BR_UserAUX - User AUX file Services

Revision history

2019-02-07	Rod Thompson	Original draft
2019-02-19	Rod Thompson	SCOPE – Add Issue
2019-02-21	Rod Thompson	Replace ClientAUX with UserAUX; add Use Case 1
2019-04-27	Don Ferguson	Revised Actions; alignment with User AUX file Overviews

SCOPE

This provides services associated with the creation and update of the User Auxiliary file.

Refer to the Overview documents *03.32 and 03.32.01* for further details.

ACTIONS

When called with the 'Open' parameter:
1. Look under the "user home" directory for a folder called 'hre'
2. If it exists, open it; if not, create it
3. Look for file 'username.hreu':
    a. If the file did not exist, create an default UserAUX file for this User
    b. If it did exist, read it and update the HGlobal module with all relevant data that can be obtained by parsing the XML contents of the UserAUX file.

When called with the 'Update' parameter:
1. Write out the HGlobal values to the XML User AUX file. Note that we do not try to work out what has been changed, just re-create the UserAUX file completely.

USED BY

1. HRE GUI Interface (Main menu) for initial creation of UserAUX file or for loading data from an existing file
2. GUI_ProjectNew when new project added
3. GUI_AppSettings when user preferences changed
4. GUI_ProjectClose when a project is closed
5. Any other module that changes settings held in the User AUX file.

DATA UNDER CONTROL OF THIS MODULE

Contents of the User AUX file.

REQUIRED SERVICES

Nil.

APPLICATION PROGRAMMING INTERFACE (API)

1. parameter indicating 'Open' or Update' function.

WARNING CONDITIONS

1. Inability to find and open User AUX file, when one should have been created previously.

ERROR CONDITIONS

1. I/O errors on:
    a. Locating or opening folder where file should exist
    b. Invalid content on opening User AUX file.

USE CASES

1) Initial User AUX file interrogation
2) User AUX file update

Use Case 1

At HRE startup, a User AUX file (if it exists) is interrogate and the settings found loaded to HGlobal's public variables for use by other modules – this includes tables listing servers and projects available to this User.

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