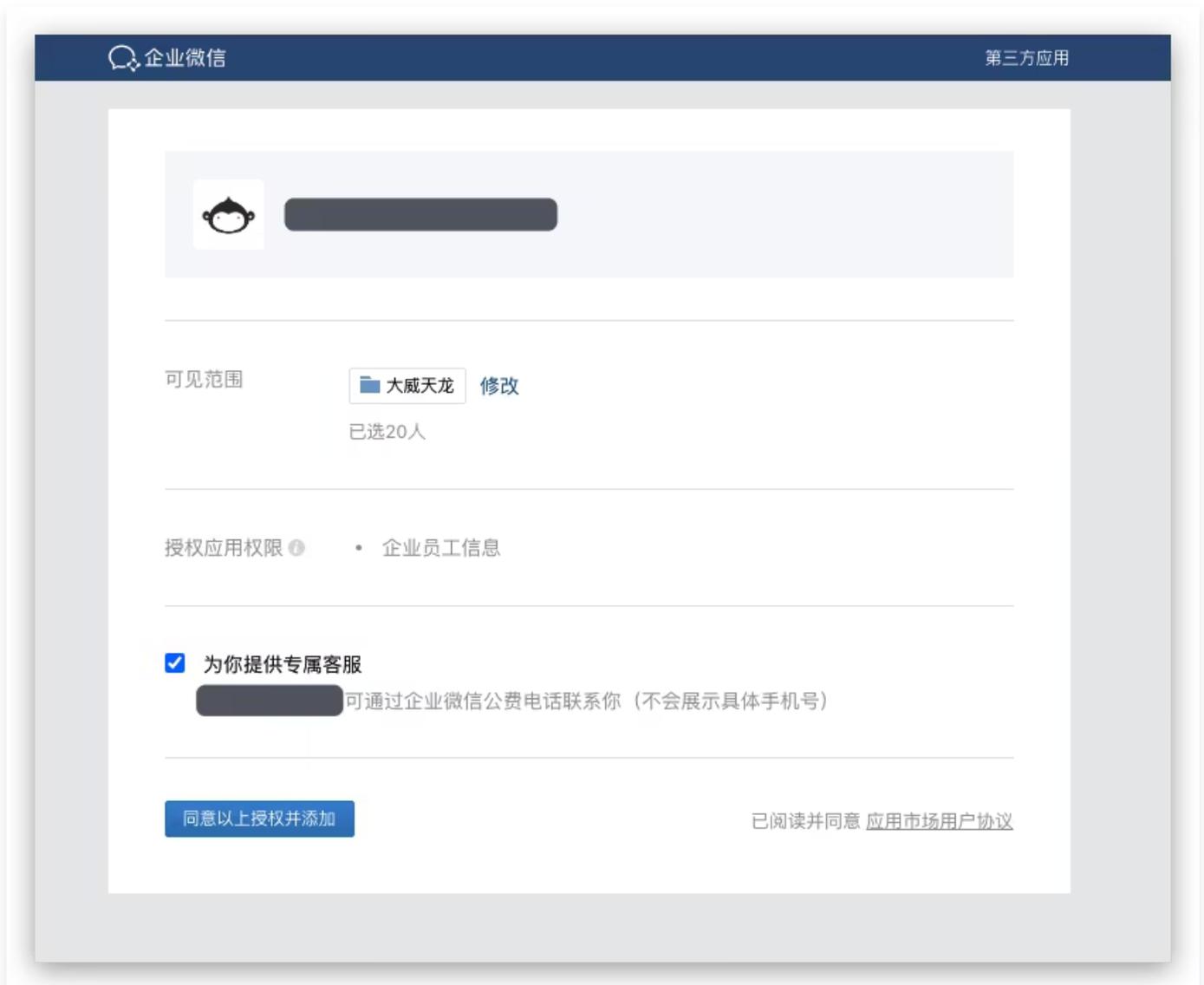
2. Click Bind in **Credential Authorization**.



3. After navigating to the WeCom QR code page, use the **WeCom Administrator Account** to scan the code and log in. Set the application visibility scope. The visibility scope of the WeCom application determines which departments or members can access the CODING team. After selecting departments and personnel, click **Confirm**.



4. Click **Agree to the above authorization and add**. You can also choose whether to add CODING customer service as an external contact option.



5. After successfully installing the WeCom application, the status in **Third Party Application** > **WeCom** will become "Bound".

全局设置 / 第三方应用

第三方应用

腾讯云 | 帮助文档

凭据授权 未绑定

绑定腾讯云后，您可以无缝使用腾讯云 TCR、TKE 等云产品，获得 CODING DevOps 流畅云端体验。

绑定

账号源 未配置

完成腾讯云的凭据授权绑定后，可绑定腾讯云账号源，导入腾讯云子账号列表信息。

配置

企业微信 | 帮助文档

凭据授权 已绑定

绑定应用「CODING 企业版」后，企业微信管理员可以在企业微信应用内和小程序免登录，接受企业微信通知，沟通和协作将更加便捷。

绑定团队：大威天龙

解除绑定

账号源 未配置

完成企业微信凭据授权的绑定后，可绑定企业微信账号源，导入企业微信成员目录。

配置

6. The administrator will also receive a binding message push in WeCom.

企业微信团队

应用名称 CODING 企业版
应用服务商 扣钉 CODING

查看应用

管理员删除应用

删除人 [Redacted]
应用名称 [Redacted]
应用服务商 [Redacted]

查看应用

17:37

管理员安装应用

安装人 [Redacted]
应用名称 [Redacted]
应用服务商 [Redacted]

查看应用 **管理应用**

Configuring Account Source

Account source settings are used to manage the department structure and team member information in the WeCom address book. Once configured, departments and members in WeCom can be imported. From June 20, 2022, teams that configure the WeCom account source no longer need to configure self-built application authorization. Refer to the figure below to directly start configuring member synchronization settings.



Note:

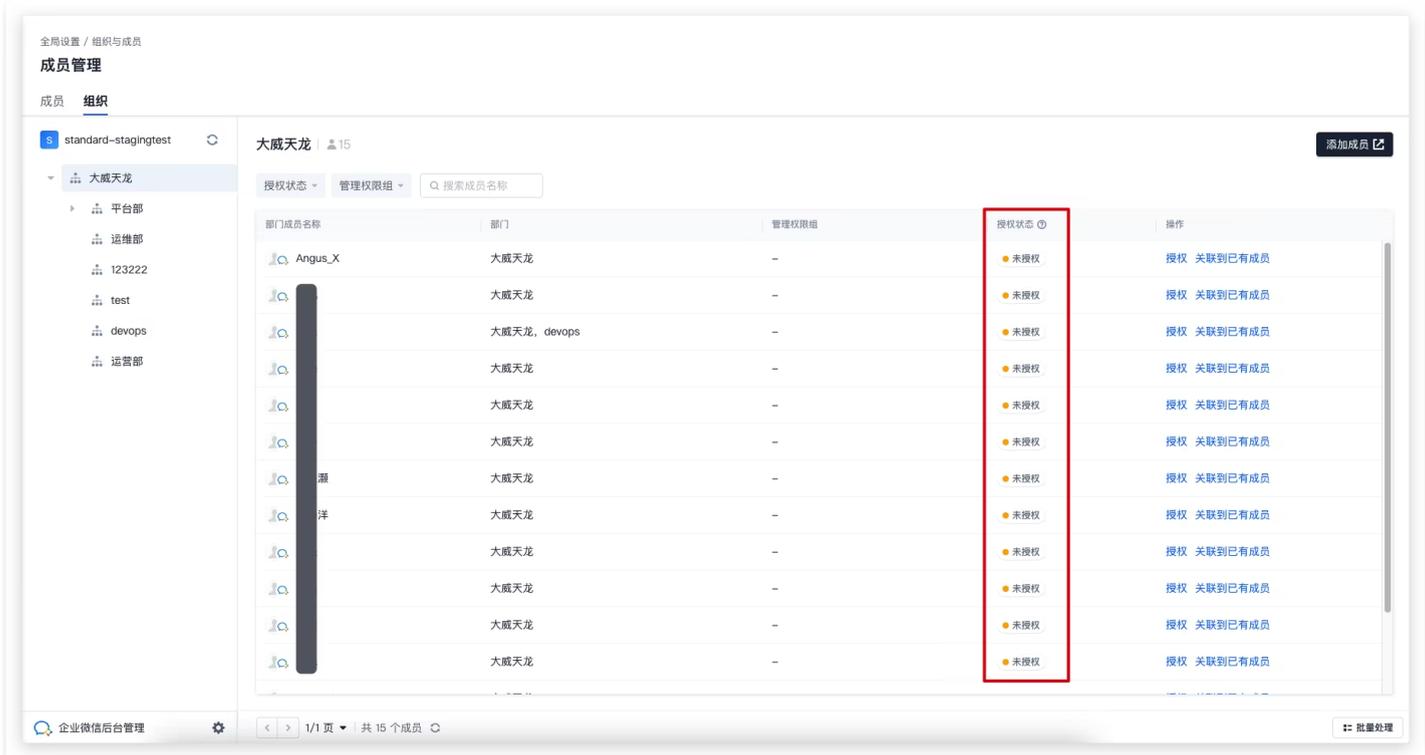
If your team configured self-built applications before June 20, 2022, you can refer to [Self-built Application Authorization Configuration](#) to manage the account source.

