Omnibond

DOCUMENTATION

projectEureka

User guides

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PROJECTEUREKA · SECTION

User guides

USER GUIDES › PROJECTS

Projects

What a project holds and who can change it.

A project holds members, apps (launchers), flows, storage, and credentials. Everything you run is billed and limited by the project it runs in.

Roles

Role	Can do
Owner	Everything an Editor can, plus change settings, members, and credentials.
Editor	Add and change apps, flows, and buckets. Pick credentials.
Reader	See the project and use what is shared.

System admins can do everything an Owner can on every project.

Pages

- Create a project
- Change project settings
- Add and manage members
- Archive or restore a project

USER GUIDES › PROJECTS

Archive or restore a project

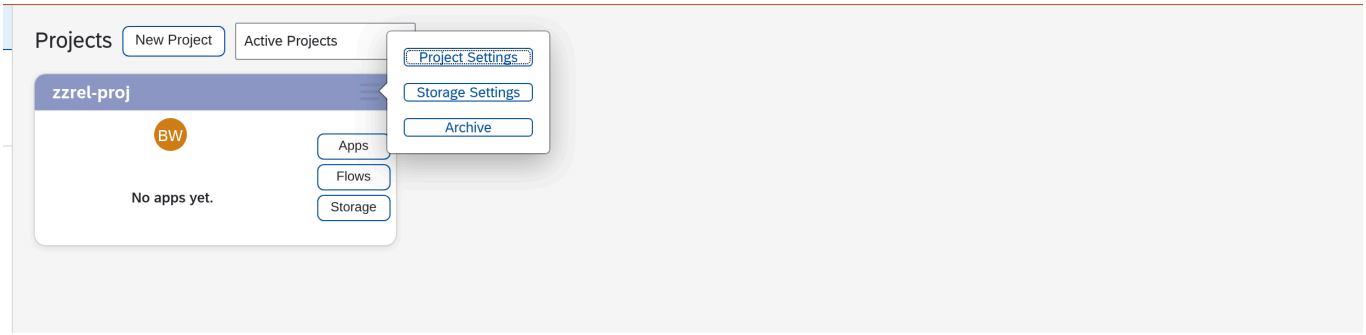
Hide a finished project from the active list, or bring it back.

Requires: Project admin

Archiving moves a project to **Archived Projects**. It changes only where the project is listed.

Steps

1. On the home page, select the menu button (≡) on the project card.
2. Select **Archive**.



To bring it back, switch the list to **Archived Projects**, select ≡ on the card, and select **Restore**.

What archive does not do

Archive does not stop running apps or flows, remove members, or delete storage, launchers, flows, or credentials. Stop running work first if you want it to end.

Who can archive

Anyone who can edit the project can archive or restore it. The menu does not check for the Owner role.

Deleting an archived project is planned. See Project delete.

USER GUIDES › PROJECTS

Create a project

Create a project with its own storage directory.

Requires: User

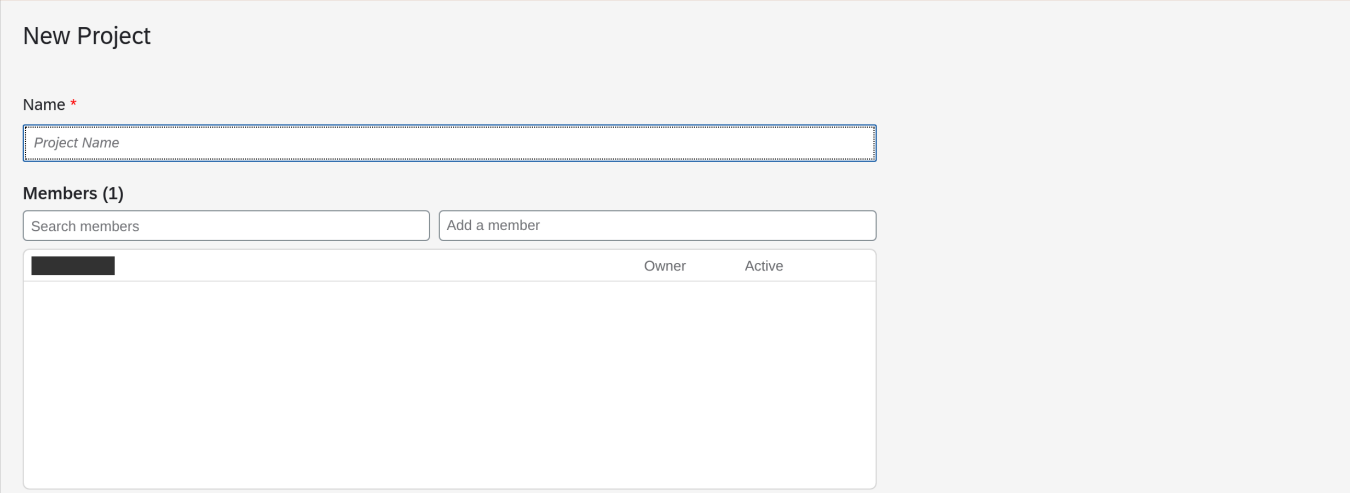
Create a project to give a team shared apps, flows, and storage.

