

GUI_UserInterface – Main Menu

Revision history

2017-04-10	Don Ferguson	Original draft
2018-05-26	Rod Thompson	Add diagrams, actions, maps
2018-06-12	Rod Thompson	Replace main window graphic Update REQUIRED SERVICES – Dependencies Replace BR_PanelConfig with BR_WindowConfig
2018-06-16	Rod Thompson	Add IMPORT and EXPORT to Tools Menu Move Import from TMG from Project menu to Tools>Import Replace relevant graphics & Windows Interaction Maps
2018-06-23	Rod Thompson	Revise startup 'Splash screen' information Add graphic Add main window- top-left-corner image (application icon) Replace main window graphic Add Tools>Admin>Update Schema (from BR 07.25) Replace Tools menu graphic
2018-06-26	Rod Thompson	Add 'Exit' to main menu (LOOK AND FEEL) Replace main window graphic Replace Windows Interaction Map (main) Add Process Flow Chart Add OPERATION Add Note to SCOPE Addition to icon actions – 'X'close Add Project Close to REQUIRED SERVICES - Dependencies
2018-06-29	Don Ferguson	Add ProjectAdmin into Look and Feel list
2018-06-30	Rod Thompson	Edit Tools>Admin Delete extra Startup splash screen
2018-07-07	Rod Thompson	Delete 'Recent' from Project Menu
2018-10-10	Rod Thompson	Replace Graphics (configuration change) Add window location detail Add Viewpoint to Tools>Settings menu Amend REQUIRED SERVICES – Dependencies Add Window Size/Location change to EVENT ACTIONS Add Logging to Reports Menu Amend DATA CONTROLLED... Replace Process Flow Chart
2018-11-17	Rod Thompson	Add User Rights to Tools>Admin Menu Add list of Enabled menus at Startup/Close
2018-11-23	Rod Thompson	Replace Process Flow Chart Add detail for Splash Screen Revise ACTIONS and EVENT ACTIONS Revise REQUIRED SERVICES
2018-12-15	Don Ferguson	Revise Menu Item list in Look and Feel
2019-01-29	Rod Thompson	LOOK AND FEEL - Remove 'Exit' from Main menu ENABLED – Startup.... – remove Exit EVENT ACTIONS – icon actions – Amend X close action Amend Main Display graphic (rename as Main Window) Replace Window Interaction Map (first graphic) Amend ACTION, item 8
2019-01-30	Rod Thompson	Add new menu functions <ul style="list-style-type: none"> • Project compare • Project split • Project merge Replace graphic & Windows Interaction Map

		Update REQUIRED SERVICES - Dependencies Remove 'Client' from Tools>Settings menu Revise Process Flowchart
2019-02-01	Rod Thompson	Replace graphic-Splash screen Update Window Interactions Maps

SCOPE

This is the HRE program executable, which controls, via user action, all other HRE functions.

Note: Additional controls on accessibility are likely when access rights control is implemented.

LOOK AND FEEL

The initial window should be centred within the user's main screen, showing the HRE main menu at the top, and optionally display the HRE splash screen (logo, version, disclaimers, etc) which is also part of this module.

The main menu and sub-menu items are (currently committed for HRE versions 0.1 - 0.3 ONLY):

- Project
 - Open Project invokes GUI_OpenProject
 - New Project " GUI_ProjectNew
 - Backup Project " GUI_ProjectBackup
 - Restore Project " GUI_ProjectRestore
 - Close Project " GUI_ProjectClose
 - Compare Projects " GUI_ProjectCompare
 - Merge Projects " GUI_ProjectMerge
 - Split Projects " GUI_ProjectSplit
 - Copy Project As " GUI_ProjectCopyAs
 - Rename Project " GUI_ProjectRename
 - Delete Project " GUI_ProjectDelete
 - Close and Exit HRE " GUI_ExitHRE
- Person (functionality added in v0.2)
 - Select By ID, etc invokes GUI_EntitySelect
 - Recently Used " GUI_RecentVisit
 - Manage Persons
 - Add " GUI_EntityEdit
 - Delete " GUI_EntityDelete
 - Edit " GUI_EntityEdit
 - Manage Person Name Styles
 - Add " GUI_NameStyleEdit
 - Delete " GUI_NameStyleDelete
 - Edit " GUI_NameStyleEdit
 - Manage Person Flags
 - Add " GUI_EntityEdit
 - Delete " GUI_EntityDelete
 - Edit " GUI_EntityEdit
 - Manage Person Notepads
 - Add " GUI_EntityEdit
 - Delete " GUI_EntityDelete
 - Edit " GUI_EntityEdit
 - Manage Person Accents
 - Select " GUI_AccentSelect
 - Link to Flag " GUI_AccentLink

