

## Documentation - The Login process

The process of logging in a user involves a handshake between the client application and the [Entity Server](#). The [Authenticator.Login](#) method is used to supply a client credential to the server in the form of an [ILoginCredential](#). The server in turn authenticates the user via an implementation of the [IEntityLoginManager](#), and returns user information back to the client application in the form of an [IPrincipal](#).

All these interfaces may seem confusing, but they mean that you the developer are in control of the **login process**.

We discuss the various responsibilities in the login process in the following topics:

**On the client** - Authentication begins on the client, when *Login* is called. Until a *Login* successfully completes, an *EntityManager* may not communicate with the *EntityServer* for data or services.

**On the server** - DevForce supplies built-in login processing on the server if using [ASP.NET security](#). When not using ASP.NET security you must provide a custom implementation of the *IEntityLoginManager* interface, otherwise all users will be logged in as "guest" users.

**Customizing** - You can customize the Login process by providing your own implementations of many interfaces.