Address book synchronization settings provide three modes: manual synchronization, scheduled synchronization, and automatic synchronization. By setting events that may be triggered when members are added or deleted, you can scientifically manage the relationship between CODING team members and WeCom members.

- **Lock Members:** After members in the WeCom address book are deleted, they remain in the CODING team members list but cannot access team resources or log in to the team.
- **Only Cancel Authorization:** After members in the WeCom address book are deleted, they remain in the CODING team members list but cannot access CODING. Once authorized again, the member can log in.

View Authorization Status

The Team Administrator can view the authorization status of all members on the **Member Management > Organization** tab.

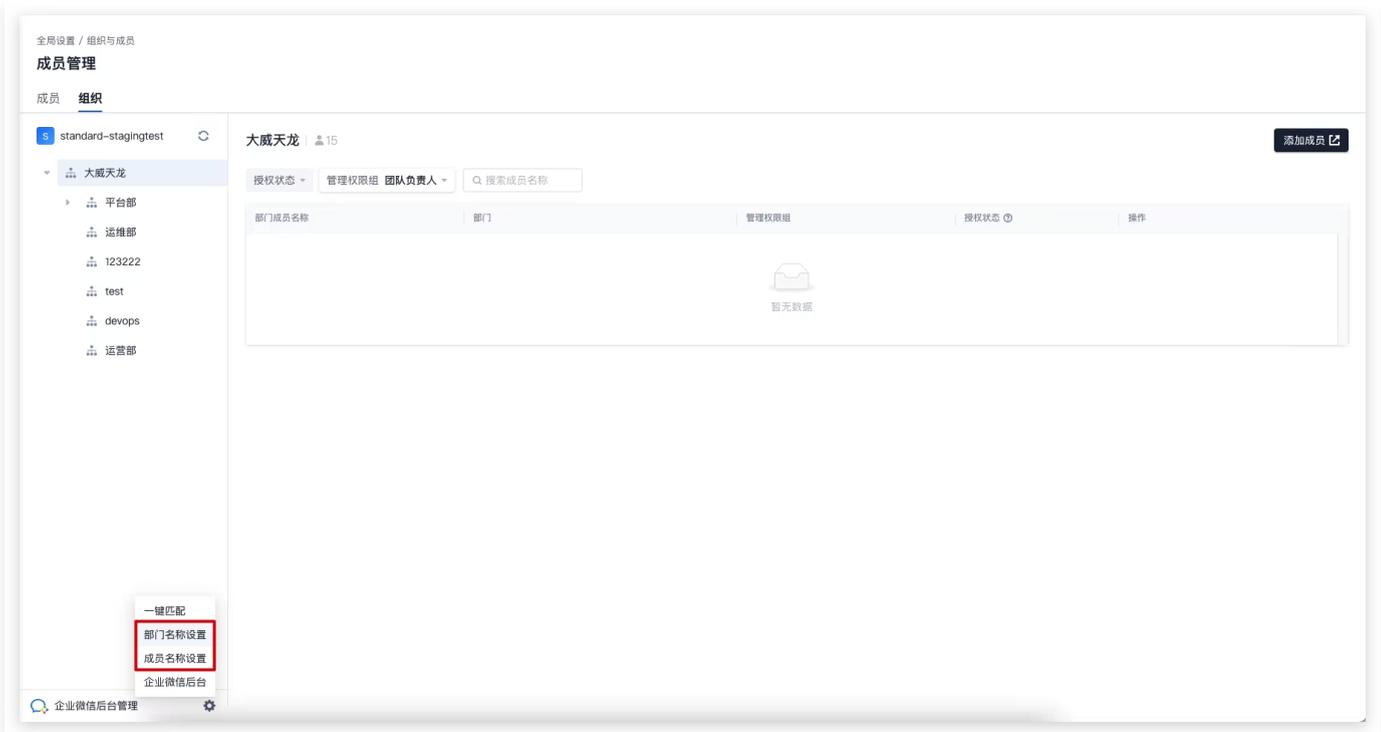


- **Unauthorized:** This member does not have access to CODING.
- **Authorized:** This member has access to CODING but has not yet joined the team. The member needs to log in to or register a CODING account and join the team to perform operations on the CODING platform.
- **Joined:** This member has logged in to or registered a CODING account via the invitation link and joined the team, enabling them to perform relevant operations within the team.

Export Departments or Members

To ensure the accuracy of department names, it is recommended to manually export the WeCom address book and then import it into the CODING team.

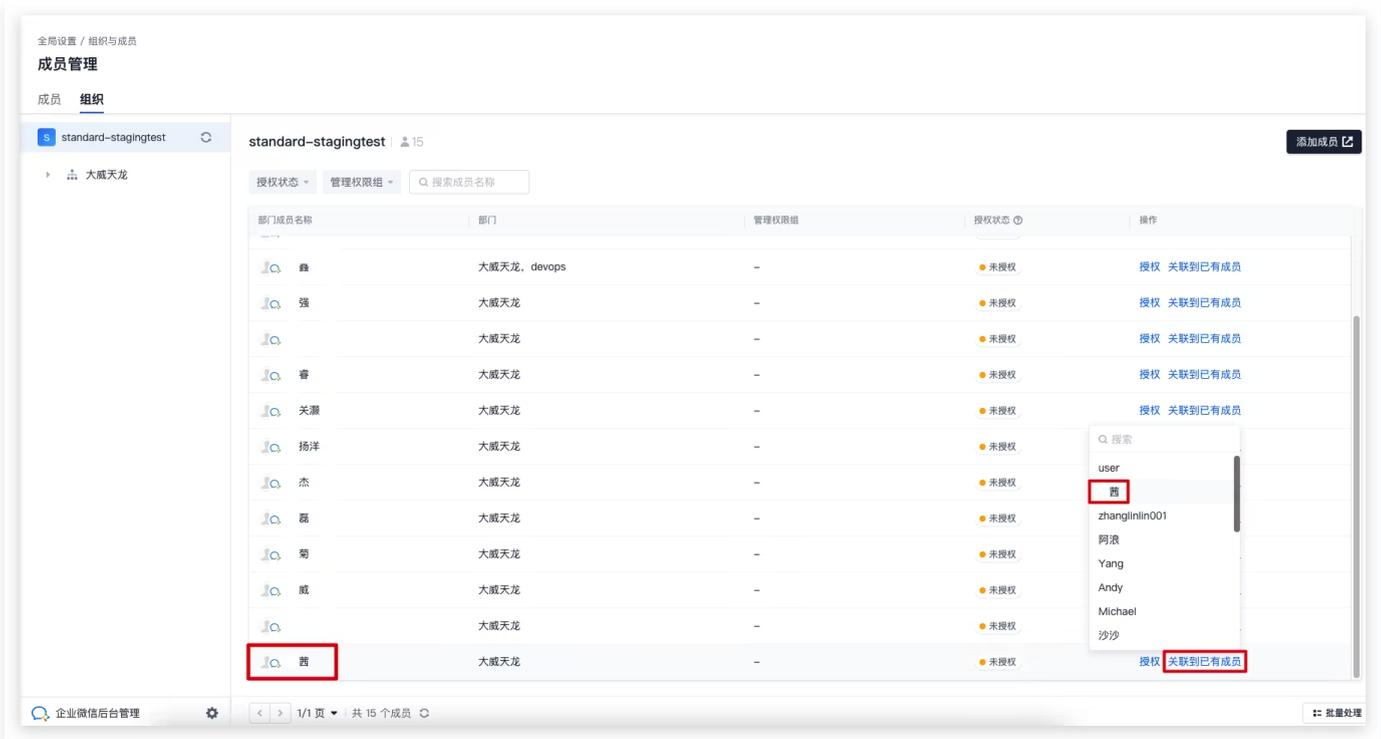
1. Click on **Department Name Setting** or **Member Name Setting** in the WeCom management console at the bottom left.



