

# User Guide - Custom scope

- [Introduction](#)
- [Accessing the Custom scope](#)
- [Removing objects from a custom scope](#)

**i** **Summary:** An explanation of the **Custom scope** - a method of defining your own view based on CAST Imaging's search features.

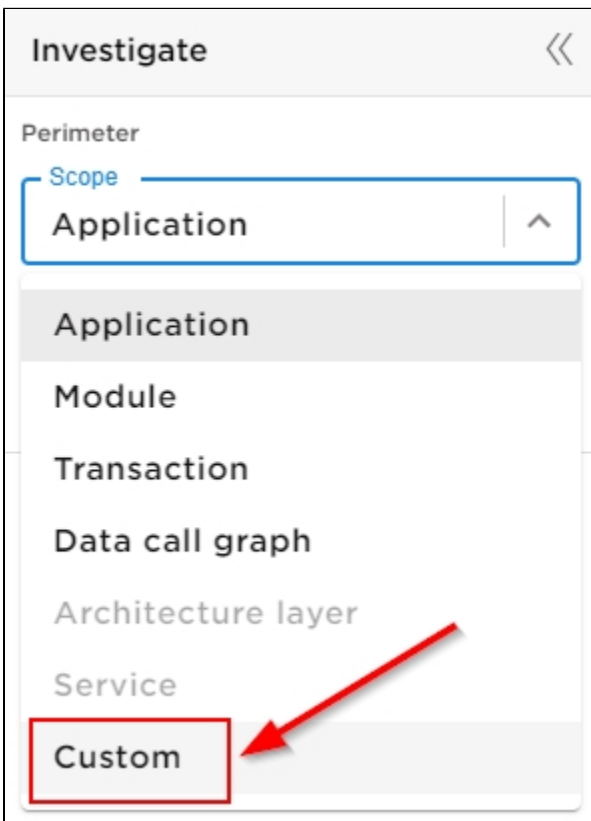
## Introduction

The **Custom scope** is a method of defining the contents of your own view using any of the various "search" options that are available in CAST Imaging:

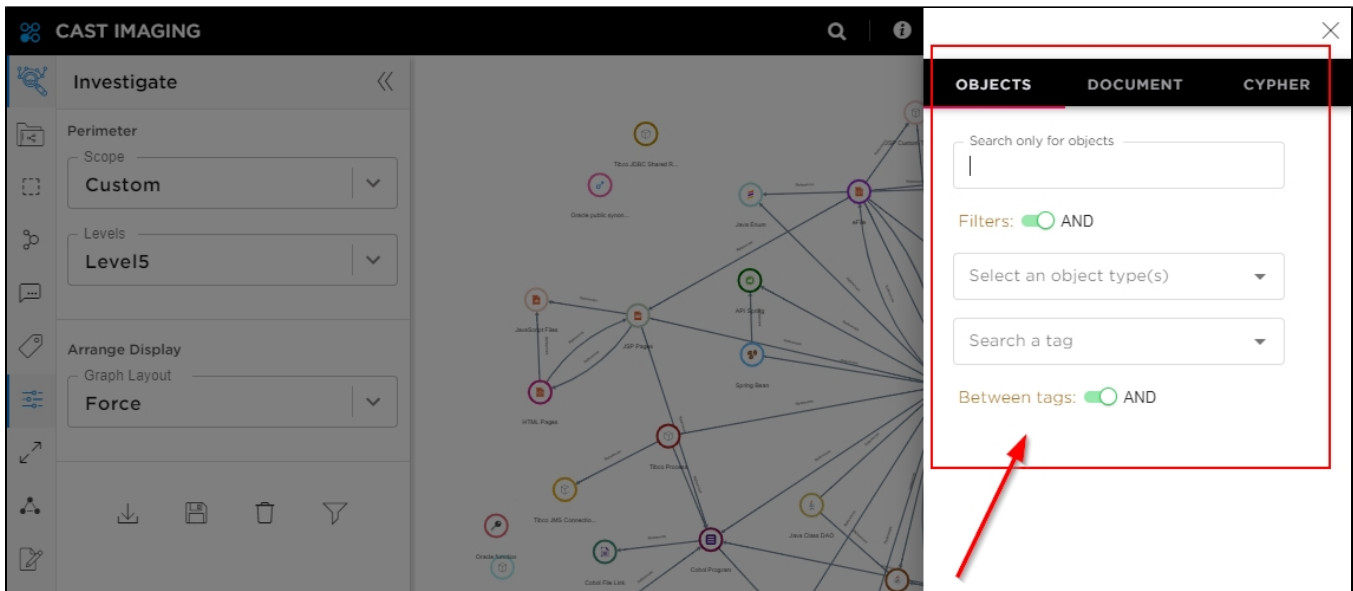
- **Objects**
- **Documents**
- **Cypher (not available by default)**