Before you begin

- An admin must allow you to create projects. If not, the page says **An admin has to allow you to create projects.**

Steps

1. On the home page, select **New Project**.
2. In **Name**, enter the project name.
3. Under **Description**, enter a short description.
4. Under **Storage**, in **Project Storage Directory Name**, enter a directory name. It must be unique across all projects and cannot be changed later.
5. Select **Add**.



Result

The project shows on the home page under **Active Projects**. You are its Owner.

Next steps

- Add and manage members
- Add a credential

USER GUIDES › PROJECTS

Add and manage members

Add people to a project, change their role, or remove them.

Requires: Project admin

Owners add people to a project and choose their role.

Steps

1. Open **Project Settings**. The **General** tab opens.
2. Under **Members**, use the picker to find a person and add them.
3. Select a member to see their **Role** and **Project status**.
4. In **Change role**, choose **Owner**, **Editor**, or **Reader**.
5. To take someone off the project, select **Remove**.
6. Select **Save**.

Use **Search members** to filter a long list. You cannot change your own membership; the page says **This is your membership. It stays as it is.**
Member changes are not kept until you select **Save**. **Cancel** drops them.

USER GUIDES › PROJECTS

Change project settings

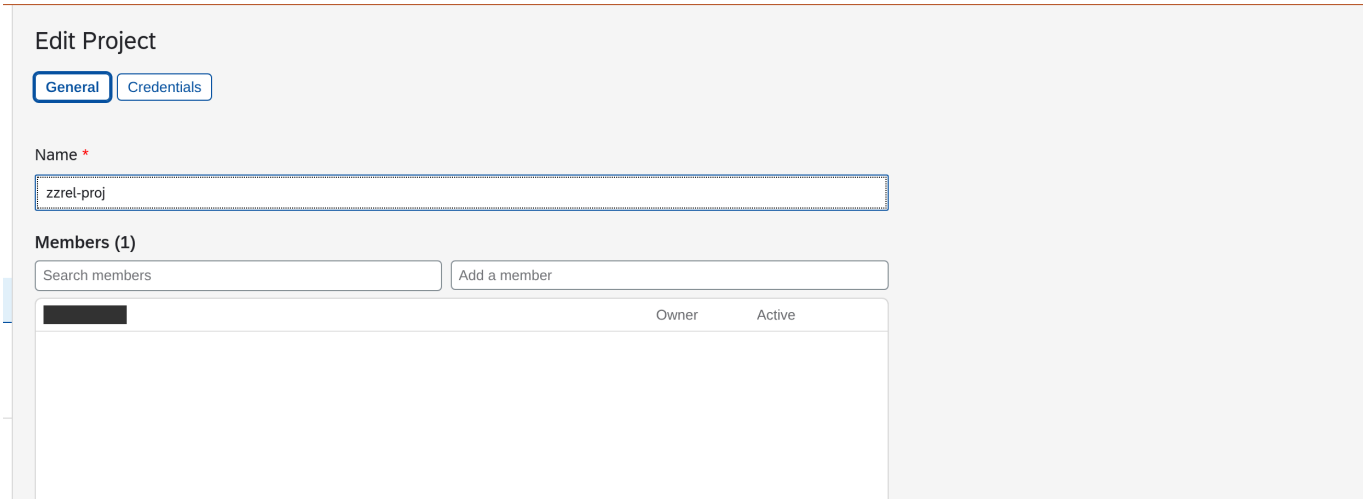
Change a project's description, connectors, machine settings, and time limits.

