

## GUI – MESSAGE PATTERN – Server Error

### Revision history

2018-04-18	Robin Lamacraft	Original draft
2019-02-07	Rod Thompson	Separate from 05.87 GUI_Message Pattern Docs Add Headings per Specification template Replace Mockup graphic

**This specification is one from the suite of Message Patterns used in HRE.**

*NOTE: for GUI Message Patterns which are a response to a status state identified within the HRE Client and HRE Server code, template text is required to be stored within the Substitution database tables. These will need to have an external tool built for the coders to preload that template into the HRE Project database. The method of achieving that preloading needs to be discussed and standardized with the Core Team.*

Each “Message” GUI screen is modal (e.g. freezes other actions except for actions that are initiated from the “Message” GUI Screen) and full operation will be initiated according to the way the “Message” GUI screen is exited.

For each Message GUI screen:

- One or more text messages (these may be fixed translated text or they may have used substitution templates)
- One or more command buttons (these have language consistent labels) Command button order needs to be consistent with user progression from top to bottom of the screen. The number of command buttons can vary according to actual action being messaged
- A ‘Day-Time’ display showing local Day and Time. The format for this being a setting in the configuration of that screen
- The width and height can be changed to view of the contents of the Template Text.
- All GUI-Message patterns use BR\_MessagePatterns to manage the access to data to be displayed and in the case of composing messages
- BR\_MessagePatterns will use BR\_Substitution to manage the Template Text fields.

### GUI MESSAGE PATTERNS:

Nine separate Message patterns follow:

No:	Name	Window Heading	Code
1	Query message	Query	QY
2	Warning message	Warning	WG
3	Client Error message	Client Error	CE
4	Server Error message	Server Error	SE
5	Action Progress message	Action Progress	AP
6	Client Broadcast message	Client Broadcast	CB
7	Server Broadcast message	Server Broadcast	SB
8	Receive Inter-User message	Receive from Colleague	IR

9	Send Inter-User message	Send to Colleague	IS
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The above list includes a two-character code, used to simply distinguish the patterns, when used in references from other specifications.

A reference from another specification (in the Required Services area) would (for example) have the following form:

GUI\_Message (QY) or GUI\_Message (SB)

## REQUIRED SERVICES - Dependencies

First-Order Dependencies	Second-Order Dependencies (if not already listed)	Higher-Order Dependencies (if not already listed)
05.32 GUI_Select Configuration		
07.17 BR_WindowConfig	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation 07.16 BR_Message Patterns	
07.16 BR_MessagePatterns	07.02 BR_EntityLink 07.01 BR_EncodedString 07.11 BR_Logging Call Stack 07.24 BR_Setting GUI_Translation ???	
07.26 BR_Substitution	07.02 BR_EntityLink 07.29 BR_Translation	



## GENERAL


Typically the use of this screen pattern is the result of some operation failure communicated to the HRE Client by the HRE Server. Depending on the nature of the problem, the set of alternative responses available to the user may be limited. It is quite possible that the session on the current project will need to be terminated and in the worst-case scenario the project may need to be repaired or the Server may need maintenance.


## SPECIFICATION

GUI ELEMENT USE	ELEMENT TYPE	DESCRIPTION
TOP BAR	HEADING TEXT	blank or translation of "Server Error"
TOP BAR	RIGHT BUTTON	Only a "X" to "Close" the screen equivalent of "Close Project"
CONTEXT	TEMPLATE TEXT	Text describing from where the Error was initiated. This text may involve some substitution variables
ERROR	TEMPLATE TEXT	Text explaining the Server error and the consequences of "Accept" or "Undo". This text may involve some substitution variables
COMMAND 1	BUTTON	Typically "Undo" – Reverts change to before that action – this only shown if that option is available
COMMAND 2	BUTTON	Typically "Show Trace" – opens Trace Log GUI screen. The "Show Trace" button would be above "Close Project" command button
COMMAND 3	BUTTON	Typically "Close Project" – allows database to be closed by opening the "Close Project" GUI screen

Server Error X

Time Stamp  

Text - Error Source 

Text - Action consequences 

Undo

Show Trace

Close Project

Mockup

## EVENT ACTIONS

### 1) Keyboard actions

- a. Close Project
- b. Undo
- c. Show Trace
- d. At window opening, focus set on 'Undo' button.  
Tab key use thereafter cycles through the 'Show Trace', 'Close Project' buttons, returning to the 'Undo' button.

