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- Lead developer at Zivtech.

- Contributer to Drupal 6, 7 and many contrib projects.

- Mentor to my team, the Philadelphia community and clients on contributing and participating with Drupal.

- Trainer of Drupal site-building, theming, module development, and deployment/development workflow.

Why the Permissions System Sucks

- It's too long. There is a sea of checkboxes to check.

- You constantly have to come back to it to check more boxes as you build a site.

- The permissions are not refined enough for all use cases. (But you'd hate to see more checkboxes!)

- The permissions system for nodes is confusingly intertwined with node access.

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Let's Create a
Hierarchical Permissions System

- http://drupal.org/node/381584

- http://www.garfieldtech.com/blog/hierarchical-acls

- Group permissions by 'package' rather than module

- Each permission has an 'action' and a hierarchical object

- With a hierarchy, the need to revisit the permissions page to add additional permissions for additional features (new content type, new image preset) is reduced

- The permissions form expands into greater refinement as needed (via jQuery), so detailed permissions hierarchies from modules are favored

- Permissions become an exportable array

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Examples

- content/ node:edit/ node:types/ story
permission to edit content type story

- menu/ * / menu:mid/ primary_links
permission to do anything to the primary links

- user/ user:assign role/ staff
permission to assign users the role of staff

- content/ node:view/ node:nid/ 128
permission to view node 128

- system/ *
permission to do anything in the system category

- content/ node:edit/ taxonomy:vid/ 3
permission to edit nodes assigned to terms in vocabulary 3