CodeArts Agent

User Guide (Console)

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Contents

1 Huawei Cloud CodeArts Agent Console

The Huawei Cloud CodeArts Agent console provides capabilities such as package subscription management, member permission control, usage analysis, and model configuration management, helping enterprises implement refined team operations and unified management of model policies.

Functions

Table 1-1 describes the functions supported by the CodeArts Agent console.

Table 1-1 Function descriptions

Function	Description
Subscriptions	Used to manage packages in a unified manner, including purchasing packages, renewing packages, changing packages, and enabling pay-per-use billing. For details, see **Subscriptions**.
Teams & Members	Used to manage roles such as enterprise administrators, team administrators, and members in a unified manner to implement refined permission control. For details, see **Teams & Members**.
Seats	Used to authorize specified members to use the CodeArts Agent service. For details, see **Seats**.
Data analytics	Used to provide team-oriented enterprise data analytics, including obtaining the resource usage in the whole team and displaying statistics such as team activity and resource consumption. For details, see **Data Analytics**.

Function	Description
Models	Used to provide unified model management. Enterprise administrators can manage built-in models and custom models to meet enterprises' diverse requirements for model usability, service adaptability, and compliance in R&D scenarios. For details, see **Models**.
Usage	Used to adjust the monthly token quota (including input and output tokens) of each model to control token consumption and optimize model usage costs. For details, see **Usage**.
Security settings	Used to isolate code repositories, manage the IP address whitelist, and implement SSO to ensure enterprise data security. For details, see **Security Settings**.
Operational logs	Used to automatically record user operations on the CodeArts Agent console. For details, see **Operation Logs** .
Agent settings	Used to centrally manage cloud-side agents, skills, rules, knowledge spaces, and code repository indexes of teams and an enterprise. For details, see **Agent Settings**.
My token usage	Used to display a user's statistics such as the user's activity and token consumptions, helping users comprehensively understand their usage. For details, see **My Token Usage**.
Client management	Used to view the login details of the current account. If unfamiliar clients or suspicious login behaviors are detected, the clients can be removed. For details, see **Managing Sessions** .

Product Specifications

The functions on the console vary with the CodeArts Agent editions. For details, see **Table 1-2**.

Table 1-2 Product specifications

Category	Function	Basic Edition	Professional Edition
Enterprise Management	Data Analytics	√	√
	Subscriptions	√	√

Category	Function	Basic Edition	Professional Edition
	Teams & Members	√	√
	Seats	√	√
Enterprise Settings	Models	×	√
	Usage	×	√
	Security Settings	×	√
	Operational Logs	×	√
Agent Settings	Agents	√	√
	Skills & Rules	√	√
	Knowledge Space	√	√
	Repository Index	√	√
My Space	My Token Usage	√	√
	Client Management	√	√
	CLI Authorization Guide	√	√

Roles and Permissions

Enterprise administrators, team administrators, and members have different operation permissions on the CodeArts Agent console. **Table 1-3** uses the CodeArts Agent professional edition as an example to describe the operation permissions of different roles.

Table 1-3 Operation permissions of different roles

Category	Function	Enterprise administrator	Team administrator	Member
Enterprise Management	Data Analytics	√	×	×
	Subscriptions	√	×	×
	Teams & Members	√	√	×
	Seats	√	×	×
Enterprise Settings	Models	√	×	×
	Usage	√	×	×
	Security Settings	√	×	×

Category	Function	Enterprise administrator	Team administrator	Member
	Operational Logs	√	×	×
Agent Settings	Agents	√	√	√
	Skills & Rules	√	√	√
	Knowledge Space	√	√	√
	Repository Index	√	√	√
My Space	My Token Usage	√	√	√
	Client Management	√	√	√
	CLI Authorization Guide	√	√	√

2 Permissions

You can use a HUAWEI ID, IAM user account, or federated user account to log in to the CodeArts Agent console. The operation permissions vary depending on the account you used to log in, the role of the account on the console, and the IAM permissions assigned to the account. For details, see **Table 2-1**.

Table 2-1 Permissions

Login Account	User Identity	Role	IAM Permissions	Allowed Functions
HUAWEI ID	-	Enterprise administrator	Tenant Administrator, Security Administrator	All functions
IAM user account	Account root user	Enterprise administrator	Tenant Administrator, Security Administrator	All functions
	IAM user who has the **Tenant Administrator** permissions	Enterprise administrator	Tenant Administrator	All functions except for the 30-day login-free function

Login Account	User Identity	Role	IAM Permissions	Allowed Functions
	IAM user with no permission	None	None	• If a CodeArts Agent package is not purchased, no functions are available. • If a CodeArts Agent package is purchased, access to the CodeArts Agent console is not allowed, and AI functions are not available on the CodeArts Agent client.
Federated user account	SSO user (in the IAM user group with the **Tenant Administrator** permissions)	Enterprise administrator	Tenant Administrator	All functions except for the 30-day login-free function
	virtual user SSO (in the IAM user group without any permissions)	None	None	• If a CodeArts Agent package is not purchased, no functions are available. • If a CodeArts Agent package is purchased, access to the CodeArts Agent console is not allowed, and AI functions are not available on the CodeArts Agent client.
	IAM user SSO	Same as that of the associated IAM user.	Same as that of the associated IAM user.	Same as those of the associated IAM user.

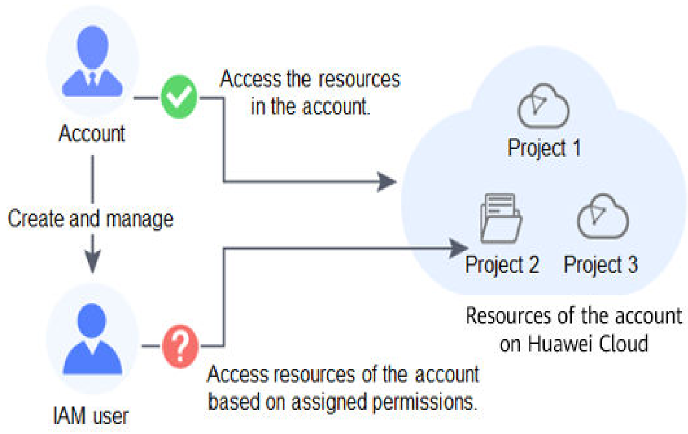
- CodeArts Agent has the following roles: tenant space owner, enterprise administrator, team administrator, and member. For details, see **Members**.
- By default, a HUAWEI ID account and its root user act as the enterprise administrator of CodeArts Agent and have the **Tenant Administrator** and **Security Administrator** permissions of IAM.
- By default, an IAM user with the **Tenant Administrator** permission acts as the enterprise administrator of CodeArts Agent.
- Federated enterprise users are classified into virtual user SSO and IAM user SSO based on the identity provider type. For details, see **Application Scenarios of Virtual User SSO and IAM User SSO**. The virtual user SSO permissions are determined by the mapping between the enterprise federated user and IAM user group in the identity conversion rule. The IAM user SSO permissions are determined by the actual permissions of the IAM user mapped to the enterprise federated user.

HUAWEI ID, IAM User, and Federated User

- HUAWEI ID: Registered when you use Huawei Cloud services for the first time. The account has full access permissions for your Huawei Cloud resources and makes payments for the use of these resources. Your account receives and pays all bills generated by your IAM users' use of resources.
- IAM user: created by your account. Each IAM user has their own identity credentials (password and access keys) and uses cloud resources based on assigned permissions. IAM users cannot make payments themselves (they do not have bills). You can use your registered account to pay for the resources they use.
- Federated users: registered with a third-party system that has established a trust relationship with Huawei Cloud. Users can log in to Huawei Cloud using third-party system accounts, like logging in to a gaming platform using their social networking service (SNS) accounts.

A HUAWEI ID and its IAM users have a parent-child relationship. The HUAWEI ID owns the resources and has full permissions for these resources. IAM users have only the resource usage permissions granted by that HUAWEI ID. IAM users enable fine-grained permission control when multiple users collaborate on the same account.

Figure 2-1 HUAWEI ID and IAM users



Fine-grained IAM permissions

Some operations on the CodeArts Agent console require the enterprise administrator role and corresponding IAM permissions. For details, see **Table 2-2** and **Table 2-3**.

As there are two editions of the IAM console and the permissions are different, configure the permissions based on your actual IAM edition. You can configure the permissions to enable or disable the pay-per-use billing mode only on the IAM console instead of the IAM console (new edition).

For details about how to grant permissions to IAM users on the IAM console, see **Creating a User Group and Assigning Permissions** or **Creating a User Group and Assigning Permissions** (New Edition). For details about how to grant permissions to federated users, see **Creating a User Group and Assigning Permissions**.

CAUTION

After the permissions of a user group to which a federated user belongs are modified, the enterprise IdP must be restarted to make the modifications take effect.

Table 2-2 IAM permissions required for operations

Operation	Fine-Grained Permissions
Purchasing a package	• devcloud:monthlyPackage:listResourceDetail • devcloud:monthlyPackage:subscribe • bss:order:pay • bss:order:view

Operation	Fine-Grained Permissions
Modifying a package	• devcloud:monthlyPackage:listResourceDetail • devcloud:monthlyPackage:changeSpecification • bss:order:pay • bss:order:view
Enabling or disabling the pay-per-use billing	• devcloud:monthlyPackage:listResourceDetail • modelarts:apikey:create • modelarts:apikey:delete
Renewal	• devcloud:monthlyPackage:listResourceDetail • bss:renewal:update • bss:order:pay • bss:order:view
Modifying auto-renewal settings	• devcloud:monthlyPackage:listResourceDetail • bss:renewal:update • bss:renewal:view
Unsubscribing from a package	• devcloud:monthlyPackage:listResourceDetail • bss:subscription:resourceUnsubscribe • bss:order:view
Creating a custom model	Tenant Administrator
Setting the monthly token quota for a built-in model	devcloud:monthlyPackage:listResourceDetail

Table 2-3 IAM permissions required for operations (new IAM edition)

Operation	Fine-Grained Permissions
Purchasing a package	• codearts:monthlyPackage:listResourceDetail • codearts:monthlyPackage:subscribe • billing:order:pay • billing:order:view
Modifying a package	• codearts:monthlyPackage:listResourceDetail • codearts:monthlyPackage:changeSpecification • billing:order:pay • billing:order:view

Operation	Fine-Grained Permissions
Renewal	• codearts:monthlyPackage:listResourceDetail • billing:subscription:renew • billing:order:pay • billing:order:view
Modifying auto-renewal settings	• codearts:monthlyPackage:listResourceDetail • billing:subscription:renew • billing:subscription:view
Unsubscribing from a package	• codearts:monthlyPackage:listResourceDetail • billing:subscription:resourceUnsubscribe • billing:order:view
Creating a custom model	Tenant Administrator
Setting the monthly token quota for a built-in model	codearts:monthlyPackage:listResourceDetail

Example: Assigning Fine-grained Permissions to an IAM User

The following describes how to use a HUAWEI ID to assign the permissions to an IAM user on the IAM console, enabling the user to change the package and create a custom model.

Assigning Package Change Permissions to IAM Users

Step 1 Log in to the **IAM console** using a HUAWEI ID.

Step 2 Create a custom policy and configure the policy required for changing a package.

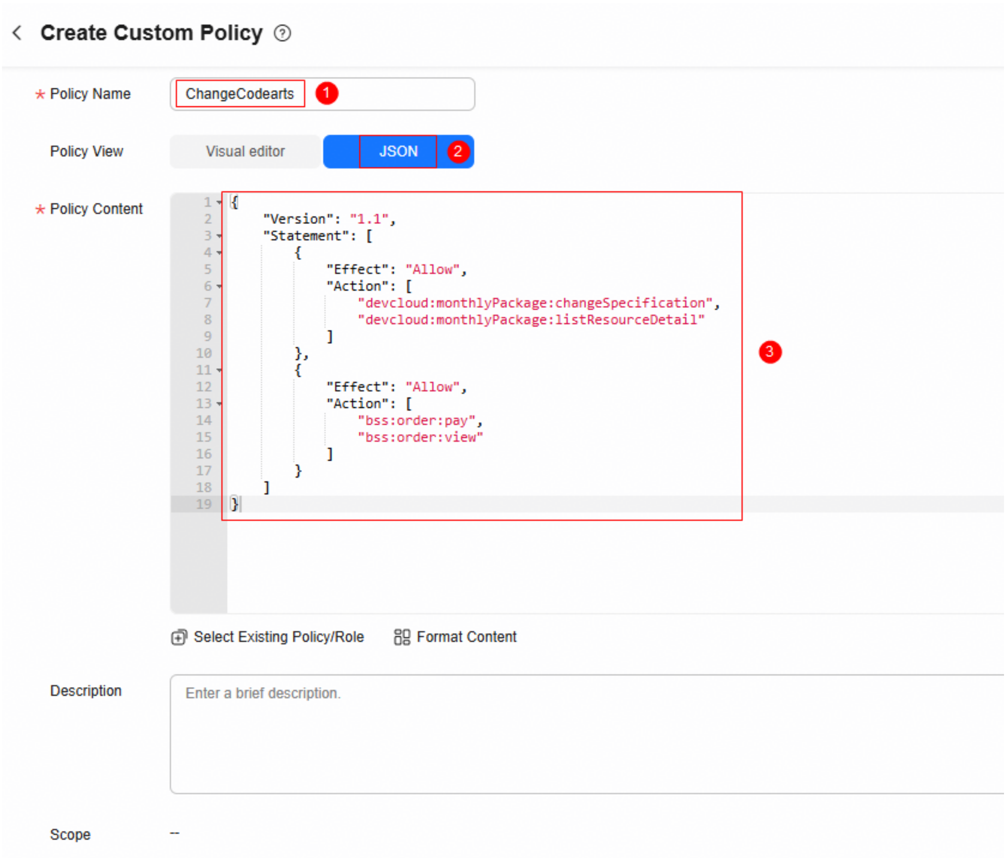
1. In the navigation tree on the left, choose **Permissions** > **Policies/Roles**. The **Policies/Roles** page is displayed.
2. Click **Create Custom Policy** in the upper right corner.
3. Set the custom policy by referring to **Table 2-4**.

Table 2-4 Custom policy parameters

Parameter	Description
Policy Name	Enter a policy name. Only letters, digits, spaces, and the following special characters are allowed: -_.,
Policy View	Select **JSON**.

<table>
<tr><th>Parameter</th><th>Description</th></tr>
<tr><td>Policy Content</td><td>Copy and paste the following content:
<pre>{
  "Version": "1.1",
  "Statement": [
    {
      "Effect": "Allow",
      "Action": [
        "devcloud:monthlyPackage:changeSpecification",
        "devcloud:monthlyPackage:listResourceDetail"
      ]
    },
    {
      "Effect": "Allow",
      "Action": [
        "bss:order:pay",
        "bss:order:view"
      ]
    }
  ]
}</pre></td></tr>
<tr><td>Description</td><td>Optional. Enter a brief description for the policy.</td></tr>
</table>

Figure 2-2 Creating a custom policy



4. Click **OK**. The custom policy is created.
   On the **Policies/Roles** page, view the new policy.

Step 3 Add the IAM user to a user group. If the user has been added to a user group, skip this step and go to **Step 4**.

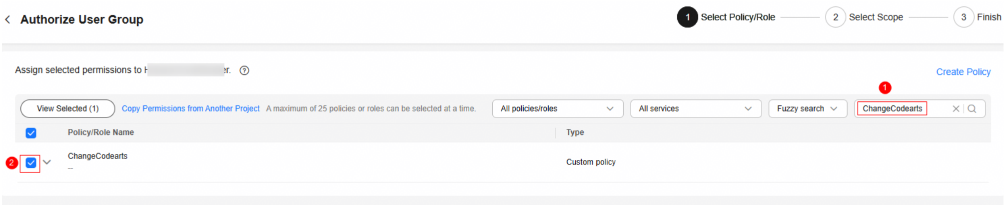
1. In the navigation tree on the left, choose **User Groups**.
2. Click **Create User Group** in the upper right corner.
3. Set the user group name, and click **OK**.

   The user group name consists of letters, digits, spaces, hyphens (-), and underscores (_).
4. On the **User Groups** page, locate the target user group, and click **Manage User** in the **Operation** column.
5. Select the target IAM user, and click **OK**.

Step 4 Assign the permissions of the custom policy to the user group.

1. On the **User Groups** page, locate the target user group, and click **Authorize** in the **Operation** column.
2. In the search box, enter the custom policy name configured in **Step 2**. Locate and select the policy. Click **Next**.

Figure 2-3 Selecting the created custom policy



3. Click **OK**. An information dialog box is displayed.
4. Click **OK**. A message is displayed, indicating that the authorization is successful. Click **Finish**.

Step 5 Log in to the **CodeArts Agent** console using the IAM user account, and change the CodeArts Agent package.

----End

Assigning Custom Model Creation Permissions to an IAM User

Step 1 Log in to the **IAM console** using a HUAWEI ID.

Step 2 Add the IAM user to a user group. If the user has been added to a user group, skip this step and go to **Step 3**.

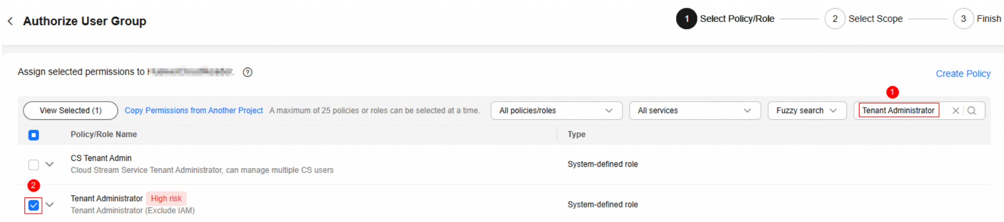
1. In the navigation tree on the left, choose **User Groups**.
2. Click **Create User Group** in the upper right corner.
3. Set the user group name, and click **OK**.

   The user group name consists of letters, digits, spaces, hyphens (-), and underscores (_).
4. On the **User Groups** page, locate the target user group, and click **Manage User** in the **Operation** column.
5. Select the target IAM user, and click **OK**.

Step 3 Assign the **Tenant Administrator** permissions to the user group.

1. On the **User Groups** page, locate the target user group, and click **Authorize** in the **Operation** column.
2. Search for **Tenant Administrator** in the search box. Locate and select the permissions. Click **Next**.

Figure 2-4 Selecting the Tenant Administrator permissions



3. Click **OK**. An information dialog box is displayed.
4. Click **OK**. A message is displayed, indicating that the authorization is successful. Click **Finish**.

Step 4 Log in to the **CodeArts Agent** console using the IAM user account, and change the CodeArts Agent package.

----End

3 Subscriptions

You can purchase a CodeArts Agent package only when you have a HUAWEI ID account, an IAM user/federated user account with the **Tenant Administrator** permissions, or an IAM user/federated user account with the permissions specified in **Table 3-1**. To learn about the differences between CodeArts Agent packages, see **CodeArts Agent package description**.

