



Documentation
Per Collection and Per Project Activation
And
Team Management

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Configuration file

To set Urban Turtle for per collection or per project activation or to configure teams, you first need to create a file named `global.settings` in Urban Turtle configuration directory. If there is no `global.settings` file in the configuration directory, Urban Turtle is activated for every TFS project in any TFS collection.

Here are the steps to create the `global.settings` file.

- Go in the directory where is installed TFS Web Access
- Open « UrbanTurtle/Configuration » directory
- Create a file named `global.settings`
- Open filename `global.settings` with Notepad
- Copy and paste the following configuration

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings percollectionactivation="false" perprojectactivation="false">
</globalsettings>
```

- Ensure to use only lowercase
- Save the file

If setting for **percollectionactivation** is false, Urban Turtle is activated for every TFS collection.

If setting for **perprojectactivation** is false, Urban Turtle is activated for every TFS project.

Never set **percollectionactivation** and **perprojectactivation** to true simultaneously.

If the `global.settings` file is only used to configure teams, all activation attributes can be omitted. As when the file itself does not exist, Urban Turtle will be enable for all collections and projects.

Per collection activation

If you want to activate Urban Turtle for all TFS projects under a specific set of collections, you must set **percollectionactivation** to true and add "collection" nodes to the configuration file.

```
<globalsettings percollectionactivation="true" perprojectactivation="false">
    <collection name="[collection name]" activated="true" />
    <collection name="[collection name]" activated="true" />
</globalsettings>
```

* Replace `[collection name]` with the appropriate information (the collection name is case sensitive).

Here is an example to activate all projects under a specific collection named `DefaultCollection`.

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings percollectionactivation="true" perprojectactivation="false">
```

```
<collection name="DefaultCollection" activated="true"/>
</globalsettings>
```

If setting for **activated** is false, Urban Turtle is not activated for this TFS collection.

If the setting **percollectionactivation** is true and a specific collection node is not defined, Urban Turtle will not be activated for every TFS project under this TFS collection. So these two configuration files are equivalent:

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings percollectionactivation="true" perprojectactivation="false">
  <collection name="DefaultCollection" activated="true"/>
  <collection name="AnotherCollection" activated="false"/>
</globalsettings>
```

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings percollectionactivation="true" perprojectactivation="false">
  <collection name="DefaultCollection" activated="true"/>
</globalsettings>
```

Per project activation

If you want to activate Urban Turtle for a specific set of TFS projects under a specific set of collections, you must set **perprojectactivation** to true and add "project" nodes to the configuration file.

```
<globalsettings percollectionactivation="false" perprojectactivation="true">
  <collection name="[collection name]" activated="true">
    <project id="[project ID]" activated="true" />
    <project id="[project ID]" activated="true" />
  </collection >
</globalsettings>
```

* Replace *[project ID]* with the appropriate information.

Here is an example to activate project with Id 214 under a specific collection named DefaultCollection.

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings percollectionactivation="false" perprojectactivation="true">
  <collection name="DefaultCollection" activated="true">
    <project id="214" activated="true" />
  </collection >
</globalsettings>
```

If setting for **activated** is false, Urban Turtle is not activated for this TFS project.

If the setting **perprojectactivation** is true and a specific project node is not defined, Urban Turtle will not be activated for this TFS project. So these two configuration files are equivalent:

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings percollectionactivation="false" perprojectactivation="true">
  <collection name="DefaultCollection" activated="true">
    <project id="214" activated="true" />
    <project id="215" activated="false" />
  </collection >
</globalsettings>
```

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings percollectionactivation="false" perprojectactivation="true">
  <collection name="DefaultCollection" activated="true">
    <project id="214" activated="true" />
  </collection >
</globalsettings>
```

Mixing per collection and per project activation

You should not mix and match per collection and per project activation. If the setting **perprojectactivation** is true and a specific project node is not defined, Urban Turtle will not be activated for this TFS project even if the setting **percollectionactivation** is true. Never set **percollectionactivation** and **perprojectactivation** to true simultaneously. For example, this setting will deactivate Urban Turtle from every TFS projects:

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings percollectionactivation="true" perprojectactivation="true">
  <collection name="DefaultCollection" activated="true"/>
</globalsettings>
```

Team Configuration

Teams can be specified under each **project** node. Any number of teams can be specified for a project. Teams listed under a project will be used to populate the Team menu on the Urban Turtle boards. A **team** element is composed of four attributes:

- **name**: The name used to represent the team in the Team menu
- **rootiteration**: The top-level iteration. If this attribute is not specified, the project node is used as the root iteration. All iterations that are not under the top-level node will be hidden from the Urban Turtle boards.

- **rootarea:** The top-level area. If this attribute is not specified, the project node is used as the root area. All areas that are not under the top-level node will be hidden from the Urban Turtle boards.
- **ffsecuritygroup:** The security group that represents the team members. The current user must be a member of this security group for the team to appear under the Team menu. When the team is selected, the security group members are used to populate the 'Assign tasks to' drop-down list on the task board.

It is not necessary to specify the per-collection or per-project activation attributes in the other nodes to use the Team management feature as demonstrated in the following example:

```
<?xml version="1.0" encoding="utf-8"?>
<globalsettings>
  <collection name="DefaultCollection">
    <project id="1">
      <teams>
        <team name="Design" rootiteration="Overview" rootarea="Donec"
tfssecuritygroup="Design Team" />
        <team name="Development" rootiteration="Release 1" rootarea="Nunc"
tfssecuritygroup="Development Team" />
      </teams>
    </project>
  </collection>
</globalsettings>
```

Discovering project ID and collection name

Here are the steps to discover the collection names and the project IDs created in your TFS server:

- Open TFS Web Access
- Click the Urban Turtle Planning Board tabs
- In the URL replace the filename *planningboard.aspx* with *projects.aspx*
- Select a project and locate the **project ID** and the **collection name** of this project
- Close TFS Web Access