

## GUI\_UserInterface – Main Menu Overview

### Revision history

2017-04-10	Don Ferguson	Original draft
2018-05-26	Rod Thompson	Add diagrams, actions, maps
2018-06-12	Rod Thompson	Replace main window graphic Update REQUIRED SERVICES – Dependencies Replace BR_PanelConfig with BR_WindowConfig
2018-06-16	Rod Thompson	Add IMPORT and EXPORT to Tools Menu Move Import from TMG from Project menu to Tools>Import Replace relevant graphics & Windows Interaction Maps
2018-06-23	Rod Thompson	Revise startup ‘Splash screen’ information Add graphic Add main window- top-left-corner image (application icon) Replace main window graphic Add Tools>Admin>Update Schema (from BR 07.25) Replace Tools menu graphic
2018-06-26	Rod Thompson	Add ‘Exit’ to main menu (LOOK AND FEEL) Replace main window graphic Replace Windows Interaction Map (main) Add Process Flow Chart Add OPERATION Add Note to SCOPE Addition to icon actions – ‘X’close Add Project Close to REQUIRED SERVICES - Dependencies
2018-06-29	Don Ferguson	Add ProjectAdmin into Look and Feel list
2018-06-30	Rod Thompson	Edit Tools>Admin Delete extra Startup splash screen

### SCOPE

This is the HRE program executable and controls, via user action, all other HRE functions.

Note: Additional controls on accessibility are likely when access rights control is implemented.

### LOOK AND FEEL

The initial window should be centred within the user’s main monitor, showing the HRE main menu at the top and optionally, as per saved window configuration settings, display the HRE splash screen (logo, version, disclaimers, etc) which is also part of this module.

The main menu and sub-menu items are (currently committed for HRE versions 0.1 - 0.3 ONLY):

- Project
  - Open invokes GUI\_OpenProject
  - Recent “ GUI\_ProjectRecent
  - New “ GUI\_ProjectNew
  - Backup “ GUI\_ProjectBackup
  - Restore “ GUI\_ProjectRestore
  - Close “ GUI\_ProjectClose
  - Copy As “ GUI\_ProjectCopyAs
  - Rename “ GUI\_ProjectRename
  - Delete “ GUI\_ProjectDelete
  - Close and Exit “ GUI\_ExitHRE

- Person (functionality added in v0.2)
  - Select By ID, etc invokes GUI\_EntitySelect
  - Recently Used “ GUI\_RecentVisit
  - Manage Persons
    - Add “ GUI\_EntityEdit
    - Delete “ GUI\_EntityDelete
    - Edit “ GUI\_EntityEdit
  - Manage Name Style Definitions
    - Add “ GUI\_NameStyleEdit
    - Delete “ GUI\_NameStyleDelete
    - Edit “ GUI\_NameStyleEdit
  - Manage Person Flags
    - Add “ GUI\_EntityEdit
    - Delete “ GUI\_EntityDelete
    - Edit “ GUI\_EntityEdit
  - Manage Person Notepads
    - Add “ GUI\_EntityEdit
    - Delete “ GUI\_EntityDelete
    - Edit “ GUI\_EntityEdit
  - Manage Person Accents
    - Select “ GUI\_AccentSelect
    - Link to Flag “ GUI\_AccentLink
    - Delete “ GUI\_AccentDelete
    - Edit “ GUI\_AccentEdit
  - Associates (functionality added in v0.3)
- Research Types (functionality added later)
- Events & Tasks
  - Events (functionality added in v0.3)
  - Tasks (functionality added in v0.3)
- Where & When
  - Location
    - Select By ID, etc invokes GUI\_EntitySelect
    - Recently Used “ GUI\_RecentVisit
    - Manage Locations
      - Add “ GUI\_EntityEdit
      - Delete “ GUI\_EntityDelete
      - Edit “ GUI\_EntityEdit
    - Manage Location Name Style Definitions
      - Add “ GUI\_NameStyleEdit
      - Delete “ GUI\_NameStyleDelete
      - Edit “ GUI\_NameStyleEdit
  - Historical Dates (needs further input once GUI\_HistoricalDates developed)
    - Select By Date, etc invokes GUI\_EntitySelect
    - Recently Used “ GUI\_RecentVisit
    - Manage Historical Dates
      - Add “ GUI\_EntityEdit
      - Delete “ GUI\_EntityDelete
      - Edit “ GUI\_EntityEdit
    - Tools (functionality added in v0.3)
      - Date Converter
      - Date Calculator