After purchasing a package, you can renew the subscription, change the package, or unsubscribe from the package on the **Subscriptions** page of the CodeArts Agent console. To perform these operations on the **Subscriptions** page, you must use one of the following accounts to log in to the CodeArts Agent console:

- HUAWEI ID
- IAM user/federated user account which has the **Tenant Administrator** permissions
- IAM user/federated user account which is an **enterprise administrator** with the fine-grained permissions listed below

Table 3-1 Permissions required for operations

Operation	Required Permissions
Purchasing a package	**IAM:** • devcloud:monthlyPackage:listResourceDetail • devcloud:monthlyPackage:subscribe • bss:order:pay • bss:order:view **IAM (new edition):** • codearts:monthlyPackage:listResourceDetail • codearts:monthlyPackage:subscribe • billing:order:pay • billing:order:view

Operation	Required Permissions
Modifying a package	**IAM:** • devcloud:monthlyPackage:listResourceDetail • devcloud:monthlyPackage:changeSpecification • bss:order:pay • bss:order:view **IAM (new edition):** • codearts:monthlyPackage:listResourceDetail • codearts:monthlyPackage:changeSpecification • billing:order:pay • billing:order:view
Enabling or disabling the pay-per-use billing	**IAM:** • devcloud:monthlyPackage:listResourceDetail • modelarts:apikey:create • modelarts:apikey:delete These permissions can be configured only on the IAM console, not on the IAM console (new edition).
Renewal	**IAM:** • devcloud:monthlyPackage:listResourceDetail • bss:renewal:update • bss:order:pay • bss:order:view **IAM (new edition):** • codearts:monthlyPackage:listResourceDetail • billing:subscription:renew • billing:order:pay • billing:order:view
Modifying auto-renewal settings	**IAM:** • devcloud:monthlyPackage:listResourceDetail • bss:renewal:update • bss:renewal:view **IAM (new edition):** • codearts:monthlyPackage:listResourceDetail • billing:subscription:renew • billing:subscription:view

Operation	Required Permissions
Unsubscribing from a package	**IAM:** ● devcloud:monthlyPackage:listResourceDetail ● bss:subscription:resourceUnsubscribe ● bss:order:view **IAM (new edition):** ● codearts:monthlyPackage:listResourceDetail ● billing:subscription:resourceUnsubscribe ● billing:order:view

For details about how to grant permissions to IAM users on the IAM console, see **Creating a User Group and Assigning Permissions** or **Creating a User Group and Assigning Permissions** (New Edition). For details about how to grant permissions to federated users, see **Creating a User Group and Assigning Permissions**.

> **CAUTION**
>
> After the permissions of a user group to which a federated user belongs are modified, the enterprise IdP must be restarted to make the modifications take effect.

Prerequisites

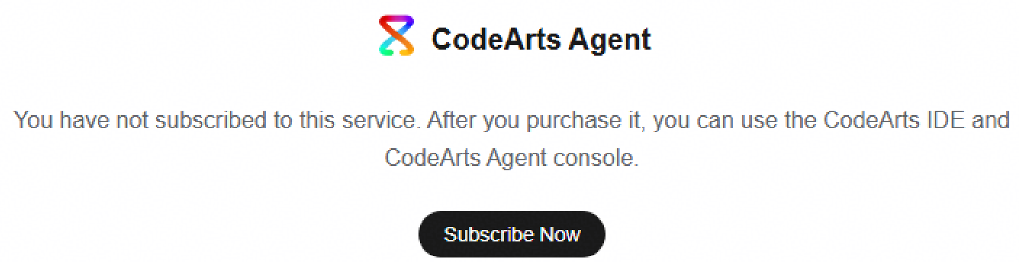
You have completed **the OBT application**.

Purchasing a Package

Step 1 Log in to the **CodeArts Agent** console using any of the following accounts. A dialog box is displayed, indicating that the service is not enabled.

- HUAWEI ID
- IAM user/federated user account which has the **Tenant Administrator** permissions
- An IAM user/federated user account which is an enterprise administrator with fine-grained permissions listed in **Table 3-1**

Figure 3-1 Service not enabled



Step 2 Click **Subscribe Now**. The page for purchasing a CodeArts Agent package is displayed.

Step 3 Set package specifications by referring to **Table 3-2**.

Table 3-2 Parameters for setting the package specifications

Parameter	Description
Billing Mode	The billing mode is set to **Monthly** by default. It is a prepaid mode in which you pay for the service before using it. Then, the bills will be settled based on the subscription period.
Region	Select **CN-Hong Kong**. Currently, this service is available only at this region.
CodeArts Agent Packages	Select a package based on your requirements.
Seats	A seat is the basic sales unit of CodeArts Agent. Only enterprise members assigned with seats can use the CodeArts Agent services. The number of seats for each edition is as follows: ● Basic edition: 1 to 100 ● Professional edition: 1 to 1,000
Required Duration	Select the usage duration of the package, by month or by year. If **Auto-renew** is selected, the package will be renewed automatically after the resource expires.

Step 4 Select **I have read and agree to CodeArts Agent Service Statement**, and click **Buy**. Confirm that all information is correct, and click **Pay**.

After the package is purchased, view the package details on the **Subscriptions** page. **The account that purchased the CodeArts Agent package automatically becomes the enterprise administrator and is assigned a seat.**

----End

Enabling Pay-per-Use

The pay-per-use billing can be enabled only on the CodeArts Agent Basic or Professional edition.

If the token quota in the package is insufficient, the HUAWEI ID, IAM users/federated users with the **Tenant Administrator** permissions, and enterprise administrators with the required permissions listed in **Table 3-1** can enable the pay-per-use billing on the **Subscriptions** page. The usage beyond the package quota will be billed on demand to ensure that you can continue using CodeArts Agent. If the pay-per-use billing is not enabled, you can still use CodeArts Agent, but the priority of your tasks in the queue will decrease correspondingly.

Step 1 Log in to the **CodeArts Agent** console using any of the following accounts:

- HUAWEI ID
- IAM user/federated user account which has the **Tenant Administrator** permissions
- An IAM user/federated user account which is an enterprise administrator with fine-grained permissions listed in **Table 3-1**

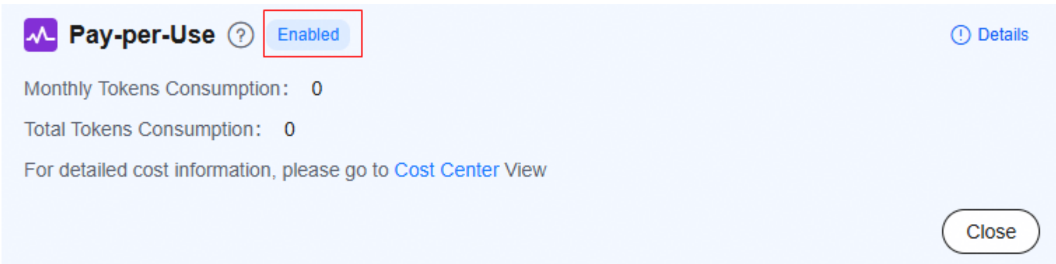
Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Subscriptions**.

Step 3 On the **Pay-per-Use** card, click **Enable**.

Step 4 Select **I have read and agree to the CodeArts Agent Service Statement and MaaS Service Statement**, and click **Enable**.

On the **Subscriptions** page, the **Pay-per-Use** card displays **Enabled**.

Figure 3-2 Pay-per-Use enabled



The token consumption of this month is for reference only. Go to Billing Center to view the actual token consumptions.

----End

Modifying a Package

CodeArts Agent supports the package upgrade but does not support the package downgrade. On the basic or professional edition, you can only purchase additional seats and cannot reduce seats.

Step 1 Log in to the **CodeArts Agent** console using any of the following accounts:

- HUAWEI ID
- IAM user/federated user account which has the **Tenant Administrator** permissions
- An IAM user/federated user account which is an enterprise administrator with fine-grained permissions listed in **Table 3-1**

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Subscriptions**.

Step 3 Go to the page for changing the CodeArts Agent package in either of the following ways:

- On the package card, click **Change Package**.
- In the resource list, locate the package, and click **Change** in the **Operation** column.

Step 4 Set the package parameters.

Table 3-3 Changing the CodeArts Agent package

Parameter	Description
Edition	CodeArts Agent supports the package upgrade but does not support the package downgrade. Select the edition you want.
Seats	On the basic or professional edition, you can only purchase additional seats and cannot reduce seats. The basic edition supports a maximum of 100 seats, and the professional edition supports up to 1,000 seats. Enter the number of seats you require.
Change	• **Now**: The new package will take effect immediately. • **When renewed**: The new package takes effect when the current package expires.

Step 5 Select **I have read and agree to the CodeArts Agent Service Statement**, and click **Next**.

Step 6 Confirm the information, and click **Pay**.

Step 7 Click **Confirm** to complete the package change.

After the payment is successful, you can view the details of the new package on the **Subscriptions** page if you selected to change it immediately. If you have scheduled a package change upon expiration, you can view the new package details on the **Subscriptions** page once the current one expires.

----End

Managing Subscriptions

After purchasing a package, any of the following accounts can be used to renew the subscription, modify auto-renewal, and unsubscribe from the package:

- HUAWEI ID
- IAM user/federated user account with the **Tenant Administrator** permissions
- IAM user/federated user account which is an enterprise administrator with the fine-grained permissions listed in **Table 3-1**

Table 3-4 Operations

Operation	Procedure
Renewal	1. On the **Subscriptions** page, renew the package in either of the following ways: ● On the package card, click **Renew**. ● In the resource list, locate the package you want to change, and choose **More** > **Renew** in the **Operation** column. 2. Select the renewal duration based on service requirements and click **Pay**. 3. Click **Pay**.
Modify auto-renewal.	1. In the resource list, locate the package you want to modify, and choose **More** > **Modify Auto Renewal**. 2. In the **Renewal Settings** area, you can change the renewal period. ● **Automatic**: The service will be automatically renewed before it expires. ● **Manual**: You can manually renew resources to extend their usage duration. 3. Confirm the information, and click **OK**.
Unsubscribe from a package.	**CAUTION** Once you unsubscribed from the package, the CodeArts Agent services are unavailable. Back up data in advance, and exercise caution when performing this operation. 1. In the resource list, locate the package and choose **More** > **Unsubscribe** in the **Operation** column. The unsubscription confirmation dialog box is displayed. 2. Click **OK**. The **Unsubscribe from Resources** page is displayed. 3. Select the unsubscription reason, confirm the unsubscription operation, and click **Unsubscribe**. The **Unsubscribe from Resources** dialog box is displayed. 4. Click **Autofill**, and then click **OK**. After you refresh the CodeArts Agent console, the CodeArts Agent service is not enabled.
Disable the pay-per-use billing.	You can disable the pay-per-use billing mode in either of the following ways: ● On the **Pay-per-Use** card, click **Disable**. ● In the resource list, choose **More** > **Disable** in the **Operation** column. After the pay-per-use billing mode is disabled, the pay-per-use card on the **Subscriptions** page displays **Not Enabled**.

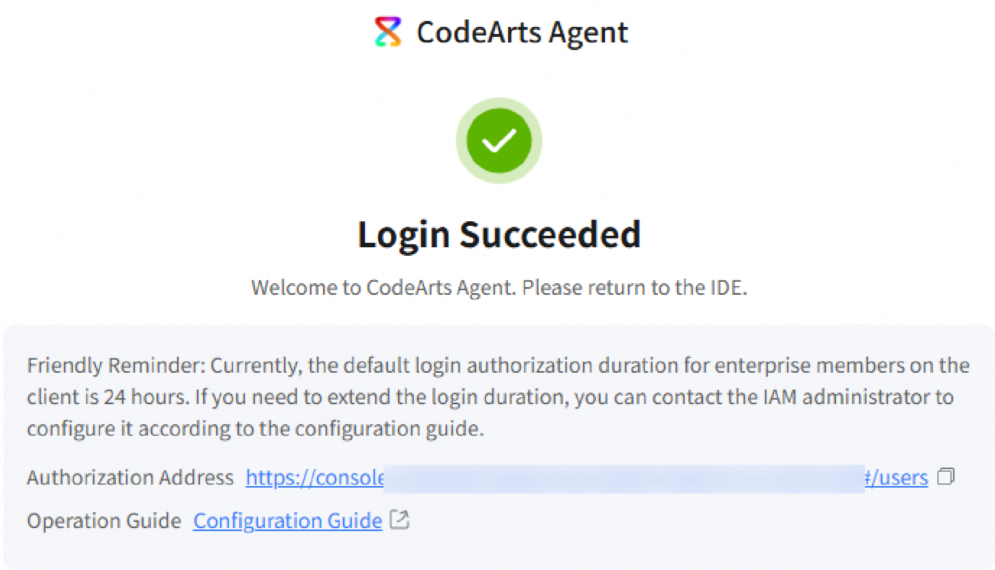
4 30-Day Login-Free

The CodeArts Agent client supports the 30-day login-free function. **Account**: After your initial login, reopening the client within 30 days will automatically keep you logged in, as long as you are connected to the network. **IAM user**: The login-free validity period is 24 hours.

To grant an IAM user the 30-day login-free permissions, you need to log in using the HUAWEI ID and **configure the identity policy**. If the identity policy is not configured, a message is displayed on the login page.

This section describes how to use a HUAWEI ID to configure a 30-day login-free identity policy and apply the policy to an IAM user. After the policy is applied, the IAM user can obtain the 30-day login-free permission.

Figure 4-1 Login prompt



Constraints

Only **HUAWEI IDs** and **IAM user accounts** support the 30-day login-free function.

Configuring an Identity Policy

Step 1 Use a HUAWEI ID to log in to the **IAM console** (new edition).

Step 2 In the navigation tree on the left, click **Identity Policies**. The identity policy page is displayed.

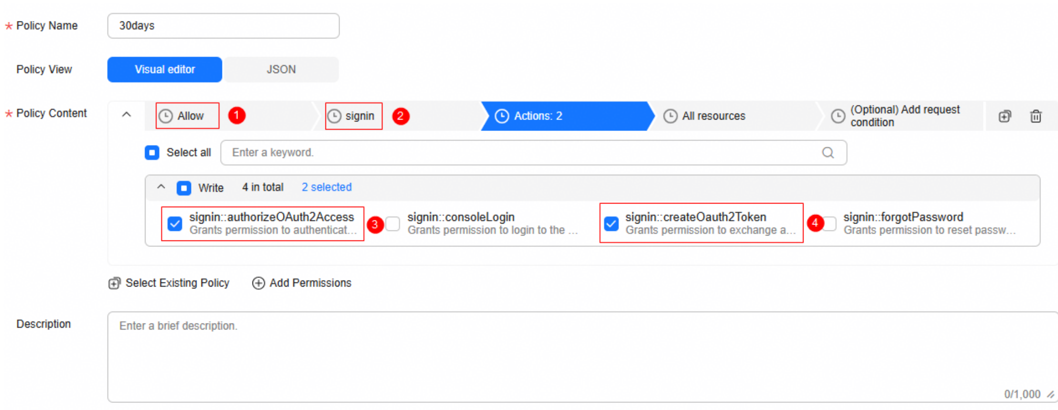
Step 3 Click **Create Identity Policy** in the upper right corner.

Step 4 Set the custom identity policy by referring to **Table 4-1**.

Table 4-1 Parameters for custom identity policies

Parameter	Description
Policy Name	Enter an identity policy name. Only letters, digits, and the following special characters are allowed: +=_.@-
Policy View	Select **Visual editor**.
Policy Content	1. Select **Allow**. 2. Click **Select service**. Select **signin**. 3. Click **Select action**. Select **signin::authorizeOAuth2Access** and **signin::createOauth2Token**. 4. Skip **Select resource**. 5. Skip **Add Request Condition**.
Description	Optional. Enter a brief description for the policy.

Figure 4-2 Creating an identity policy



Step 5 Click **OK**.

The new policy is displayed on the **Identity Policies** page.

Step 6 Assign the identity policy to an IAM user or user group. For details, see **Assigning Permissions to an IAM User** or **Creating a User Group and Assigning Permissions**.

Once the policy is assigned, it may take 15 to 30 minutes to take effect.

- If IAM users log in to CodeArts Agent for the first time after the authorization takes effect, they can access the service without a login within 30 days.
- If IAM users have logged in to CodeArts Agent before the authorization takes effect, they must log out and log back to enable the 30-day login-free function.

----End

5 Teams & Members

5.1 Members

CodeArts Agent provides different roles to help enterprises implement fine-grained permission management for different employees.

Table 5-1 Roles

Role	Description
Tenant space owner	If neither the HUAWEI ID nor any of its IAM users has purchased a CodeArts Agent package, the account that purchases the package for the first time will automatically become the tenant space owner. This role cannot be edited or deleted. It has the same permissions as enterprise administrators and has the highest management permissions, which cannot be modified or removed.
Enterprise administrator	This role has the highest management permissions and can perform operations such as adding enterprise members, creating teams, and assigning seats.
Team administrator	This role has the management permissions of the team to which it belongs. It can manage team members, create cloud-side team-level skills, and create cloud-side team-level rules.

Role	Description
Member	This role has common member permissions and can perform operations such as viewing the usage of their own and viewing knowledge spaces. There are two types of members: ● Enterprise member: An IAM user or federated user becomes an enterprise member after being added to the enterprise member list. ● Team member: An enterprise member becomes a team member after being added to a specified team.

Enterprise Administrator

The following users or accounts are enterprise administrators in CodeArts Agent by default:

- HUAWEI ID.
- Account root user: When you create a HUAWEI ID account, the system creates an IAM user with the same name as the HUAWEI ID by default.
- IAM user/federated user account which has the **Tenant Administrator** permissions.
- User with the **Tenant Space Owner** role.
- Account used to purchase the CodeArts Agent package.

5.2 Adding an Enterprise Member

This section describes how an **enterprise administrator** adds an IAM user or federated user as an enterprise member.

Adding an Enterprise Member

Only after becoming enterprise members, IAM users or federated users can use the CodeArts Agent functions.

Adding an Existing IAM User as an Enterprise Member

As an enterprise administrator, you can perform the following steps to add an existing IAM user as an enterprise member on the CodeArts Agent console:

Step 1 Log in to the CodeArts Agent console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Teams & Members**.

Step 3 Click **Add Member** in the upper right corner. The **Add Member** dialog box is displayed.

Step 4 Configure enterprise member information by referring to **Table 5-2**.

Available seats will be automatically assigned to new members. Members added in batches are assigned seats in alphabetical order. If seats run out, priority is given from the top of the list. You can reallocate seats on the **Seats** page for your members or change the package to obtain more seats. Only members with seats can use the CodeArts Agent services.