- Delete “ GUI_AccentDelete
 - Edit “ GUI_AccentEdit
- Associates (functionality added in v0.3)
 - Manage Event Associates
 - Manage Event Associate Flags
 - Manage Event Associate Notepads
 - Manage Task Associates
 - Manage Task Associate Flags
 - Manage Task Associate Notepads
- Research Types (functionality added later)
- Events/Tasks
 - Events (functionality added in v0.3)
 - Select By ...
 - Pick List
 - Manage Events ...
 - Manage Event Flags ...
 - Manage Event Notepads ...
 - Tasks (functionality added in v0.3)
 - Select By ...
 - Pick List
 - Manage Tasks ...
- Where/When
 - Location
 - Select By ID, etc invokes GUI_EntitySelect
 - Recently Used “ GUI_RecentVisit
 - Manage Locations
 - Add “ GUI_EntityEdit
 - Delete “ GUI_EntityDelete
 - Edit “ GUI_EntityEdit
 - Manage Location Name Styles
 - Add “ GUI_NameStyleEdit
 - Delete “ GUI_NameStyleDelete
 - Edit “ GUI_NameStyleEdit
 - Occasions (functionality added in v0.3)
 - Select By...
 - Recently Used
 - Manage Occasions...
 - Historical Dates (needs further input once GUI_HistoricalDates developed)
 - Select By Date, etc invokes GUI_EntitySelect
 - Recently Used “ GUI_RecentVisit
 - Manage Historical Dates ...
 - Date Converter (functionality added in v0.3)
 - Date Calculator (functionality added in v0.3)
- Evidence
 - Sources (functionality added in v0.4)
 - Citations (functionality added in v0.4)
 - Repositories (functionality added in v0.4)
 - Images (functionality added in v0.4)
 - External Files (functionality added in v0.4)
 - Internal Text (functionality added in v0.4)
- Reports (functionality added in v0.6+)

- List of...
- Logging invokes GUI_Logging
- Tools
 - Settings
 - Userst invokes GUI_AppSetting
 - Server ditto
 - Monitor ditto
 - GUI Language ditto
 - Persons invokes GUI_ProjectSetting (added in v0.2)
 - Viewpoints invokes GUI_Viewpoint
 - Project invokes GUI_ProjectSetting
 - Locations ditto
 - Events (added in v0.3)
 - Tasks (added in v0.3)
 - Occasions (added in v0.3)
 - Historical Dates invokes GUI_ProjectSetting
 - Sources (added in v0.4)
 - Source Name Styles (added in v0.4)
 - Repositories (added in v0.4)
 - Repository-Source links (added in v0.4)
 - Application Language
 - Select invokes GUI_AppLanguageSelect
 - Delete " GUI_AppLanguageDelete
 - Edit " GUI_AppLanguageEdit
 - User Language
 - Select invokes GUI_UserLanguageSelect
 - Delete " GUI_UserLanguageDelete
 - Edit " GUI_UserLanguageEdit
 - Import...
 - From TMG" GUI_ProjectImportTMG (part added in v0.1)
 - Export...
 - Administration...
 - Edit AUX files invokes GUI_ProjectAdmin
 - Update Schema (added in v0.4)
 - Edit User Rights
- Help
 - Search Help invokes GUI_Help
 - HRE website (connects to www.historyresearchenvironment.org)
 - About HRE invokes GUI_HelpAbout

Further additions to the sub-menus will be defined in later HRE documentation updates.