- Occasions (functionality added in v0.3)
- Evidence
  - Sources (functionality added in v0.4)
  - Citations (functionality added in v0.4)
  - Repositories (functionality added in v0.4)
- Reports (functionality added in v0.6+)
- Tools
  - Settings
    - Client invokes GUI\_AppSetting
    - User ditto
    - Server ditto
    - Monitor ditto
    - GUI Language ditto
    - Persons invokes GUI\_ProjectSetting (added in v0.2)
    - Project invokes GUI\_ProjectSetting
    - Location ditto
    - Events (added in v0.3)
    - Tasks (added in v0.3)
    - Occasions (added in v0.3)
    - Historical Dates invokes GUI\_ProjectSetting
    - Sources (added in v0.4)
    - Source Name Styles (added in v0.4)
    - Repository (added in v0.4)
    - Repository/Source links (added in v0.4)
  - Application Language
    - Select invokes GUI\_AppLanguageSelect
    - Delete “ GUI\_AppLanguageDelete
    - Edit “ GUI\_AppLanguageEdit
  - User Language
    - Select invokes GUI\_UserLanguageSelect
    - Delete “ GUI\_UserLanguageDelete
    - Edit “ GUI\_UserLanguageEdit
  - Import
    - From TMG .....” GUI\_ProjectImportTMG (part added in v0.1)
  - Export
  - Admin
    - Update User/Project non-database files  
invokes GUI\_ProjectAdmin
    - Update Schema (added in v0.4)
- Help
  - Search Help invokes GUI\_Help
  - HRE website (connects to [www.historyresearchenvironment.org](http://www.historyresearchenvironment.org) )
  - About HRE (splash screen).
- Exit

Further additions to the sub-menus will be defined in later HRE documentation updates.

## OPERATION

When each user of HRE opens HRE for the first time, no history of use will exist. Accordingly, a limited number of selections from the main menu will be available.

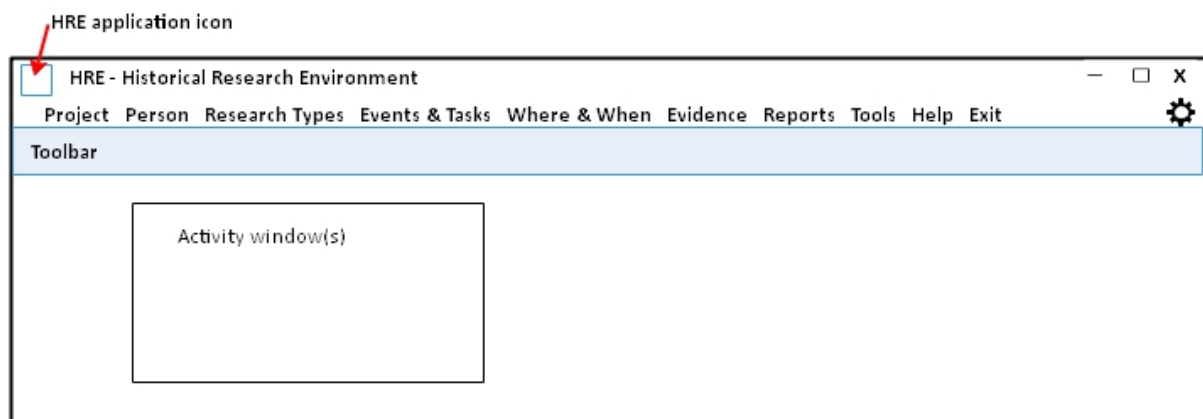
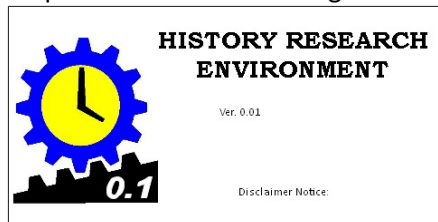
Only the Projects, Help and Exit main menu selections are accessible, the others displayed but 'greyed-out'.

