ROLearn

Decision intelligence for the Roblox Virtual World

Open Cloud Permissions

What ROLearn needs access to in your Roblox account, and why

Prepared for Studio Workspace customers **Edition** October 2026

> **You create the key, in your own Roblox account.**

These permissions are only needed if your studio chooses to connect a Roblox Open Cloud key. Market Intelligence and the in-game SDK work without one. You choose which permissions the key carries and which experiences it covers, and you can revoke it in Creator Hub at any time. ROLearn never asks for your Roblox password. What the Studio plugin and SDK do inside your game is covered in *Plugin and SDK*.

1 Open Cloud API key

Add only these permissions, limited to the experiences you want to connect.

Feature	Open Cloud permission (scope)	What it allows	Reads or changes
Game analytics	universe.analytics:read	Read your experience's analytics metrics. The minimum for the charts.	Reads only
Experience details	universe:read universe.place:read	Read your experience's and places' names and settings.	Reads only
Player Data	universe-datastores.control:list universe-datastores.objects:list universe-datastores.objects:read	Read a sample of your DataStores to answer questions you approve about what players hold. ROLearn paces itself so your game's own DataStore budget is not used up.	Reads only
Products	developer-product:read developer-product:write game-pass:read game-pass:write	View your developer products and game passes, and edit them. A price change needs a separate confirmation.	Changes, on user action

Feature	Open Cloud permission (scope)	What it allows	Reads or changes
Live events	universe.event:read universe.event:write	List, create and edit your experience's events.	Changes, on user action
Advertising	ad.billing:read ad.campaign:read ad.campaign:write asset:read asset:write	See which billing account your ads use (its name, currency and time zone, not its balance), list ad campaigns, create or edit them, and upload the images your ads use. Campaigns are paid from your own Roblox ad credit, so grant ad.campaign:write only if you want to run campaigns from the workspace.	Changes, on user action
Thumbnails	universe.thumbnail:read universe.thumbnail:write	View and upload your experience's thumbnails, and swap them on a schedule you set.	Changes, on user action or your schedule
Releases	universe-places:write	Add release notes to your place versions. ROLearn never publishes a place.	Changes, on user action
Bans	universe.user-restriction:read universe.user-restriction:write	View, apply and lift player bans.	Changes, on user action
Live messages	universe-messaging-service:publish	Tell your running servers straight away that new live config or a moderation command is waiting, instead of on their next check.	Sends a message, on user action

Scope names as listed in Roblox's Open Cloud documentation. "On user action" means an authorised member of your ROLearn team pressed a button for it. Leave out any feature you do not want: that feature switches off, and everything else keeps working.

2 What not to add

A key with more permissions than ROLearn uses is more valuable to anyone who obtains it.

- **DataStore changes:** never grant create, update, delete or snapshot on universe-datastores. ROLearn only reads DataStores and never asks to change them.
- **universe:write:** leave it off. Nothing in the Studio Workspace needs it, and it would also allow editing your experience settings.
- **Anything else:** do not add any other API system.

3 How access is controlled

You stay in charge.

- **Read by default:** analytics, experience details and Player Data are read-only. Any feature that changes your game runs only when an authorised member of your ROLearn team triggers it, or on a schedule they set.
- **Recorded:** every change made with your key is recorded in your workspace, under Settings › Integrations, with who made it.
- **Your limits:** limit the key to specific experiences, set an expiry date or an IP allowlist in Creator Hub, and revoke the key at any time. Revoking it stops every feature that uses it; your charts and history stay.
- **Nothing extra:** ROLearn will not ask for further permissions without your written approval.
- **No player contact details:** personal data is handled under ROLearn's DPA (rolearn.dev/legal/dpa).