OPERATION

When each user of HRE opens HRE for the first time, no history of use will exist.

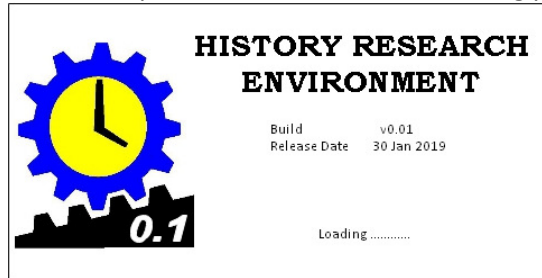
Accordingly, a limited number of selections from the main menu will be available. See below.

After the first-time use, in which a project is opened or created by the user; on each subsequent occasions of use of HRE, the user will have access to all menu selections (subject to User Rights).

MOCKUP WINDOWS

Splash Screen

Used during the software startup phase, displayed for a period of time (to be determined) providing a visual response to the User of the starting process.



The Splash Screen window is hard-coded.

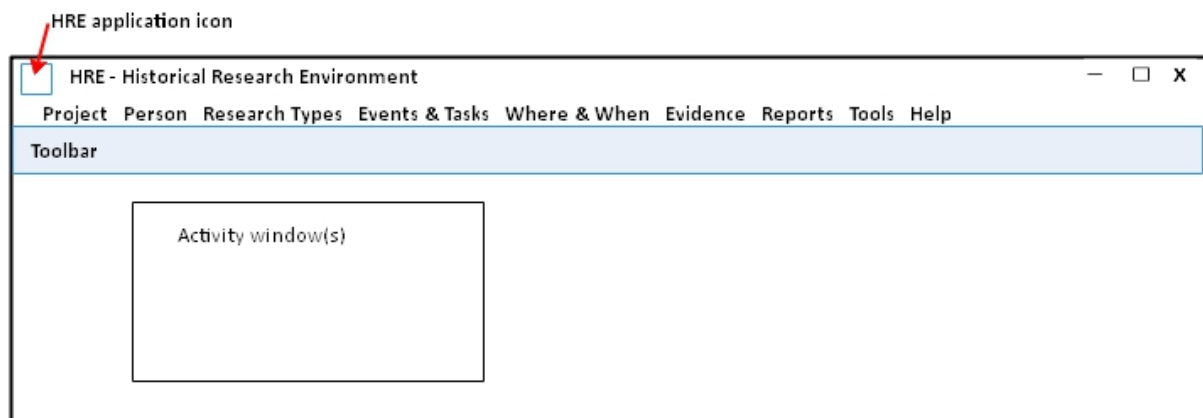
Location: Centred on main screen of User's computer.

Use or otherwise of the Splash Screen during startup is a User Option.

This is an entry in the App Settings module, which once set is copied to the UserAUX file, from whence the option is then used in subsequent starts of HRE. Note – this setting will apply to all projects accessed by the User.

NB: display of this window must be started on its own dispatching thread, otherwise the delay in its closing will simply delay the opening processes of the program.