Only the **NEW** and **OPEN** sub-menu items of the Project menu shall be selectable, and others 'greyed-out' in the display

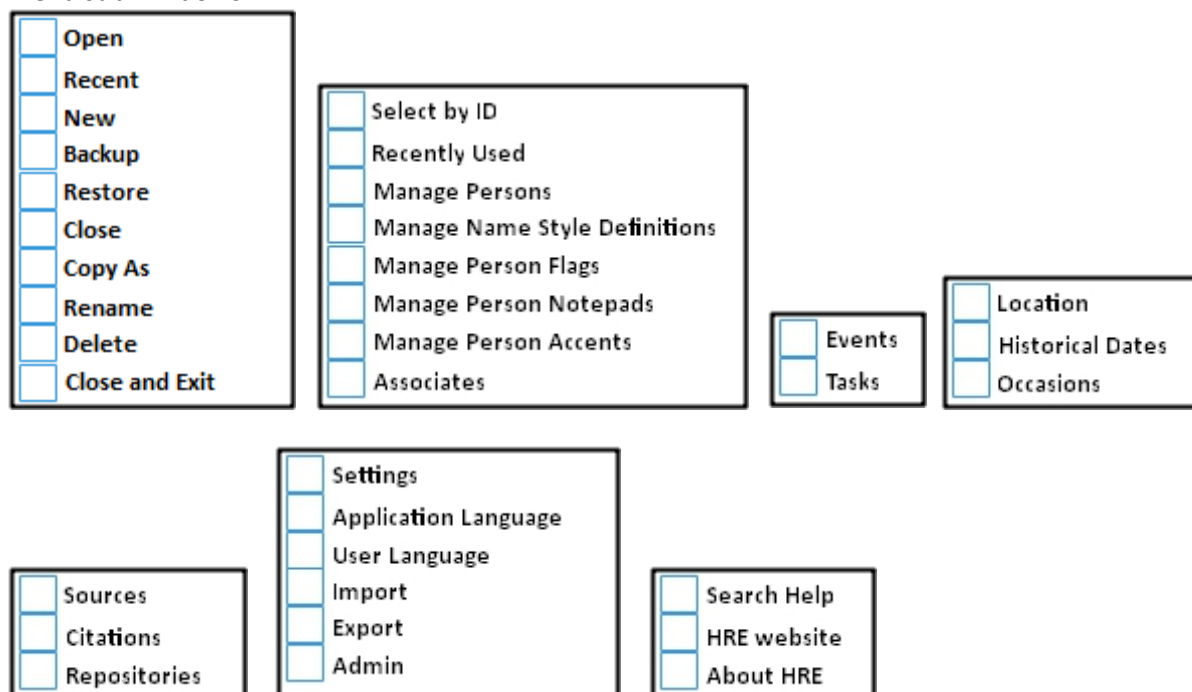
After the first time use, in which a project is opened or created by that user; on all subsequent occasions of use of HRE, the user will have access to all menu selections.

## MOCKUP WINDOWS

A Splash Screen used during the software startup phase.



## Menu sub-windows



Note: In the above illustrations of the menu pulldowns, the blue square indicates only the possible location of an icon. This space will otherwise be blank.

## ACTIONS

The fundamental operations are:

1. Open the program with the main program menu according to its saved Window Layout (BR\_WindowConfig)
2. Action user menu selections as per 'Look and Feel' section above.

## USED BY

All HRE users.

## DATA CONTROLLED BY THIS MODULE

1. None.

## REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.

## REQUIRED SERVICES - Dependencies

GUI modules as defined in 'Look and Feel' section above

First-Order Dependencies	Second-Order Dependencies (if not already listed)	Higher-Order Dependencies (if not already listed)
03.68 GUI_Select Configuration	NIL	
07.17 BR_WindowConfig	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation 07.16 BR_MessagePatterns	
04.07 GUI_ProjectClose	04.05 GUI_ProjectBackup 04.14 GUI_ProjectSummary 04.13 GUI_ExitHRE 07.17 BR_WindowlConfig 07.21 BR_Project	

