

GUI_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 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 for 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
2019-02-07 2019-02-09	Don Ferguson/RT	Add Viewpoints to main menu; Replace graphics (V12) Update WINDOW INTERACTION MAP (v7)
2019-03-25	Rod Thompson Don Ferguson	Revise ExitHRE operation <ul style="list-style-type: none"> Remove GUI_ExitHRE module Replace WINDOW INTERACTION MAP-Project (v8) ACTIONS – Add Note to Exit item Add USE CASES Replace Process flowchart(v13) Show real screen images as mockups
2019-03-27	Rod Thompson	Add Server Logoff; Replace process flowchart(v14) Amend ACTIONS - Exit

2019-04-09	Rod Thompson	Amend ENABLED MENUS at STARTUP and CLOSE; Add Reports
2019-04-27	Don Ferguson	Edit Dependencies table
2020-02-27	Don Ferguson	Align with actual code (Build 19)

SCOPE

This is the HRE main user interface menu, 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
 - Create New Project " GUI_ProjectNew
 - Backup Project " GUI_ProjectBackup
 - Restore Project " GUI_ProjectRestore
 - Close Project " GUI_ProjectClose
 - Compare Projects " GUI_ProjectCompare (to be added)
 - Merge Projects " GUI_ProjectMerge (to be added)
 - Split Projects " GUI_ProjectSplit (to be added)
 - Copy Project As " GUI_ProjectCopyAs
 - Rename Project " GUI_ProjectRename
 - Delete Project " GUI_ProjectDelete
 - Exit HRE
- 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)
- Viewpoints
 - Open Person Viewpoint GUI_Viewpoints
 - Open Event Viewpoint GUI_Viewpoints
 - Open Location Viewpoint GUI_Viewpoints
- 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
 - User invokes GUI_AppSetting
 - Server ditto
 - Monitor ditto
 - GUI Language ditto
 - Persons invokes GUI_ProjectSetting (added in v0.2)
 - 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...
 - Update Schema (added in v0.4)
 - Edit Users & Rights invokes GUI_ProjectAdmin
- 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.



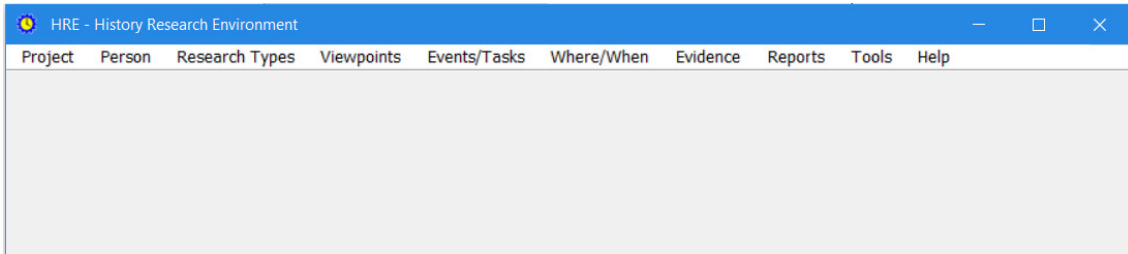
The Splash Screen window is hard-coded.

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 starts in the centre of the User screen, Location and Size variable.

Working location and size is tracked during HE execution and saved in the UserAUX file so that HRE starts in the same location with same size on re-starts.

Menu sub-windows are as defined in the Look and Feel section above.

ENABLED MENUS at STARTUP

Main menu	Selection item
Project	Open, Create New, Backup, Restore, Copy As, Rename, Delete, Exit HRE
Reports	Logging
Tools	Settings & Admin (some selections)
Help	Help Contents, 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) Show the HRE Main Display window
- 3) Display the Splash screen for 1.5 seconds (unless turned off by user option)
- 4) Use BR_UserAUX to search for the UserAUX file
- 5) If existing, read the file and save relevant data; else create it
- 6) Accept user action to change the location and size of the Main Display window
- 7) Action user menu selections as per the 'Look and Feel' section above
- 8) Exit the program (using Exit function - close Server connections as required).

USED BY

All HRE users.

DATA CONTROLLED BY THIS MODULE

1. Main display Window settings.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. User language.

REQUIRED SERVICES - Dependencies

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

The table below is high-level only.

Full dependency information is contained in the relevant module specifications.

First-Order Dependencies	Second-Order Dependencies
04.02 GUI_ProjectOpen	04.14 GUI_ProjectSummary 05.14 GUI_Help 05.31 GUI_Output 05.40 GUI_Reminder 05.75 GUI_ServerLogin 05.77 GUI_FileChooser
04.03 GUI_ProjectAdmin	05.14 GUI_Help 05.31 GUI_Output 05.40 GUI_Reminder 05.77 GUI_FileChooser
04.04 GUIProjectNew	05.14 GUI_Help 05.40 GUI_Reminder 05.77 GUI_FileChooser
04.05 GUI_ProjectBackup	04.14 GUI_ProjectSummary 05.14 GUI_Help 05.40 GUI_Reminder 05.76 GUI_ProjectSelector 05.77 GUI_FileChooser 05.87.05 GUI_ActionProgress
04.06 GUI_ProjectRestore	04.14 GUI_ProjectSummary 05.14 GUI_Help 05.40 GUI_Reminder 05.77 GUI_FileChooser
04.07 GUI_ProjectClose	04.14 GUI_ProjectSummary 05.14 GUI_Help 05.31 GUI_Output 05.40 GUI_Reminder 05.75 GUI_ServerLogin 05.87.05 GUI_ActionProgress
04.08 GUI_ProjectCopyAs	04.14 GUI_ProjectSummary 05.14 GUI_Help 05.40 GUI_Reminder 05.77 GUI_FileChooser
04.09 GUI_ProjectRename	04.14 GUI_ProjectSummary 05.14 GUI_Help 05.40 GUI_Reminder
04.10 GUI_ProjectDelete	04.14 GUI_ProjectSummary 05.14 GUI_Help 05.40 GUI_Reminder 05.77 GUI_FileChooser
04.15 GUI_HelpAboutHRE	
05.01 GUI_AppSetting	07.44 BR_UserAUX
05.14 GUI_Help	
05.20 GUI_Logging	
05.30 GUI_Viewpoints	
07.44 BR_UserAUX	

