

GUI_ProjectNew – Create a New Project

Revision history

2017-04-04	Don Ferguson	Original draft
2018-05-28	Rod Thompson	Inserted diagrams, actions, maps, flowchart
2018-06-02	Rod Thompson	Amend Required Services
2018-06-15	Rod Thompson	Add Issues raised by JL Update REQUIRED SERVICES – Dependencies Add Project fileset detail Replace 'screen' with 'window' Replace 'BR_PanelConfig' with 'BR_WindowConfig' Replace PROCES FLOW CHART Replace graphic Update Warning Messages Update WINDOWS INTERACTION MAP
2018-06-24 2018-06-25	Rod Thompson	Add NOTES in place of Issues Add PROJECT FILESET and OPERATION Replace PROCESS FLOW CHART & WINDOWS INTERACTION MAP Delete Warning Message 2 Add Text version of Warning Message 1 Revise keyboard action
2018-06-26	Rod Thompson	Add NOTE re Project name and filename (revise document text) Addition to icon actions – 'X-close' Replace PROCESS FLOW CHART
2018-06-28	Rod Thompson	Replace 'Project' Auxiliary file with 'Project Database' Auxiliary file Add MESSAGES
2018-06-30	Rod Thompson	Additions to DATA CONTROLLED section Revise NOTE concerning Project Name and project filename. Amend ACTIONS and Keyboard actions re Project Name and filename Replace graphics

SCOPE

This GUI module is called from the Main Menu (GUI_UserInterface) to create a new HRE project instance.

PROJECT FILESET

A set of files required for normal use of HRE projects consists of:

- an H2 database
- A 'User' Auxiliary file
- A 'Project' Auxiliary file
- folders of external files (images, etc) [optional].

Refer to *03.32 Overview – Auxiliary (Non Database) Files* for details.

NOTES

An installation of HRE on a computer will include a 'seed' H2 database.

On the first occasion that each user initiates HRE operation, a User Auxiliary file is created for that user. As projects are created or opened for the first time, a Project Auxiliary file (for each Project) is created, and User entries added. This system provides a linkage between Users and Projects.

An administration module (GUI_ProjectAdmin) allows an administrator (after creating a project with ProjectNew) to then assign access to users through adding their entries to the Auxiliary files.

Information identifying a project includes: Database filename, Project name, location.

The Project Name and filename may be different.

OPERATION

Use of the ProjectNew module creates a new project database (from the seed) and the Project Auxiliary File.

LOOK AND FEEL

Two different windows are required, determined by the working model.

Single User/Single Computer or User/Single Server only

The mockup shows a window titled "Project New" with a yellow header bar. Below the header is a toolbar with three icons: a lightbulb, a gear, and a question mark. The main area contains three text input fields: "Project name" (with placeholder text "Project name"), "Folder" (with placeholder text "Folder name"), and "Filename" (with placeholder text "File name"). To the right of the "Folder" field is a "Browse" button. At the bottom right are "Create" and "Cancel" buttons.

PROJECT NEW window 1 – Mockup

User/Multiple Servers

The mockup shows a window titled "Project New" with a yellow header bar. Below the header is a toolbar with three icons: a lightbulb, a gear, and a question mark. The main area contains four text input fields: "Project name" (with placeholder text "Project name"), "Server" (with placeholder text "Server name" and a dropdown arrow), "Folder" (with placeholder text "Folder name"), and "Filename" (with placeholder text "File name"). To the right of the "Server" field is a "Login" button. Below the "Login" button is the text "If not logged in" in blue. To the right of the "Folder" field is a "Browse" button. At the bottom right are "Create" and "Cancel" buttons.

PROJECT NEW window 2 - Mockup

The window has:

- a text entry box for the Project Name
- buttons "Browse", "Create" and "Cancel"
 - The "Browse" buttons allow the user to search the file system for a location and choose a filename for the project
When chosen, the folder and filename are added to the display.
 - "Create" initiates the creation of a new set of project files
 - "Cancel" exits without action
- a drop-down server selection and "Login" button

ACTIONS

The fundamental operations are:

1. Open the window according to its saved window Layout (BR_WindowConfig)
2. Allow the user to specify a new Project name, filename and storage location (local or named server)
3. If an existing project (using the same filename) is in the current location, reject the request (operating system action)
4. Create the new project files (h2 database and Auxiliary Files)
Write a record to the User Auxiliary File
Write a record to the project Database Auxiliary File
5. Invoke GUI_ProjectSetting dialog to enable user to adjust the default project settings
6. Invoke GUI_ProjectOpen to open the new project, **AND** close the ProjectNew window.

USED BY

All HRE users.

DATA CONTROLLED BY THIS MODULE

Fully initialised new HRE project.

1. User tables in the project database – Tables 131-136
2. User and Project data in the Database Auxiliary file.

REQUIRED DATA CONTROLLED BY OTHER MODULES

Project data.