Requires: Project admin

Owners and admins change a project from **Project Settings**. Others see the page read only, with the note **Read only. Only project Owners or admins can change this.**

Steps

1. Open the project and select **Project Settings** in the side bar, or select ≡ on the project card and then **Project Settings**. The **Edit Project** page opens on the **General** tab.
2. Open the section you want:
   - **Description**
   - **Storage** shows the project storage directory. It cannot be changed.
   - **Connectors** turns off flow connectors (language model, ML, quantum) for this project. A project can turn off a connector the environment allows. It cannot turn one on. You can also limit which language models and quantum backends the project uses.
   - **Machines** sets **Spot restarts**, **Run time limit**, **Max run time**, **Nodes shown in sinfo**, and **Delete stopped disks after**.
   - **Shared desktops** allows a shared VNC desktop launcher and **Project login**.
   - The **Credentials** tab; see Credentials.
3. Select **Save**.



Notes

- **Run time limit** blank uses the system default. **Max run time** blank uses the system default max. An Owner can only lower a saved project max; an admin can raise it up to the hard ceiling. See Time limits.
- **Delete stopped disks after**: a project can only lower the number of days. The Owner gets a warning the day before a disk is deleted.

USER GUIDES › CREDENTIALS

Manage project credentials

Add, edit, set as default, or remove API credentials that flows use.

Requires: Project admin

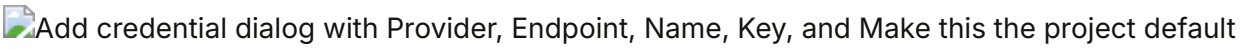
Flow stages that call an AI service, such as OpenAI, Grok, Anthropic, or Gemini, sign in with a credential from the project's list.

Before you begin

- Owners and admins add and remove credentials. Editors pick which one a flow stage or launcher uses.

Add a credential

1. Open **Project Settings** and select the **Credentials** tab.
2. Select **Add credential**.
3. In **Provider**, choose the service. The list comes from the service providers your admin set up.
4. **Endpoint** fills in from the provider. Enter **Name** and **Key**.
5. Optional: select **Make this the project default**.
6. Select **Save**.


Add credential dialog with Provider, Endpoint, Name, Key, and Make this the project default

Change or remove a credential

Open the row menu and choose **Edit**, **Make default**, or **Remove**. In **Edit**, **Clear the stored key** removes the key.

Good to know

- Keys are stored on the server and never shown again, not even to Owners.
- The default credential is used by any stage that doesn't pick one.
- Subscriptions (Claude, ChatGPT/Codex, Grok, Gemini) don't use a key here. Any member can open the project's shared desktop from **Apps** and sign in with the tool's own login. The sign-in stays with the project account.

USER GUIDES › STORAGE MANAGER

Browse storage

Use the Storage page to browse, upload, download, and delete files in a project.

Requires: User

The **Storage** page is a file browser for your home directory, the project directory (shown as `prj-storage`), and the project's buckets.

Find a folder

- Select a folder in the tree on the left. Select the caret to expand it without leaving the current folder.
- The open folder is kept in the page address as `?path=`. Copy the address to share a link to that folder. Your browser's **Back** returns to the previous folder.
- If a linked folder no longer exists, the page says **The path … no longer exists!** and opens the top level.

Upload files

1. Open the folder.
2. Select **New** > **File Upload**, and choose files.

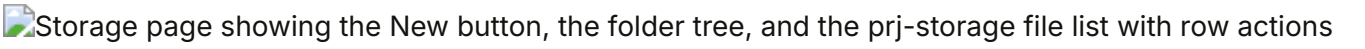
You can also drag files from your desktop onto the file list or the empty area under it.

Create a folder

1. Select **New** > **Folder**, or right-click a folder and select **New Folder**.
2. Enter the name and select **Create**.

Download or delete

- Each file row has **Download** and **Delete** in the pinned column on the right. Folders have no **Download**.
- Select several rows to delete them together with the **Delete selected** icon above the list.
- Delete asks **Are you sure you want to delete this item?** Select **Confirm**.


Storage page showing the New button, the folder tree, and the prj-storage file list with row actions

Flows keep their files under `prj-storage/flows/<flow>/`.

Next steps

- Move and copy files
- Buckets

USER GUIDES › STORAGE MANAGER

Move and copy files

Drag files and folders to move or copy them.

Requires: User

Drag a file or folder onto a folder in the tree or the list. The label on the drag shows **Move** or **Copy** before you drop.