Main Window/Startup Display

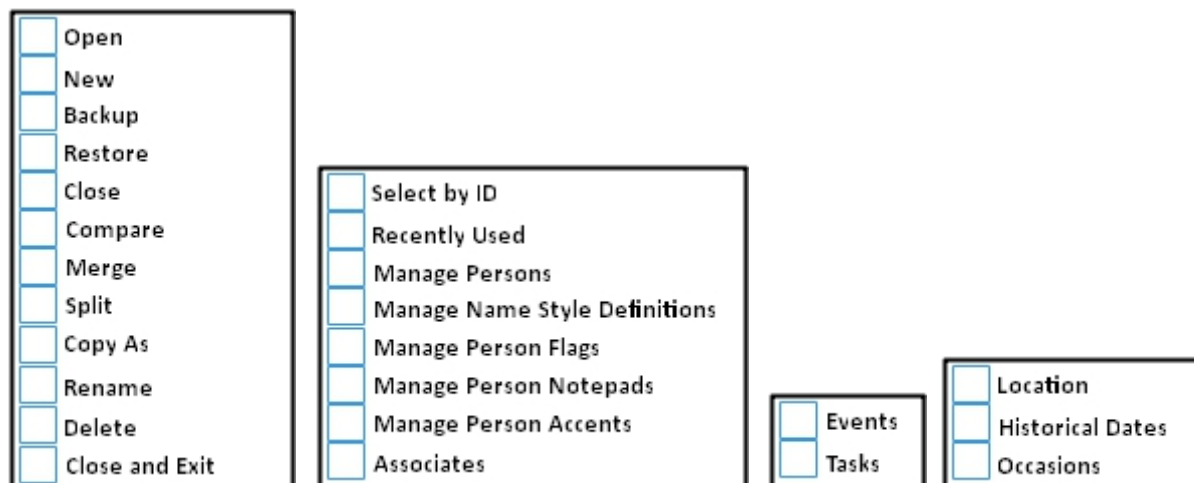


The Main Window is hard-coded, Location and Size variable.

Startup Location: Centred on main screen of User's computer.

Working location and size determined in Project creation, recalled on subsequent Project Opens.

Menu sub-windows:





Note: In the above illustrations of the menu pulldowns, the blue square indicates only the possible location of an icon. This space will otherwise be blank.

Location (for each Menu sub-window) is as a footer to the relevant Menu button.

ENABLED MENUS at STARTUP and CLOSE

Main menu	Sub-menu
Project	Open, New, Restore
Tools	Settings & Admin (some selections)
Help	Search Help, HRE website, AboutHRE

Other selections are disabled. Menu buttons are visible but greyed.

DEFINITIONS

Display Area

The area of the computer display which is used by HRE.

Location and size may be changed by the User.

ACTIONS

The fundamental operations are:

- 1) Open the program
- 2) Display the Splash screen
- 3) Search for the UserAUX file -if existing, read the file
- 4) Add the HRE Startup Display
Hereafter referred to as the Main Display window.
- 5) Add a border component (boundary of the HRE Startup Display) – non-visible
This becomes the HRE Display Area
- 6) Accept user action to change the location and size of the Main Display window (with consequential change to the HRE Display Area)
The changes are saved to the configurations in the Project database
- 7) Action user menu selections as per the 'Look and Feel' section above
- 8) Exit the program (using Close and Exit function).

USED BY

All HRE users.

DATA CONTROLLED BY THIS MODULE

1. Main display Window settings.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.

REQUIRED SERVICES - Dependencies

GUI modules as defined in 'Look and Feel' section above.

The table below is a small sample only.

Dependency information contained in the relevant module specifications.

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 06 BR_MessagePatterns
04.07 GUI_ProjectClose	04.05 GUI_ProjectBackup 04.14 GUI_ProjectSummary 04.13 GUI_ExitHRE 07.17 BR_WindowConfig 07.21 BR_Project	
	07.30 BR_Viewpoint	07.06 BR_GuiElement 07.17 BR_WindowConfig 07.02 BR_EntityLink 07.29 BR_Translation 07.03 BR_FieldDefinition

LOGGING

General use of the HRE Main display will not create log entries.

Setting changes to this Window (location and size) will create log entries.

EVENT ACTIONS

1) Keyboard actions

Not applicable

2) Mouse actions

Drag and drop mouse actions to move and resize windows

Setting changes saved to database for User>Project>Viewpoint>Window.

Left key

- a. Mouse key click on main Menu labels, opens a pulldown window for the selected menu, and allows further selection of the sub-menu items using an icon or name
- b. Mouse key 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)
NOTE: If there is an open project – uses the Close & Exit functions
 - b. 'Box' icon
Toggles the window size between full screen, and the preset window size
 - c. 'Dash' icon
Minimizes the window, to an icon on the screen toolbar.
A click on the toolbar icon restores the display to its previous setting

4) Keyboard shortcuts

To be determined

The HRE Main display is generally the only window which can be 'maximized' or minimized.