### 2) Mouse actions

#### Left key

- a. Mouse hover over slider bar, hold key down and drag slider bar up or down
- b. Mouse key tap in slide bar box cause up or down movement.
- c. Mouse key click on each button, operates the button

#### Right key

Action to be determined

### 3) Icon actions

- a. left mouse key click on 'Reminder' icon:  
(opens 'Reminder' window for this 'Server Error' Message display)
- b. left mouse click on 'Configuration' icon:  
(opens the 'Configurations Settings' window for this 'Server Error' Message display)
- c. left mouse click on 'Help' icon:  
(opens the Help System, searches for the section on 'Server Error Message')

### Server Broadcast (initiated by receipt of message)



Typically the use of this screen pattern is initiated by the HRE Client on behalf of the HRE Server.  
There are 2 cases here where:

- the HRE Server detects a condition and is able to broadcast a message to all Users logged in to a particular Project, or to all users logged in to that HRE Server
- the Administrator of the HRE Server advises of a change in the availability of that HRE Server.
- the HRE Server sends a message to one or more Users, pertinent to a specific Server action. For example – when a Project Backup is called for, or actioned.

The user would be expected to respond as having read the message

GUI ELEMENT USE	ELEMENT TYPE	DESCRIPTION
TOP BAR	HEADING TEXT	blank or translation of “Broadcast from Client”
TOP BAR	RIGHT BUTTON	Only a “X” to “Close” the screen equivalent of “Close”
SUBJECT	PLAIN TEXT	The Message Subject
FROM	PLAIN TEXT	Sender Address
MESSAGE	PLAIN TEXT	The Message Text in scrollable pane
COMMAND 1	BUTTON	“Ack” - sends acknowledgement message to Sender
COMMAND 2	BUTTON	“Reply” – compose message by opening GUI Message Reply screen with only Sender Address in “To” field
COMMAND 3	BUTTON	“Close” – closes view of message

Broadcast from Server X

Time Stamp  

Subject Text

From Text

Text - Message

Acknowledge

Reply

Close

- 1) Keyboard actions
  - a. Close
  - b. Acknowledge
  - c. Reply

- d. At window opening, focus set on 'Acknowledge' button.  
Tab key use thereafter cycles through the 'Reply', and 'Close' buttons, returning to the 'Acknowledge' button.

## 2) Mouse actions

### Left key

- a. Mouse hover over slider bar, hold key down and drag slider bar up or down
- b. Mouse key tap in slide bar box cause up or down movement.
- c. Mouse key click on each button, operates the button

### Right key

Action to be determined

## 3) Icon actions

- a. left mouse key click on 'Reminder' icon:  
(opens 'Reminder' window for this 'Broadcast from Server' Message display)
- b. left mouse click on 'Configuration' icon:  
(opens the 'Configurations Settings' window for this 'Broadcast from Server' Message display)
- c. left mouse click on 'Help' icon:  
(opens the Help System, searches for the section on 'Broadcast from Server Message')

### Receive from Colleague (initiated by receipt of message)

Typically the use of this screen pattern is initiated when an inter-researcher message directed to the current HRE Server User is received by that HRE Client. The message is displayed in the screen and the user has a number of alternative responses.

