

This page should [merge](#) with [Groups Management](#)

Groups

In Tiki, **Groups** are the primary means to control [permissions settings](#) and access to [categories of objects](#) in your web site. It is one of the features that makes Tiki stand out from the other wiki/cms software out there.

Using groups and categories, you can create your own "wiki hotel" where any number of groups can have private "rooms" (sets of pages) that only they (and the site administrators of course) can access.

To configure groups goto <http://yoursite/tiki-admingroups.php>

Group Home Page

Each group can have a group home page that they are automatically taken to when they log in to the site. If they are a member of several groups, the default group is chosen.

This is only available once it is enabled, via

Admin->General->Navigation Tick box: *Use group homepage*. Then go to: <http://yoursite/tiki-admingroups.php> and configure the groups you would like to have their own homepage.

Steps to create a private room:

1. Create a group and a category with the same name e.g: steering (a committee)
2. Have a list of users, you can upload a .csv file if you like, either way assign all your users to this group.
3. Assign pages to the category you created.
4. Assign permissions to the category such that the permissions ***view_categories*** and ***admin_categories*** are awarded to the appropriate group.
5. Ensure that any new pages created are included in the category as well, otherwise they will not be protected.

Tiki, moreover, has another way to manage groups, categories and permissions in a more flexible and advanced way, but if you are new to Tiki, you will be fine adding groups, categories and permissions step by step.

When you are an advanced user / admin, and you need to manage large sets of groups with some frequency (like educational scenarios), you can take advantage of the "[Workspaces](#)" feature.

Related

- [Permissions](#)
- [Users](#)
- [Group Transitions](#)
- [Group emulation](#)

alias

- [Group](#)