Figure 5-1 Adding an existing IAM user as an enterprise member

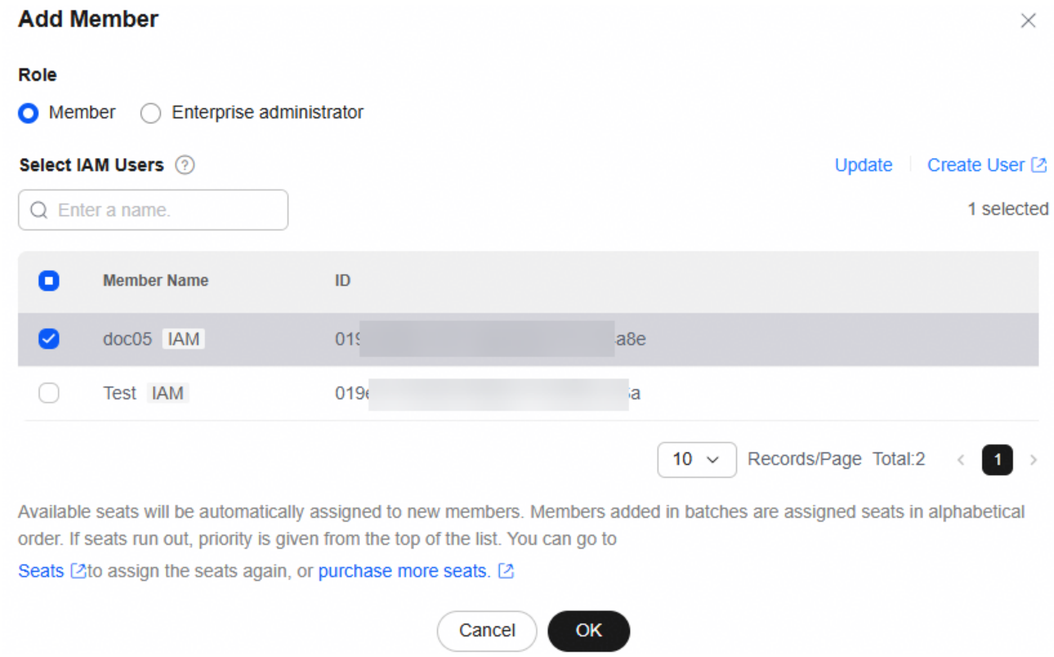


Table 5-2 Parameters for adding an existing IAM user as an enterprise member

Parameter	Description
Role	Indicates the role of the IAM user in CodeArts Agent. • **Member**: Has common member permissions and can perform operations such as viewing the usage of their own and viewing knowledge spaces. • **Enterprise administrator**: Has the highest management permissions and can perform operations such as adding enterprise members, creating teams, and assigning seats.
Select IAM Users	Select the IAM user to be added from the IAM user list. You can select multiple IAM users at a time.

Step 5 Click **OK**.

On the **All Members** list, view the new member.

Step 6 (Optional) If the new member's seat status is **Disabled**, perform operations by referring to **Seats**.

----End

Creating and Adding an IAM User as an Enterprise Member

As an enterprise administrator, you can perform the following steps to create and add an IAM user as an enterprise member on the CodeArts Agent console:

Step 1 Log in to the **CodeArts Agent** console using **HUAWEI ID**.

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Teams & Members**.

Step 3 Click **Add Member** in the upper right corner. The **Add Member** dialog box is displayed.

Step 4 Configure enterprise member information by referring to **Table 5-3**.

Available seats will be automatically assigned to new members. Members added in batches are assigned seats in alphabetical order. If seats run out, priority is given from the top of the list. You can reallocate seats on the **Seats** page for your members or change the package to obtain more seats. Only members with seats can use the CodeArts Agent services.

Figure 5-2 Creating and adding an IAM user as an enterprise member

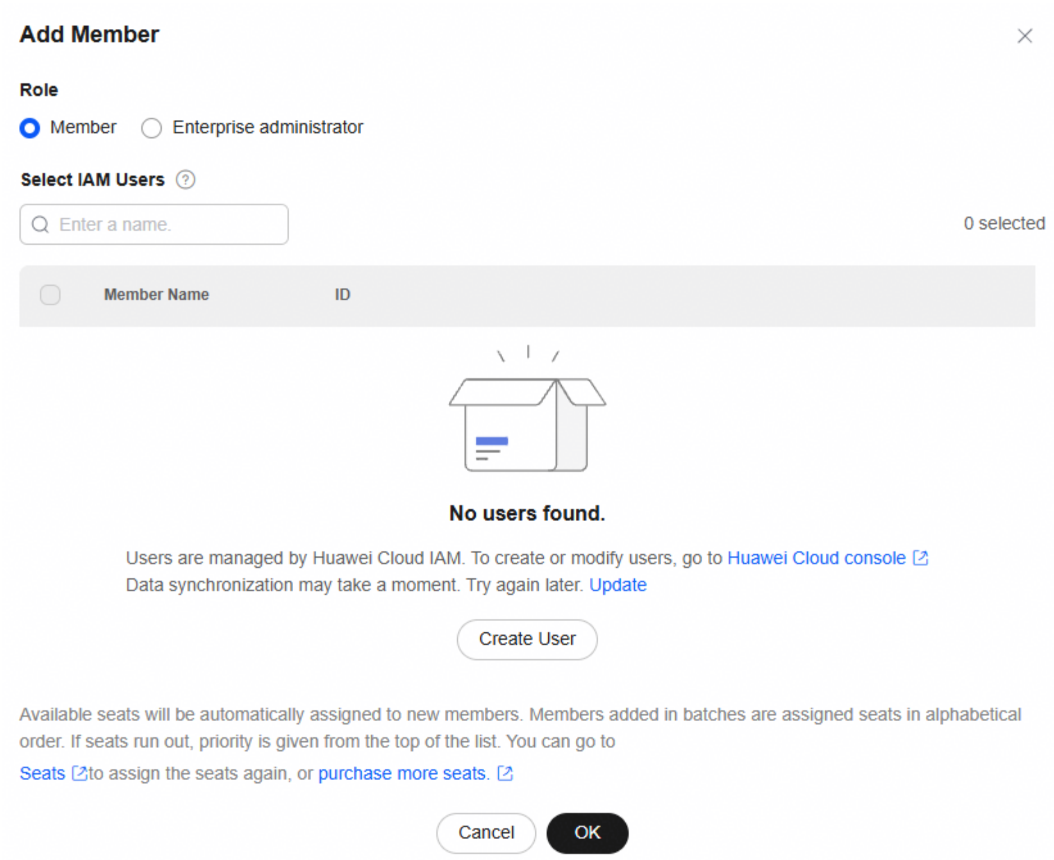


Table 5-3 Parameters for creating and adding an IAM user as an enterprise member

Parameter	Description
Role	Indicates the role of the IAM user in CodeArts Agent. ● **Member**: Has common member permissions and can perform operations such as viewing the usage of their own and viewing knowledge spaces. ● **Enterprise administrator**: Has the highest management permissions and can perform operations such as adding enterprise members, creating teams, and assigning seats.
Select IAM Users	1. Click **Create User** to go to the IAM console and create an IAM user by referring to **Creating an IAM User**. After an IAM user is created, data synchronization may take a moment. Go back to the CodeArts Agent console. In the **Add Member** dialog box of the **Teams & Members** page, click **Update** to obtain the latest data. 2. Select the IAM user from the IAM user list. You can select multiple IAM users at a time.

Step 5 Click **OK**.

On the **All Members** list, view the new member.

Step 6 (Optional) If the new member's seat status is **Disabled**, perform operations by referring to **Seats**.

----End

Adding a Federated User as an Enterprise Member

You can perform the following steps to add **an existing federated user created via virtual user SSO** as an enterprise member on the CodeArts Agent console:

Step 1 Log in to the **CodeArts Agent** console as the federated user to be added.

- If you have the **Tenant Administrator** permissions, you can log in and proceed to **Step 2** to add yourself as an enterprise member.
- If you do not have the **Tenant Administrator** permissions, the system displays the message "You have not joined any enterprises. Contact the enterprise administrator." Contact an **enterprise administrator** to add you as an enterprise member. After logging in to the CodeArts Agent console, the enterprise administrator can perform step **Step 2**.

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Teams & Members**.

Step 3 Click **Add Member** in the upper right corner. The **Add Member** dialog box is displayed.

Step 4 Configure enterprise member information by referring to **Table 5-4**.

Available seats will be automatically assigned to new members. Members added in batches are assigned seats in alphabetical order. If seats run out, priority is given from the top of the list. You can reallocate seats on the **Seats** page for your members or change the package to obtain more seats. Only members with seats can use the CodeArts Agent services.

Figure 5-3 Adding a federated user as an enterprise member

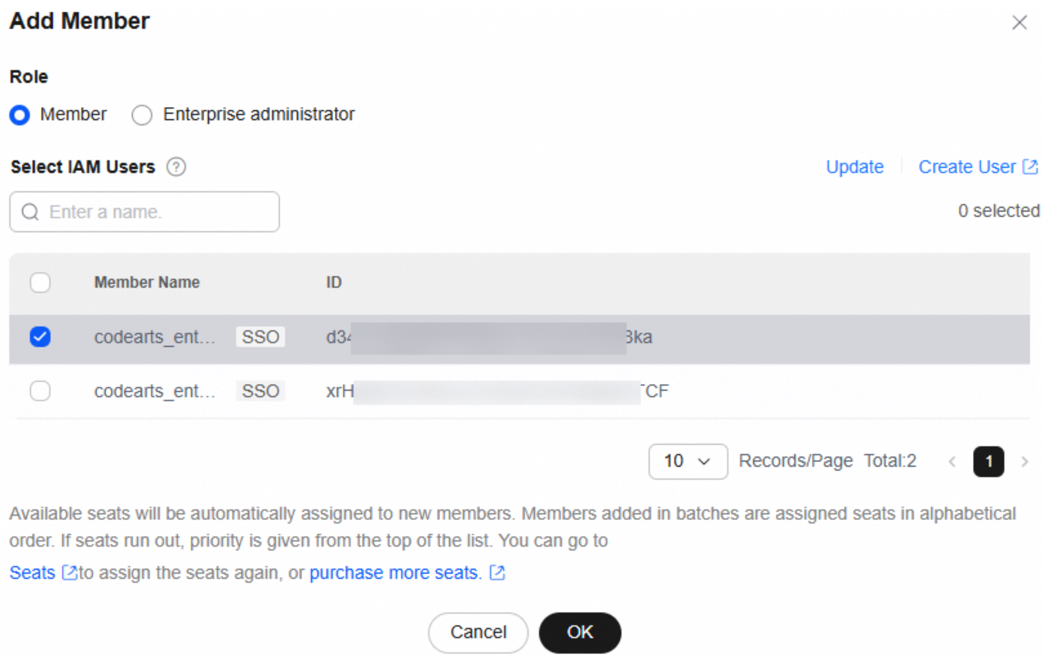


Table 5-4 Parameters for adding a federated user as an enterprise member

Parameter	Description
Role	Indicates the role of the federated user in CodeArts Agent. ● **Member**: Has common member permissions and can perform operations such as viewing the usage of their own and viewing knowledge spaces. ● **Enterprise administrator**: Has the highest management permissions and can perform operations such as adding enterprise members, creating teams, and assigning seats.
Select IAM Users	Select the federated user to be added as an enterprise member from the IAM user list. You can select multiple federated users at a time.

Step 5 Click **OK**.

On the **All Members** list, view the new member.

Step 6 (Optional) If the new member's seat status is **Disabled**, perform operations by referring to **Seats**.

----End

Managing Enterprise Members

After an enterprise member is added, both enterprise administrators and team administrators can view all enterprise members. However, only enterprise administrators can edit and delete enterprise members.

Table 5-5 Enterprise member management

Operation	Procedure
View all enterprise members.	In the **Members** area, click **All Members**. The **All Members** list is displayed. You can view all enterprise members in the list.
Change the role of an enterprise member.	The roles of the **tenant space owner** and **current login account** cannot be changed. 1. In the **All Members** list, locate the target enterprise member and click **Edit** in the **Operation** column. The **Edit Member** dialog box is displayed. 2. Change the role for the member, and click **OK**. In the **All Members** list, view the new role of the enterprise member.
Delete an enterprise member.	The **tenant space owner** and **current login account** cannot be deleted. 1. In the **All Members** list, locate the target enterprise member, and click **Delete** in the **Operation** column. A confirmation dialog box is displayed. 2. Confirm the information, and click **OK**. The enterprise member is removed from the **All Members** list. **CAUTION** Once removed from the enterprise member list, the IAM user cannot use the CodeArts Agent services.

5.3 Adding a Team Member

This section describes how an **enterprise administrator** creates a team and how the **enterprise administrator or team administrator** adds members to the team.

Constraints

- A single tenant supports a maximum of 100 teams.
- A single team supports a maximum of 500 members.
- A member can join only one team.

- An IAM user must be an **enterprise member** before being added as a team member.

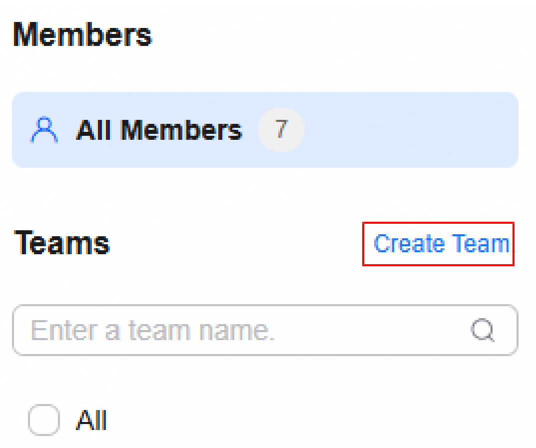
Creating a Team

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Teams & Members**.

Step 3 Click **Create Team** next to **Teams**. The **Create Team** dialog box is displayed.

Figure 5-4 Adding a team



Step 4 Enter a team name. The name can contain 2 to 64 characters, including letters, digits, underscores (_), and hyphens (-). Click **OK**.

The new team is displayed in the team list.

----End

Adding a Team Member

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator** or **Team Administrator**.

Enterprise administrators can add members to any team, whereas team administrators can only add members to their managed teams.

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Teams & Members**.

Step 3 Click the team name. The members in the team are listed on the right of the page.

Step 4 Click **Add Member** in the upper right corner. The **Add Member** dialog box is displayed.

Step 5 Configure team member information by referring to **Table 5-6**.

Figure 5-5 Adding a team member

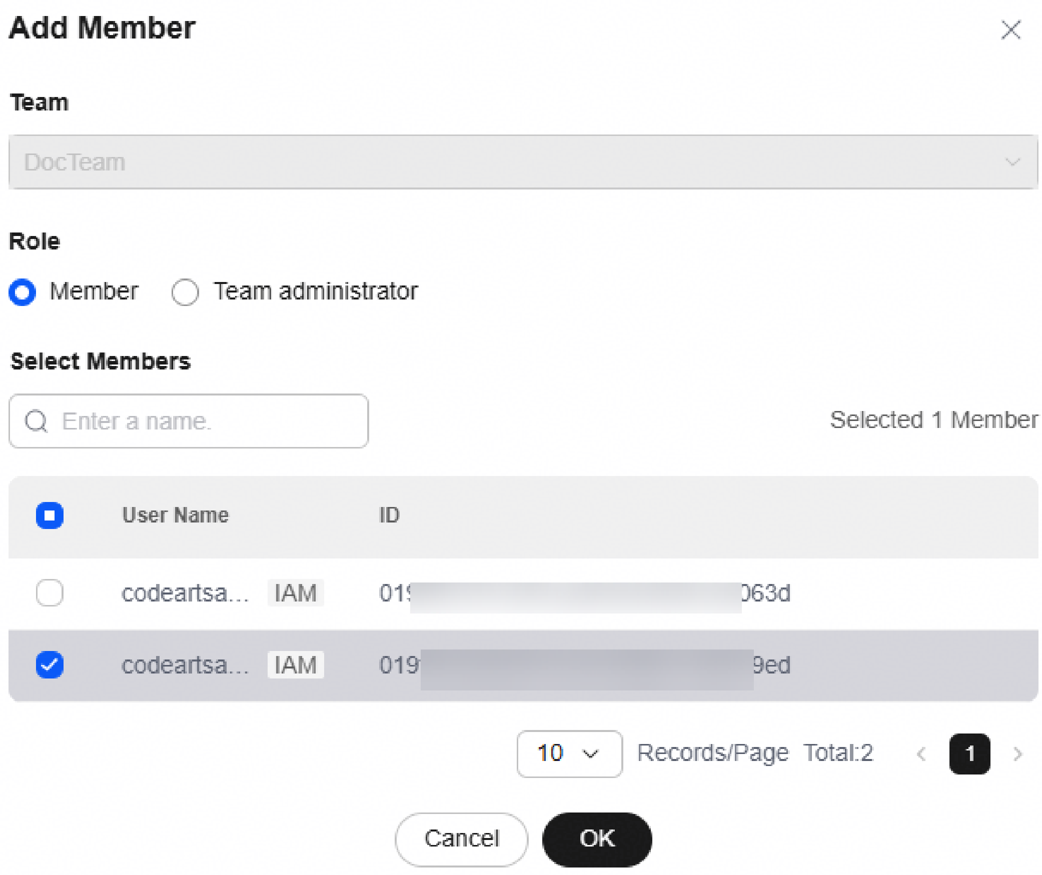


Table 5-6 Parameters for adding a team member

Parameter	Description
Role	Indicates the role of a member in a team. ● **Member**: Has common member permissions and can perform operations such as viewing the usage of their own and viewing knowledge spaces. ● **Team administrator**: Has the permission to manage the team and can perform operations such as creating team-level skills and rules on the cloud. Enterprise administrators can assign any enterprise member as a regular member or a team administrator. **However, team administrators can only assign an enterprise member as a team member.**
Select Members	Select users to be added as team members. You can select multiple users at a time.

Step 6 Click **OK**.

View the new members on the team member list.

----End

Managing a Team

After a team is created, both enterprise administrators and team administrators can edit the team name and remove team members. Enterprise administrators can perform operations on all teams, whereas team administrators can perform operations only on their managed teams. In addition, only enterprise administrators can delete teams and change the roles of team members.

Table 5-7 Team management

Operation	Procedure
Edit the team name.	1. Hover the cursor over the target team name, and click . The **Edit Team** dialog box is displayed. 2. Modify the team name. The name can contain 2 to 64 characters, including letters, digits, underscores (_), and hyphens (-). Click **OK**. View the new team name in the team list.
Delete a team.	**Before deleting a team, remove the team administrators and all team members from the team.** 1. Hover the cursor over the target team name, and click . A confirmation dialog box is displayed. 2. Confirm the information, and click **OK**. The target team cannot be found in the team list, indicating that the team is deleted successfully.
Delete teams in a batch.	**Before deleting a team, remove the team administrators and all team members from the team.** 1. Select the teams to be deleted, and click **Batch Delete**. A confirmation dialog box is displayed. 2. Confirm the information, and click **OK**. The target teams cannot be found in the team list, indicating that the teams are deleted successfully.
Change the role of a team member.	1. In the member list of a team, locate the target member, and click **Edit** in the **Operation** column. The **Edit Member** dialog box is displayed. 2. Change the role for the member, and click **OK**. View the new role of the team member in the member list.
Remove a team member.	1. In the member list of a team, locate the target member, and click **Remove** in the **Operation** column. A confirmation dialog box is displayed. 2. Confirm the information, and click **OK**. The target team member cannot be found in the team, indicating that the team member is removed successfully.

6 Seats

Enterprise administrators can manage seats of members, such as enabling a seat for a member. Then, the member can use the CodeArts Agent services.

Prerequisites

An IAM user or federated user has been added as an enterprise member. For details, see **Adding an Enterprise Member**.

Enabling a Seat

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Seats**. The **Seats** page is displayed.

On the top of the page, you can view the total number of seats and seat usage in the package. **If your team has run out of available seats, you are advised to change the package to purchase additional seats.**

Step 3 Locate the target member, and click **Enable** in the **Operation** column. The **Enable Seat** dialog box is displayed.

Step 4 Click **Confirm** to enable the seat.

In **Seat Allocation Details**, the seat status of the target member changes to **Enabled**.

----End

Disabling a Seat

On the basic and professional editions, if a seat's accumulated token usage within the current package period exceeds 1 million, the seat cannot be disabled during this period. The package period starts from the date of purchase and ends on the same date of the following month.

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Seats**. The **Seats** page is displayed.

Step 3 Locate the target member, and click **Disable**. The **Disable Seat** dialog box is displayed.

Step 4 Click **Confirm** to disable the seat.

In **Seat Allocation Details**, the seat status of the target member changes to **Disabled**. After a seat is disabled, the member cannot use the CodeArts Agent services.