Steps

1. Press on a row's name (mouse) or its grip ⠿ (touch or pen) and drag.
2. Drop it on a folder. The whole folder row is the target.
3. To force a copy, hold **Ctrl**, **Cmd**, or **Option** while you drop.

When it moves and when it copies

Drag	Result
Within one mounted storage (your home, or one project directory)	Move
Same, with Ctrl, Cmd, or Option	Copy
Between two different mounts	Copy
Into, out of, or inside a bucket	Copy
From your desktop	Upload (copy)

Moves happen only on mounted storage. Buckets have no move.

Result

A moved row leaves the list at once. If the server refuses the move, the row comes back and a message says why. These are refused:

- A file or folder with the same name already exists in the target.
- A folder dropped into itself or one of its subfolders.

The **Storage** page has no rename command.

USER GUIDES › BUCKETS

Use buckets

Add a managed or external S3 or GCS bucket to a project and use it on the Storage page.

Requires: Project admin

A bucket is cloud object storage (Amazon S3 or Google Cloud Storage) that shows on the project's **Storage** page.

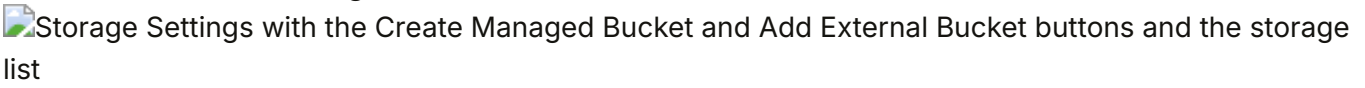
- A **managed bucket** is created by projectEureka for the project.
- An **external bucket** already exists. projectEureka only keeps an entry for it and never deletes the bucket.

Before you begin

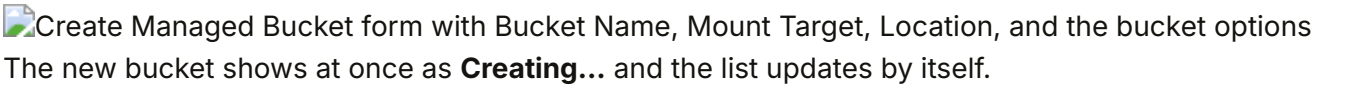
- Project membership is required to add or change a bucket. Removing one needs Editor or Owner.

Create a managed bucket

1. Open the project and select **Storage Settings**.
2. Select **Create Managed Bucket**.


Storage Settings with the Create Managed Bucket and Add External Bucket buttons and the storage list

3. Enter **Bucket Name** and **Mount Target** (the folder name the bucket uses under the project's storage). A flow that uses Braket needs a bucket name that starts with `amazon-braket-`. 4. Choose **Location**. It cannot be changed after the bucket is created. 5. Optional: select **Keep previous versions of objects**, **Public read**, or **Public website (index and error page)**. 6. Select **Add**.


Create Managed Bucket form with Bucket Name, Mount Target, Location, and the bucket options

The new bucket shows at once as **Creating…** and the list updates by itself.

Add an external bucket

1. In **Storage Settings**, select **Add External Bucket**.
2. In **Bucket URL or Bucket Name**, paste a console link or the bucket name. **Storage Provider** fills in.
3. For a private bucket, paste the **Key**. A public bucket needs no key and is read only.
4. Check **Mount Target**, then select **Add**.

See the bucket setup notes in the repo (`doc/storage.md`) for CORS and key formats.

Remove a bucket

1. In **Storage Settings**, open the row's **Actions** and select **Delete**.
2. Confirm.

- An external bucket: only the projectEureka entry is removed. The cloud bucket is left.

- A managed bucket: the cloud bucket is deleted only if it is empty. If it has files, the message **This bucket was not removed** explains why. You can then select **Remove projectEureka entry** to remove only the entry and keep the bucket and files.

USER GUIDES › APPS

Apps

Launch, open, stop, and remove app sessions in a project.

Apps shows the project's launchers and your running sessions as cards. A launcher is a saved app setup (app, instance type, and options). Launching it starts a session.

Session buttons

Button	What it does
Launch	Starts a session from the launcher.
Open	Opens a running desktop or app.
Watch	Opens a shared desktop someone else is driving, view only.
Stop / **Resume**	Stops the machine and keeps its disk, then starts it again.
Restart	Starts a session that is held.
Delete	Ends the session and removes the machine (terminate).
Launch again	Starts another session from the same launcher.
Session details	Shows cores, RAM, GPU, and the reason for the current state.

