

# HRE – GUI OPERATION OVERVIEW

## Revision history

2018-07-11	Rod Thompson	Original draft
2018-07-12	Rod Thompson	Additions
2018-07-14	Rod Thompson	Add Window type definitions to SCOPE
2018-07-15	Rod Thompson	Revise SCOPE
2018-11-17	Rod Thompson	Add Active/Enabled menu items at Startup/Close
2020-05-18	Don Ferguson	Rewrite in line with actual HRE operation at Build 22
2021-03-11	Don Ferguson	Adjustments to match Build 25

## SCOPE

HRE is designed with flexibility, to allow its use over a wide range of historical research applications. An essential element to the User presentation is the use of Viewpoints, and the customized configuration of all Window displays to flexibly meet an extensive range of possible user preferences.

## DEFINITIONS

For the purpose of this description, use will be made of the following definitions.

### WELCOME Window

This is displayed at HRE startup to provide the user with simple instructions on how to proceed with opening new or existing projects. Display may be turned off (Settings - > User Options).

### STARTUP DISPLAY

Initially, the Main Menu Window contains only a basic Menu system. On first use, its location is centered on the user's main monitor and size is determined by design. This may be changed by the User as and when desired and subsequent size/location will be stored for the next use of HRE.

### VIEWPOINT

An area of the HRE display area containing one or more windows for presentation of data. Up to 5 Viewpoints of each type may be displayed, per project, at any one time.

### PROGRAM Windows:

These are the windows opened as a result of User actions. They include:

- |                                       |                                      |
|---------------------------------------|--------------------------------------|
| Windows from menu selection           | (e.g., Project Backup, Tools, etc.,) |
| Sub-windows called from other windows | (e.g., Server Login)                 |
| Software action                       | (e.g., Warnings & Errors)            |

They are transient in nature.

The shape, size, layout, color, etc., are determined in design. Content is similarly fixed.

Their location on the HRE main display is generally near the component control (button, etc) that has initiated their use.

### DATA Windows:

These are the windows which are normally resident on-screen when HRE is running.

The number, location, size and content are determined by the User through use of the Viewpoint and Configuration modules, applying to the User and Project. Some may be automatically updated as the User changes the focus.

## USING HRE

The following assumes that HRE is started in one of the following ways, from:

- 1) a desktop icon
- 2) the Start menu, and selection of the HRE application
- 3) a taskbar icon.

## HRE START

As described above, on HRE startup, a Welcome screen is displayed. Continued use of the Welcome screen at startup is a user-controlled option.

The User may amend the application settings through the Tools>Settings menu selection, this action invoking the AppSetting module. Changes result in a change to a record in the UserAUX file. On subsequent uses of HRE, reading the UserAUX file at startup determines if the Welcome screen is shown.

## INITIAL DISPLAY WINDOW

This is defined in the 04.01 GUI\_UserInterface specification.

## ENABLED MENUS AT STARTUP

Before the first project is opened, only a portion of the main menu is displayed.

Menu items enabled are:

<b>Project</b>	Open, Create New, Backup, Restore, Copy, Rename, Delete, Exit HRE plus a list of Recent Projects (if there are any)
<b>Reports</b>	Logging
<b>Tools</b>	Settings, Import, Administration
<b>Help</b>	Help Contents, HRE website, About HRE

All other selections are disabled. Items may be visible but greyed.

## INITIAL USE OF HRE

Little further action may be obvious for a new User, except the suggestions made in the Welcome screen. Intuition should also draw the user to the menu selections, and the predominant **Project** menu, with the intention to create a New Project, or to Open or Restore an existing project.

Note that if desired, the user can set HRE to open the last closed project automatically at startup.

Detail of the use of the GUI Project modules is found in their individual specifications.

## SUBSEQUENT USE OF HRE

On subsequent starts of HRE, the User's AUX file is read, which sets the size/location of the HRE window, the default language, the list of recently used projects and various other settings.

In the process of opening an existing project, settings for re-instating the last used Viewpoints are recovered and applied.

If the User creates another new project, the applicable Viewpoints need to be setup, when they will be applied and stored.

When a project is accessed by a new User for the first time, no Viewpoint data (for that User) will exist.

This situation will exist in the Client Server environment, or where a project is shared by a User to another User via some other means.