----End

Related Documents

If a member tries to use the CodeArts Agent services before the seat is enabled, the system will return an error message. For details, see **What Do I Do If I Do Not Have Access Permissions?**.

7 Data Analytics

CodeArts Agent provides team-oriented analytics with comprehensive insights into team usage, highlighting team activity, resource consumption, and key statistics. The enterprise administrator can view detailed team data on the **Data Analytics** page.

For details about how to view personal usage, see **My Token Usage**.

Constraints

The data provided on the **Data Analytics** page is automatically updated every hour.

Viewing Data

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Management** > **Data Analytics**.

Step 3 Set the time range, and select the teams, models, and functions. Click to view the team data in different scenarios.

> **CAUTION**
>
> The data on this page is updated automatically every hour. Consequently, data cannot be displayed in real time, for example, any new team you create will not appear in the selection list until the next automatic update.

Figure 7-1 Data analytics

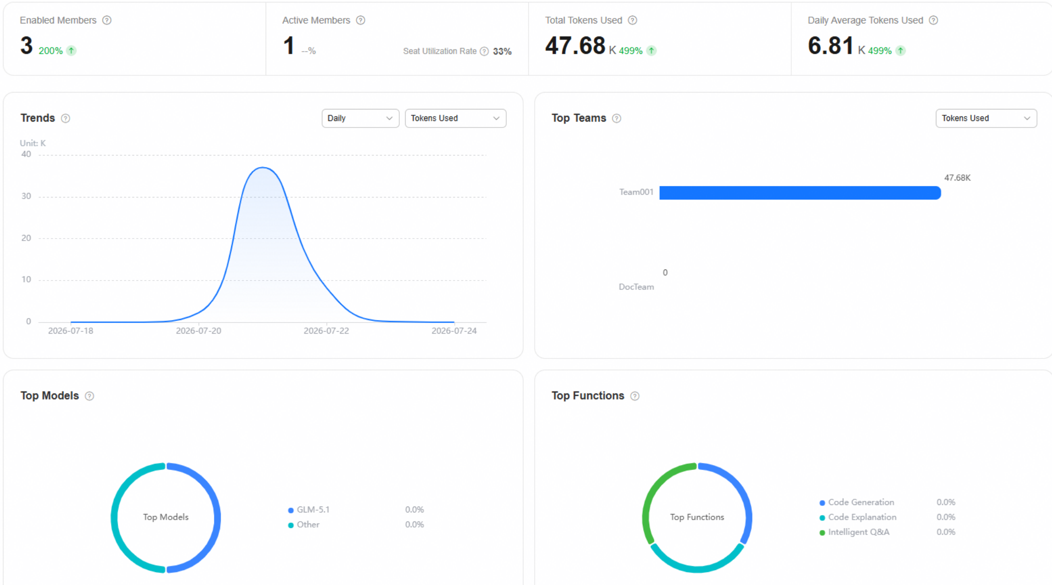


Table 7-1 Data analytics dashboard

Item	Description
Enabled Members	Displays the number of users with enabled seats within the selected range.
Active Members	Displays how many users have sent at least one prompt to the agent within the selected range.
Total Tokens Used	Displays the combined number of input and output tokens consumed by the built-in and custom agents within the selected range.
Daily Average Tokens Used	Displays the daily average of input and output tokens consumed by the built-in and custom agents within the selected range.
Trends	Displays the trends of the daily, weekly, or monthly token consumptions, cached tokens, or the number of active members.
Top Teams	Displays the teams sorted by the selected indicator, such as used tokens, cached tokens, and active members, within the selected range to identify high-active or high-value teams.
Top Models	Displays the usage percentage of built-in models and custom models within the selected range.
Top Functions	Displays the usage percentage of each product function within the selected range.

----End

8 Models

8.1 Configuring Built-in Models

Built-in models are those pre-integrated by CodeArts Agent. Enterprise administrators can enable or disable these models to control employee access.

Prerequisites

You have purchased the **CodeArts Agent Professional Edition** package.

Configuring Built-in Models

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Models**. The **Models** page is displayed.

Step 3 In **Built-in Models**, locate the target model. Click to disable the model, or click to enable the model.

All built-in models are enabled by default.

Once disabled, the model is not displayed in the CodeArts Agent client.

----End

8.2 Configuring Custom Models

CodeArts Agent allows enterprises to access third-party large language models. You can flexibly customize the models based on your service scenarios to meet your requirements for on-premises deployment, data security, and compliance control.

The professional edition of Huawei Cloud CodeArts Agent allows you to configure custom models on both the console and client. The basic edition allows you to configure custom models only on the client.

- On the console: Only enterprise administrators can configure custom models and manage client-side configuration permissions for members.
- On the client: All enterprise members can configure custom models.

This section describes how enterprise administrators configure custom models on the console.

Constraints

- Only the third-party models using the **OpenAI-compliant Chat Completions APIs** and **Anthropic-compliant Messages APIs** can be integrated with CodeArts Agent.
- The custom models created on the console can be invoked by all agents. However, those created on the client can be invoked only by the built-in agents, AgentTeam, and custom agents.

Custom Model Permissions

The permissions to create, manage, and use custom models vary depending on your account. A HUAWEI ID and its account root user have all operation permissions. IAM users and federated users must have the permissions or roles listed in **Table 8-1** to perform the corresponding operations.

Table 8-1 Custom model permissions

Operation	Required IAM Permissions	Required Role
Create a custom model.	Tenant Administrator	Enterprise administrator
Add a custom model to the model list of an agent.	-	Enterprise administrator
Use a custom model.	-	Enterprise administrator, or enterprise member
Enable or disable a custom model.	Tenant Administrator	Enterprise administrator
Edit a custom model.	Tenant Administrator	Enterprise administrator
Delete a custom model.	Tenant Administrator	Enterprise administrator
Configure the members' permissions to create custom models.	-	Enterprise administrator

Prerequisites

- You have purchased the **CodeArts Agent Professional Edition** package.
- If you are an IAM user or federated user, you have been granted the **Tenant Administrator** permissions. It is necessary to create a custom model.

  For details about how to grant permissions to IAM users on the IAM console, see **Creating a User Group and Assigning Permissions** or **Creating a User Group and Assigning Permissions** (New Edition). For details about how to grant permissions to federated users, see **Creating a User Group and Assigning Permissions**. After the permissions of a user group to which a federated user belongs are modified, the enterprise IdP must be restarted to make the modifications take effect.
- You have obtained the model ID, model URL, and API key from the model provider. It is necessary to create a custom model.

Step 1: Creating a Custom Model

You can create a custom model on the CodeArts Agent console via a provider or custom configuration.

Creating a Model via Provider

Step 1 Log in to the **CodeArts Agent** console using an account with the **Tenant Administrator** permissions.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Models**. The **Models** page is displayed.

Step 3 In **Custom Models**, click **Create Model**. The **Create Model** dialog box is displayed.

Step 4 Select **Model provider**, and set parameters by referring to **Table 8-2**.

Figure 8-1 Creating a model via provider

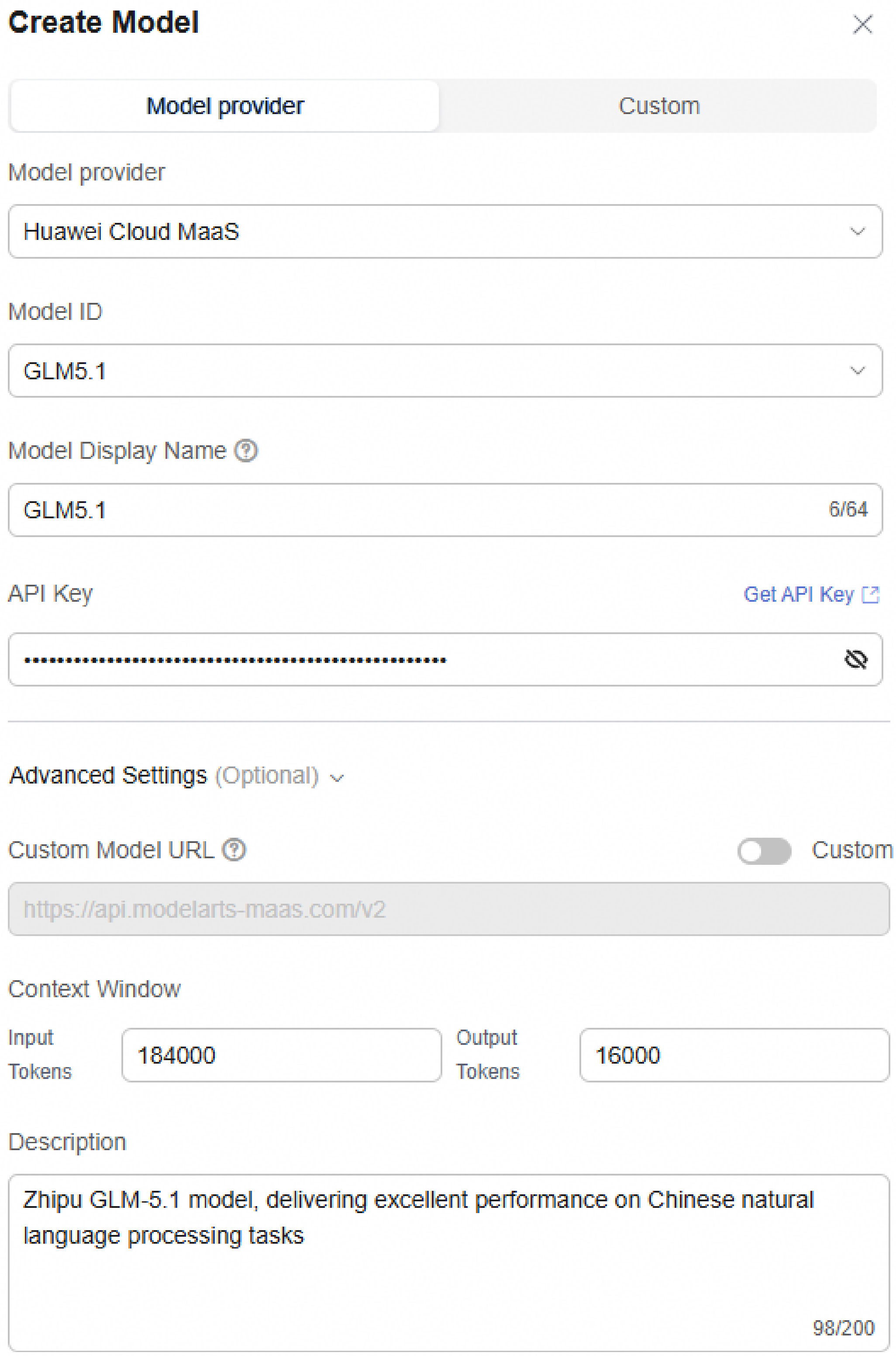


Table 8-2 Parameters for creating a model by provider

Parameter	Description
Model provider	Select the provider to which the model to be created belongs from the drop-down list.
Model ID	Select the ID of the model to be created. If the required model ID is not in the list, select **Custom**.
Custom Model ID	This parameter is available only when **Model ID** is set to **Custom**. Enter the model ID obtained from the model provider.
Model Display Name	Enter the name of a model displayed in CodeArts Agent. The name contains a maximum of 64 characters. The model display name can be the same as the name of a built-in model, but cannot be the same as the name of any other custom model.
API Key	Enter the API key obtained from the model provider.
Custom Model URL	Optional. After you select a provider, the system automatically enters the model URL. To modify the model URL, enable **Custom Edit** and enter the model URL. Enter only the base URL of the API. For example, if the model address is **https://open.bigmodel.cn/api/paas/v4/chat/completions**, enter **https://open.bigmodel.cn/api/paas/v4** here.
Context Window	Optional. Set the input tokens and output tokens. • **Input Tokens**: indicates the maximum number of tokens that can be received by the model in a single request. • **Output Tokens**: indicates the maximum number of tokens that can be delivered by the model in a single response.
Description	Optional. Enter a maximum of 200 characters to describe the custom model.

Step 5 Click **OK**.

The model is displayed in the **Custom Models** area, indicating that the model is created.

----End

Creating a Model via Customized Configurations

Step 1 Log in to the **CodeArts Agent** console using an account with the **Tenant Administrator** permissions.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Models**. The **Models** page is displayed.

Step 3 In **Custom Models**, click **Create Model**. The **Create Model** dialog box is displayed.

Step 4 Select **Custom**, and set parameters by referring to **Table 8-3**.

Figure 8-2 Creating a model via customized configurations

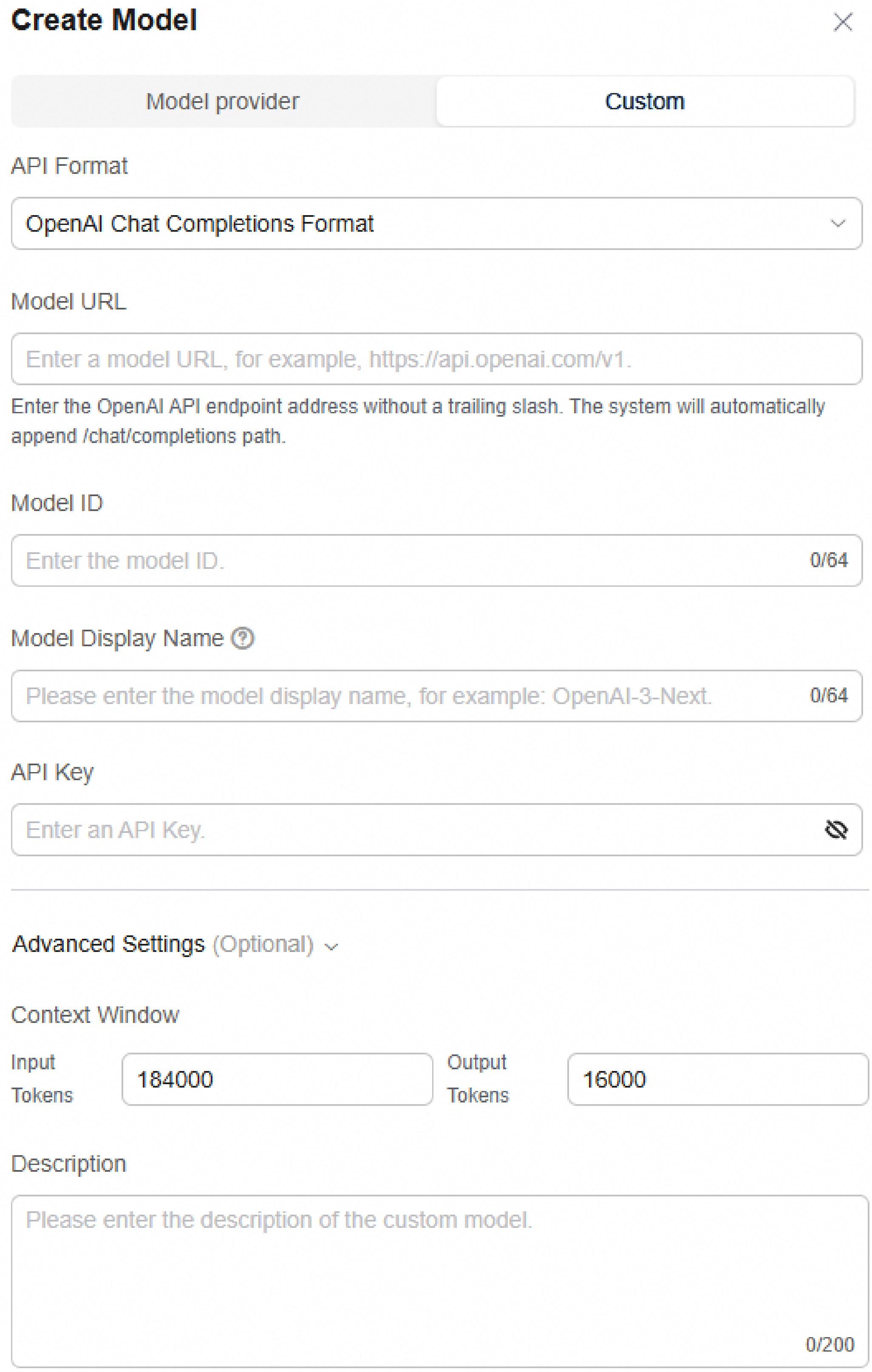


Table 8-3 Parameters for creating a model via customized configurations

Parameter	Description
API Format	Select the API format used by the model from the drop-down list. Only **OpenAI Chat Completions Format** and **Anthropic Messages Format** are supported.
Model URL	Enter the model URL obtained from the model provider. Enter only the base URL of the API. For example, if the model address is **https://open.bigmodel.cn/api/paas/v4/chat/completions**, enter **https://open.bigmodel.cn/api/paas/v4** here.
Model ID	Enter the model ID obtained from the model vendor. The value contains a maximum of 64 characters. For example, glm-5.1.
Model Display Name	Enter the name of a model displayed in CodeArts Agent. The name contains a maximum of 64 characters. The model display name can be the same as the name of a built-in model, but cannot be the same as the name of any other custom model.
API Key	Enter the API key obtained from the model provider.
Context Window	Optional. Set the input tokens and output tokens. ● **Input Tokens**: indicates the maximum number of tokens that can be received by the model in a single request. ● **Output Tokens**: indicates the maximum number of tokens that can be delivered by the model in a single response.
Description	Optional. Enter a maximum of 200 characters to describe the custom model.

Step 5 Click **OK**.

The model is displayed in the **Custom Models** area, indicating that the model is created.

----End

Step 2: Adding the Custom Model to the Model List of an Agent

Step 1 Log in to the CodeArts Agent console as an **Enterprise Administrator**. In the navigation tree on the left, choose **Agent Settings** > **Agents**.

Step 2 Locate a system built-in agent named **Agent**, and click **Edit** in the **Operation** column. The **Edit Agent** page is displayed.

Step 3 Select the new custom model from the **Base Model** drop-down list box, and click **Confirm** in the upper right corner to add the model to the agent.

After a custom model is added to the built-in agent named **Agent**, the model is automatically synchronized to all custom agents.

----End

Step 3: Using the Custom Model

After a custom model is added to agents, **all enterprise members can use the model on the CodeArts Agent client without consuming the tokens in the CodeArts Agent package.**

Step 1 Log in to the CodeArts Agent client as an **enterprise member or administrator**.

Step 2 In the lower part of the chat window, select the agent for which the custom model has been added. In the model list on the right, select the custom model.

----End

Configuring Members' Permissions to Create Custom Models

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Models**. The **Models** page is displayed.

Step 3 In the **Member Custom Model Permissions** area, enable or disable the function.

- **Enabled**: Allows enterprise members to add custom models on the CodeArts Agent client.
- **Disabled**: Forbids enterprise members to add custom models on the CodeArts Agent client.

----End

Managing Custom Models

After custom models are created, enterprise administrators can search for these models. Other management operations can be performed only by enterprise administrators with the **Tenant Administrator** permissions.

Table 8-4 Managing enterprise custom models

Operation	Procedure
Search for a custom model.	In the search box of **Custom Models**, enter a model name to search for the model.
Enable or disable a custom model.	In the **Custom Models** area, locate the target model, and click to disable it or to enable it. **Once disabled, the model will not be displayed in the model list of the agents on the CodeArts Agent client.**

Operation	Procedure
Edit a custom model.	1. In the **Custom Model** area, locate the target model, and click **Edit** in the **Operation** Column. The **Edit Model** dialog box is displayed. 2. Modify the model URL, API key, or description, and click **OK**.
Deleting a custom model	1. In the **Custom Model** area, locate the target model, and click **Delete** in the **Operation** column. A confirmation dialog box is displayed. 2. Confirm the deletion, and click **OK**. The target model is not displayed in the **Custom Models** area, indicating that the model is deleted successfully. **CAUTION** Once deleted, the model cannot be used by all enterprise members. Exercise caution when performing this operation.