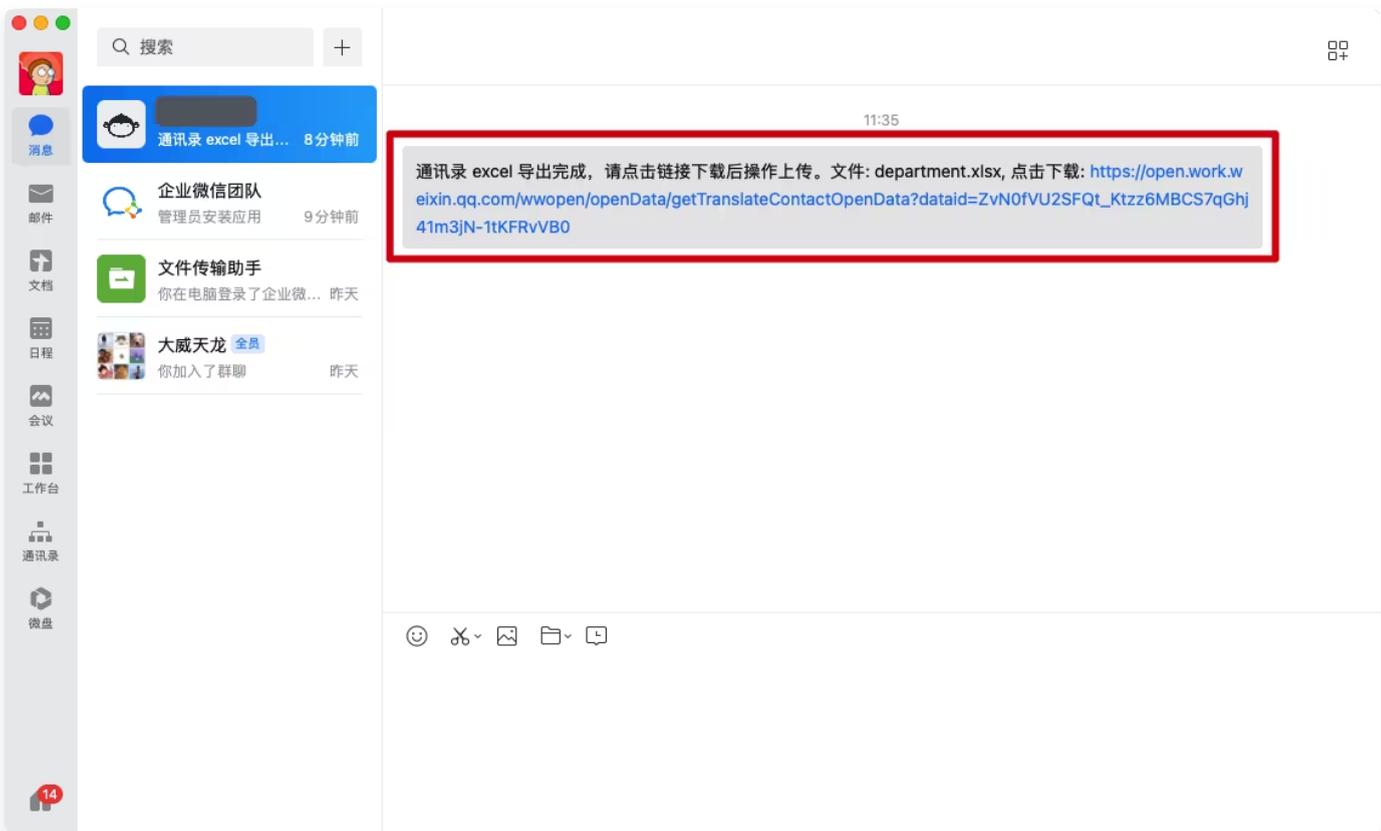
2. Click on **Export**, and then start the download in the browser when a new page pops up.



3. If automatic download does not occur, go to Member Management and link the "Me" account with the WeCom account.



4. Then click the link provided in the WeCom application message reminder to download.



Importing Data

Import the Excel file containing department or member names exported earlier into the CODING team.



Manual Configuration

If some data appears to be incorrect, you can use **Manual Configuration** to correct the names.



Authorizing members

For members with the "Unauthorized" status, the Team Administrator needs to grant the member permission to log in to CODING using WeCom QR code.



- **Member has not registered a CODING account**

You can use the WeCom QR code to directly log in to the CODING Team.

- **Member has joined the CODING account**

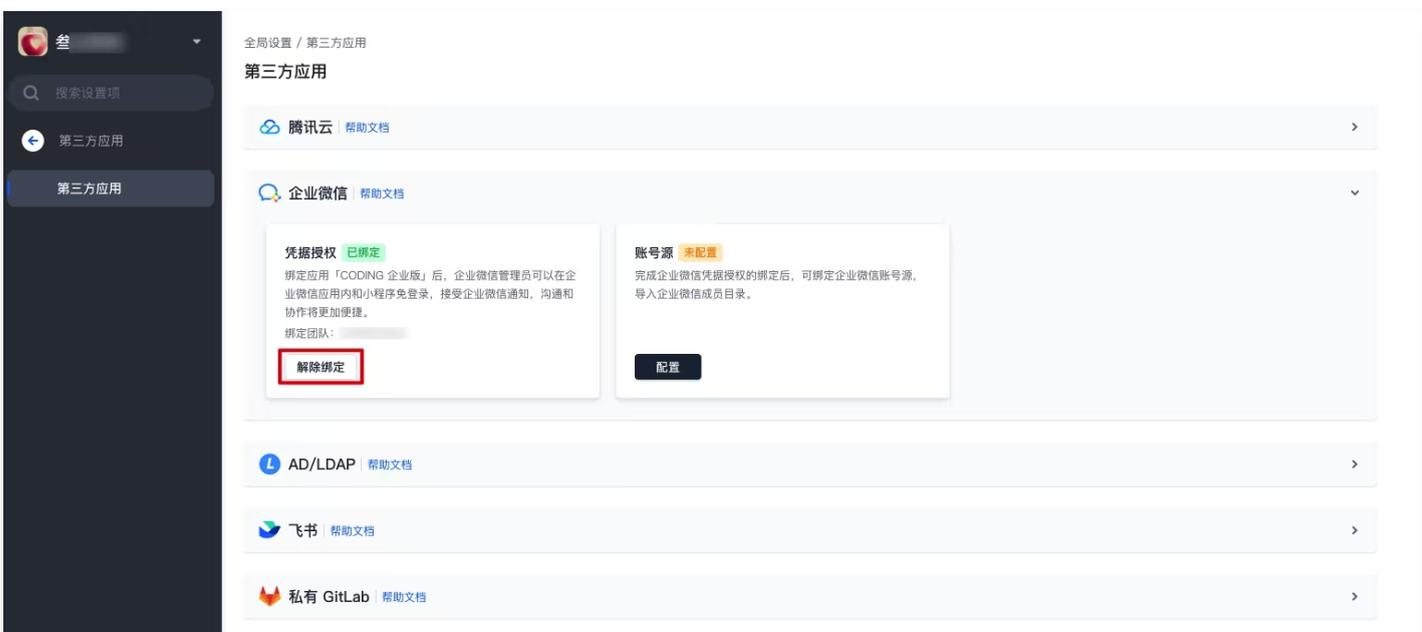
The Team Owner clicks **Link Existing Member** and selects the member in the CODING Team. The member can then log in using either the WeCom QR code or the CODING account password.

Unbind WeCom

Delete the application from WeCom to unbind. After unbinding WeCom, all department and member data will be lost, and the CODING message push mechanism in WeCom will be disabled.

Team Administrator

The Team Administrator can go to **Team Settings Center > Global Settings > Third-Party Applications** to unbind.



Team Members

Move the mouse to the personal avatar in the lower left corner, click **Personal Account Settings**, then click **Binding Settings**, and click **Unbind** in WeCom to unbind.



Bind Private GitLab

Last updated: 2024-09-05 16:01:33

CODING supports associating external repositories such as GitLab Public Cloud and Private Cloud. Once associated, you can use these external repositories in modules like Continuous Integration and Artifact repository in CODING. The usage steps are as follows:

1. [Create an application](#)
2. [Bind GitLab Private Cloud](#)
3. [Associate GitLab code repository](#)
4. [Use GitLab repository](#)

Prerequisites

- Only team leaders, team administrators, and members granted service integration permissions can perform binding operations.
- Your private GitLab must be exposed to the public internet to ensure successful authorization in CODING.
- Your private GitLab version needs to be 10.7 or above to ensure the repository can be successfully associated and checked out.

