

GUI_ProjectRename – Rename a Project

Revision history

2017-04-04	Don Ferguson	Original draft
2018-06-12	Rod Thompson	Add 'Issues' from JL Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig Revise REQUIRED SERVICES – Dependencies Add Mockup graphics Add Process Flow Chart Add Windows Interaction Map Add EVENT ACTIONS Add WARNING MESSAGES
2018-06-13	Rod Thompson	Replace Process Flow Chart Add project fileset information in Issues Replace Window Interaction Map

SCOPE

This GUI module is called from the Main Menu (GUI_UserInterface) to rename an HRE project.

Issues still to be resolved:

- Unclear if Project Rename *also* renames the database file – this would seem logical to do
At this time – it is assumed that the project fileset consists of:
 - an XML type file
 - an H2 database
- It is assumed that a **Project Move** function (where the project itself is unchanged but its physical location is moved) should be performed by as a CopyAs followed by a Delete of the original.

LOOK AND FEEL

The window has 4 horizontal parts:

- A scrollable display area which allows the selection of a file from the displayed list
- An entry area for the new project name
- The buttons “Rename” and “Cancel”
 - “Rename” performs the rename functions on the selected project
 - “Cancel” exits without action
- A display area of the status of the rename.

Project Rename

FROM

Currently Open projects

Server	Project Name
Local	Drummond-UK
Local	Drummond-US
ANL_Ext4	Fortescue Art

Summary

TO

Folder

Filename

Status

PROJECT RENAME Window - Mockup

ACTIONS

The fundamental operations are:

1. Open the window according to its saved window Layout (BR_WindowConfig)
2. Allow user to find and select the project to be renamed
3. Ask for a new project name
4. If single user project, perform the rename
5. If not a single user project, then:
 - Check the number of concurrent users of the selected project
 - If more than one, prevent any new logins
 - Seek other user permissions to rename
 - Schedule a rename project task in the server
 - Notify every user of the project when it is completed.

USED BY

All HRE users.

DATA CONTROLLED BY THIS MODULE

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.

REQUIRED SERVICES - Dependencies

First-Order Dependencies	Second-Order Dependencies (if not already listed)	Higher-Order Dependencies (if not already listed)
07.17 BR_WindowConfig	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation 07.16 BR_MessagePatterns	
07.21 BR_Project	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation 07.03 BR_FieldDefinition	

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.

EVENT ACTIONS

1) Keyboard actions

NIL

2) Mouse actions

Left key

- a. click on Server name pulldown expands Server list, and allows selection
- b. click on the Browse button opens the Windows Explorer allowing the user to view the file system to select an existing Folder and Filename, or enter a new Filename
- c. click on the 'Summary' button invokes the GUI_Project Summary module
- d. click on the 'Cancel' or 'Delete' button, operates the button
- e. click on icons (detailed below)

Right key

To be determined

3) Icon actions

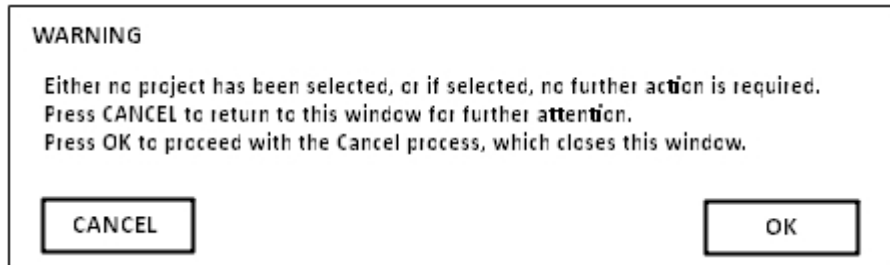
- a. left mouse key click on icons in the Window Control group:
 - a. 'X' icon
(closes the window)
 - b. 'Box' icon
Toggles the window size between full window, and the preset window size
 - c. 'Dash' icon
Minimizes the window, to an icon on the window toolbar.
A click on the toolbar icon restores the display to its previous setting
- b. left mouse key click on 'Reminder' icon:
(opens 'Reminder' window for this 'Send to Colleague' Message display)
- c. left mouse key click on the 'Configuration' icon
(opens the Configuration Window for this Project Open window)
- d. left mouse click on 'Help' icon:
(opens the Help System, searches for the section on 'Send to Colleague Message')