9 Usage

On the **Usage** page, enterprise administrators can set the monthly token quota (including input and output tokens) for each model to control enterprise token consumptions and optimize model usage costs. For built-in models, the monthly token usage quota can be configured **only when the pay-per-use billing mode is enabled**.

The monthly token usage cycle runs from the day the CodeArts Agent package starts to the same day of the following month. For example, if the package started on May 22, 2026, the usage cycle will be from May 22, 2026, to June 22, 2026.

Prerequisites

- You have purchased the **CodeArts Agent Professional Edition** package.
- The pay-per-use billing mode has been enabled if you want to set the monthly token quota of a built-in model.
- For IAM user or federated user accounts, the permissions to configure monthly token quota for built-in models must be assigned before login.

  For details about how to grant permissions to IAM users on the IAM console, see **Creating a User Group and Assigning Permissions** or **Creating a User Group and Assigning Permissions** (New Edition). For details about how to grant permissions to federated users, see **Creating a User Group and Assigning Permissions**. After the permissions of a user group to which a federated user belongs are modified, the enterprise IdP must be restarted to make the modifications take effect.

  Table 9-1 Permissions of IAM user or federated user

Operation	Required Permissions
Set the monthly token usage of a built-in model.	**IAM:** devcloud:monthlyPackage:listResourceDetail **IAM (new edition):** codearts:monthlyPackage:listResourceDetail

Setting the Monthly Token Quota of a Built-in Model

Step 1 Log in to the **CodeArts Agent console** using an account which is an enterprise administrator and has the permissions in **Table 9-1**.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Usage**.

Step 3 In the **Built-in Models** area, locate the target model, and set the monthly token quota. The unit is million tokens.

If the value is empty, there is no limit for token consumptions.

Step 4 In the lower right corner, click **Save**.

In the **Built-in Models** area, the monthly token quota of the target model is displayed.

----End

Setting the Monthly Token Quota of a Custom Model

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Usage**.

Step 3 In the **Custom Models** area, locate the target model, and set the monthly token quota. The unit is million tokens.

If the value is empty, there is no limit for token consumptions.

Step 4 In the lower right corner, click **Save**.

In the **Custom Models** area, the monthly token quota of the target model is displayed.

----End

10 Security Settings

10.1 Isolating a Code Repository

CodeArts Agent enables enterprise administrators to isolate code repositories that require strict access control, such as those containing core source code or confidential data. Once isolated, these repositories cannot be accessed or used by AI functions (such as AI dialog, code resuming, and unit test) of CodeArts Agent.

Prerequisites

- You have purchased the **CodeArts Agent Professional Edition** package.
- You have obtained the address of the code repository to be isolated.

Isolating a Code Repository

Step 1 Log in to the CodeArts Agent console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Security Settings**. The **Code Repository Isolation** tab is displayed.

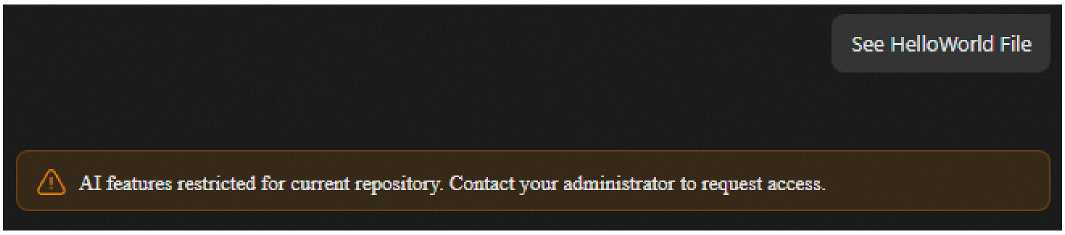
Step 3 In the upper right corner of the tab, click **Isolate Code Repository**. The **Isolate Code Repository** dialog box is displayed.

Step 4 Enter the code repository address, and click **OK**.

Then, the code repository will be displayed in **Isolated Code Repositories**.

When users use the AI function on the CodeArts Agent client to access the isolated code repository, the system will display the message "AI features restricted for current repository. Contact your administrator to request access."

Figure 10-1 Prompt message



----End

Managing Isolated Code Repositories

Enterprise administrators can search for or delete the isolated code repositories.

Table 10-1 Managing isolated code repositories

Operation	Procedure
Search for an isolated code repository.	On the **Code Repository Isolation** tab, click the filter search bar of **Isolated Code Repositories**, select **Code Repository Name** or **Code Repository Address**, enter the keywords, and click **OK**.
De-isolating a code repository.	1. On the **Code Repository Isolation** tab, locate the target code repository, and click **De-isolate** in the Operation column. The **De-isolate Code Repository** dialog box is displayed. 2. Click **Autofill**. The system automatically enters **DELETE**. Click **OK** to de-isolate the code repository. The target code repository cannot be found in **Isolated Code Repositories**, indicating that the code repository is successfully de-isolated. **CAUTION** Once released from isolation, the code repository becomes accessible to CodeArts Agent client-side AI functions. Exercise caution when performing this operation. 3. Update the CodeArts Agent client. Then, the AI functions can access the code repository.

10.2 Configuring Access Control

Enterprise administrators can add public IP addresses to the whitelist to prevent unauthorized access, ensuring enterprise data security.

Constraints

- The whitelist can contain a maximum of 200 IP addresses. A maximum of 20 IP addresses can be added at a time.
- If the access control function is disabled, all public IP addresses can access CodeArts Agent, regardless of whether they are whitelisted. Once the access

control function is enabled, only the IP addresses in the whitelist can access CodeArts Agent. Enterprise administrators and team administrators are not restricted by the IP address whitelist.

Prerequisites

- You have purchased the **CodeArts Agent Professional Edition** package.
- You have obtained the public IPv4 address to be added to the whitelist. If a VPN is used, **ensure that the IP address is obtained after the VPN is disabled**.

Adding an IP Address to the Whitelist

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Security Settings**.

Step 3 Switch to the **Access Control** tab.

Step 4 Enable the whitelist.

1. In the upper right corner of the tab, click in front of **Access Control**. A confirmation dialog box is displayed.
2. Click **OK**.

   Once enabled, the access control changes will take effect in 5 to 10 minutes. After the changes take effect, only the whitelisted IP addresses can access CodeArts Agent. Enterprise administrators and team administrators are not restricted. If no IP addresses are added to the whitelist, 0.0.0.0/0 is whitelisted by default, indicating that all public IP addresses are allowed to access CodeArts Agent.

Step 5 Add an IP address to the whitelist.

1. In the upper right corner of the tab, click **Add IP Address**. The **Add IP Address** dialog box is displayed.
2. Add an IP address by referring to **Table 10-2**.

Table 10-2 Parameters for adding an IP address to the whitelist

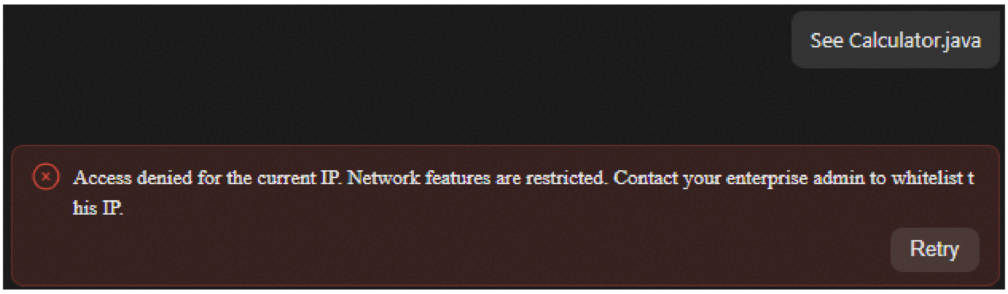
Parameter	Description
IPv4 Address	Enter the public IPv4 address or CIDR block to be added to the whitelist. If you need to enter multiple IP addresses or CIDR block, separate them with commas (,). You can enter a maximum of 20 IP addresses or CIDR blocks at a time. For example, the single public IPv4 address is 119.xx.0.1, and the public IPv4 CIDR block is 119.xx.1.0/24.
Description	Optional. Enter a maximum of 100 characters to describe the IP address to be added.

3. Click **OK**.

   On the **IP Address Whitelist**, view the added IP address.

   After an IP address is added to the whitelist, only the whitelisted IP address can access CodeArts Agent. If the IP address not in the whitelist attempts to access CodeArts Agent, the system displays the message "Access denied for the current IP. Network features are restricted. Contact your enterprise admin to whitelist this IP." **The whitelist takes effect only on enterprise members. Enterprise administrators and team administrators are not restricted.**

   Figure 10-2 Prompt message



----End

Managing the IP Address Whitelist

After an IP address is added to the whitelist, the **enterprise administrator** can search for and delete the IP address in the **Access Control** tab.

Table 10-3 IP address whitelist management

Operation	Procedure
Searching the whitelist for an IP address.	In the search box of **IP Address Whitelist**, enter an IP address or description to search.
Edit a whitelisted IP address.	1. Locate the target IP address in the whitelist, and click **Edit** in the **Operation** column. The **Edit IP Address** dialog box is displayed. 2. Change the IP address or its description. Click **OK**. The new IP address or description is displayed in the whitelist.

Operation	Procedure
Remove an IP address from the whitelist.	When the IP address of an enterprise member changes or the IP address is no longer used, remove the invalid IP address from the whitelist. 1. Locate the target IP address, and click **Remove** in the **Operation** column. A confirmation dialog box is displayed. 2. Click **OK**. The target IP address is not found in **IP Address Whitelist**, indicating that the removal is successful. **CAUTION** ● The removed IP address cannot access CodeArts Agent. ● When all IP addresses are deleted from the whitelist and only the default IP address 0.0.0.0/0 is available, all public IP addresses can access CodeArts Agent.
Disable the access control function.	1. In the upper right corner of the tab, click  in front of **Access Control**. A confirmation dialog box is displayed. 2. Click **OK**. Once disabled, access control changes will take effect within 5 to 10 minutes. After the changes take effect, all public IP addresses can access CodeArts Agent.

10.3 Configuring SSO

Single Sign-On (SSO) allows users to log in once through an IdP and seamlessly access trusted Service Provider (SP) systems via redirect links.

For example, once an enterprise management system establishes a trust relationship with Huawei Cloud, enterprise users can log in to their local system with existing credentials and access CodeArts Agent seamlessly. These users are called federated users.

Figure 10-3 SSO login

Constraints

CodeArts Agent supports SSO based on SAML and OpenID Connect (OIDC).

Prerequisites

You have purchased the **CodeArts Agent Professional Edition** package.

Configuring SSO

Step 1 Use an HUAWEI ID to configure an IdP on the IAM console. For details, see **Identity Providers**.

Step 2 Log in to the **CodeArts Agent** console as a federated user via SSO.

The login-free validity period of federated users is **24 hours**. Once a federated user logged in, the client automatically maintains their login status for up to 24 hours, provided there is a stable network connection.

----End

11 Operation Logs

The system automatically records all operation logs of the modules, such as teams and members, seats, and subscriptions when CodeArts Agent is used.

When users encounter errors, function exceptions, or usage problems, enterprise administrators can use operation logs to quickly trace the operation process, locate faults, analyze causes, and rectify faults, improving troubleshooting efficiency.

Prerequisites

You have purchased the **CodeArts Agent Professional Edition** package.

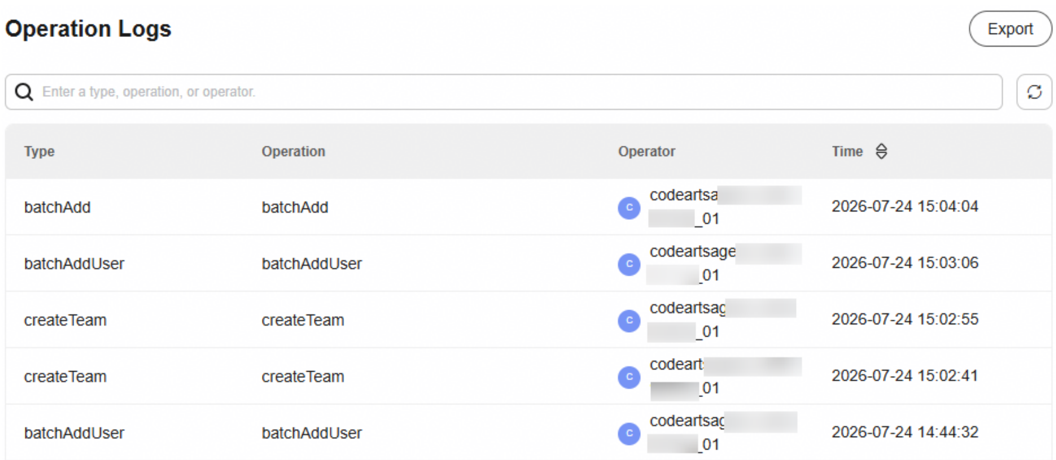
Viewing Operation Logs

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise Administrator**.

Step 2 In the navigation tree on the left, choose **Enterprise Settings** > **Operation Logs**. The **Operation Logs** page is displayed.

Step 3 View the operation records, including the operation type, operation details, operator, and operation time.

Figure 11-1 Operational logs



Step 4 Click **Export** in the upper right corner to export operation logs to the local machine.

----End

12 Agent Settings

You can manage agents, skills, rules, knowledge bases, and repository indexes on the CodeArts Agent console. After these resources are created, they can be used on the CodeArts Agent client.

Agents

You can manage your custom agents on the **Agents** page, such as creating, editing, enabling, and deleting the agents. The agents can be synchronized and used on the CodeArts Agent client.

CodeArts Agent supports two types of agents: **client-side agents** (created on the client) and **cloud-side agents** (created on the console). When a user logs in to the CodeArts Agent client, the system will locally cache the cloud-side agents which are available to the user. Then, the client will update the cache **every 24 hours** to keep the agents in sync with the cloud.

Table 12-1 Classification of custom agents

Creation Method	Scope of Application	Description
Local	Project	Effective only for the current project, distributed along with the repository, and stored locally. Storage directory: **./ .codeartsdoer/agents** in the root directory of the project
	User	Effective for all projects of the current user, and stored locally Local storage directory: **%USERPROFILE%/.codeartsdoer/agents/**

Creation Method	Scope of Application	Description
Cloud	Enterprise	Available to all enterprise users, created by enterprise administrators, and stored in the cloud. When a user logs in to the CodeArts Agent client, the system automatically caches the cloud agents accessible to the user to the local directory: **%USERPROFILE%/.codeartsdoer/cache/enterprise/agents/**.
	Team	Restricted to designated teams, created by enterprise or team administrators, and stored in the cloud. When a user logs in to the CodeArts Agent client, the system automatically caches the cloud agents accessible to the user to the local directory: **%USERPROFILE%/.codeartsdoer/cache/team/agents/**.
	User	Available only to the creator and stored in the cloud. When a user logs in to the CodeArts Agent client, the system automatically caches the cloud agents accessible to the user to the local directory: **%USERPROFILE%/.codeartsdoer/cache/user/agents/**.

Creating a Cloud Custom Agent

Step 1 Log in to the **CodeArts Agent console**.

Step 2 In the navigation pane on the left, choose **Agent Settings** > **Agents**.

Step 3 Click **Create Agent**.

Step 4 Set agent parameters and click **Create and Enable**.

Table 12-2 Parameters for creating an agent

Parameter	Description
Agent icon	The system provides various preset icons for agents. Click  on the icon to select a preferred style.
Agent name	Name of the custom agent to be created. Naming convention: 2 to 20 characters, consisting of letters, digits, underscores, and hyphens (-), and must start with a letter.

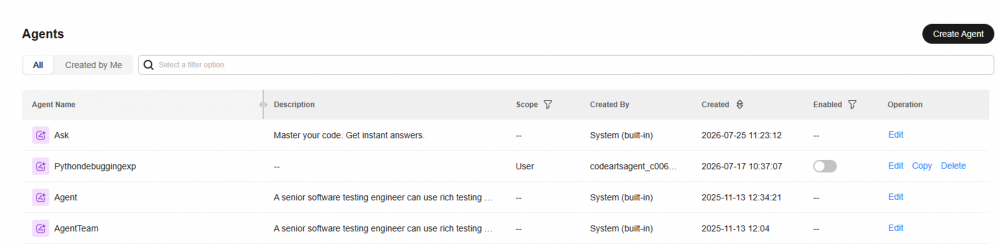
Parameter	Description
Agent type	Working mode of the agent, which affects its behavior logic and capability boundary. ● Primary/Sub-agent: It can be used as a sub-agent to be called by a primary agent or as a primary agent to call a sub-agent. ● Primary agent: It runs independently to process user requests and cannot be called by other agents. ● Sub-agent: It can be called by primary agents to perform specific tasks.
Description	A brief explanation of what the agent does to help users understand its functionality, with a maximum of 5,000 characters.
Applied to	Application scope of the custom agent, which cannot be modified after creation. ● **Individual**: Only the creator can use it. ● **Team**: It is available only to specified teams and **can be created by enterprise administrators or team administrators**. ● **Enterprise**: It is available to all enterprise members and **can be created only by enterprise administrators**.
Available team space	This parameter is displayed only when **Applied To** is set to **Team**. It specifies the teams that can use the agent. Enterprise administrators can view all teams but can select only one, while team administrators can only view and select the team they belong to.
Prompt	System instructions that define the role, tone, workflow, and rules/specifications of the agent.
Built-in tools	Built-in, out-of-the-box tools provided by the agent. ● Read: used to retrieve and view files. ● Edit: used to add, modify, or delete files. ● Terminal: used to run system commands in the command line environment. ● Preview: used to preview the generated frontend page in real time. ● Webfetch: used to capture and read web page content.

Parameter	Description
Skills	Skills associated with the agent to enable it to perform certain specialized tasks. **NOTE** CodeArts Agent has no hard limit on the number of associated skills, **but it is recommended that the number not exceed 20 to ensure optimal user experience**.

Step 5 View the created agent.

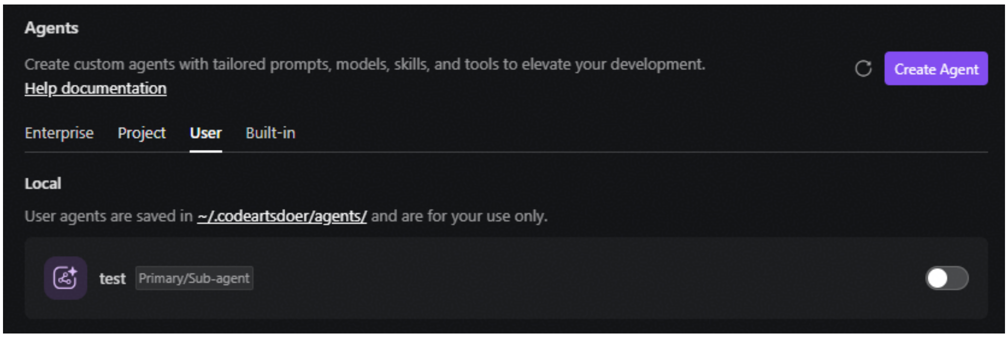
- Return to the **Agent Management** page. You can view the created agent in the agent list.