1. Create an application

Log in to Private GitLab, click the account icon in the upper right corner, and select **Preferences** to enter the personal settings page. Then click **Applications** in the left navigation bar to enter the third-party application authorization management page and create a new application. Fill in the parameters as follows, and click **Save application** after completing.

- The **Redirect URI** needs to be filled in as:
`https://e.coding.net/api/oauth2/platforms/gitlab_private/callback.`
- Check **Scopes**: `api, read_user, read_repository, write_repository, profile.`

Note:

If you cannot find the aforementioned options in your **Scopes** settings, please check if your private GitLab version meets the prerequisites.

User Settings > Applications

Search settings

Edit application

Name
CODING

Redirect URI
https://e.coding.net/api/oauth2/platforms/gitlab_private/callback

Use one line per URI

Confidential
The application will be used where the client secret can be kept confidential. Native mobile apps and Single Page Apps are considered non-confidential.

Scopes

api
Grants complete read/write access to the API, including all groups and projects, the container registry, and the package registry.

read_user
Grants read-only access to the authenticated user's profile through the /user API endpoint, which includes username, public email, and full name. Also grants access to read-only API endpoints under /users.

read_api
Grants read access to the API, including all groups and projects, the container registry, and the package registry.

read_repository
Grants read-only access to repositories on private projects using Git-over-HTTP or the Repository Files API.

write_repository
Grants read-write access to repositories on private projects using Git-over-HTTP (not using the API).

read_registry
Grants read-only access to container registry images on private projects.

write_registry
Grants write access to container registry images on private projects.

Jobs Adolf

Set status

Edit profile

Preferences

Sign out

After the application is successfully created, GitLab will generate the corresponding Application ID and Secret.

User Settings > Applications > CODING

Search settings

Application: CODING

Application ID
a5bf61e9c416c2ad2913

Secret
060b4c7137061dc95cft

Callback URL
https://e.coding.net/api/oauth2/platforms/gitlab_private/callback

Confidential
Yes

Scopes

- api (Access the authenticated user's API)
- read_user (Read the authenticated user's personal information)
- read_repository (Allows read-only access to the repository)
- write_repository (Allows read-write access to the repository)
- profile (Allows read-only access to the user's personal information using OpenID Connect)

Edit Destroy

2. Bind a private GitLab

Team administrators log in to [CODING Control Panel](#), click **Use Now** to enter the corresponding team.

2.1 Click the bottom left corner's **Team Settings Center > Global Settings**, select **Third-party Applications > Private GitLab** for service binding.



2.2 In the binding pop-up, enter the information. Application ID and Secret are generated when you [create an application](#) Back. After filling in, click **Authorize Binding**.

绑定 Gitlab 私有云

请将 Gitlab 私有云中创建的 OAuth 应用信息和域名信息填入表单，并授权绑定。

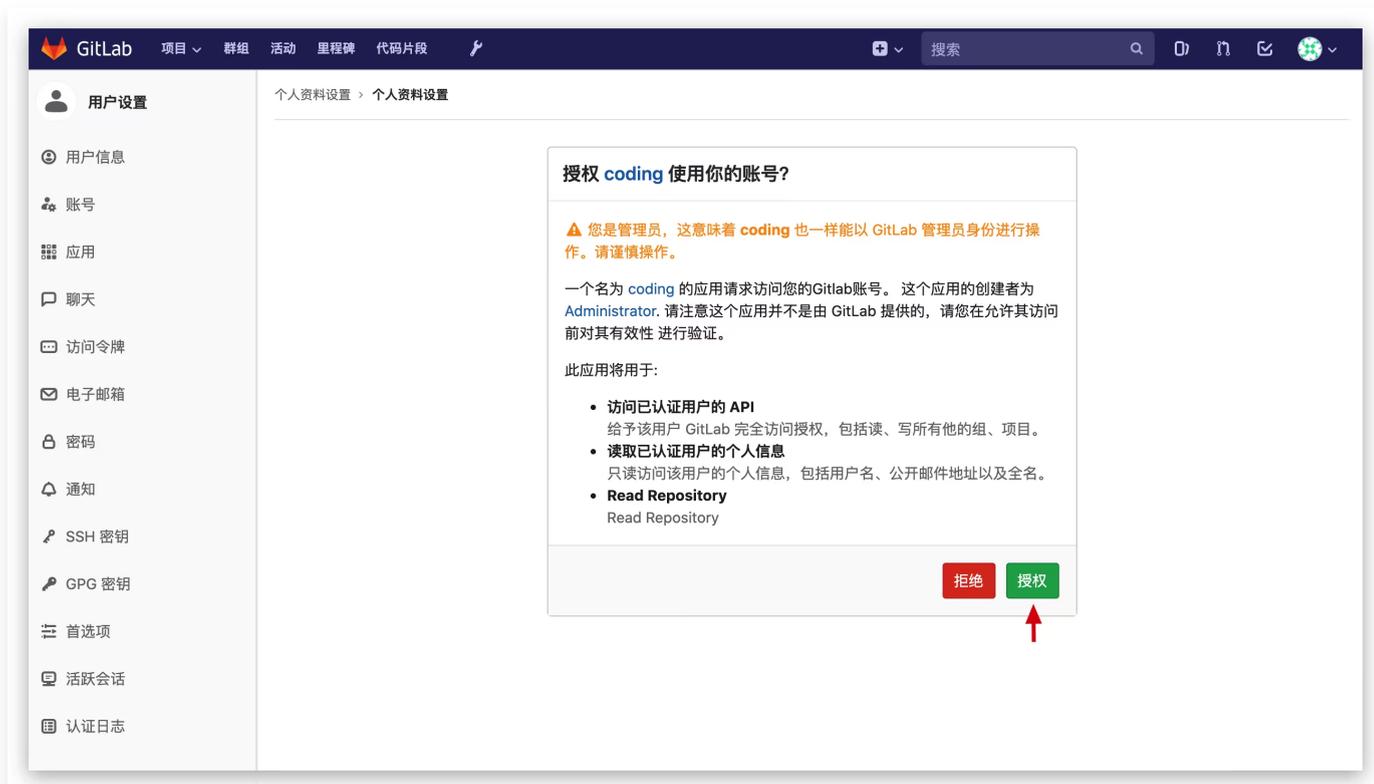
应用名称

Application ID

Secret

Gitlab 私有云域名

2.3 After being redirected to GitLab's authorization page, please click **Authorize**(Authorize) to complete the authorization.



2.4 After successfully binding in CODING, click **Authorization Completed** on the original page.

绑定 Gitlab 私有云

您已经跳转至 Gitlab 私有云授权页面，请在 Gitlab 界面完成授权。

1. 如果您已经完成授权，请点击「已完成授权」；
2. 如果您的Gitlab 私有云界面报错或无法正常展示，可能是填写的绑定信息有误，请点击「重填信息」；
3. 若不了解绑定流程或需要更多引导，请查阅 [帮助文档](#)。

已完成授权

重填信息

2.5 Once binding succeeds, you can see the "Bound" sign on the service integration page.

3. Associate a private GitLab repository

After binding the private GitLab service successfully, you can go to the project to associate the code repository.