A session can show a clock with its time limit. When allowed, select **Extend** on the clock to add time.

Pages

- Add an app
- Launch and open an app
- Reorder app cards

USER GUIDES › APPS

Add an app

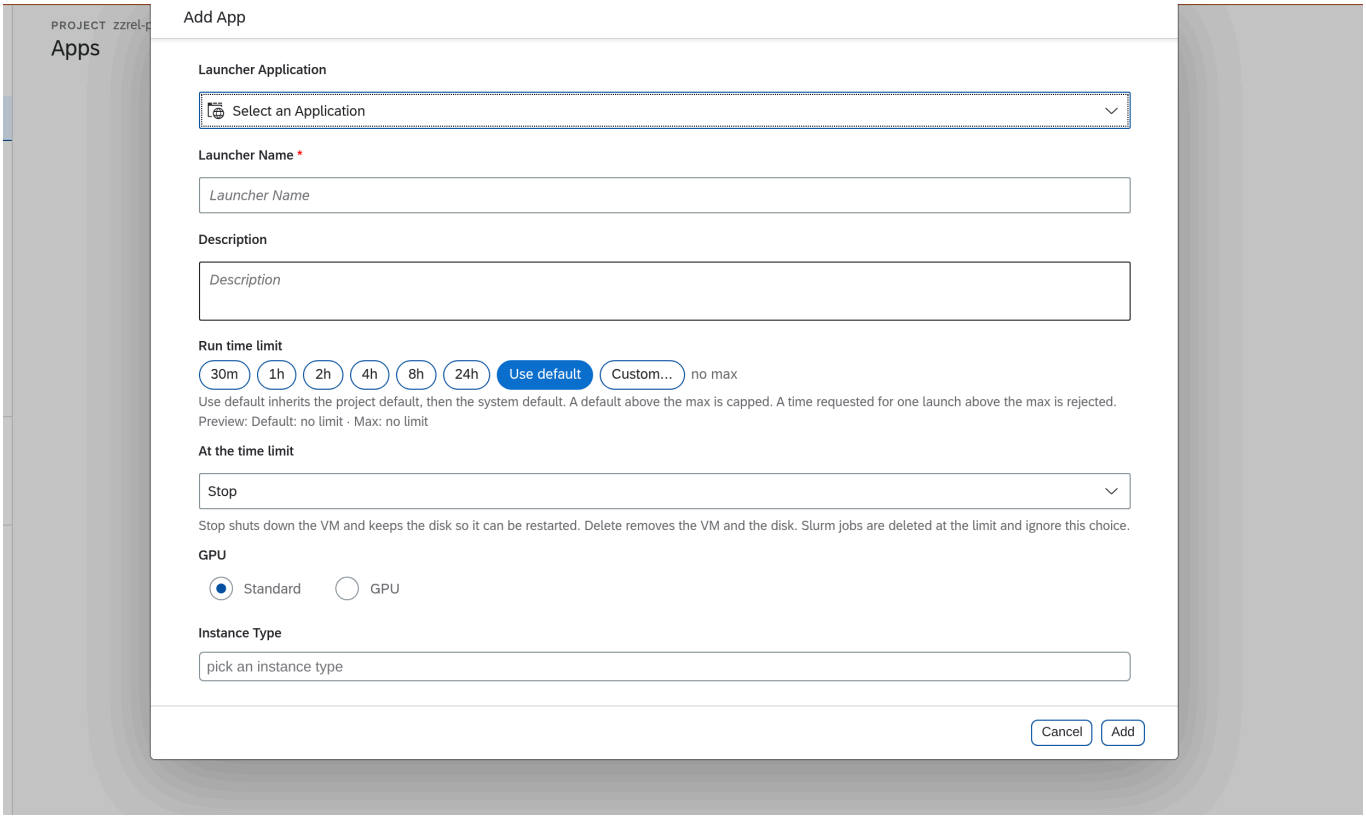
Add a launcher to a project.

Requires: Project admin

Editors and Owners add launchers so members can start an app with one click.