Figure 12-1 Viewing the target agent on the Agents page



- On CodeArts IDE, open the settings page and click **Agents**. Then click  to manually refresh the page. After the refresh is complete, open the target tab (for example, **User**) to view the target agent.

Figure 12-2 Viewing the target agent on the settings page



- In the input box on the chat page, click **Agent**. Verify that the target agent is displayed in the custom agent list.

  NOTE

  If you create a **sub-agent**, it will not be displayed in the custom agent list.

----End

Managing Cloud Custom Agents

Table 12-3 shows the operation permissions of different roles on **managing cloud custom agents**.

Table 12-3 Operation permissions of different roles on cloud custom agents

Role	Enterprise Agent	Team Agent	User Agent (Operations Except Editing)	User Agent (Editing)
Enterprise administrators	All operations on all agents.	All operations on all agents.	All operations except editing on all agents.	Editing on agents created by themselves.
Team administrators	No operation permissions.	All operations on agents created by members of their own team.	All operations except editing on agents created by members of their own team.	Editing on agents created by themselves.
Members (of an enterprise or a team)	No operation permissions.	No operation permissions.	All operations except editing on agents created by themselves.	Editing on agents created by themselves.

Table 12-4 Managing cloud custom agents

Operation	Procedure
Enabling or disabling a cloud custom agent	1. Log in to the **CodeArts Agent console**. 2. In the navigation pane on the left, choose **Agent Settings** > **Agents**. 3. In the agent list, click / next to an agent to enable or disable it.
Editing a cloud custom agent	1. Log in to the **CodeArts Agent console**. 2. In the navigation pane on the left, choose **Agent Settings** > **Agents**. 3. In the agent list, click **Edit** in the **Operation** column of the target agent to edit it.

Operation	Procedure
Copying a cloud custom agent	When you need to reuse mature configurations, iterate multiple versions in parallel, share team templates, or isolate tasks, you can achieve this by copying agents. 1. Log in to the **CodeArts Agent console**. 2. In the navigation pane on the left, choose **Agent Settings** > **Agents**. 3. In the agent list, click **Copy** in the **Operation** column of the target agent. System built-in agents cannot be copied. 4. Adjust the configuration as required (or retain the default settings) and click **Create and Enable** to quickly generate a new agent.
Deleting a cloud custom agent	1. Log in to the **CodeArts Agent console**. 2. In the navigation pane on the left, choose **Agent Settings** > **Agents**. 3. Check the status of the target agent. ● If it is enabled, disable it first. ● If it is disabled, go to the next step to delete the agent. 4. Click **Delete** in the **Operation** column of the target agent. The **Delete Agent** dialog box is displayed. 5. Enter **DELETE** or click **Autofill**, and then click **OK** to delete the agent. **Deleted agents cannot be restored. Ensure that the agent is no longer needed before performing this operation.**

Skills & Rules

You can manage your skills and rules on the **Skills & Rules** page, such as creating, editing, enabling, and deleting skills and rules. The skills and rules can be synchronized and used on the CodeArts Agent client.

- There are two types of skills: **client-side skills** (created on the client) and **cloud-side skills** (created on the console). Meanwhile, these skills are classified into enterprise-level, team-level, project-level, and user-level skills.

Table 12-5 Classification of custom skills

Creation Method	Scope of Application	Description
Local	Project	Applied to the current project and stored in a local path Storage directory: **./.codeartsdoer/skills/** in the root directory of the project
	User	Effective for all projects of the current user, and stored locally Local storage directory: **%USERPROFILE%/.codeartsdoer/skills**
Cloud	Enterprise	Skills unified across the enterprise, available to all members, created by the enterprise administrator, and stored in the cloud.
	Team	Skills unified across the team, available to specific teams, created by the enterprise administrator or team administrator, and stored in the cloud.
	User	Available only to the user and stored in the cloud.

If skills with the same name exist, the skill invocation priority is as follows: cloud enterprise skills > cloud team skills > local project skills > local user skills > cloud user skills > built-in system skills.

- There are two types of rules: **client-side rules** (created on the client) and **cloud-side rules** (created on the console). Meanwhile, these rules are classified into enterprise-level, team-level, project-level, and user-level rules. To create client-side user-level rules, see **Creating Cloud-Side Rules in IDE**.

Table 12-6 Rule types

Creation Method	Scope of Application	Description
Local	Project	Effective only for the current project, distributed along with the repository, and stored locally. Rule file storage directory: **./.codeartsdoer/rule** in the root directory of the project.
	User	Effective for all projects of the current user, formulated based on personal habits or preferences, and stored locally. Local storage directory: **%USERPROFILE%/.codeartsdoer/rule**

Creation Method	Scope of Application	Description
Cloud	Enterprise	Rules unified across the enterprise, available to all members, created by the enterprise administrator, and stored in the cloud.
	Team	Rules unified across the team, available to specific teams, created by the enterprise administrator or team administrator, and stored in the cloud.
	User	Rules formulated based on personal habits or preferences, available only to the members themselves, and stored in the cloud.

If rules with the same name exist, the rule invocation priority is as follows: cloud enterprise rules > cloud team rules > local project rules > local user rules > cloud user rules.

Creating Skills on the Cloud

To create an enterprise skill, a team skill, or user skill on the cloud, perform the following steps: Before creating a cloud skill, ensure that you have purchased **CodeArts Agent basic** or **professional edition**.

Step 1 Log in to the **CodeArts Agent console**.

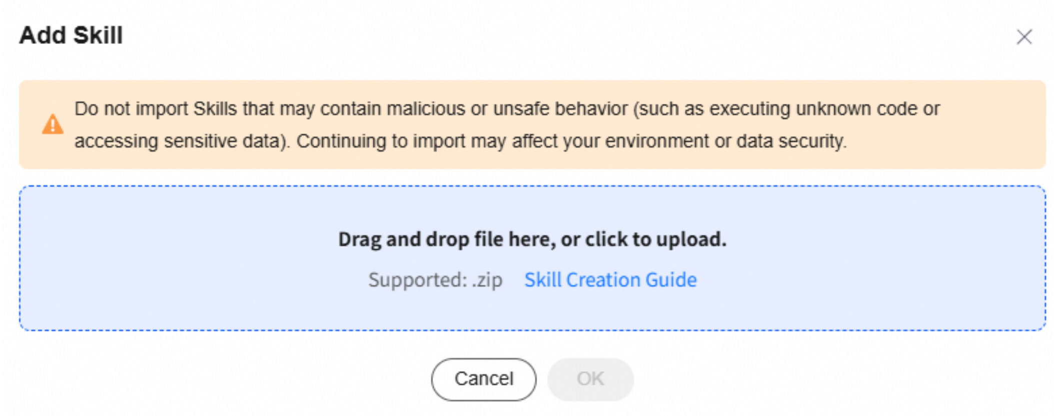
Step 2 In the navigation pane on the left, choose **Agent Settings** > **Skills and Rules**. The skill and rule lists are displayed.

Step 3 On the **Skills** tab, click **Add Skill** in the upper right corner. The **Add Skill** dialog box is displayed.

Step 4 Right-click in the blue box area and upload the target skill ZIP file from the local. Alternatively, drag and drop the local skill ZIP file to the blue box area and click **OK**.

> ⚠ CAUTION
>
> - The skill ZIP file must conform to the required **directory structure**; otherwise, the import may fail. For example, the root directory of each skill folder must contain a **SKILL.md** file, which must include the skill name, description, and other details in YAML format.
> - Only one ZIP file can be uploaded at a time. The file can contain multiple skill folders, and the total file size cannot exceed 5 MB.

Figure 12-3 Creating a skill



Step 5 Set parameters for creating a cloud skill as instructed in **Table 12-7**.

Figure 12-4 Creating a cloud skill

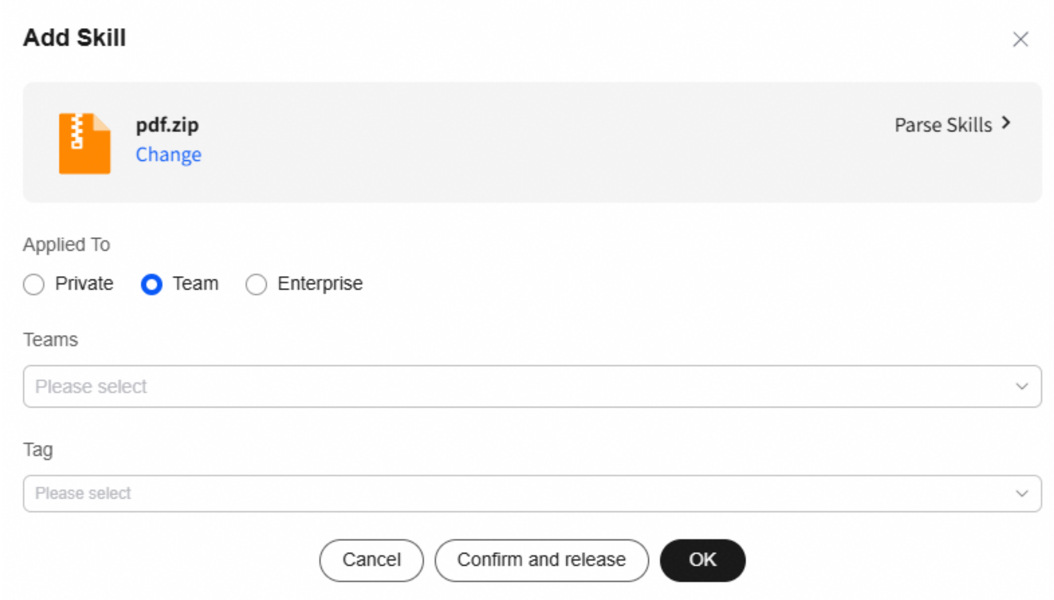


Table 12-7 Cloud skill parameters

Parameter	Description
Change	If you need to re-upload a skill ZIP file, click **Change** and re-upload it as instructed in **Step 4**.
Applied To	• **Private**: available only to yourself and will not be shared with other users. • **Team**: available to specified teams and **can be created by enterprise administrators or team administrators**. • **Enterprise**: available to all members of the entire enterprise, **and can only be created by enterprise administrators**.

Parameter	Description
Teams	This parameter is displayed only when **Applied To** is set to **Team**. Select a team from the drop-down list. If no team has been created, **create one** first. Enterprise administrators can view and select all teams, while team administrators can only view and select the team they belong to.
Tag	(Optional) Several types of tags have been preset in CodeArts Agent. Select tags from the drop-down list as required.

Step 6 Click **Confirm and Enable** to complete the skill creation.

On the **Skills** tab, view the created skill. To immediately view the created cloud skill on the client, go to the corresponding skill tab (**Enterprise**/**Team**/**User**) under **Skills and Rules** on the client, and click or choose > **Update** in the skills area. Then the cloud skill is synchronized to the client.

NOTE

- The CodeArts Agent client automatically synchronizes cloud skills every 24 hours.
- The CodeArts Agent client synchronizes only **enabled skills**.

----End

Managing Cloud Skills

Table 12-8 shows the operation permissions of different roles on **managing cloud skills**.

Table 12-8 Operation permissions of different roles on cloud skills

Role	Enterprise Skill	Team Skill	User Skill (Operations Except Editing)	User Skill (Editing)
Enterprise administrators	All operations on all skills.	All operations on all skills.	All operations except editing on all skills.	Editing on skills created by themselves.

Role	Enterprise Skill	Team Skill	User Skill (Operations Except Editing)	User Skill (Editing)
Team administrators	The following operations can be performed: ● View cloud skill details. ● Favorite or unfavorite skills.	All operations on skills created by members of their own team.	All operations except editing on skills created by members of their own team.	Editing on skills created by themselves.
Team members	The following operations can be performed: ● View cloud skill details. ● Favorite or unfavorite skills.	The following operations can be performed on skills created by members of their own team: ● View cloud skill details. ● Favorite or unfavorite skills.	All operations except editing on skills created by themselves.	Editing on skills created by themselves.
Enterprise members	The following operations can be performed: ● View cloud skill details. ● Favorite or unfavorite skills.	No operation permissions.	All operations except editing on skills created by themselves.	Editing on skills created by themselves.

Table 12-9 Managing Cloud Skills

Operation	Procedure
Viewing cloud skill details	• On the CodeArts Agent console, choose **Skills & Rules**, click the **Skills** tab, and then click the name of the target skill to view its details. • On the settings page of CodeArts Agent IDE, choose **Skills and Rules**. Go to the corresponding skill tab (**Enterprise**/**Team**/**User**). Hover the cursor on the target skill and click to view the skill details.

Editing cloud skills	1. On the CodeArts Agent console, choose **Skills & Rules**, click the **Skills** tab, and view the status of the target skill.
	  • If it is enabled, disable it first.
	  • If it is disabled, go to the next step to edit the skill.
	2. Click **Edit** next to the target skill.

Deleting a cloud skill	1. On the CodeArts Agent console, choose **Skills & Rules**, click the **Skills** tab, and view the status of the target skill.
	  • If it is enabled, disable it first.
	  • If it is disabled, go to the next step to delete the skill.
	2. Click **Delete** next to the target skill.
	The target skill is successfully deleted when it is removed from the skill list.
	CAUTION
	Deleting a skill will affect the agents using it. Deleted skills cannot be recovered. Exercise caution when performing this operation.

Enabling or disabling a cloud skill	Use either of the following methods to enable or disable a cloud skill: • On the CodeArts Agent console, choose **Skills & Rules**, click the **Skills** tab, and click / next to the target skill. • On the settings page of CodeArts Agent IDE, choose **Skills and Rules**. Go to the corresponding skill tab (**Enterprise**/**Team**/**User**). Toggle a target skill on or off. **Only enabled skills can be synchronized to the CodeArts Agent client.**
Adding a cloud skill to favorites or removing it	On the CodeArts Agent console, choose **Skills & Rules**, click the **Skills** tab, and click **Favorite** or **Unfavorite** next to the target skill. View the favorites on the **Favorites** tab.

Operation	Procedure
Batch deleting cloud skills	1. On the CodeArts Agent console, choose **Skills & Rules**, click the **Skills** tab, and view the status of the target skill. • If it is enabled, disable it first. • If it is disabled, go to the next step to delete the skill. 2. Select the target skills and choose **More** > **Batch Delete** in the upper right corner. A confirmation dialog box is displayed. 3. Enter **DELETE** or click **Autofill**, and then click **OK**. The target skill is successfully deleted when it is removed from the skill list.
Batch enabling or disabling cloud skills	Use either of the following methods to batch enable or disable cloud skills: • On the CodeArts Agent console, choose **Skills & Rules**, and click the **Skills** tab. Select the target skills and click **Batch Enable** or choose **More** > **Batch Disable** in the upper right corner. • On the settings page of CodeArts Agent IDE, choose **Skills and Rules**. Go to the corresponding skill tab (**Enterprise**/**Team**). Click in the upper right corner. Select the target skills and click **Enable** or **Disable** in the upper right corner. • On the settings page of CodeArts Agent IDE, choose **Settings** > **Skills and Rules** > **User**. Choose > **Batch Operate** in the upper right corner. Select the target skills and click **Enable** or **Disable** in the upper right corner. **Only enabled skills can be synchronized to the CodeArts Agent client.**
Batch adding cloud skills to favorites or removing them	On the CodeArts Agent console, choose **Skills & Rules**, and click the **Skills** tab. Select the target skills and choose **More** > **Batch Favorite** or **More** > **Batch Unfavorite** in the upper right corner. View the favorites on the **Favorites** tab.

Creating Rules on the Cloud

To create an enterprise rule, a team rule, or user rule on the cloud, perform the following steps:

Step 1 Log in to the **CodeArts Agent console**.

Step 2 In the navigation pane on the left, choose **Agent Settings** > **Skills and Rules**. The skill and rule lists are displayed.

Step 3 On the **Rules** tab, click **Add Rule** in the upper right corner. The **Add Rule** dialog box is displayed.

Step 4 Set the parameters based on **Table 12-10**.

Figure 12-5 Creating a cloud rule

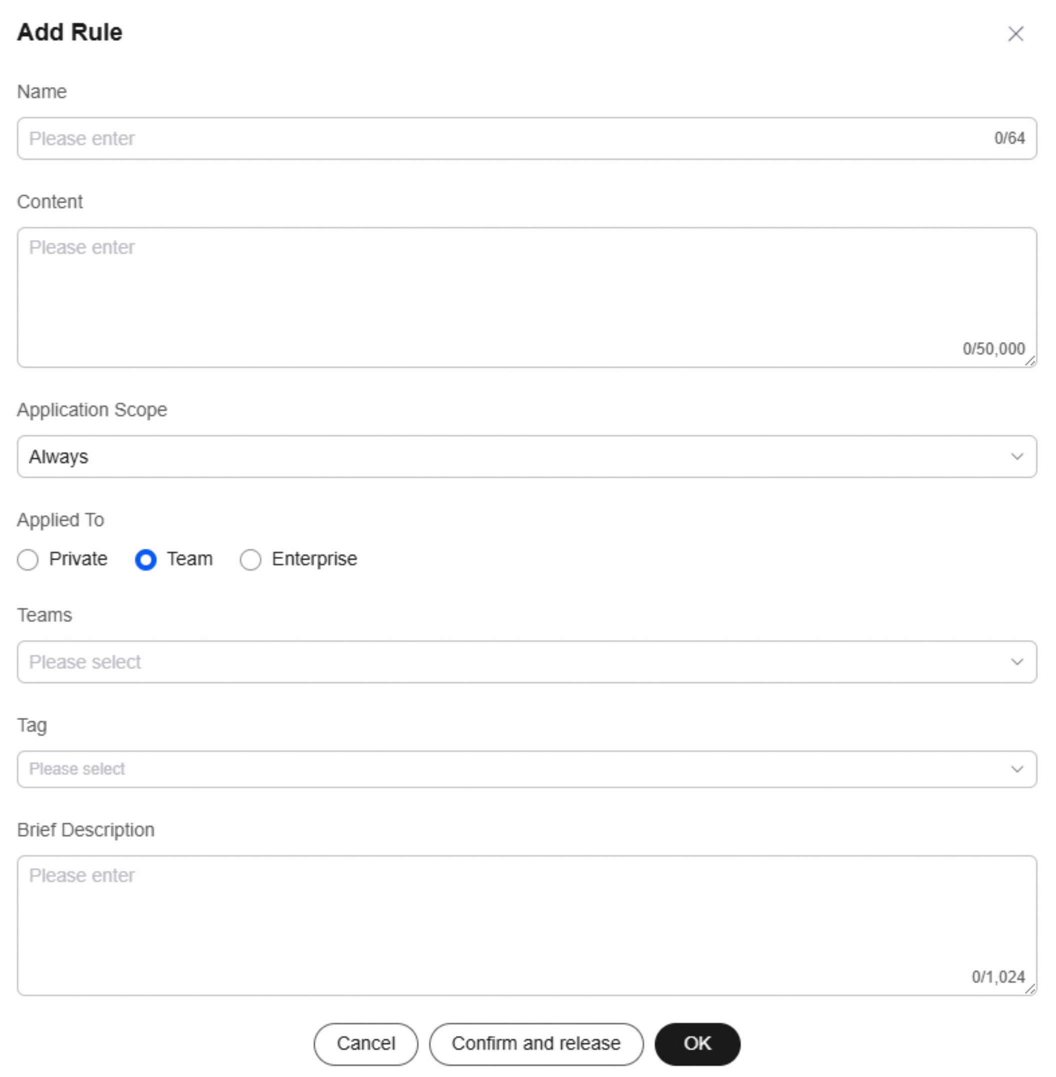


Table 12-10 Cloud rule parameters

Parameter	Description
Name	Name of the rule to be created. Naming rules: Enter 1 to 64 characters. Only letters, digits, underscores (_), hyphens (-), and periods (.) are allowed.
Content	Customize one or more rules. The value can contain a maximum of 50,000 characters. Example: requiring the system to always respond using Python.

