Redmine - Feature #3876

Idap authentification without binding ?

2009-09-15 21:40 - Anonymous

		1	
Status:	Resolved	Start date:	2009-09-15
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Accounts / authentication	Estimated time:	0.00 hour
Target version:			
Resolution:			
Description			
I have a limitation	within my I DAP server to avoid user for I	login more than one time on a	Windows computer. So, when they are

I have a limitation within my LDAP server to avoid user for login more than one time on a Windows computer. So, when they are connected to their Windows machine, they can't authenticate on Redmine using the LDAP auth source.

Is there a solution to authenticate a user with his login and his password without a ldap_con.bind ? Is it possible to do a search and compare login/password to the LDAP database ?

Tx, Pat

History

#1 - 2009-09-16 20:29 - Adam Piotr Żochowski

Why not just run NTLM/SSPI authentication? Thomas Löber explains it greatly in <u>http://www.redmine.org/boards/2/topics/127</u>.

Kind regards

Adam Żochowski

#2 - 2009-09-17 15:17 - Anonymous

i do konw nothing about NTLM/SSPI authentification. My Redmine server is running on a Linux box, not a Windows one.

#3 - 2009-09-17 17:06 - Adam Piotr Żochowski

Patrice Bonhomme wrote:

i do konw nothing about NTLM/SSPI authentification. My Redmine server is running on a Linux box, not a Windows one.

Sorry, I assumed from your description that you wanted windows users to automatically login into Redmine, with same username/password as they use to login to windows. This is typically done with ntlm/sspi authentication (which would be similar to doing redmine Idap against Windows AD).

Please accept my apologies for misunderstanding you.

Kind regards

Adam Żochowski

#4 - 2009-10-06 19:31 - transit dk

Patrice,

I'm doing this using the patch from Adi (#1913). There was another patch by Will (#3253) that also added some other features to the LDAP authentication.

-Brian

#5 - 2020-03-31 09:28 - Anonymous

- Status changed from New to Resolved