4) Keyboard shortcuts

To be determined

WARNING CONDITIONS

1. When the 'Cancel' button is used, then a warning message is displayed.
Warning Message (WM-PR1)



Server scenario

Created in and sent from Server to Client

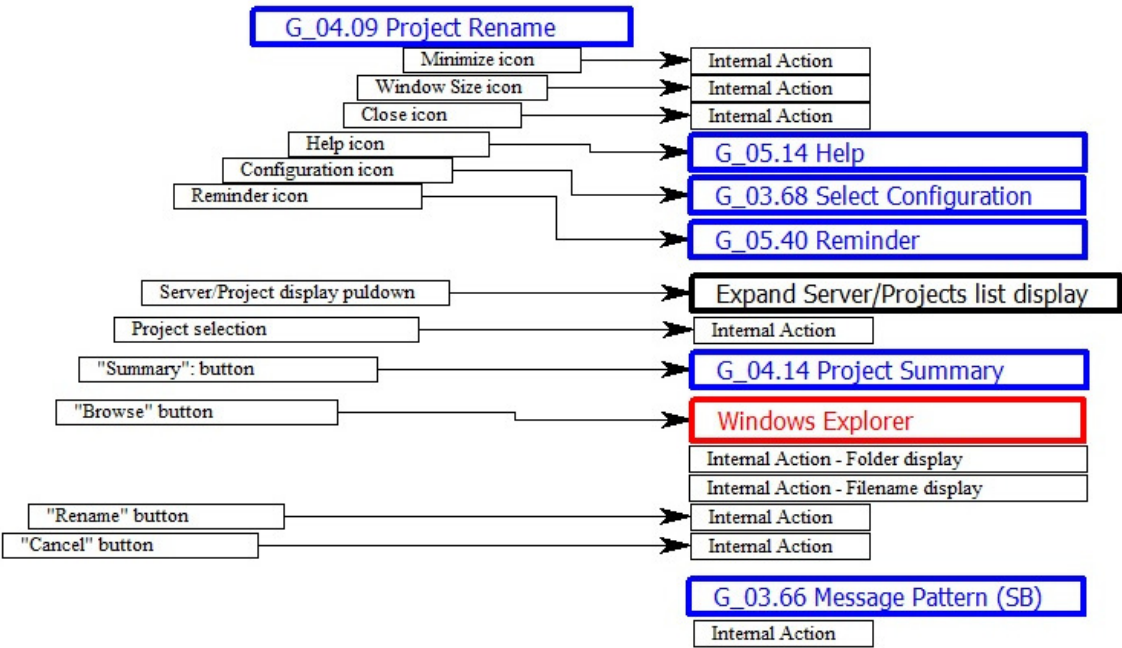
<p>Message M_S_C_1</p> <p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to all Users of the selected project</p>	<p>Subject: Project Rename From: Server Text Message: Project rename queued – multiple users.</p> <p>Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename</p>
<p>Message M_S_C_2</p> <p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to one Client initiating the process</p>	<p>Subject: Project Rename From: Server Text Message: Project rename commencing.</p> <p>Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename</p>
<p>Message M_S_C_3</p> <p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to one Client finalising the process</p>	<p>Subject: Project Rename From: Server Text Message: Project rename completed.</p> <p>Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename</p>

Message window location: centred on the GUI_ProjectRename window

ERROR CONDITIONS

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

WINDOWS INTERACTION MAP



PROCESS FLOW CHART