Parameter	Description
Application Scope	Application scope of a rule, that is, where the rule takes effect. ● **Auto Apply**: The rule applies to all chats by default and is automatically identified by the system. ● **Manual Call**: The rule does not take effect automatically. You must enter **#** in the chat area and select a specific rule from the list to apply it.
Applied To	● **Private**: available only to the members themselves and will not be shared with other users. ● **Enterprise**: available to all members of the entire enterprise, **and can only be created by enterprise administrators**. ● **Team**: available to specified teams and **can be created by enterprise administrators or team administrators**.
Teams	This parameter is displayed only when **Applied To** is set to **Team**. Select a team from the drop-down list. If no team has been created, **create one** first. Enterprise administrators can view and select all teams, while team administrators can only view and select the team they belong to.
Tag	(Optional) Several types of tags have been preset in CodeArts Agent. Select tags from the drop-down list as required.
Brief Description	(Optional) Description of the rule. Enter up to 1,024 characters.

Step 5 Click **Confirm and Enable** to complete the rule creation.

On the **Rules** tab, view the created rule. To immediately view the created cloud rule on the client, go to the corresponding rule tab (**Enterprise**/**Team**/**User**) under **Skills and Rules** on the client, and click in the rules area. Then the cloud rule is synchronized to the client.

NOTE

- The CodeArts Agent client automatically synchronizes cloud rules every 24 hours.
- The CodeArts Agent client synchronizes only **enabled rules**.

----End

Managing Cloud Rules

Table 12-11 shows the operation permissions of different roles on **managing cloud rules**.

Table 12-11 Operation permissions of different roles on cloud rules

Role	Enterprise Rule	Team Rule	User Rule (Operations Except Editing)	User Rule (Editing)
Enterprise administrators	All operations on all rules.	All operations on all rules.	All operations except editing on all rules.	Editing on rules created by themselves.
Team administrators	The following operations can be performed: • Favorite or unfavorite rules. • Modify the application scope of cloud rules.	All operations on rules created by members of their own team (including the team administrator).	All operations except editing on rules created by members of their own team (including the team administrator).	Editing on rules created by themselves.
Team members	The following operations can be performed: • Favorite or unfavorite rules. • Modify the application scope of cloud rules.	The following operations can be performed on rules created by members of their own team (including the team administrator): • Favorite or unfavorite rules. • Modify the application scope of cloud rules.	All operations except editing on rules created by themselves.	Editing on rules created by themselves.

Role	Enterprise Rule	Team Rule	User Rule (Operations Except Editing)	User Rule (Editing)
Enterprise members	The following operations can be performed: ● Favorite or unfavorite rules. ● Modify the application scope of cloud rules.	No operation permissions.	All operations except editing on rules created by themselves.	Editing on rules created by themselves.

Table 12-12 Managing cloud rules

Operation	Procedure
Editing a cloud rule	1. On the CodeArts Agent console, choose **Skills & Rules**, click the **Rules** tab, and view the status of the target rule. ● If it is enabled, disable it first. ● If it is disabled, go to the next step to edit the rule. 2. Click **Edit** next to the target rule.
Deleting a cloud rule	1. On the CodeArts Agent console, choose **Skills & Rules**, click the **Rules** tab, and view the status of the target rule. ● If it is enabled, disable it first. ● If it is disabled, go to the next step to delete the rule. 2. Click **Delete** next to the target rule. The target rule disappears from the list once successfully deleted. **CAUTION** Deleting a rule will affect the agents using it. Deleted rules cannot be recovered. Exercise caution when performing this operation.
Enabling or disabling a cloud rule	On the CodeArts Agent console, choose **Skills & Rules**, click the **Rules** tab, and click / next to the target rule. **Only enabled rules can be synchronized to the CodeArts Agent client.**

Operation	Procedure
Adding a cloud rule to favorites or removing it	On the CodeArts Agent console, choose **Skills & Rules**, click the **Rules** tab, and click **Favorite** or **Unfavorite** next to the target rule. View the favorites on the **Favorites** tab.
Batch deleting cloud rules	1. On the CodeArts Agent console, choose **Skills & Rules**, click the **Rules** tab, and view the status of the target rule. ● If it is enabled, disable it first. ● If it is disabled, go to the next step to delete the rule. 2. Select the target rules and choose **More** > **Batch Delete** in the upper right corner. A confirmation dialog box is displayed. 3. Enter **DELETE** or click **Autofill**, and then click **OK**. The target rule disappears from the list once successfully deleted.
Batch enabling or disabling cloud rules	On the CodeArts Agent console, choose **Skills & Rules**, and click the **Rules** tab. Select the target rules and click **Batch Enable** or choose **More** > **Batch Disable** in the upper right corner. **Only enabled rules can be synchronized to the CodeArts Agent client.**
Batch adding cloud rules to favorites or removing them	On the CodeArts Agent console, choose **Skills & Rules**, and click the **Rules** tab. Select the target rules and choose **More** > **Batch Favorite** or **More** > **Batch Unfavorite** in the upper right corner. View the favorites on the **Favorites** tab.
Modifying the application scope of cloud enterprise rules or team rules	On the settings page of CodeArts Agent IDE, choose **Skills and Rules** > **Enterprise** > **Rules** or **Skills and Rules** > **Team** > **Rules**. Locate the target rule and click the switch next to it. ● : You need to manually apply the rule. ● : The system automatically identifies the rule and applies it.
Batch modifying the application scope of cloud enterprise rules or team rules	1. On the settings page of CodeArts Agent IDE, choose **Skills and Rules** > **Enterprise** > **Rules** or **Skills and Rules** > **Team** > **Rules**. Click in the upper right corner. 2. Select the target rules and click **Enable** or **Disable** in the upper right corner.

Knowledge Space

You can upload enterprise internal documents and technical materials to the **Knowledge Space** page for unified management. The knowledge can serve as contextual reference to improve the accuracy of the agent's responses. Knowledge spaces **can only be created and managed on the console**, and **only accounts with seats enabled** can perform related operations.

Creating a Knowledge Base

Step 1 Create a knowledge space.

A knowledge space is used to manage multiple knowledge bases in one place. Before creating a knowledge base, you need to create a knowledge space.

1. On the **Knowledge** page, click **Create Space** and set parameters by referring to **Table 12-13**.

Figure 12-6 Creating a knowledge space

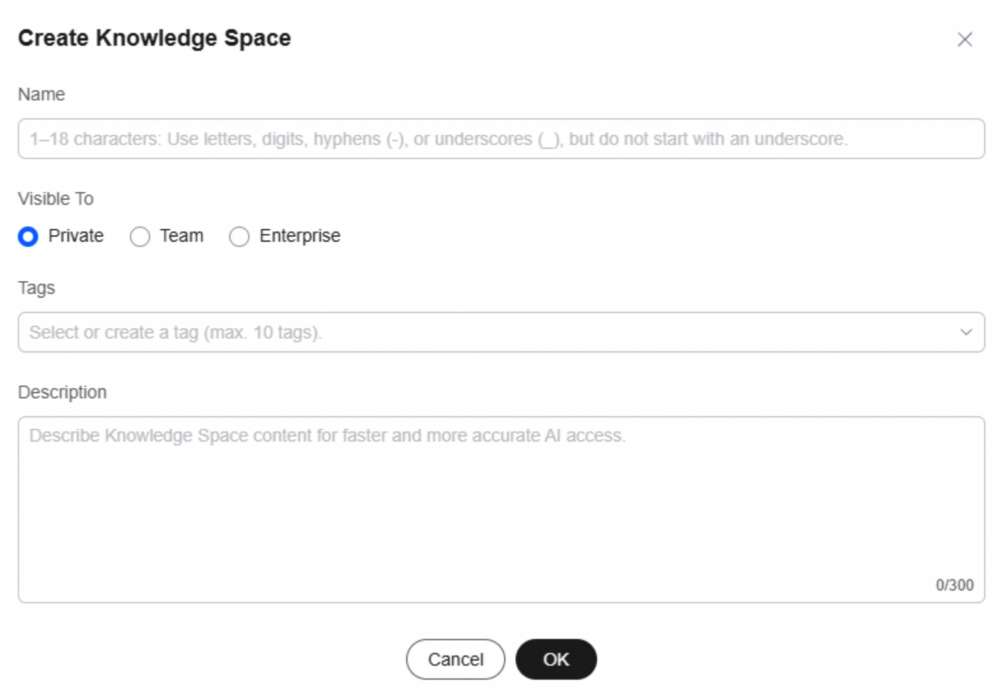


Table 12-13 Parameters for creating a knowledge space

Parameter	Description
Name	Indicates the name of the knowledge space to be created. Naming rules: The name cannot start with an underscore (_) and can contain a maximum of 18 characters, including letters, digits, underscores (_), and hyphens (-).

Parameter	Description
Visible To	Controls the access permissions of members. – **Private**: available only to members themselves. – **Team**: available only to team members and created by the enterprise administrator or team administrator. – **Enterprise**: available to all enterprise members and created by the enterprise administrator.
Teams	This parameter is displayed only when **Visible To** is set to **Team**. Select a team from the drop-down list; only the teams which the current account belongs to are displayed.
Tag	(Optional) Indicates the tags to be added to the knowledge space for content classification and management. A maximum of 10 tags can be selected. 1. If you have not created any tags yet, follow the operations below to create them. Otherwise, proceed to the next step. Select **Add** from the drop-down list. In the displayed dialog box, enter a tag name containing a maximum of 32 characters and click **OK**. 2. Select the target tag.
Description	(Optional) Indicates the description of the knowledge space. A maximum of 300 characters are allowed. A detailed description helps CodeArts Agent accurately understand the knowledge scope, improving retrieval and matching precision.

2. Click **OK**.

   In the knowledge space list, you can view the created one.

Step 2 Create a knowledge base.

Create a knowledge base within a knowledge space and specify its type and source. This ensures a clear information structure and easy retrieval.

1. Select your desired knowledge space from the list to view its detailed information.
2. Click **Create Knowledge Base** in the upper right corner.
3. Configure basic information by referring to **Table 12-14**.

Figure 12-7 Creating a knowledge base

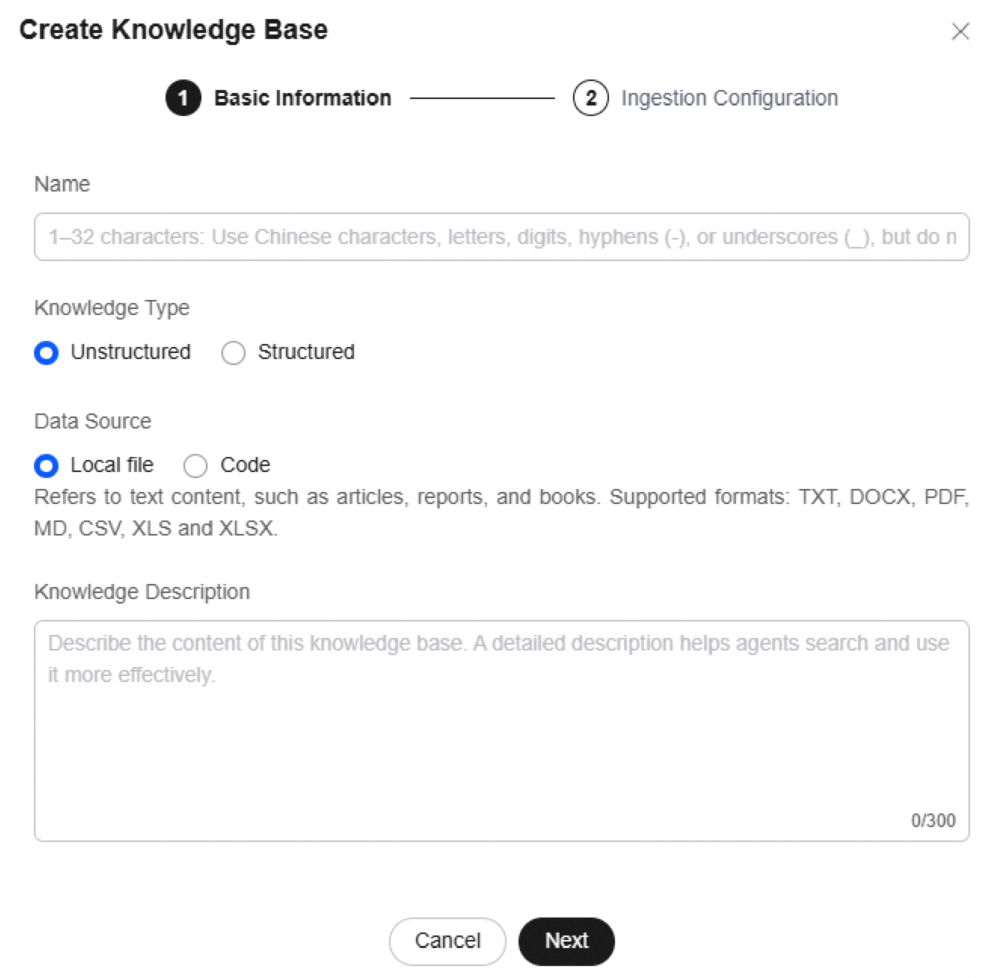


Table 12-14 Basic parameters of a knowledge base

Parameter	Description
Name	Indicates the name of the knowledge base to be created. Naming rules: The name cannot start with an underscore (_) and can contain a maximum of 32 characters, including letters, digits, underscores (_), and hyphens (-).
Knowledge Type	Indicates the knowledge base type. You can select **Unstructured** or **Structured**. – Unstructured: Data does not have a fixed format. – Structured: Data has fixed formats, fields, and structures.

Parameter	Description
Data Source	Indicates the data source of the knowledge base. You can select **Local file** or **Code**. – When **Knowledge Type** is set to **Unstructured**, the following data sources are supported: ■ **Local file**: The code base mainly contains textual content, such as articles, reports, and books. Supported formats include TXT, DOCX, PDF, MD, CSV, XLS, and XLSX. ■ **Code**: Only ZIP packages containing Java, Python, C, C++, or Vue code files are supported. – When **Knowledge Type** is set to **Structured**, only local JSON files are supported.
Knowledge Description	(Optional) Indicates the description of the knowledge base content. A maximum of 300 characters are allowed. A detailed description helps guide the agent to call and utilize the knowledge base more accurately.

4. Click **Next** and complete the content import configuration by referring to **Table 12-15**.

Table 12-15 Content import configuration parameters

Parameter	Description
Embedding Model	Select an embedding model to vectorize the uploaded files/code. The following models are available. – bge-m3: a multilingual 1024-dimensional text embedding model that supports hybrid retrieval (dense, sparse, and multi-vector representation). It supports a maximum text length of 8,192 tokens, making it ideal for complex, multilingual scenarios. – m3e-base: a general-purpose 768-dimensional embedding model for Chinese and English text, suitable for most basic semantic understanding and retrieval tasks. – bge-large-zh-v1.5: a Chinese-specific model optimized for tasks such as retrieval, classification, clustering, and semantic matching. – paraphrase-multilingual-MiniLM-L12-v2: a 364-dimensional multilingual embedding model that excels in text similarity calculations, ideal for speed-sensitive scenarios. – VESO-v1.3: a specific model deeply optimized for code, delivering outstanding performance in code vectorization and search tasks.
Splitter	This parameter is displayed when **Knowledge Type** is set to **Unstructured** and **Data Source** is set to **Local file**. The way your content is split depends on the splitter you choose. Different languages can use different splitters for optimal results. – By paragraph: Splits text by double line breaks (\n\n) or paragraph structure. – By line: Splits text by single line breaks (\n). – By sentence (for English): Splits text by sentence boundaries. – By character: Splits text into individual characters (including whitespace characters).
Chunk Length	This parameter is displayed when **Knowledge Type** is set to **Unstructured** and **Data Source** is set to **Local file**. Range: 50 to 1,200 characters. Default value: 1,000 characters.

Parameter	Description
Chunk Overlap	This parameter is displayed when **Knowledge Type** is set to **Unstructured** and **Data Source** is set to **Local file**. Overlap between sequential chunks: 0 to chunk length (default value: 0).
Child Splitter	This parameter is displayed when **Knowledge Type** is set to **Unstructured** and **Data Source** is set to **Local file**. Applied when a chunk exceeds the maximum allowed length. Currently, the following child splitters are supported: – By character: Splits text into individual characters (including whitespace characters). – By sentence (for English): Splits text by sentence boundaries. – By word (for English): Splits text by whitespace characters.
Index Fields	This parameter is displayed when **Knowledge Type** is set to **Structured**. Enter the JSON keys to be used as index fields during retrieval. Up to 20 fields are supported, separated by English commas (,).
Filter Fields	This parameter is displayed when **Knowledge Type** is set to **Structured**. Enter the JSON keys to be used as filter criteria during retrieval. Up to 2 fields are supported, separated by English commas (,).
Indexed Field	This parameter is displayed when **Data Source** is set to **Code**. Select indexed fields to specify which data fields the system needs to build indexes for in advance. During retrieval, the agent will perform keyword matching only against these indexed fields. For example, if function body is selected as an indexed field, the agent will prioritize matching keywords within the function body section of the code when a user enters a search query.
Use Sliding Window	This parameter is displayed when **Data Source** is set to **Code**. Once enabled, complex functions are segmented into chunks to improve search accuracy.

5. Click **OK**.

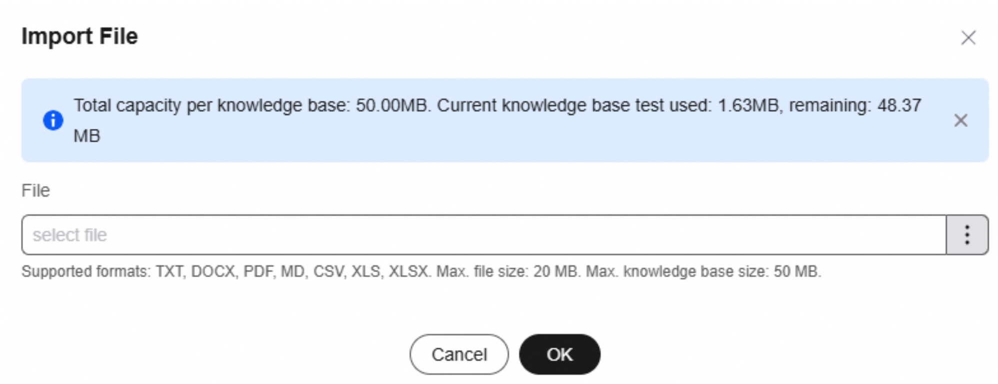
In the knowledge base list, you can view the created one.

Step 3 Import files.

After creating a knowledge base, you can upload various local documents to it. Once uploaded, the system automatically cleans the data and builds indexes, ensuring that your imported content can be quickly retrieved and called for instant knowledge accumulation.

1. Click the name of your desired knowledge base in the list to view its detailed information.
2. Click **Import File** in the upper right corner.
3. Select target code files or other files from the local and click **OK** to return to the knowledge base page.