3.1 Enter a project, click left sidebar **Code Repository** to enter the code repository management page.

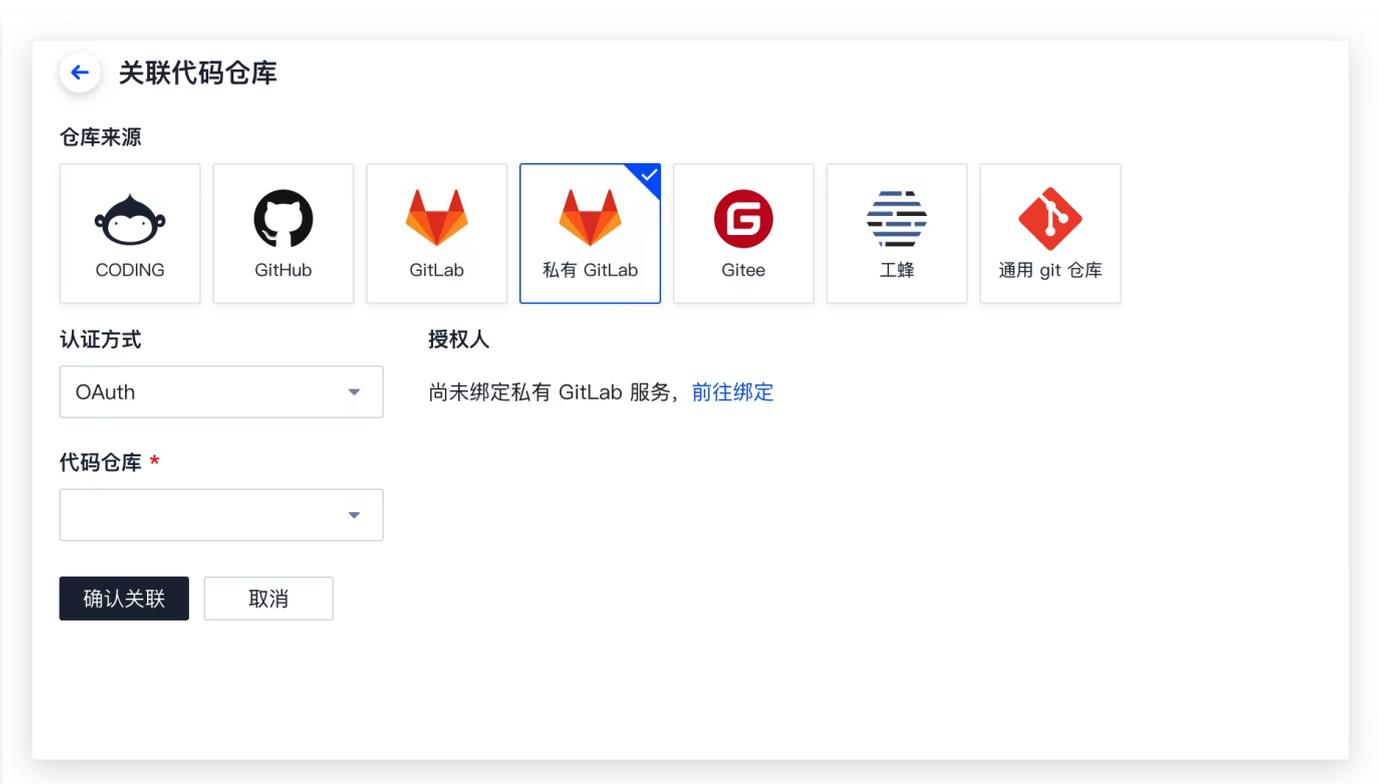
3.2 In the **Associate Repository** tab, click the top right corner **Associate Code Repository**.



3.3 On the **Associate Code Repository** page, select "Private GitLab" as the repository source.

Note:

The default authentication method is OAuth, you need to first refer to the above content to [create an application](#) and [bind GitLab Private Cloud](#).



3.4 If already authenticated successfully, just select the code repository to be associated.

3.5 After successfully associating an external repository, you can see the repository in the **Associate Repository** list.

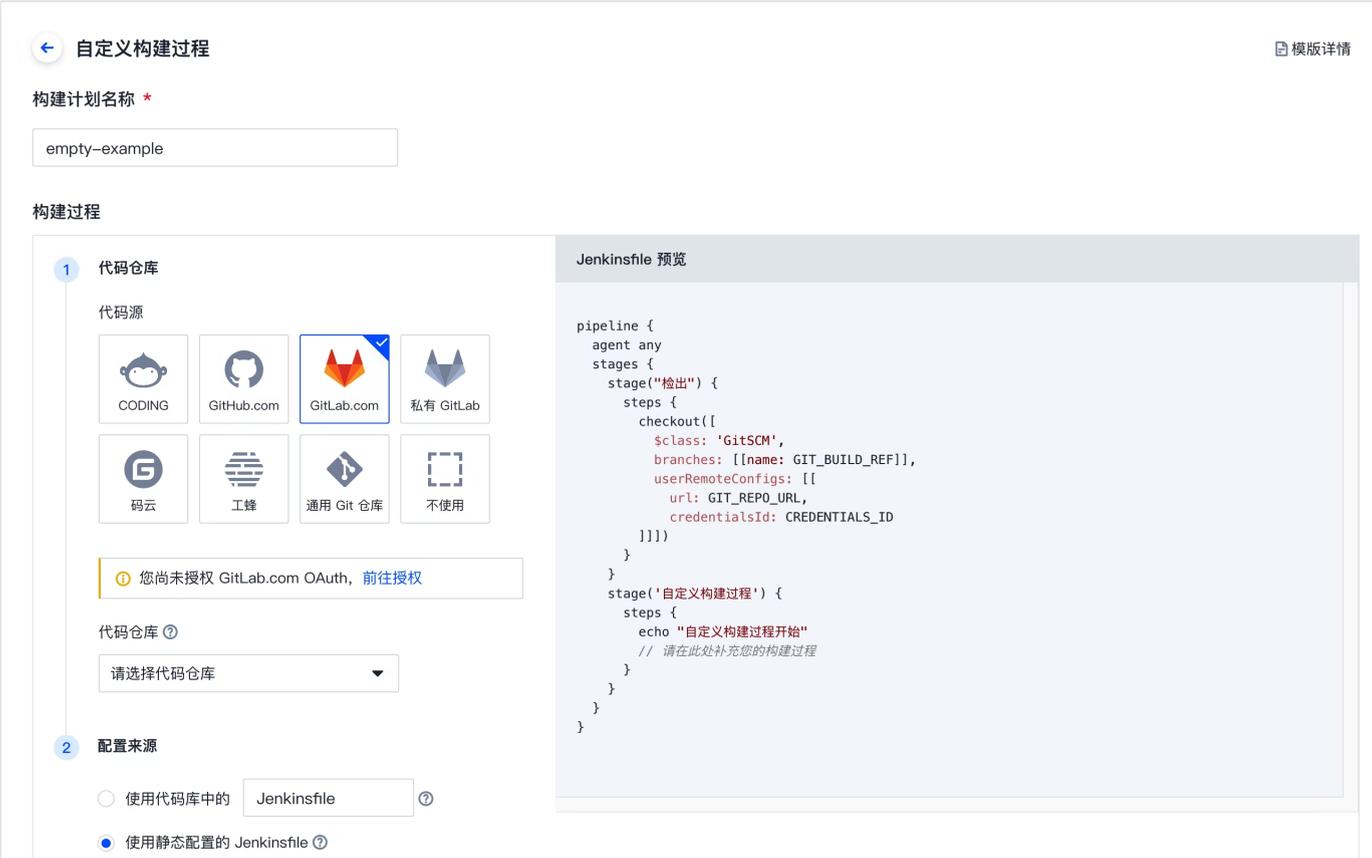
Note:

To disassociate an external repository, in the **Associate Repository** list under the operation column, click  and select **Disassociate**.

4. Using GitLab Repository

After successfully associating an external repository, you can use these repositories in authorized CODING modules (Continuous Integration, Artifact Repository, etc.).

Taking CODING-CI as an example, in addition to CODING's own repository, CODING now supports the following three types of external repositories: GitHub, GitLab, and Private GitLab.



The screenshot shows the '自定义构建过程' (Custom Build Process) configuration page. It includes a form for '构建计划名称' (Build Plan Name) with the value 'empty-example'. Under '构建过程' (Build Process), step 1 '代码仓库' (Code Repository) offers options for 'CODING', 'GitHub.com', 'GitLab.com' (selected), and '私有 GitLab'. A warning message states '您尚未授权 GitLab.com OAuth, 前往授权' (You have not authorized GitLab.com OAuth, go to authorize). Below are a dropdown for '代码仓库' and step 2 '配置来源' (Configure Source) with radio buttons for '使用代码库中的 Jenkinsfile' and '使用静态配置的 Jenkinsfile' (selected). A 'Jenkinsfile 预览' (Jenkinsfile Preview) pane on the right shows the following pipeline configuration:

```
pipeline {
  agent any
  stages {
    stage("检出") {
      steps {
        checkout([
          $class: 'GitSCM',
          branches: [[name: GIT_BUILD_REF]],
          userRemoteConfigs: [[
            url: GIT_REPO_URL,
            credentialsId: CREDENTIALS_ID
          ]]
        ])
      }
    }
    stage('自定义构建过程!') {
      steps {
        echo "自定义构建过程开始"
        // 请在此处补充您的构建过程
      }
    }
  }
}
```