REQUIRED SERVICES – Dependencies

First-Order Dependencies	Second-Order Dependencies	Higher-Order Dependencies
05.38 GUI_ProjectSetting	07.24 BR_Setting 07.17 BR_WindowConfiguration	
04.02 GUI_ProjectOpen	04.14 GUI_ProjectSummary	
	05.75 GUI_Server Login	
	03.66 GUI_MessagePatterns	
	07.17 BR_WindowConfig	
	07.04 BR_Files	
	07.43 BR_ServerServices	
	07.16 BR_MessagePatterns	
	07.21 BR_Project	
	04.03 GUI_ProjectRecent	
03.68 GUI_SelectConfiguration	NIL	
05.40 GUI_Reminder	03.68 GUI_SelectConfiguration	NIL
	05.02 GUI_EncodedStringEdit	
	07.01 BR_EncodedString	NIL
	07.24 BR_Setting	
	07.17 BR_WindowlConfig	
	07.02 BR_EntityLink	NIL
07.17 BR_WindowlConfig	07.06 BR_GuiElement	
	07.02 BR_EntityLink	NIL
	07.29 BR_Translation	
	07.03 BR_FieldDefinition	
	07.16 BR_MessagePatterns	
07.21 BR_Project	07.06 BR_GuiElement	
	07.02 BR_EntityLink	NIL
	07.29 BR_Translation	
	07.03 BR_FieldDefinition	

EVENT ACTIONS

1) Keyboard actions

Enter a Project name

Enter a database filename for the Project in the OS explorer

2) Mouse actions

Left key

- click on Server name drop-down expands Server list, and allows selection
- click on the 'Browse' button opens the file Explorer allowing the user to view the file system to select an existing folder and enter a new filename
- click on the 'Create' button, creates a new set of Project files
- click on the 'Cancel' button, cancels any actions taken, and closes the window

NOTE - Warning

- click on icons (detailed below)

Right key

To be determined

3) Icon actions

- left mouse key click on icons in the Window Control group:

- 'X' icon
(closes the window)

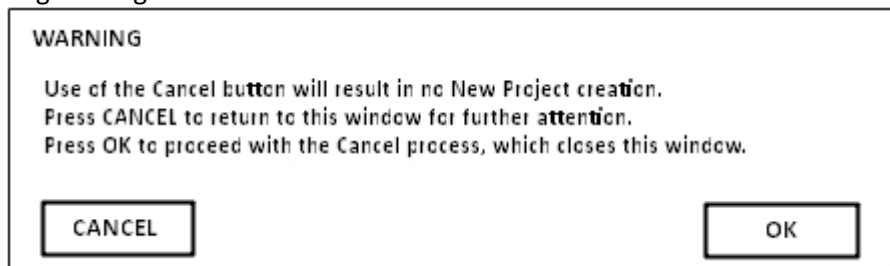
NOTE: Same action as in use of the 'Cancel' button

- 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 Project New module)
 - c. left mouse key click on the 'Configuration' icon
(opens the Configuration Window for this Project New module)
 - d. left mouse click on 'Help ' icon:
(opens the Help System, searches for the section on 'New Project')
- 4) Keyboard shortcuts
To be determined

WARNING CONDITIONS

1. If the User sets up a folder/filename for a new project, then does not proceed to 'Create' the new project, opting to 'cancel', then a warning message must be provided to the user concerning the incomplete action.

Warning Message:



Text Version

WARNING

Use of the Cancel button will result in no New Project creation.

Press CANCEL to return to this window for further attention.

Press OK to proceed with the Cancel process, which closes this window.

Location: Centred on the ProjectNew window

ERROR CONDITIONS

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

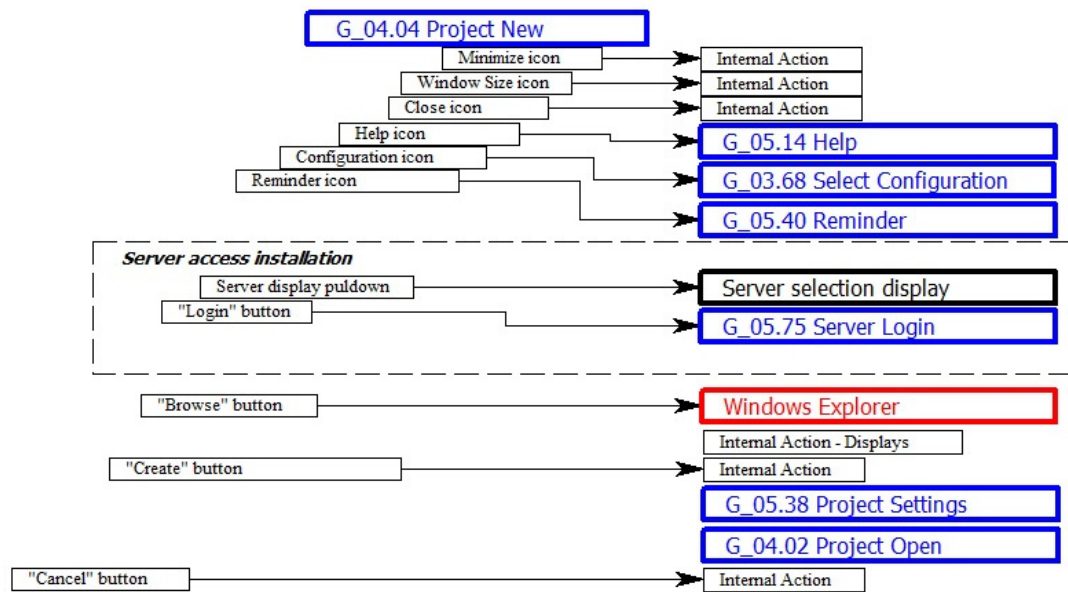
MESSAGES

Created in and sent from Server to Client

Message M_S_C_1 Uses Server Broadcast Message Pattern GUI_Message (SB) Sent to the User seeking to cerate the project	Subject: Project New From: Server Text Message: The new project is being created. Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename
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Location: Centred on the Users HRE main window

WINDOWS INTERACTION MAP



PROCESS FLOW CHART