## EVENT ACTIONS

- 1) Keyboard actions  
Not applicable
- 2) Mouse actions  
Left key
  - a. Mouse key click on main Menu labels, opens a pulldown window for the elected menu, and allows further selection of the sub-menu items using an icon or name
  - b. Mouse key click on icons (detailed below)Right key

To be determined
- 3) Icon actions
  - a. left mouse key click on icons in the Window Control group:
    - a. 'X' icon  
(closes the window)  
NOTE: If there is an open project – invokes the GUI\_ProjectClose module
    - b. 'Box' icon  
Toggles the window size between full screen, and the preset window size
    - c. 'Dash' icon  
Minimizes the window, to an icon on the screen toolbar.  
A click on the toolbar icon restores the display to its previous setting
- 4) Keyboard shortcuts  
To be determined

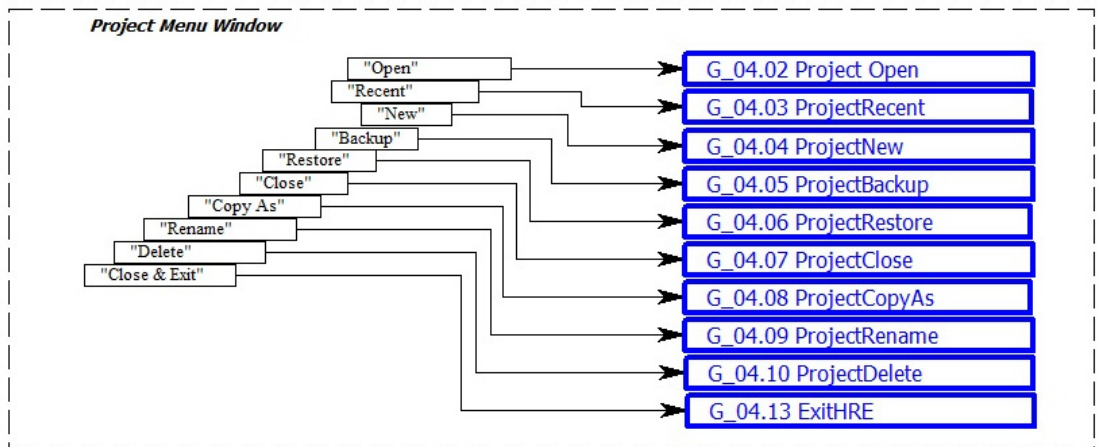
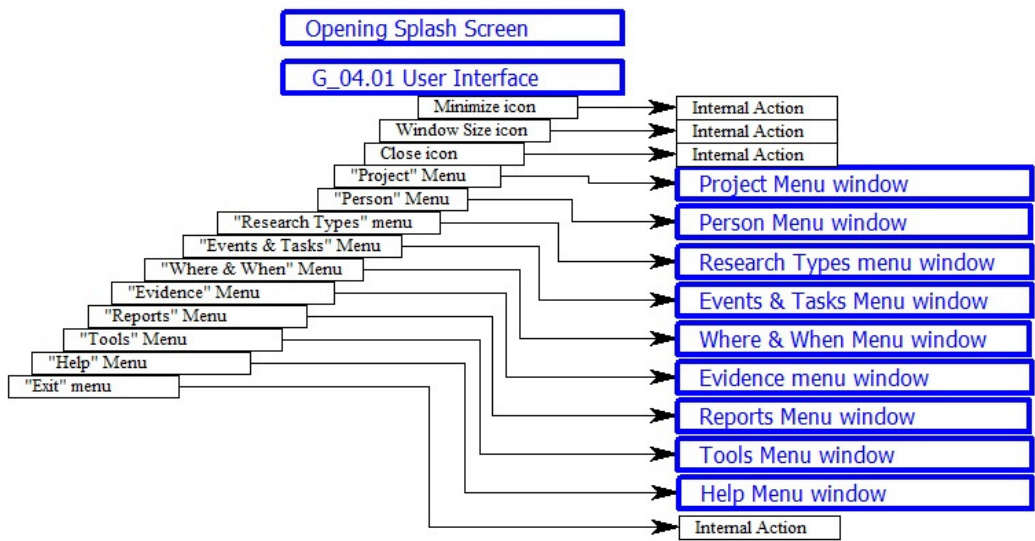
**WARNING CONDITIONS**