Firewall IP Allowlist

If your server or GitLab has a firewall, please allowlist CODING IP, refer to the following:

```
212.129.144.0/24
212.64.105.0/24
49.234.127.0/24
49.235.224.0/24
49.234.65.0/24
```

81.69.101.0/24

And open CODING-CI to view the Build Nodes IP and allowlist them:

The screenshot shows the '基础信息' (Basic Information) tab of a pipeline configuration page. The '代码源' (Code Source) section has 'CODING' selected. The '代码仓库' (Code Repository) is set to 'coding-demo'. Under '配置来源' (Configuration Source), '使用静态配置的 Jenkinsfile' (Use static configuration Jenkinsfile) is selected. In the '节点池配置' (Node Pool Configuration) section, '使用 CODING 提供的云主机进行构建' (Use CODING provided cloud hosts for building) is selected, and the '上海 中国' (Shanghai, China) region is chosen. A tooltip is displayed over the region selection, containing the following text: '构建过程中可能需要访问到您的内部资源，将构建节点的出口 IP 添加到您内部资源的 IP 白名单中，可以更好的提高访问的安全性。注意：此公网出口 IP 范围为该地域云构建节点池中的所有构建节点共享，并非当前团队独占。' (During the build process, you may need to access your internal resources. Adding the egress IP of the build nodes to your internal resource IP whitelist can better improve the security of access. Note: This public egress IP range is shared by all build nodes in the cloud build node pool of this region, and is not exclusively owned by the current team.) At the bottom, there are '保存修改' (Save Changes) and '取消' (Cancel) buttons.

Unbind GitLab

To unbind, in the Third-party Applications page, click on **View Details** to the right of GitLab, and in the popup page, click **Unbind**.

Bind AD/LDAP

Last updated: 2024-09-05 16:06:54

In the Team Settings Center, select AD/LDAP under Third Party Applications for service binding. Once completed, you can import department organization and member information from the system, and members can use the [LDAP](#) username + password to log in to CODING.

Bind LDAP

1. The team administrator logs in to the [CODING Console](#), clicks Use Now, then selects the navigation **Team Settings Center > Global Settings > Third Party Applications** at the bottom left, clicks Third Party Applications, selects **AD/LDAP**, and clicks **Configure** to bind the service.



2. When the pop-up window appears, sequentially fill in the Server Configuration, User Rule Configuration, Organizational Structure Rule Configuration, and Enhanced Organization Relationship Mapping Configuration fields. Refer to [Appendix](#) for field descriptions.

配置 AD/LDAP

以下配置将用于同步 LDAP 目录，成员授权后可使用 LDAP 账户登录 CODING，获取 LDAP 服务器配置信息，请与服务器管理员联系

服务器配置

*目标类型: OpenLDAP Windows AD

*服务器地址:

*端口:

*使用ssl:

*Base DN:
如已进行同步操作后再修改，则需要重新进行数据同步

*管理员账号:
如已进行同步操作后再修改，则需要重新进行数据同步

*管理员密码:
如已进行同步操作后再修改，则需要重新进行数据同步

LDAP 密码加密:

用户规则配置

*成员过滤属性:
AD/LDAP 成员搜索filter表达式。例: AD: (objectClass=user) LDAP: (objectClass=person)

*成员唯一 ID 属性:

3. Adjust Address Book Synchronization Settings.

配置 AD/LDAP ×

以下配置将用于同步 LDAP 目录，成员授权后可使用 LDAP 账户登录 CODING，获取 LDAP 服务器配置信息，请与服务器管理员联系

组织关系映射增强配置

与“组织架构规则配置”配合使用，单独配置不生效

用户侧映射字段:

用户侧映射字段（部门-用户），该字段用于用户与部门建立映射关系，与“部门侧映射字段”配合...

部门侧映射字段:

部门侧映射字段（部门-用户），该字段用于部门与用户建立映射关系，与“用户侧映射字段”配合...

下级部门映射字段:

下级部门的映射字段（部门-部门），该字段用于与上级部门建立映射关系，与“上级部门映射字...”

上级部门映射字段:

上级部门的映射字段（部门-部门），该字段用于与下级部门建立映射关系，与“下级部门映射字...”

成员同步设置

通讯录手动同步设置

*有新增成员: 同步新增并授权 同步新增，暂不授权

*有删减成员: 锁定成员 仅取消授权

通讯录定时同步设置 ?

保存并立即同步
仅保存配置
取消

4. After filling in the relevant information, click **Save and Sync Immediately**. Once the form validation passes, the **LDAP** option will support editing and modifying the configuration.

Unbind LDAP

Click Unbind under **AD/LDAP** in Third Party Applications to unbind.

Appendix

The form description is as follows:

Form Items	Description	Sample code
Directory Type	Required. Supports OpenLDAP and Windows	OpenLDAP

	AD	
Server Address	Required. Server address, supports Domain Name or IP Address	21.68.42.231
Server Port	Required. Server Port	389(SSL: 636)
Base DN	Required. Base DN	dc=coding,dc=com
Managing Account	Required. Managing Account	cn=admin,dc=coding,dc=com
Managing Password	Required. Managing Password	12345
LDAP Password Encryption	Required. Supports SIMPLE and DIGEST-MD5	simple
Member Filter Attribute	Required. The system will filter members through this attribute	(objectClass=person)
Member Unique ID Attribute	Required, the unique field associating members in LDAP with CODING. Please fill in according to the actual situation	uidNumber
Member Name Attribute	Required, the member name attribute in LDAP	cn
Member login account attribute	Required, the member login account attribute in LDAP , will be used as the CODING LDAP login username	email
Member Email Attribute	Member email attribute in LDAP	email
Member Phone Number Attribute	Member phone number attribute in LDAP	mobileTelephoneNumber
Member Avatar Attribute	Member avatar attribute in LDAP	-
Department Filter Attribute	The system will use this attribute to filter departments	(objectClass=organizationalUnit)
Department Name Attribute	Department name attribute in LDAP	ou

Bind Feishu

Last updated: 2024-09-05 16:07:11

This document is intended for team leaders / administrators. To import members from Feishu to CODING, complete the following three steps in advance:

1. Install the Application

Feishu administrators install the [CODING Software R&D Management Platform](#) from the Feishu application directory.



The screenshot shows the application page for CODING DevOps in the Feishu application directory. The page includes the following elements:

- Header:** CODING DevOps 应用 (Application) with a share icon, a "在线咨询" (Online Consultation) button, and a "使用" (Use) button with a dropdown arrow.
- Introduction:** 介绍 (Introduction) and 权限 (Permissions) tabs. The main text describes CODING DevOps as a one-stop development collaboration tool that helps teams quickly implement agile development and DevOps practices to improve research and development efficiency.
- Key Features:**
 - workflow flexible configuration: Flexible customization of standard workflows for multiple projects and teams.
 - research process automation: Organic connection of various tools to build standardized and automated CI/CD pipelines.
 - end-to-end quality control: Real-time monitoring and interception of non-compliant R&D activities.
 - research efficiency measurement: Real-time feedback and measurement across progress, quality, and cost dimensions.
- Developer:** 开发者 (Developer) section showing the developer as 深圳市腾云扣钉科技有限公司 (Shenzhen Tengyun Kouding Technology Co., Ltd.).
- Tags:** 标签 (Tags) section with tags for 敏捷研发 (Agile R&D) and DevOps, and a 研发数字化转型 (R&D Digital Transformation) tag.
- Help Information:** 帮助信息 (Help Information) section with links for 隐私协议 (Privacy Policy), 使用协议 (Terms of Use), and 应用官网 (Application Website).

2. Set Application Permissions

Set the application visibility scope, and it is recommended to choose all members.



3. Bind Feishu in CODING

The team administrator clicks the **Team Settings Center** in the lower-left corner, selects **Third Party Application > Feishu**, and clicks **Bind**.



Redirect to the authorization page and confirm the authorization as prompted to complete the binding.



After completing the binding, learn how to [import Feishu members](#).

Security Management

Access Audit

Last updated: 2024-09-05 16:07:28

ⓘ Note:

This feature is a premium paid feature. If you need to use it, please go to the [Price Page](#) to subscribe to the service.

The **Access Audit** feature supports automatically identifying certain content as sensitive and logging access to this content; at the same time, team managers and members with the appropriate permissions can manually flag important content, such as Wiki documents recording critical business operations data, major project bidding proposals, product prototypes, team OKRs, etc., to facilitate quick tracking and management within the **Sensitive Content** list. This helps teams predict potential sources of information leaks, promptly avoid the risk of information leaks, and enhance the team's information security level.

