# **GUI\_Icon-Configuration**

## **Revision history**

2018-06-02	Rod Thompson	Original draft
2018-06-08	Rod Thompson	Create new images (32x32) and (48x48)
2020-07-19	Don Ferguson	Merge all icon related documentation to this single file

#### **SCOPE**

Icons are used throughout the HRE application, in all window displays.

This document details use of these icons.

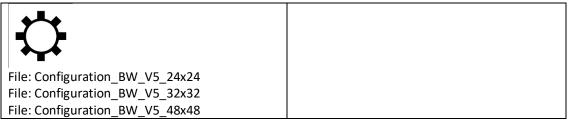
Each icon is a button control, with a unique image that identifies its use without additional descriptive text.

#### **LOOK AND FEEL**

Colour icons may be used in the main application window (possible issues if user changes background palette).

Black & White icons will be used in sub-windows.

## **CONFIGURATION**



Selection of this button will open a new window allowing the user to configure the current window. A single operation of the icon button caused the defined action. Subsequent operations have the same action.

**HOVER HINT - Configuration** 

#### **HELP**



File: Help\_BW\_V3\_24x24.ico File: Help\_BW\_V3\_32x32.ico File: Help\_BW\_V3\_48x48.ico



File: Help\_CLR\_V3\_24x24.ico File: Help\_CLR\_V3\_32x32.ico File: Help\_CLR\_V3\_48x48.ico

Use of the button will open the Help File system of the application; and select that part of the Help system applicable to the window from which the call is made.

A single operation of the icon button caused the defined action. Subsequent operations have the same action.

Function Key F1 has the same effect.

**HOVER HINT - Help** 

#### **INFORMATION**



File: Information\_BW\_V3\_24x24.ico File: Information\_BW\_V3\_32x32.ico File: Information\_BW\_V3\_48x48.ico

Use of the icon button will open a new window, providing a non-editable summary for the item. The window has a close button for that purpose.

Focus remains on the information window until closed.

A single operation of the icon button causes the defined action. Subsequent operations have the same action once the information screen is closed.

**HOVER HINT - Information** 

#### OUTPUT



File: Output\_BW\_V6\_24x24.ico File: Output\_BW\_V6\_32x32.ico File: Output\_BW\_V6\_48x48.ico



File: Output\_CLR\_V6\_24x24.ico File: Output\_CLR\_V6\_32x32.ico File: Output\_CLR\_V6\_48x48.ico

Selection of this button will open a new OUTPUT window displaying information related to this function; and allowing the user to 'Output to a Printer', or 'Output to File'.

A single operation of the icon button causes the Output window to open, transferring focus, while that Window is open.

**HOVER HINT - Output** 

# **REMINDER**



File: Reminder\_BW\_V3\_24x24.ico File: Reminder\_BW\_V3\_32x32.ico File: Reminder\_BW\_V3\_48x48.ico

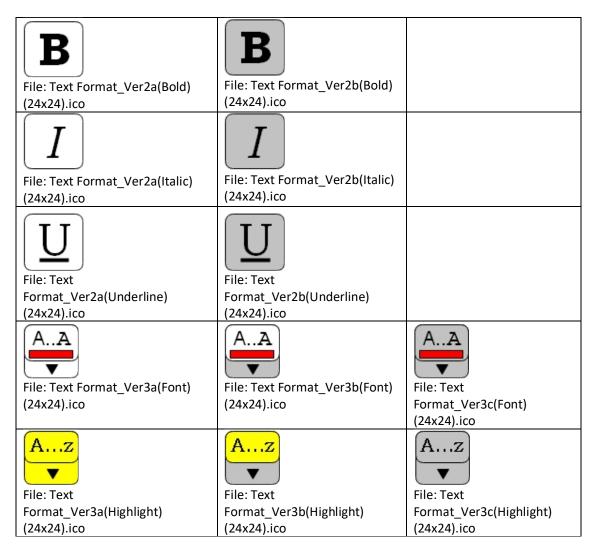


File: Reminder\_CLR\_V3\_24x24 File: Reminder\_CLR\_V3\_32x32 File: Reminder\_CLR\_V3\_48x48

Selection of this button will open a new window displaying 'Reminder' information related to the function displayed in the window; and allowing the user to create or amend that information. A single operation of the icon button causes the Reminder window to Open. A subsequent operation of the icon button causes the Reminder window to Close. Further operations repeat this cycle.