## Accessing the Custom scope

To access the Custom scope, click the **Custom** entry in the **Investigation panel**:



When the **Custom** option is selected, the **search slider** will appear on the right hand side. You can find out more about each individual search option in [User Guide - Search for items](#).



**i** The Cypher search option is only enabled for users with the default **SUPER ADMIN and ADMIN** roles. If you would like to enable it for other users, either modify an existing role to enable the Cypher Search or create a new role specifically for that - see [Admin Center - Roles panel](#):

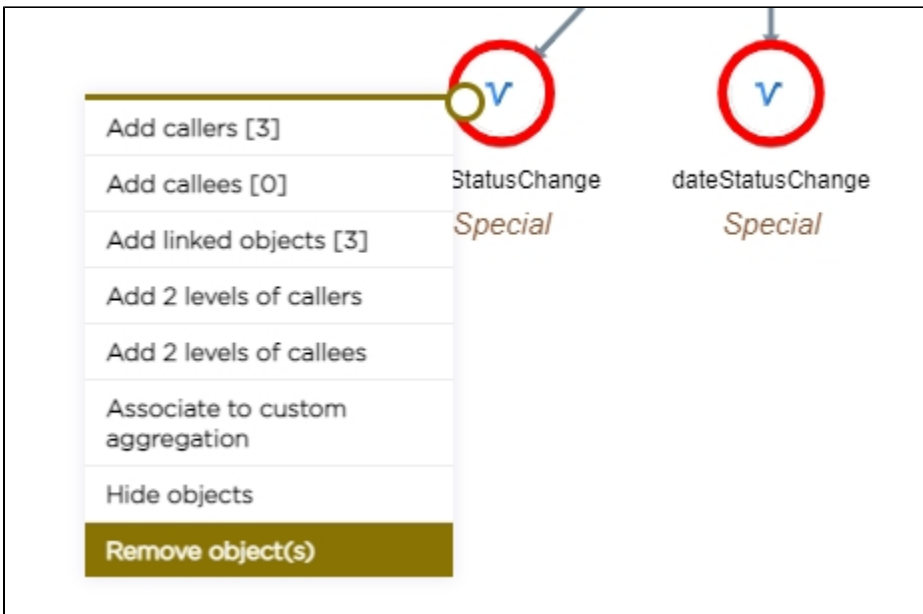
**RESOURCES AND PERMISSIONS**

- >  **Admin** Resource
- >  **Custom View** Resource
- Cypher** Resource
    - Read** Permission
    - Create** Permission
    - Update** Permission
    - Delete** Permission
- >  **Documentation** Resource
- >  **Microservice** Resource

You need to enable at a minimum the READ and CREATE permissions to perform a query. The Cypher language is powerful and enabling the UPDATE and DELETE permissions will allow users to perform cypher queries which can update or delete existing application data.

## Removing objects from a custom scope

Starting **2.5.x**, it is possible to remove objects from a custom view using the right click **Remove object(s)** option (you can also use the DELETE key):



**i** Starting 2.11.x, it is possible to use the **Undo** and **Redo** options in the bottom left corner of the view, i.e. specifically to reinstate an object you have removed.

