

## GUI\_ServerLogin – Log into a HRE Server

### Revision history

2017-02-22	Robin Lamacraft	Original draft
2018-03-29	John Lucas	Added Notes, other minor changes
2018-05-06	Rod Thompson	Replace graphic. Revise 'command' buttons to keyboard and mouse actions. Add icon information
2018-06-07	Rod Thompson	Replace 'screen' with 'window' Replace GUI_Notification with GUI_Message Patterns Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace BR_PanelConfig with BR_WindowConfig
201806-20	Rod Thompson	Revise REQUIRED SERVICES – Dependencies Add PROCESS FLOW CHART Add WINDOWS INTERACTION MAP Add WARNING CONDITIONS & ERROR CONDITIONS

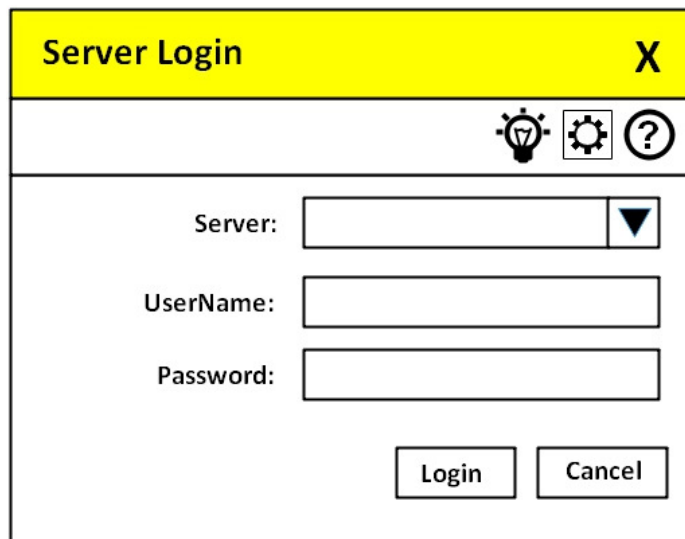
### SCOPE

This GUI module is called from a number of GUI\_Projectxxx modules to open a window to log into an HRE server.

### LOOK AND FEEL

The resizable Output window has several components:

1. A selection list of known HRE servers
2. Entry of Username and Password
3. The command buttons:
  - "LOGIN" to gain access to the HRE server
  - "CANCEL" to close the window without trying access the server



SERVER LOGIN window - Mockup

At window opening, focus is set in the 'Server' name entry field.

Tab key use thereafter cycles through the 'UserName' entry field, the 'Password' entry field, then the 'Login' and 'Cancel' buttons, returning to the 'Server' name entry field.

### USED BY

All GUI modules that have a Server Login command button.

## NOTES

1. The “Server:” selection list is intended to include servers that have been previously used by this client. We suggest that a “Tools > Server” menu item be created to define a server not previously used. Perhaps GUI\_ProjectOpen could also have a “Connect to New Server” button
2. For a local, private project (with one user), logins should not be required, provided that during installation or GUI\_ProjectNew, the project is defined as private and local. The user still needs an ID within the project, but this could be the O/S username or a user-specified value that would not be required thereafter
3. For shared projects, user credentials are always required
4. Where there are multiple projects on the same server, we expect users to be managed together even if not all of them have access to all of the projects. So a user would specify the same username/password for any project on a given server
5. A user might have more than one set of login credentials on a server if
  - a. the projects are not managed by a shared administrator, or
  - b. where a user may need different privileges at times. The most common situation is expected to be that of the administrator, using a normal account for normal user activity and the administrator account for the project and server-wide privileged operations.
6. A login failure will create an error message from the Server OS, to be handled externally to HRE.

## METHODS

The fundamental operations are:

1. Open the window according to its saved Window Layout (BR\_WindowConfig)
2. Act on the command buttons.

## AUXILIARY DATA USED

1. No direct access to databases.

## REQUIRED SERVICES – Dependencies

First-Order Dependencies	Second-Order Dependencies	Higher-Order Dependencies
03.68 GUI_Select Configuration		
07.24 BR_Setting	BR_AppData	
	BR_UserData	
	07.02 BR_EntityLink	Needed
07.17 BR_WindowConfig	07.06 BR_GuiElement	07.01 BR_EncodedString
		07.02 BR_EntityLink
		BR_FieldTranslation
		07.16 BR_MessagePattern
	07.02 BR_EntityLink	Needed
	07.29 BR_Translation	07.02 BR_EntityLink
		BR_Field
		07.06 BR_GuiElement
		07.16 BR_MessagePattern
	BR_FieldTranslation	
	07.16 BR_MessagePatterns	07.02 BR_EntityLink
		07.01 BR_EncodedString
		07.11 BR_Logging
		Call Stack
		07.24 BR_Setting
		GUI Translation