When 'Maximized', the Main Display window fills the screen on which it was displayed, with no other changes to the Main Display window content or to other HRE Viewpoints and Windows. The Maximize icon changes to one displaying two squares, one atop the other.

When 'Minimized', the Main Display window closes, along with all other Viewpoints for the Project; with the taskbar icon for HRE remaining. Clicking on the taskbar icon reopens the HRE displays.

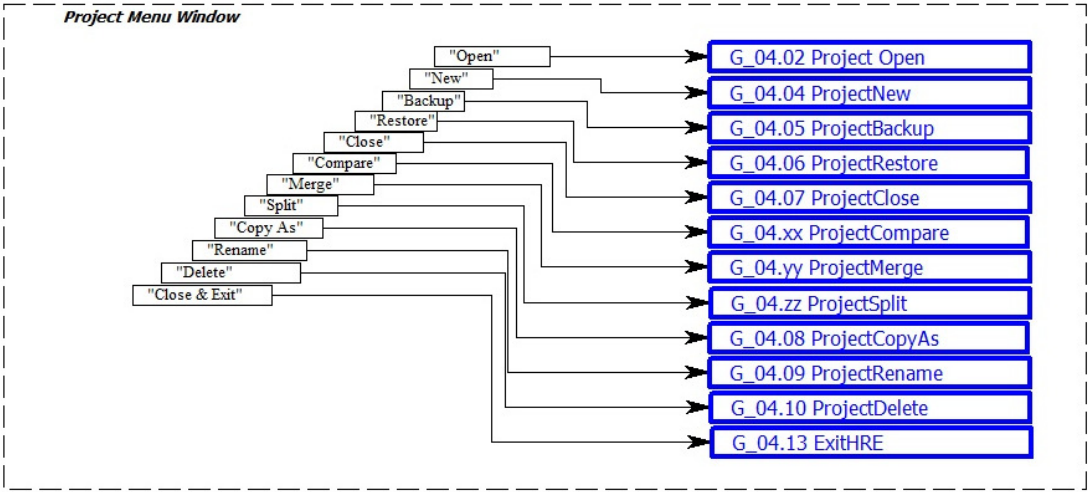
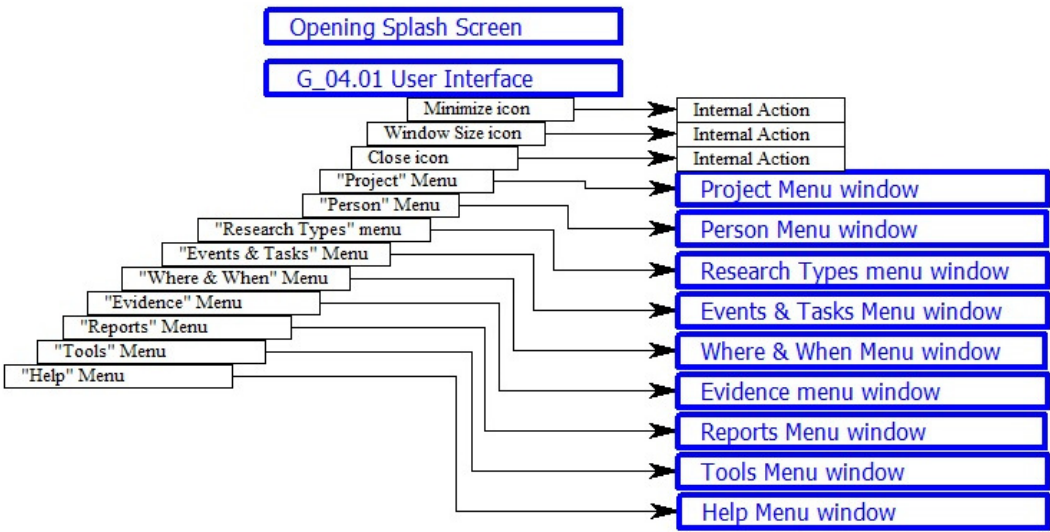
WARNING CONDITIONS