Figure 12-8 Uploading code files or other files



You can upload code files or other files based on your required knowledge type. **The maximum size for a single file or ZIP package is 20 MB, and the maximum capacity for a single knowledge base is 50 MB.**

Table 12-16 Description for file importing

Knowledge Type	Data Source	Description
Unstructured	Local files	TXT, DOCX, PDF, MD, CSV, XLS, and XLSX files are supported.
	Code	Only ZIP packages containing Java, Python, C, C++, or Vue code files are supported.
Structured	Local files	Only JSON files are supported.

4. View the import result.

   When **Ingestion Status** changes from **Uploading** to **Ingested**, the file import is successful.

----End

Managing Knowledge Bases

Table 12-17 shows the operation permissions of different roles on **managing knowledge bases**.

Table 12-17 Operation permissions of different roles on knowledge bases

Role	Enterprise Knowledge Base	Team Knowledge Base	User Knowledge Base
Enterprise administrators	All operations on all knowledge bases.	All operations on the knowledge bases of the team which the enterprise administrator belongs to.	All operations on the knowledge bases created by themselves.
Team administrators	The following operations can be performed: • Test hit rates of knowledge bases. • View operation history on knowledge bases.	All operations on knowledge bases created by members of their own team (including the team administrator).	All operations on the knowledge bases created by themselves.
Team members	The following operations can be performed: • Test hit rates of knowledge bases. • View operation history on knowledge bases.	The following operations can be performed on knowledge bases created by members of their own team (including the team administrator): • Test hit rates of knowledge bases. • View operation history on knowledge bases.	All operations on the knowledge bases created by themselves.

Role	Enterprise Knowledge Base	Team Knowledge Base	User Knowledge Base
Enterprise members	The following operations can be performed: ● Test hit rates of knowledge bases. ● View operation history on knowledge bases.	No operation permissions.	All operations on the knowledge bases created by themselves.

Table 12-18 Managing knowledge bases

Operation	Procedure
Editing a knowledge space	On the knowledge space page, click ··· on the target knowledge space and choose **Edit**.
Deleting a knowledge space	Before deleting a knowledge space, you must clear all knowledge bases in the space. 1. On the knowledge space page, click ··· on the target knowledge space and choose **Delete**. The **Delete Knowledge Space** dialog box is displayed. 2. Click **Autofill**. The system automatically enters **DELETE**. Click **OK** to delete the knowledge space. The target knowledge space has been removed from the knowledge space page, indicating that the deletion was successful. **CAUTION** Deleting a knowledge space will delete all resources within it. Once confirmed, data cannot be recovered; make a backup before this operation.

<table>
<tr><th>Operation</th><th>Procedure</th></tr>
<tr><td>Testing the hit rate of a knowledge base</td><td>The hit rate test is designed to run search queries against the knowledge base to verify the accuracy and relevance of retrieval results.
1. On the knowledge space page, click Hit Test in the upper right corner.
2. Select up to 10 knowledge bases to be tested.
3. Select the field to be retrieved from the drop-down list.
4. Select a retrieval mode.
● Text: Based on keyword matching; best suited for exact-word matches and short queries.
● Vector: Based on semantic similarity; understanding context and synonyms, making it ideal for natural language queries.
● Hybrid: Combining text and vector retrieval, using weighted fusion of both results. This generally yields better performance, especially for complex semantic queries.
5. Enter the content you want to search (maximum 1,000 characters).
6. Set the number of returned results.
7. Click Debug. You can view the final results under Chunks.</td></tr>
<tr><td>Deleting a knowledge base</td><td>When content is severely outdated and holds no retention value, or contains critical errors where correction is too costly or impossible, follow the steps below to delete the knowledge base.
1. On the knowledge space page, click the knowledge space where the target knowledge base is located to view its details.
2. Locate the row that contains the target knowledge base, and click Delete. The Delete Knowledge Base dialog box is displayed.
3. Click Autofill. The system automatically enters DELETE. Click OK to delete the knowledge base.
The target knowledge base has been removed from the knowledge space details page, indicating that the deletion was successful.
CAUTION
Deleting a knowledge base will delete all data within it. The deleted data cannot be recovered. Ensure that you have backed up important data before this operation.</td></tr>
</table>

Operation	Procedure
Batch deleting knowledge bases	Deleting knowledge bases one by one manually is inefficient; you can batch delete knowledge bases through the following steps: 1. On the knowledge space page, click the knowledge space where the target knowledge base is located to view its details. 2. Click **Batch Delete** in the upper right corner and select the target knowledge bases. 3. Click **Delete**. The **Batch Delete Knowledge Bases** dialog box is displayed. 4. Click **Autofill**. The system automatically enters **DELETE**. Click **OK** to delete the knowledge bases. The target knowledge bases have been removed from the knowledge space details page, indicating that the deletion was successful. **CAUTION** Deleting a knowledge base will delete all data within it. The deleted data cannot be recovered. Ensure that you have backed up important data before this operation.
Viewing operation history on knowledge bases	1. On the knowledge space page, click the knowledge space where the target knowledge base is located to view its details. 2. Click **History** in the upper right corner to view the operation logs of all knowledge bases in the knowledge space.
Re-importing a file	If file upload fails, check your network connection or file format, and click **Reimport** to try again. 1. On the knowledge space page, click the knowledge space where the target knowledge base is located to view its details. 2. Click the name of the target knowledge base to view its details. 3. Click **Reimport** in the upper right corner and view the import result.

<table>
<tr><th>Operation</th><th>Procedure</th></tr>
<tr><td>Deleting a file</td><td>When dealing with a small number of files, deleting them one by one is more intuitive and flexible, making it easier to locate and clear specific content.
On the knowledge space page, click the knowledge space where the target knowledge base is located to view its details.
Click the name of the target knowledge base to view its details.
Click Delete next to the target file. The Delete File dialog box is displayed.
Click Autofill. The system automatically enters DELETE. Click OK to delete the file.
The target file has been removed from the knowledge base details page, indicating that the deletion was successful.
CAUTION
Deleted files will be permanently cleared and cannot be recovered. Ensure that you have backed up important data before this operation.</td></tr>
<tr><td>Batch deleting files</td><td>Deleting many files one by one manually is inefficient; you can also batch delete files using the following steps: This is ideal for scenarios such as knowledge base restructuring, version iterations, and deduplication, helping you keep your knowledge base organized.
On the knowledge space page, click the knowledge space where the target knowledge base is located to view its details.
Click the name of the target knowledge base to view its details.
Click Batch Delete in the upper right corner and select the target files.
Click Delete. The Batch Delete Files dialog box is displayed.
Click Autofill. The system automatically enters DELETE. Click OK to delete the files.
The target files have been removed from the knowledge base details page, indicating that the deletion was successful.
CAUTION
Deleted files will be permanently cleared and cannot be recovered. Ensure that you have backed up important data before this operation.</td></tr>
</table>

Repository Index

Repository Index helps you quickly search and retrieve relevant information within your codebase, supporting both client-side indexes and cloud-side indexes.

Client-side indexes are built on the CodeArts Agent client, and cloud-side indexes are built on the CodeArts Agent console. **Only accounts with enabled seats can create and delete the cloud indexes.**

Table 12-19 Differences between local user indexes and cloud indexes

Dimension	Local User Index	Cloud Index
Used by	Current user	• Enterprise: available to all enterprise members and created by the enterprise administrator, team administrator, enterprise members, or team members. • Team: available only to team members and created by the enterprise administrator, team administrator, or team members. • User: available only to members themselves.
Repository type	Unlimited	Git and GitHub repositories are supported.

Creating Cloud Indexes

If your account has been assigned a seat, you can create cloud repository indexes. If not, you cannot create them.

Step 1 Log in to the **CodeArts Agent console**.

Step 2 In the navigation pane on the left, choose **Agent Settings** > **Repository Index**.

Step 3 Click **Create Index**.

Step 4 Set basic index information by referring to **Table 12-20** and click **Next**.

Table 12-20 Repository index parameters

Parameter	Description
Visible To	Visible scope of the repository index. • User: available only to members themselves. • Team: available only to team members and created by the enterprise administrator, team administrator, or team members. • Enterprise: available to all enterprise members and created by the enterprise administrator, team administrator, enterprise members, or team members.

Parameter	Description
Teams	This parameter is displayed only when **Visible To** is set to **Team**. Select a team from the drop-down list; only the teams which the current account belongs to are displayed.
Code Source	Source of the code repository that you want to index. ● Git: a general Git repository. ● GitHub: a GitHub repository, which can be a public repository or an authorized private repository.
Authorization Method	Method to authorize the system to access your code source. ● **Authorize by Service**: Select a service endpoint from the drop-down list. The endpoint corresponds to the connection information of the GitHub or Git repository. If no service endpoint has been created, click **Add** to create one by referring to **Table 12-21**. ● **Authorize by Personal Token**: Authorize access requests using an access token generated from your personal account.
Default Branch	This parameter is displayed only when **Code Source** is set to **Git**. Enter the branch name of a Git repository. The branch name can contain a maximum of 200 characters.

Figure 12-9 Creating a service endpoint

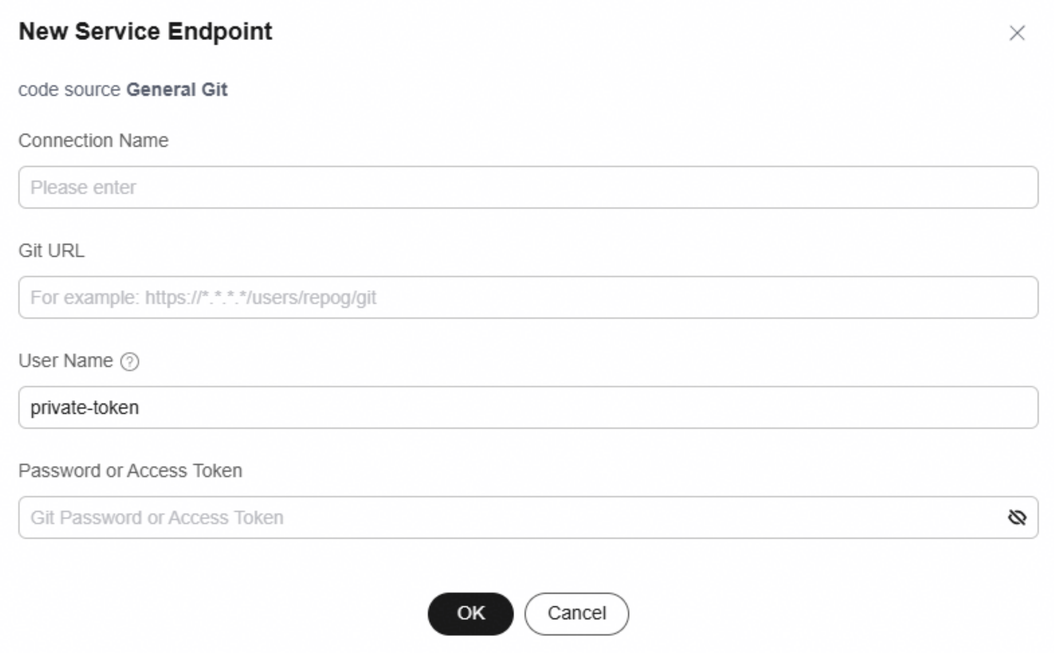


Table 12-21 Service endpoint parameters

Parameter	Description
Connection Name	Name of the custom repository to be connected. Naming rules: The name can contain letters, digits, underscores (_), and hyphens (-), but cannot start with an underscore.
Git URL	This parameter is displayed only when **Code Source** is set to **Git**. HTTPS access address of the Git repository
User Name	This parameter is displayed only when **Code Source** is set to **Git**. User name for HTTPS authentication of the Git repository.
Password or Access Token	This parameter is displayed only when **Code Source** is set to **Git**. Password or access token for HTTPS authentication of the Git repository.
Access Token	This parameter is displayed only when **Code Source** is set to **Github**. Access token for HTTPS authentication of the GitHub repository.

Step 5 Select the repository and language, and click **OK** to finish creating the index.

On the repository index page, view the newly created repository index. When its status changes from parsing to parsing completed, the repository index has been successfully parsed.

Step 6 Return to the CodeArts Agent IDE client and open the Git, Repo, or GitHub repository project. CodeArts Agent automatically downloads team repository indexes from the cloud.

After the team repository indexes are successfully downloaded, the progress displayed on the page reaches 100%.

NOTE

If the number of files in the repository is greater than 50,000, click **Create Index** to manually build the repository index.

Step 7 (Optional) Use the index in the intelligent Q&A mode.

To use the index in the intelligent Q&A mode, first ensure that the indexing process is completed. Then, at the bottom of the input box on the chat panel, click  to search for indexes. When the icon changes to , the index function is enabled.

----End

Managing Repository Indexes on the Console

Table 12-22 shows the operation permissions of different roles to delete repository indexes.

Table 12-22 Scope of repository indexes that can be deleted by different roles

Role	Enterprise-Level Repository Index	Team-Level Repository Index	User-Level Repository Index
Enterprise administrator	All repository indexes	All repository indexes of the administrator's team	All repository indexes created by the user
Team administrator	All repository indexes created by the user	All repository indexes created by team administrator and members of the team managed by the team administrator	All repository indexes created by the user
Team member	All repository indexes created by the user	All repository indexes created by the user	All repository indexes created by the user
Enterprise member	All repository indexes created by the user	No operation permissions.	All repository indexes created by the user

Table 12-23 Repository index management on the console

Operation	Procedure
Delete a specified repository index.	When there are only several indexes, you can delete them one by one. 1. On the **Repository Index** page, locate the target index, and click **Delete** in the **Operation** column. The **Delete Repository Index** dialog box is displayed. 2. Confirm the information, and click **Autofill**. The system automatically enters **DELETE**. Then, click **OK**. The target index cannot be found on the **Repository Index** page, indicating that the deletion is successful. **CAUTION** The deleted index cannot be restored. Exercise caution when you perform this operation.

Operation	Procedure
Delete the repository indexes in a batch.	If there are many indexes, you can delete them in batches. 1. In the upper right corner of the Repository Index page, click **Batch Delete** and select the indexes to be deleted. 2. Click **Delete**. The **Delete Repository Index** dialog box is displayed. 3. Confirm the information, and click **Autofill**. The system automatically enters **DELETE**. Then, click **OK**. The target indexes cannot be found on the **Repository Index** page, indicating that the deletion is successful. **CAUTION** The deleted indexes cannot be restored. Exercise caution when you perform this operation.

13 My Token Usage

You can view the token usage statistics of your own, including your activeness and resource consumption on the CodeArts Agent console.

If you want to view the team usage, see **Data Analytics**.

Constraints

Data on this page is automatically updated every hour.

Viewing Usage Details

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise administrator** or **Enterprise member**.

Step 2 In the navigation tree on the left, choose **My Space** > **My Token Usage**. The **My Token Usage** page is displayed.

Step 3 Refer to **Table 13-1** to view the token usage, pay-per-use usage, and activity heatmap.

Table 13-1 Token usage overview

Item	Description
Personal Token Usage	Displays the number of tokens consumed by the current account on CodeArts Agent. Only the consumptions of the built-in models are collected.
Pay-per-Use	After the pay-per-use billing mode is enabled, the tokens used totally and the tokens used in this month are displayed.
Active Heat Map	Displays daily activity for the past 12 months or selected calendar years. Darker colors indicate higher daily token consumption. It covers the token consumption of built-in models and custom models.

Step 4 Set the time range, and select the models and functions. Click to view the personal usage in different scenarios.

Figure 13-1 Personal usage dashboard

Table 13-2 Personal usage dashboard

Item	Description
Tokens Used	Displays the combined number of input and output tokens consumed by the built-in and custom agents within the selected range.
Daily Average Tokens Used	Displays the daily average of tokens consumed by the built-in and custom agents within the selected range.
Active Days	Displays how many days agents are used at least once within the selected range.
Requests	Displays the total number of requests of using all functions within the selected range.
Token Trend	Displays the total token consumptions, cached tokens, input tokens, and output tokens by day, week, or month within the selected range.
Top Models	Displays the usage percentage of built-in models and custom models within the selected range, reflecting the model usage preference.
Top Functions	Displays the usage percentage of each product function within the selected range.

Item	Description
Code Generation	Displayed only when both of the following conditions are met: ● All agents are selected. ● All functions are selected, or the **Code completion** function is selected. Displays the total lines generated, total lines accepted, total generations, total acceptances, and acceptance rate within the selected range.

----End

14 Client Management

14.1 Managing Sessions

You can view your login history, including all active sessions, IP addresses, and the last active time, on the CodeArts Agent console. If there are unfamiliar clients or suspicious logins, delete the corresponding sessions and change the account password. After the session is deleted, the client must be re-logged in to use CodeArts Agent.

Viewing the Session List

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise administrator** or **Enterprise member**.

Step 2 In the navigation tree on the left, choose **My Space** > **Client Management**. The **Client Management** page is displayed.

Step 3 View the active sessions in the session list.

If there are a large number of sessions, you can search for the target session by client name or IP address in the search box.

Table 14-1 Session details

Parameter	Description
Device/Client	Client logged in to the current account. The value consists of the operating system, client name, and host name. For example: Windows · CodeArts Agent DESKTOP-TEST
IP Address	IP address of the client.

Parameter	Description
Client Version	Version of the client. **No client version is displayed for CodeArts Agent and Visual Studio Code on the console.** The client version is displayed as **--**.
Last Active	Time when the client was last logged in or used.

----End

Deleting a Session

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise administrator** or **Enterprise member**.

Step 2 In the navigation tree on the left, choose **My Space** > **Client Management**. The **Client Management** page is displayed.

Step 3 Delete the session.

- Deleting a single session: Locate the target session, and click **Delete** in the **Operation** column. A confirmation dialog box is displayed. Click **Autofill**. The system automatically enters **DELETE**. Click **OK**.
- Deleting sessions in a batch: Click **Batch Delete**, and select the target sessions. Click **Delete**. Click **Autofill**. The system automatically enters **DELETE**. Click **OK**.

The target sessions are not found on the **Client Management** page, indicating that the sessions are successfully deleted. The deletion takes effect **within 2 minutes**. Once deleted, the clients will be logged out and require logging in again on their next use.

----End

15 Feedback

The CodeArts Agent console allows you to quickly report problems and suggestions encountered during use, helping the product team continuously optimize the product. It also effectively connects developers to promote communication and cooperation.

Submitting an Issue on the CodeArts Agent Console

Step 1 Log in to the **CodeArts Agent** console as an **Enterprise administrator** or **Enterprise member**.

Step 2 At the bottom of the navigation tree on the left, click your username. In the dialog box that is displayed, click **Feedback**. The **Feedback** page is displayed.

Step 3 Enter your feedback by referring to **Table 15-1**.

Table 15-1 Feedback parameters

Parameter	Description
Suggestion Type	Select a suggestion type. ● **Product Function**: Select this type if you have suggestions on a function of a product. ● **User Experience**: Select this type if you have suggestions when you are using a product. ● **Product Usage**: Select this type if you encounter defects when using a product.
Title	Use one sentence to describe your suggestion. The length cannot exceed 64 characters.
Content	Describe the detailed application scenario and suggestion. The value contains a maximum of 2,000 characters. Upload the related attachments (such as screenshots and logs) if any. The size of a single attachment cannot exceed 20 MB. A maximum of five attachments can be uploaded.

Parameter	Description
Associated Product/ Function	Select an associated product.

Step 4 Select **I consent to disclosing my suggestion and declare that it does not contain sensitive information.** Click **Submit**. After the feedback is submitted successfully, a success message is displayed.

----End