Steps

1. Open the project. **Apps** opens.
2. Select **Add App**.
3. Enter **Launcher Name** and **Description**.
4. In **Launcher Application**, choose the app.
5. Choose **Instance Type**, **Number of Instances**, and GPUs if needed.
6. Optional: set **Run time limit** (**30m** to **24h**, **Use default**, or **Custom…**) and what happens **At the time limit**: **Stop** keeps the disk so it can restart; **Delete** removes the machine and disk.
7. For desktop apps, set **VNC Configuration** (image quality, compression).
8. Select **Add**.



Result

The launcher card shows on **Apps** for every project member.

USER GUIDES › APPS

Launch and open an app

Start a session from a launcher, open it, and stop or delete it.

Requires: User

Steps

1. Open the project. **Apps** opens.
2. On a launcher card, select **Launch**. The card shows **Starting…**.
3. When the session is running, select **Open**.
4. When you are done, select **Stop** to keep the disk, or **Delete** to end the session.

Shared desktops

A shared launcher runs one desktop for the project. The card says **Shared with project**. One person drives (**Shared · you are driving**) and others watch (**Shared · watching**).

USER GUIDES › APPS

Reorder app cards

Put app cards in the order you want.

Requires: User

Cards keep the order you set. Starting or stopping an app does not move them.

Steps

1. Press the grip on a card (**Drag to reorder**) and drag it to a new place. Other cards slide to show where it will land.
2. Or select **Move left** or **Move right** on the card.

Result

The order is saved to your profile and is the same on every device. A new launcher is added at the end.

USER GUIDES › FLOWS

Flows

Build multi-stage flows that run jobs, copies, and AI steps in a project.

A flow is a list of stages that run in order, such as a CPU job, a GPU job, a copy, or a language-model step. **Flows** lists the project's flows.
From **Flows** you can select **New flow**, **Import**, or **Examples**, and on a flow: **Edit**, **Runs**, **Submit**, and **Delete** (**Stop** while it runs).
Delete removes the flow record and its run history. It does not stop a running job, and it leaves the flow's folder in storage.
Each flow has a folder in the project directory, shown on the **Storage** page as `prj-storage/flows/<flow>/`. Each run is stored under that folder.
If admins turned off the flow editor, **Flows** does not show in the project.
Flows page with New flow, Import, and Examples, and one flow row