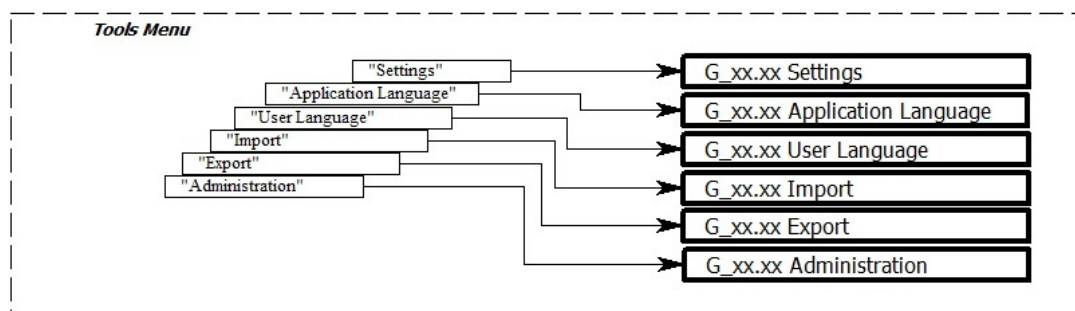
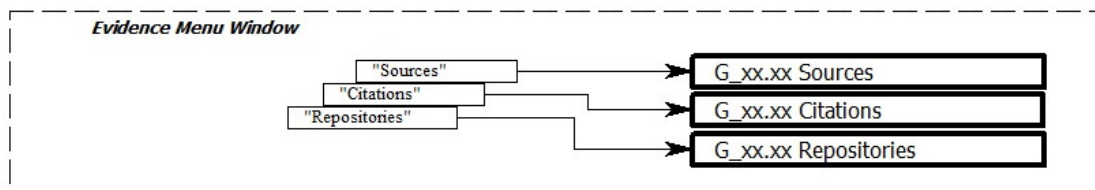
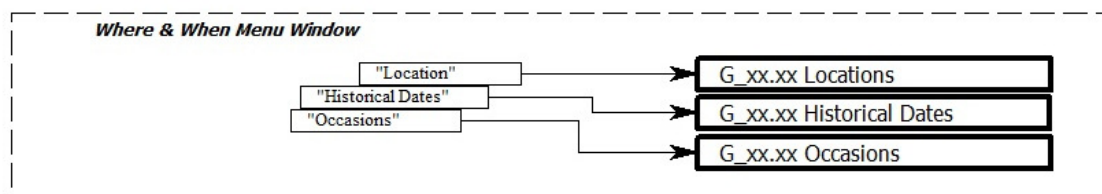
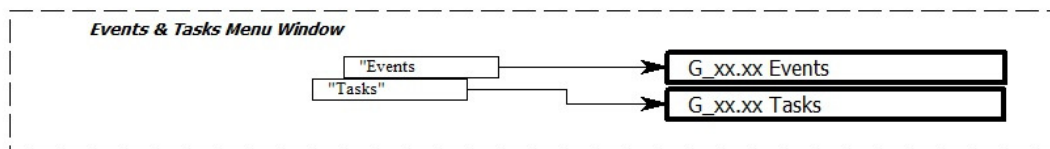
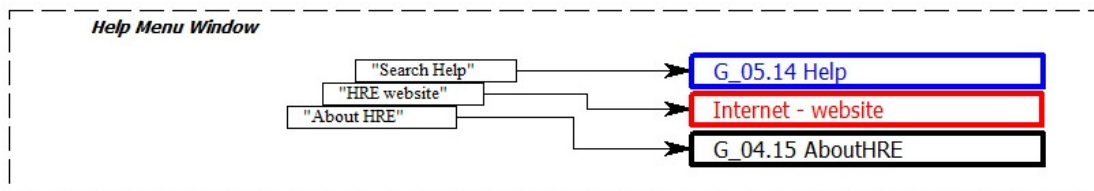
- 1. Need details of the condition that raised the warning, example message and possible next steps.

ERROR CONDITIONS

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

WINDOW INTERACTION MAPS





Reports



PROCESS FLOW CHART