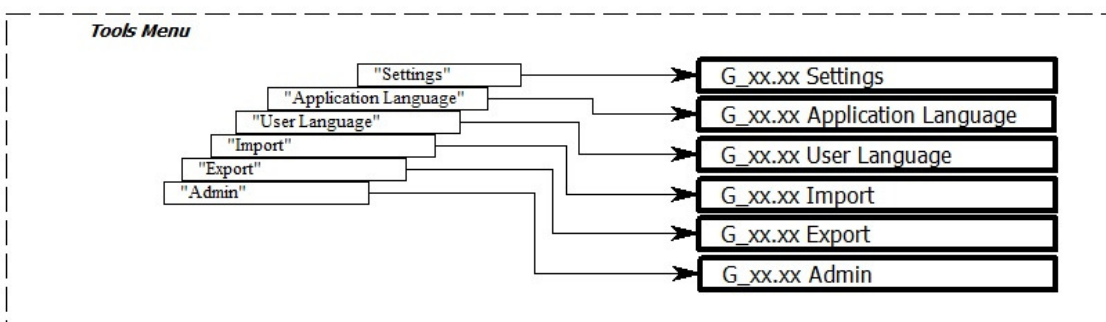
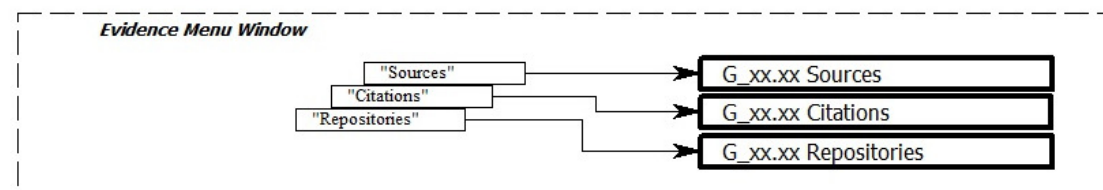
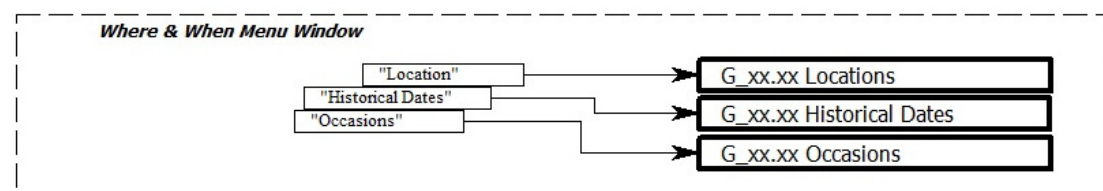
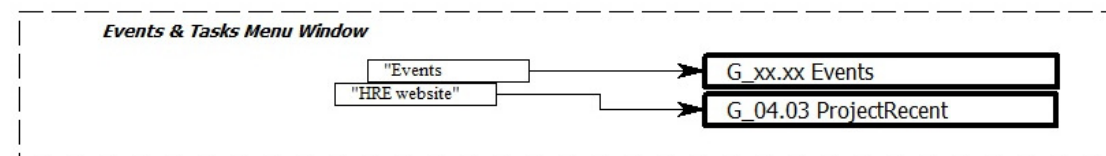
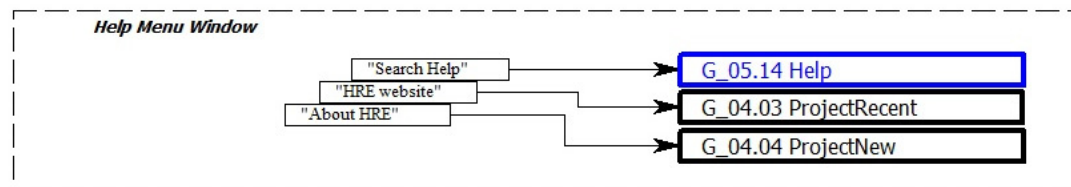
- 1. Need details of the condition that raised the warning, example message and possible next steps.

**ERROR CONDITIONS**

- 1. Need to record the condition that raised the error, example message and possible next steps.

**WINDOW INTERACTION MAPS**







## PROCESS FLOW CHART

