Object level security in a universe

Purpose

The purpose of this topic is to show how to restrict the display of objects in universes depending on the user profile.

How to proceed

In the universe

In my universe, I double click on an object and click on the advanced tab. I can select the Security Access Level of the object. You can choose from 5 levels: Public, Controlled, Restricted, Confidential, Private.

In the CMC

Go to universe, select your universe and click on "universe security".

You can then apply the Object Level Security to the users/group of users.
Depending on his rights, the user will see all the objects:
or only part of them: