

## RADIUS Authentication - Feature #392

### Update setup screen to allow configuration of roles\_key

08/04/2012 07:55 AM - Luke Murphey

<b>Status:</b>	Closed	<b>Start date:</b>	08/12/2012
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Luke Murphey	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.1		
<b>Description</b>			
<b>Subtasks:</b>			
Task # 393: Roles key is only updated when changed			<b>Closed</b>
Task # 394: Authentication script will use vendor code and attribute unless roles_key i...			<b>Closed</b>
Task # 395: Vendor code and attribute ID was parsed from the roles_key			<b>Closed</b>

#### Associated revisions

##### Revision 46 - 08/13/2012 06:56 AM - Luke Murphey

Added ability to set the roles on the setup screen by specifying the vendor code and attribute ID individually. Closes #392.

##### Revision 40 - 08/13/2012 06:56 AM - Luke Murphey

Added ability to set the roles on the setup screen by specifying the vendor code and attribute ID individually. Closes #392.

#### History

##### #1 - 08/11/2012 09:20 PM - Luke Murphey

We may want to handle Vendor ID and vendor key separately. Below are some notes on how it ought to function:

- When entering a vendor ID or key, the roles\_key will be updated only if it is effectively different. Otherwise, the role key will be reverted to blank and the vendor ID and key will be used instead.
- The authentication script will try to use the roles\_key if not blank to find the roles and will then try to use the vendor ID and key otherwise
- If the vendor ID or key are blank, the REST handler will return the items as parsed from the roles key (if it is set)

##### #2 - 08/11/2012 09:21 PM - Luke Murphey

- Status changed from New to In Progress

##### #3 - 08/12/2012 08:08 PM - Luke Murphey

Need to make sure that the auth script:

- Ignores a roles key that is empty
- Prints out the attributes received from the RADIUS server cleanly

##### #4 - 08/13/2012 06:57 AM - Luke Murphey

- Status changed from In Progress to Closed

Applied in changeset [r46](#).