**HOVER HINT - Reminder** 

#### MESSAGE EDITOR FORMATTING LABELS



Selection of any of these buttons will allow the format of selected text in the Message Editor text window to be modified as required by the user.

It is assumed that the software development toolbox provides the tools to implement these actions. A single operation of the icon button causes the desired action, or in the case of font selection or highlighting icons, the pull-down opens an appropriate selection window.

NOTE: The displays provided below are possible layouts (and yet to be finalised).

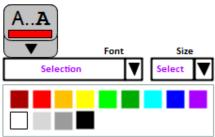
They are not necessarily the size to be used.

The software development system may include ready-made tools.

# **Font Selection**

A window is opened (located attached to the bottom of the 'Font' icon).

This allows selection of the 'font style', the 'font size', and a color palette is provided to select the font color.



# **Highlight Selection**

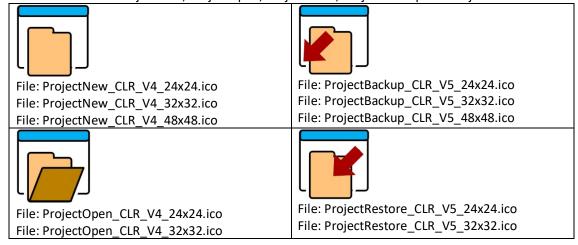
A color palette window is opened (located as attached to the bottom of the 'Highlight' icon). Selections provide a simple range across the color spectrum



# **HOVER HINTS:**

Main Icons	Font selection	Highlight selection (colors)
Bold (Ctrl+b)	Font - Pick a new font	Yellow
Italic (Crtrl+i) Font Size - Pick the font size		Bright Green
Underline (Ctrl+u) Dark Red		Turquoise
Font	Red	Pink
Highlight	Orange	Blue
	Yellow	Red
	Light Green	Dark Blue
	Green	Teal
	Light Blue	Green
	Blue	Violet
	Dark Blue	Dark Red
	Purple	Dark Yellow
	White	Grey (50%)
	Grey (50%)	Grey (25%)
	Grey (25%)	Black
	Black	No Color

**PROJECT ICONS -** ProjectNew, ProjectOpen, ProjectClose, ProjectBackup and ProjectRestore



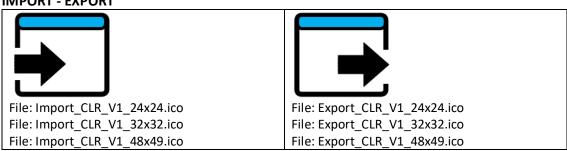
File: ProjectOpen_CLR_V4_48x48.ico	File: ProjectRestore_CLR_V5_48x48.ico
File: ProjectClose_CLR_V4_24x24.ico	
File: ProjectClose_CLR_V4_32x32.ico	
File: ProjectClose_CLR_V4_48x48.ico	

## A mouse click on the:

- 'Project New' icon causes the 'Project New' module to be invoked
- 'Project Open' icon causes the 'Project Open' module to be invoked
- 'Project Close' icon causes the 'Project Close' module to be invoked
- 'Project Backup' icon causes the 'Project Backup' module to be invoked
- 'Project Restore' icon causes the 'Project Restore' module to be invoked

HOVER HINTS - NewProject, OpenProject, CloseProject, ProjectBackup and ProjectRestore respectively

### **IMPORT - EXPORT**



## A mouse click on the:

- 'Import' icon causes the 'Import data' module to be invoked
- 'Export' icon causes the 'Export data' module to be invoked.

**HOVER HINT - Import or Export respectively.** 

## RECORD MARKER



Having firstly selected the target record in a list of data, selection of this icon from the Mouse Right Click menu, causes a copy of the icon graphic to be copied to a field attached to the selected record in the data list, and flags that record for further action (generally reordering of records in the list).

**HOVER HINT - Mark** 

## **VERTICAL ORDER**



File: Vertical Reorder-Ver1(24x24).ico

<u>Swap</u> - In its simplest form, this control is used to *swap* two items that are vertically displaced. Selection of this button will case the top item to move to the lower position, and that which was in the lower position to be moved to the upper position. The process is repeated with each operation of the button.

**HOVER HINT - Swap** 

# **EXIT HRE**



File: ExitHRE\_BW\_V1\_24x24.ico



File: ExitHRE\_CLR\_V1\_24x24.ico

Use of this button will invoke the ExitHRE module.

HOVER HINT – Exit HRE