Pages

- Build a flow
- Run a flow
- Set time limits

USER GUIDES › FLOWS

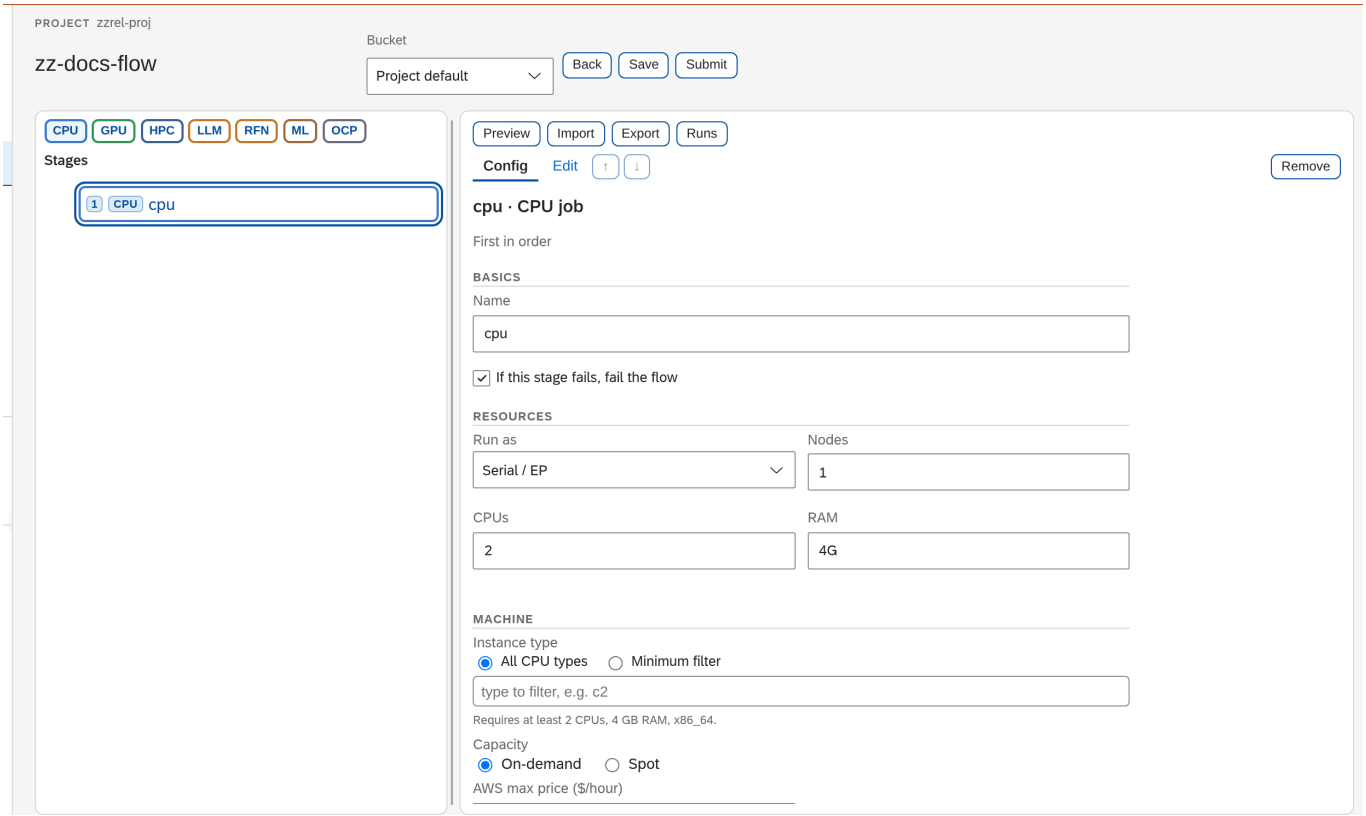
Build a flow

Add, order, and configure stages in the flow editor.

Requires: Project admin

Steps

1. In **Flows**, select **New flow**, and give it a name.
2. Select a kind in the palette on the left to add a stage, or drag it onto a gap in the stage list. The kinds are **CPU**, **GPU**, **HPC**, **LLM**, **RFN**, **ML**, and **OCP**. Admins choose which kinds show.
3. Select a stage. On **Config**, set **Machine**, **Resources**, **Time limits**, and **Inputs and outputs**. **Cost estimate** shows the price. On **Edit**, change the generated script. An **LLM** stage has **Prompt** in place of **Edit**, and needs a **Credential**.
4. Reorder stages by dragging them, or with ↑ and ↓. **Remove** deletes the stage.
5. To run stages at the same time, drag a kind to the left of the stage list to make a bar. Stretch the bar over the stages it runs beside.
6. Select **Save**.



Leaving with unsaved changes asks **Save changes?** You can choose **Don't save**.

Preview shows what **Submit** would compile, without starting a run.

USER GUIDES › FLOWS

Set time limits

How run time limits work for stages, launchers, and projects.

Every job has a run time limit. The limit used is the first one set, in this order:

1. The stage (in the flow editor, **Time limits**)
2. The launcher
3. The project (**Project Settings** > **Machines** > **Run time limit**)
4. The system default

No limit can go above the max: the project's **Max run time** if set, otherwise the system default max. Nothing can go above the admin's hard ceiling. A default above its max is lowered. A time requested for one launch that is above the max is rejected.

Use minutes, hours, or days. Blank means use the next level.

See Time limits for admin settings.

USER GUIDES › FLOWS

Run a flow

Submit a flow and follow its stages.

Requires: Project admin

Steps

1. Select **Submit** on the flow in **Flows**, or open the flow and select **Submit**.
2. Select **Runs** to see each run.
3. Select a stage under **Stages** to see its output. Select **Follow output** to keep scrolling to the newest lines.
4. Select **Download** to get the whole output file.

To end a run, select **Stop** on the flow in **Flows**. **Flow monitor** in the side bar shows all running flows in the project.

USER GUIDES › TOUCH AND IPAD

Use projectEureka on a tablet

Drag, reorder, and move items with touch on an iPad or tablet.

projectEureka works with touch and a pen as well as a mouse.

- **Storage:** drag a file or folder from its grip ⠿. Drop it on a folder row. A tap still selects.
- **Flow editor:** drag stages, bars, and palette kinds with your finger. A drag starts after a small move, so a tap still selects. ↑ and ↓ work too.
- **App cards:** drag from the card grip, or use **Move left** and **Move right**.
- Holding **Ctrl**, **Cmd**, or **Option** to force a copy needs a keyboard. Without one, drops follow the normal move-or-copy rule.