GUI ELEMENT USE	ELEMENT TYPE	DESCRIPTION
TOP BAR	HEADING TEXT	blank or translation of "Broadcast from Client"
TOP BAR	RIGHT BUTTON	Only a "X" to "Close" the screen equivalent of "Close"
SUBJECT	PLAIN TEXT	The Message Subject
FROM	PLAIN TEXT	Sender Address
RECIPIENTS	PLAIN TEXT	The Recipients List in scrollable pane, one recipient per line
MESSAGE	PLAIN TEXT	The Message Text in scrollable pane
COMMAND 1	BUTTON	"Ack" - sends acknowledgement message to Sender
COMMAND 2	BUTTON	"Reply" – compose message by opening GUI Message Reply screen with only Sender Address in "To" field
COMMAND 3	BUTTON	"Reply All" – compose message by opening GUI Message Reply screen with Sender Address in "To" field and all Recipient Addresses in "CC" field
COMMAND 4	BUTTON	"Close" – closes view of message

Receive from ColleagueX

Time Stamp💡?

SubjectText

FromText

Text - Recipients

Text - Message

Acknowledge

Reply

Reply All

Close

#### 1) Keyboard actions

- a. Close
- b. Acknowledge
- c. Reply
- d. Reply All
- e. At window opening, focus set on 'Acknowledge' button.  
Tab key use thereafter cycles through the 'Reply', 'Reply All' and 'Close' buttons, returning to the 'Acknowledge' button.

## 2) Mouse actions

### Left key

- a. Mouse hover over slider bar, hold key down and drag slider bar up or down
- b. Mouse key tap in slide bar box cause up or down movement.
- c. Mouse key click on each button, operates the button

### Right key

Action to be determined

## 3) Icon actions

- a. left mouse key click on 'Reminder' icon:  
(opens 'Reminder' window for this 'Receive from Colleague' Message display)
- b. left mouse click on 'Configuration' icon:  
(opens the 'Configurations Settings' window for this 'Receive from Colleague' Message display)
- c. left mouse click on 'Help' icon:  
(opens the Help System, searches for the section on 'Receive from Colleague Message')



### Compose and Send to Colleague (initiated by user action)

Typically the use of this screen pattern is initiated when the current HRE Client User wishes to:



- compose and send new message to another researcher
- reply to a received message from another researcher.

GUI ELEMENT USE	ELEMENT TYPE	DESCRIPTION
TOP BAR	HEADING TEXT	blank or translation of “Broadcast from Client”
TOP BAR	RIGHT BUTTON	Only a “X” to “Close” the screen equivalent of “Close”
SUBJECT	PLAIN TEXT	The Message Subject
FROM	PLAIN TEXT	Sender Address
RECIPIENTS	PLAIN TEXT	The Recipients List in scrollable pane, one recipient per line
MESSAGE	PLAIN TEXT	The Message Text in scrollable pane
COMMAND 1	BUTTON	“Edit” – compose message by opening GUI Message Reply screen with only Sender Address in “To” field
COMMAND 2	BUTTON	“Save” – compose message by opening GUI Message Reply screen with Sender Address in “To” field and all Recipient Addresses in “CC” field
COMMAND 3	BUTTON	“Delete” – closes view of message
COMMAND 4	BUTTON	“Send” – closes view of message
COMMAND 5	BUTTON	“Close” – closes view of message

Send to Colleague

X

Time Stamp






Subject

Text




From

Text

Text - Recipients



Text - Message



Edit

Save

Delete

Send

Close

1) Keyboard actions

- a. Close
- b. Send
- c. Edit
- d. Save
- e. Delete
- f. At window opening, focus set on 'Edit' button.  
Tab key use thereafter cycles through the 'Save', 'Delete', 'Send' and 'Close' buttons, returning to the 'Edit' button.

2) Mouse actions

Left key

- a. Mouse hover over slider bar, hold key down and drag slider bar up or down
- b. Mouse key tap in slide bar box cause up or down movement.
- c. Mouse key click on each button, operates the button.

Right key

Action to be determined

3) Icon actions

- a. left mouse key click on 'Reminder' icon:  
(opens 'Reminder' window for this 'Send to Colleague' Message display)
- b. left mouse click on 'Configuration' icon:  
(opens the 'Configurations Settings' window for this 'Send to Colleague' Message display)
- c. left mouse click on 'Help' icon:  
(opens the Help System, searches for the section on 'Send to Colleague Message').