Enter the feature interface

Log in to [CODING Console](#), click **Start Now**, enter the corresponding team, select **Team Settings Center** from the navigation bar at the bottom left of the homepage, and click **Global Settings > Security > Access Audit** to enter the settings interface.



Label Sensitive Content

Access Audit supports manually labeling the following sensitive content:

- Individual Wiki documents.

- Single files in the cloud storage.
- Individual requirements or tasks in project collaboration.

Based on the team's digital asset management needs, team managers and members with the appropriate permissions can mark content as sensitive by selecting the **Mark as Sensitive Content** option from the dropdown menu in the Wiki directory or document detail page, file list or file detail page, and item detail page through the  option. The details of the marking operation can be consulted at any time on the right side of the Access Audit.

访问审计

敏感内容 访问日志



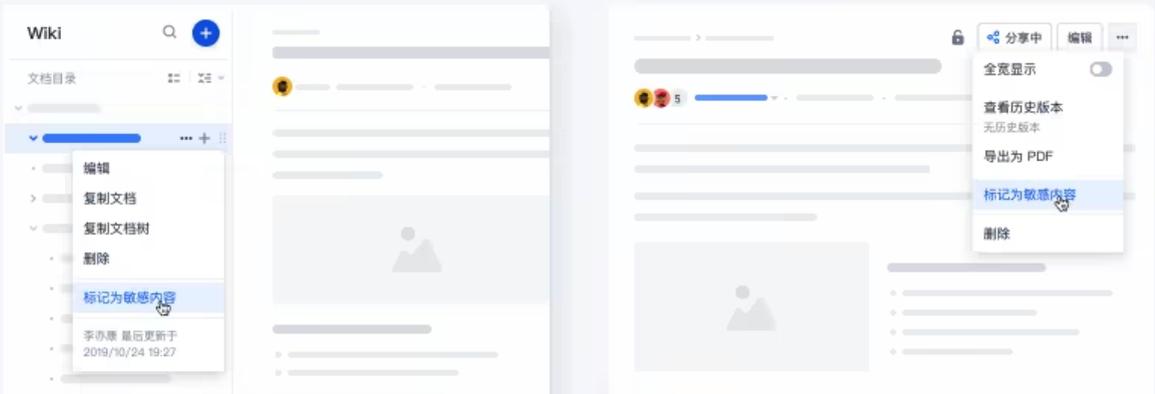
暂无被标记的敏感内容

可以将 Wiki 文档、文件和事项标记为敏感内容，通过「访问日志」可快速查阅标记内容的访问记录。

了解如何标记敏感内容

标记 Wiki 文档

点击 Wiki 目录或者文档详情页按钮，在下拉菜单中选择「标记为敏感内容」



The screenshot shows two parts of the Wiki interface. On the left, a directory view shows a dropdown menu with options: 编辑, 复制文档, 复制文档树, 删除, 标记为敏感内容 (highlighted), and 李亦博 最后更新于 2019/10/24 19:27. On the right, a document detail page shows a dropdown menu with options: 全宽显示, 查看历史版本, 无历史版本, 导出为 PDF, 标记为敏感内容 (highlighted), and 删除.

Note:

Only individual files/matters can be labeled as sensitive, and batch operations are not supported. Labeling a parent document does not affect child documents. Moving a labeled Wiki document or file does not change its sensitive label attribute, and copying Wiki documents and files does not copy their sensitive label attributes.

View Sensitive Content

Labeled content can be quickly viewed in **Sensitive Content**, and supports single or batch unlabeled. Access details record all users who viewed the file, operation time, and IP address, among other information.

The screenshot shows the '访问审计' (Access Audit) interface. On the left, there is a list of sensitive content with columns for '名称' (Name) and '标记时间' (Marking Time). One item, '测试', is selected. On the right, a detailed view for '测试' is shown, including the number of members who accessed it (2), a filter for '访问者' (Visitors), and a table of access logs.

成员	操作时间	访问地址
阿	2021/09/30 16:15:04	广东省电信
陈	2021/08/31 16:42:34	广东省深圳市腾讯云

Access Log

Access logs automatically record the following sensitive content, which can be filtered by specific content types, visitors, and operation times to view sensitive content or all logs as needed

- **Wiki Documentation:** Access information for each Wiki.
- **File:** Access information for each file in the network disk, including statistics of previewable files.
- **Matter:** Includes access information for the planning list, iteration list, all items list, epic list, requirements list, tasks, as well as requirements details and task details.
- **Team:** Information accessed when team member information is visited.

The screenshot shows the '访问审计' (Access Audit) interface with the '访问日志' (Access Log) tab selected. It features a search bar and a '导出' (Export) button. The main table lists access records with columns for '类型' (Type), '内容' (Content), '项目/项目集' (Project/Project Set), '成员' (Member), '操作时间' (Operation Time), and '访问地址' (Access Address).

类型	内容	项目/项目集	成员	操作时间	访问地址
事项	测试	代码托管	阿	2021/09/30 16:15:04	广东省电信
团队	团队成员列表	无	阿	2021/09/30 16:03:39	广东省深圳市腾讯云
团队	团队成员列表	无	阿	2021/09/30 16:03:09	广东省深圳市腾讯云
项目	全部事项列表	Learn	阿	2021/09/30 11:29:47	广东省深圳市腾讯云
团队	团队成员列表	无	阿	2021/09/29 16:04:41	广东省深圳市腾讯云
团队	团队成员列表	无	阿	2021/09/29 14:41:57	广东省深圳市腾讯云
团队	团队成员列表	无	阿	2021/09/29 14:41:05	广东省深圳市腾讯云
团队	团队成员列表	无	阿	2021/09/29 14:25:42	广东省深圳市腾讯云
团队	团队成员列表	无	阿	2021/09/29 14:25:36	广东省深圳市腾讯云
事项	的点点滴滴	demo_project_set	阿	2021/09/29 13:56:34	广东省深圳市腾讯云
事项	改进	demo_project_set	阿	2021/09/29 13:56:19	广东省深圳市腾讯云
团队	工作负载	无	阿	2021/09/28 09:58:35	广东省深圳市腾讯云

Session Management

Last updated: 2024-09-05 16:07:41

This article introduces how to use the session management feature.

Note:

A session is the communication process between the user and CODING, such as entering the account password, accessing the operating system, and logging out of the operating system, which constitutes a complete session process.

Session management is mainly used to record the session logs of all team members. This page will display the collaboration records of team members within the CODING team, including the operating system used, browser version, IP location, and other information. The team lead/administrator can thus predict potential information leakage risks, such as abnormal systems and unknown office locations. Upon identifying suspicious members, their sessions can be immediately terminated for a forced logout from the team. Additionally, [forced two-factor authentication for members](#) or [locking members](#) can be applied to prevent suspicious individuals from continuing to log in.

会话管理

用户: 登录时间: →

用户	邮箱	浏览器	操作系统	登录地点	登录时间	操作
 当前登录	lic**ja@coding.net	Chrome 10/104.0.0.0	Mac OS X	深圳市	2022/09/07 16:46:39	结束会话
	lic**ja@coding.net	Chrome 10/104.0.0.0	Mac OS X	深圳市	2022/09/07 11:22:16	结束会话
	409**98@qq.com	Chrome 10/104.0.0.0	Mac OS X	深圳市	2022/09/07 10:28:16	结束会话
	gal**f@gmail.com	Chrome 10/105.0.0.0	Mac OS X	深圳市	2022/09/05 11:08:05	结束会话
	409**98@qq.com	Chrome 10/104.0.0.0	Mac OS X	中国	2022/09/05 10:11:39	结束会话
	liu**e1@coding.net	Chrome 10/104.0.0.0	Mac OS X	深圳市	2022/09/04 16:41:04	结束会话
	409**98@qq.com	Chrome 10/103.0.0.0	Mac OS X	中国	2022/08/25 14:11:26	结束会话

feature access path: log in to [CODING Console](#), click **Start Now** to enter the corresponding team, then select the navigation bar at the bottom left corner of the homepage **Team Settings Center**, enter **Global Settings**, click **Security > Session Management** to navigate to the operation page.

