

# Introduction

## Launching speedy Explorer

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When starting speedy for the first time, the user must log in to the system and enter the password provided by the administrator.

If you have activated the check box Save password, the password will be saved with your Windows user profile so that it does not have to be re-entered each time you start the programme. The next time the user logs in, the login window is no longer displayed and the programme is started automatically.

## Change password



Change password

### Ribbon View „ Change Password

After the command call, a dialogue box appears for entering the old and new password:

Only alphanumeric characters (letters, numbers) are allowed, no special characters. The minimum length must correspond to the length defined under [session.password.length].

**The password is case sensitive!**

## Change user

### Edit menu “ Change user

This functionality is particularly interesting for administrators who use several user IDs with different authorisations for test purposes. Because of the saved login, the speedy user under which the current Windows user was last logged in is always automatically logged in, a user change within speedy is only possible via this login.

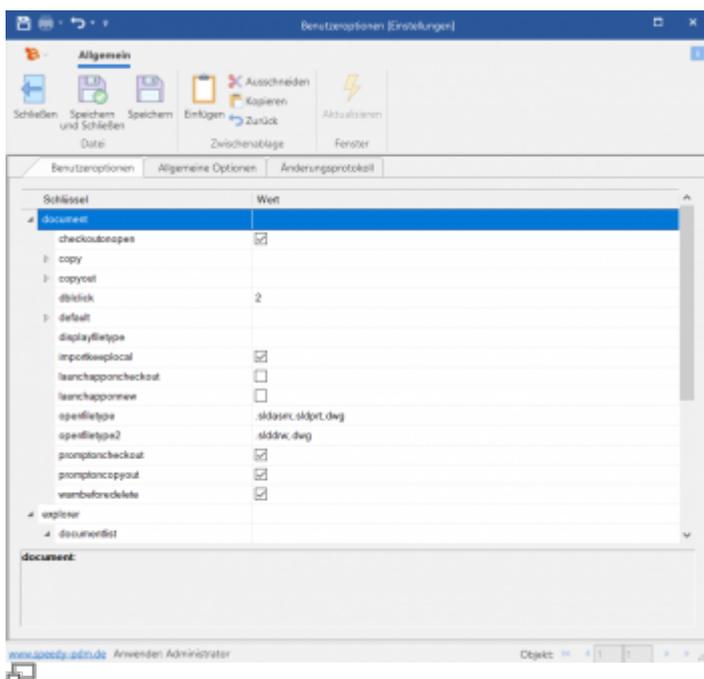
**Please note that user-specific settings such as project visibility are not updated, only the rights check changes.**

## User options

**Ribbon: speedyPDM > User Options**

**Ribbon: View > Options**

Opens the dialogue for editing the user options.



Settings can be marked as user-specific by the administrator, these can be changed in the user options.

## Reset messages/errors/warnings

**Ribbon: speedyPDM > Messages**

Some warnings, error messages and user prompts can be deactivated by selecting an option „Do not ask this question again“ or „Do not report this note again“ in the message dialogue. These deactivated messages can be reactivated with the help of this command. A dialogue with all deactivated messages appears. Select all messages that are to be reactivated, i.e. that are to reappear the next time a message is displayed, and confirm the dialogue with OK.

## Update view

**Ribbon View „ Refresh {[F5]}**

When refreshing the view of speedy, the individual windows are rebuilt. The current locker database is re-read and changes made to documents by other editors are displayed.

## Exit from speedy

**Ribbon speedyPDM “ Exit {[Alt]-[F4]}**

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