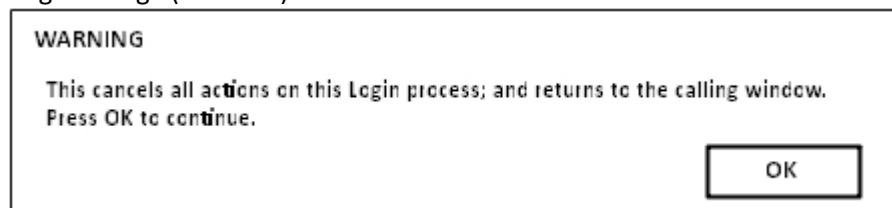
First-Order Dependencies	Second-Order Dependencies	Higher-Order Dependencies
03.66 GUI_Message Patterns		

## EVENT ACTIONS

1. Keyboard actions:  
Entry of User Name and Password required by the server for login purposes.
2. Mouse actions:
  - Left mouse key click in any entry field shifts focus to that field
  - Left mouse key click on the down arrow symbol at the right-hand end of the 'Server' name entry field opens a list of previous saved Server names  
Selection by double mouse key click or single click selection followed by the 'ENTER' key
  - Left mouse key click on each button; operated the button
  - Left mouse click on each icon; opens the selected service
  - Left mouse click on the 'X' at the right-hand end of the window top bar, closes the window.
3. Icons:
  - "Reminder"  
Opens a new window to display (or allow entry of) User information about this window
  - "Configure"  
For the User to configure the characteristics of this window
  - "Help"  
For the User to seek additional information on 'Server Login' from the Help System.
4. Keyboard shortcuts  
**To be determined**

## WARNING CONDITIONS

1. When the 'Cancel' button is used, then a warning message is displayed.  
Warning Message (WM-SL1)



### Text Version:

WARNING

This cancels all actions on this Login process; and returns to the calling window.  
Press OK to continue.

Created in and sent from Server to Client

Message M_S_C_2	Subject: Project Restore From: Server Text Message: <b>Login successful.</b>
Uses Server Broadcast Message Pattern GUI_Message (SB)	Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename
Sent to this Client	

Message window location: centred on the GUI\_ServerLogin window

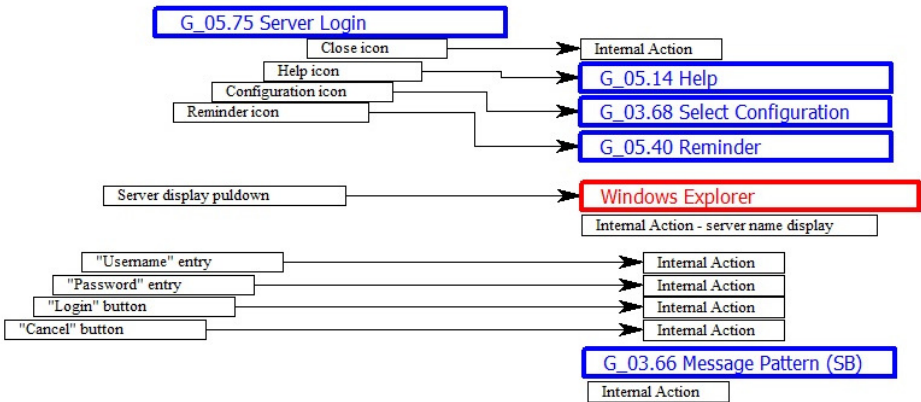
ERROR CONDITIONS

Created in and sent from Server to Client

Message M_S_C_1  Uses Server Broadcast Message Pattern GUI_Message (SB)  Sent to this Client	Subject:           Project Delete From:             Server Text Message: Login failure Opening HELP system  Requested by:     User name Project name:     Project name Project folder:   Folder name Project filename: Filename
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Message window location: centred on the GUI\_ServerLogin window

WINDOWS INTERACTION MAP



PROCESS FLOW CHART

