

Super Admin Functions

This section is for Hub Super Admins, and explains how to alter the structure and rules of Hub Group Types on the Hub.

Editing Hub Group Types

Go to Maintenance/Hub Group Types

The different kinds of Hub Groups are shown below:

Please do not add or edit Hub Group Types without first agreeing the changes with SOS and DDAT

Show entries

Search:

Name	Suffix	Category	Sort Order	Where To Write Pointer Record	Topic	Show In Xr Groups Menu	Inherit Colour From Parent	Auto Create	Reception	Can Auto Join Roles	Exclude From Organism Filter	Mandate	Colour	Description
UK Working Group	[wg]	0	0	Fixed Topic	266	✓		✓	✓			Must Have Mandate	#00FE35	UK Working Groups are groups covering the whole UK that organise certain areas of our activity.
Project Group	[pg]	0	2	No Pointer	0			✓			✓	Must Not Have Mandate	#80ff99	A group with no decision making capability, which therefore is not required to have a mandate. Any decisions have to be made by another group, which has the mandate to make them.
Regional Group	[rg]	Regions/Nations & Local	3	Category Description Post	0	✓			✓			May Have Mandate	#00B5F7	Regional Groups are subgroups of UK Rebel Hive that are responsible for a particular large geographic region or nation.
Regional Working Group	[rwg]	0	3	Parent Reception	0			✓	✓			Must Have Mandate	#0DF9FF	
District Group	[dg]	Regions/Nations & Local	4	Topic In Parent Category	0	✓	✓		✓			May Have Mandate	#FEDFC4	District Groups are geographical subgroups of Regions (or other Districts) to help local groups organise together.
District Working Group	[dwg]	0	5	Parent Reception	0			✓				Must Have Mandate	#FE00CE	
Local Group	[lg]	Regions/Nations & Local	6	Topic In Parent Category	0	✓	✓		✓			May Have Mandate	#F6F926	Local Groups cover a local geographical area, organise local

Click on one to edit it, or click New Hub Group Type to create a new one.

Please do not add or edit Hub Group Types without first agreeing the changes with SOS and DDAT.

Name

Suffix

Category

Sort Order

Where To Write Pointer Record

Topic

Show In Xr Groups Menu

Inherit Colour From Parent

Auto Create

Reception

Can Auto Join Roles

Exclude From Organism Filter

Mandate

Colour

Description

Parent	Allowed Parent
None	<input type="checkbox"/>
UK Working Group	<input checked="" type="checkbox"/>
Project Group	<input checked="" type="checkbox"/>
Regional Group	<input type="checkbox"/>
Regional Working Group	<input checked="" type="checkbox"/>
District Group	<input type="checkbox"/>
District Working Group	<input checked="" type="checkbox"/>
Local Group	<input type="checkbox"/>
Local Working Group	<input checked="" type="checkbox"/>
Affinity Group	<input type="checkbox"/>
Affinity Working Group	<input checked="" type="checkbox"/>
Community Group	<input type="checkbox"/>
Community Working Group	<input checked="" type="checkbox"/>
Role Support Group	<input type="checkbox"/>
Connected Group	<input type="checkbox"/>

Important fields here are:

- Auto Create - If ticked, the Group Admin of a parent group can create this kind of group without checking by a Hub Admin.
- Reception - if ticked, groups will automatically have a Reception channel in the UK Team by default (otherwise they will share their parent group's Reception).

- Can Auto Join Roles - this is used for Role Support Groups, and allows the Group Admin to automatically join everyone within a section of XR who is in a certain role to this group.
 - Exclude from Organism Filter - if ticked, this kind of group will not appear in the [XR Organism](#) diagram by default.
 - Mandate - this has 3 values:
 - May Have Mandate - a mandate is optional
 - Must Have Mandate - a mandate is compulsory if one of the groups's ancestors has Enforce SOS ticked
 - May Not Have Mandate - a mandate is not allowed, but the Group Admin can add a brief description of what the group is for - this is for groups like Project Groups that have no decision making power
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