The screenshot displays a dashboard with several panels for team management:

- 团队信息** (Team Information): 团队基本信息设置 (Team basic information settings), 基本信息 (Basic information).
- 组织和成员** (Organization and Members): 团队组织架构、成员管理和批量操作 (Team organization structure, member management and batch operations). Sub-items include: 成员管理 (Member management), 用户组 (User groups), 团队权限方案 (Team permission schemes), 项目权限方案 (Project permission schemes).
- 服务订购** (Service Subscription): 服务订购与订购信息管理 (Service subscription and subscription information management). Sub-items include: 概览 (Overview), 订购 (Subscription), 资源用量 (Resource usage), 账单管理 (Billing management), 优惠券管理 (Coupon management).
- 安全性** (Security): 团队安全相关功能设置 (Team security related function settings). Sub-items include: 访问审计 (Access audit), **会话管理** (Session management - highlighted with a red box), 登录设置 (Login settings), 水印设置 Pro (Watermark settings Pro), 日志 (Logs).
- 第三方应用** (Third-party Applications): 第三方服务绑定 (Third-party service binding), 第三方应用 (Third-party applications).

Login Settings

Last updated: 2024-09-05 16:08:06

Log in to [CODING Console](#), click **Use Now** to enter the corresponding team, then select the Team Settings Center at the bottom left corner of the homepage **Team Settings Center**, enter **Global Settings**, click **Security > Log in Settings**.

You can force members to enable two-factor authentication in the Login Settings, lock users, and set IP allowlists.

Force members to enable two-factor authentication

ⓘ Note:

Due to the high security level of Tencent Cloud accounts, if you register and log in via the Tencent Cloud Developer Platform, this feature will not be displayed.

After enabling this feature, team members must use two-step Captcha when logging in to the team to use CODING.

1. Before enabling the Mandatory Two-Step Verification feature, ensure that team members have activated this feature in **Personal Account Settings > Two-Step Verification**. For detailed operations, refer to [Two-Step Verification Introduction](#).
2. Select the members who will be forced to enable two-factor authentication on the **Login Settings** page.

If you haven't enabled two-factor authentication, you cannot save the settings. In this case, click the prompted **Enable Two-Factor Authentication** link, complete the enabling, and return to this page to proceed.

全局设置 / 安全性

登录设置

基本设置 高级设置

强制成员两步验证

开启后团队成员只有开启了两步验证，才能访问团队相关页面，保障信息安全

团队负责人和管理员

团队普通成员

您暂未 [开启两步验证](#)，请开启后再启用此项安全设置。

User locking upon login

Note:

Due to the high security level of Tencent Cloud accounts, if you register and log in via the Tencent Cloud Developer Platform, this feature will not be displayed.

You can set to lock a user after 5 consecutive incorrect password attempts during login and send a warning email to the team leader and administrator.

用户登录锁定

团队负责人和管理员可以在成员管理页面解锁该成员。

自动锁定登录时密码连续错误 5 次以上的用户

保存

IP allowlist settings

After enabling the IP allowlist feature, only IP addresses configured in the allowlist are allowed to access CODING' s web pages and use code repositories.

1. Click on the **Team Settings Center** at the bottom left corner of the page, enter **Global Settings**, click **Security > Log in Settings > Advanced Settings**.
2. In the top right corner of the **Advanced Settings** page, click **Add Rule**.



3. On the **Add IP Allowlist Rule** page, enter the rule name of the IP allowlist, the allowed IP addresses, and remarks to complete the allowlist addition.

添加 IP 白名单规则

*** 规则名称**

请输入规则名称，不超过 30 个字符 0 / 30

*** IP 地址**

请输入 IPV4 地址/地址段，配置多个 IP 时请使用换行符分隔，最多添加 20 个

备注

请输入备注内容，不超过 100 个字符

完成
取消

4. Click on the **Effective Target** in the row of the allowlist to be activated, and set the resource object to be restricted on the Effective Target page.

全局设置 / 安全性

登录设置

基本设置 高级设置

IP 白名单 PRO 添加规则

规则名称	IP 地址	备注	更新时间	状态	操作
IP白名单 1	192.168.1.1		24 分钟前	<input type="checkbox"/>	编辑 生效对象 删除

← 生效对象

*** 生效对象设置**

手动设置

可手动添加需要限制的资源对象，网页端和命令行均会生效。[帮助文档](#)

CODING 全站

包含 CODING 所有网页 & 代码仓库命令行

添加生效对象 +

生效对象	所属项目	类型	操作

- When "Manual Configuration" is checked, you need to click **Add Effective Target**, and manually add the effective target on the Add Effective Target page.



- When "CODING Full Site" is checked, the IP allowlist will be effective for the entire site resources.

5. On the **Advanced Settings** page, click the status switch of the IP allowlist row to enable or disable the IP allowlist.



After configuring the IP allowlist, if the user's access IP is not in the allowlist, the following prompt will appear when accessing the CODING team:

⊗ IP 223.104. [REDACTED] 未在白名单列表, 请联系管理员添加白名单

工作台
我的事项
合并请求
构建记录
待确认发布

全部事项 8
任务 1
需求 4
缺陷 2
史诗 1
迭代 1

🔍

ID	标题	状态	优先级	截止时间
#14	🔗 [示例任务]-增加批量发送邀请邮件接口	处理中	高	前天截止
#12	🔗 [示例需求]-在成员管理模块中可批量发送邀请成员邮件 ↔ 邀请成员	未开始	中	明天截止
#11	🔗 增加邮件邀请成员弹窗并完成邀请成员交互功能	处理中	中	昨天截止

If an IP address not in the allowlist is used to access the code repository, the following prompt will appear:

```
Cloning into 'depot-1'...
remote: Coding 提示: IP not in white list.
remote: IP [REDACTED] 未在白名单列表, 请联系管理员添加白名单。
fatal: unable to access 'https://e.coding.net/[REDACTED]/project-1/depot-1.git/': The requested URL returned error: 403
```

⚠ Note:

If you have incorrectly set the IP allowlist or are unable to access the CODING team due to IP changes, please go to the [Ticket Center](#) to submit an application to disable the IP allowlist.

Watermark Settings

Last updated: 2024-09-05 16:08:21

! Note:

This feature is a premium paid feature. If you need to use it, please go to the [Price Page](#) to subscribe to the service.

Description of the Feature

To effectively reduce the risk of content leakage, after enabling the watermark feature, Team members' account information will be displayed when they log in to sensitive feature pages.

Operation step

Click the bottom-left navigation bar **Team Settings Center**, go to **Global Settings**, click **Security > Watermark Settings** to enter the settings interface.



You can select on which product pages to enable visitor watermarks.

全局设置 / 安全性

水印设置

访问者水印

开启后成员访问相关页面时会添加水印，显示成员姓名，防止截屏泄密

知识管理 WIKI内容 事项描述 目标 代码

保存

See the image below for the watermark effect described in the access description:



Watermark effect when accessing Wiki content:

Wiki



文档目录



事项说明

散发大水

回收站



分享

编辑文档

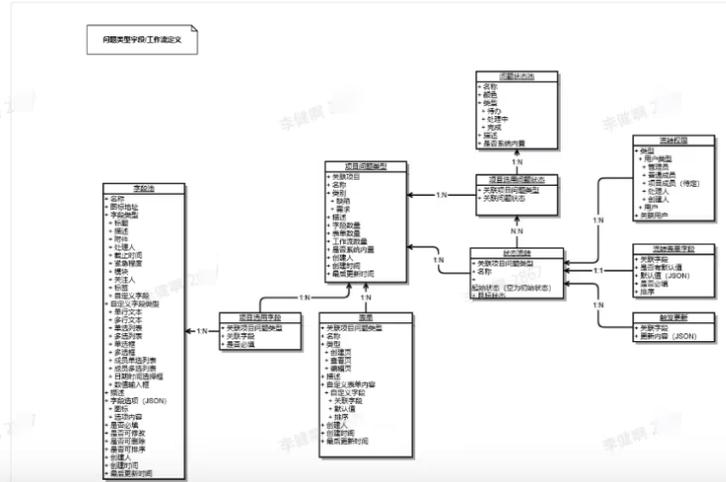


事项说明

李健啊 更新于 2 分钟内 · 李健啊 创建于 10 天前 · ID #815

@zhangs

@shasha



Log

Last updated: 2024-09-05 16:08:39

Click on the bottom left sidebar **Team Settings Center**, navigate to **Global Settings**, then click **Security > Log** to enter the log management interface.



In the log management interface, you can view all operation logs for the team under the **Operation Log** tab. You can also visit specific tabs to view logs of different types, including login logs, code repository operation logs, and artifact repository operation logs.

- You can filter logs by operator, operation type, and start time.
- You can export log data with one click using the **Export to Excel** button in the top right corner.



Message Notifications

Last updated: 0000-00-00 00:00:00