LOGGING

General use of the HRE Main display will not 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. 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.

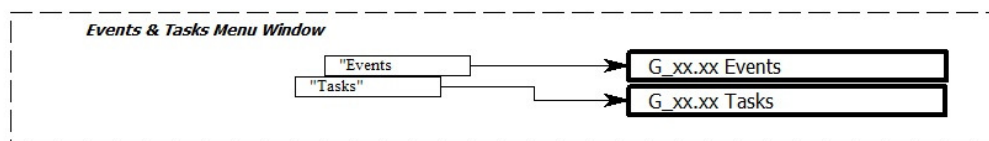
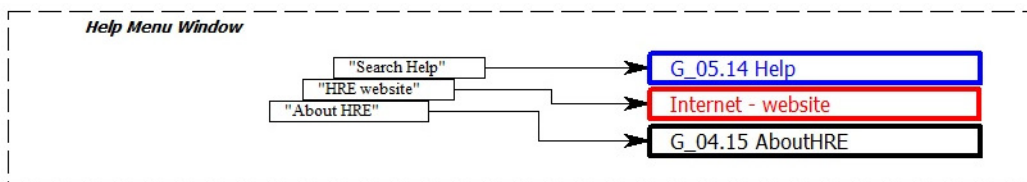
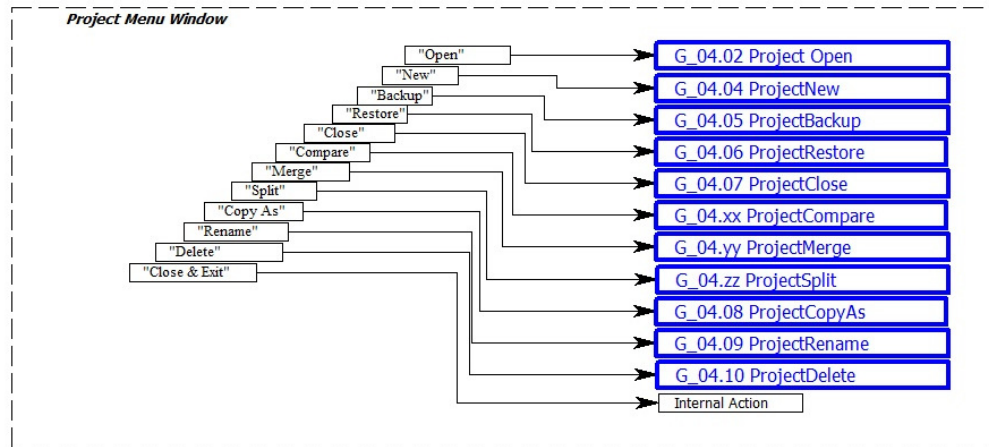
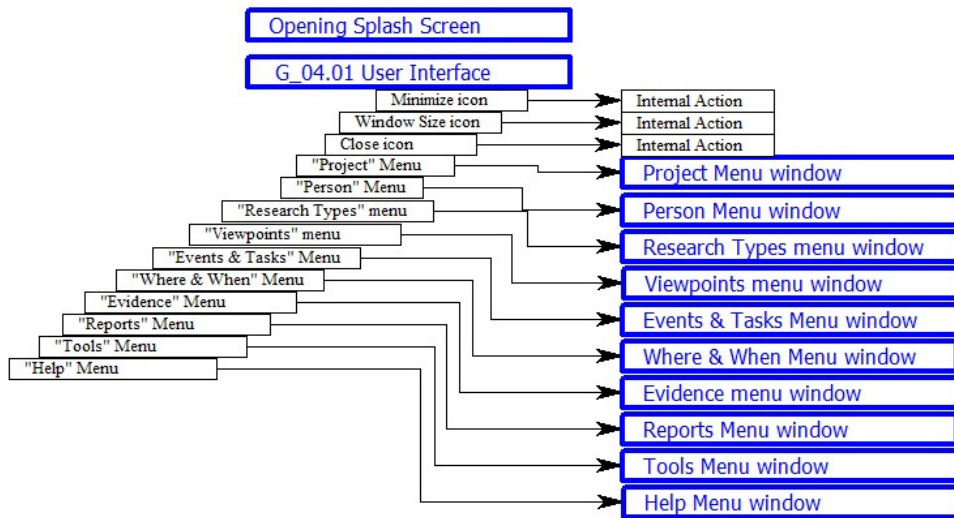
WARNING CONDITIONS

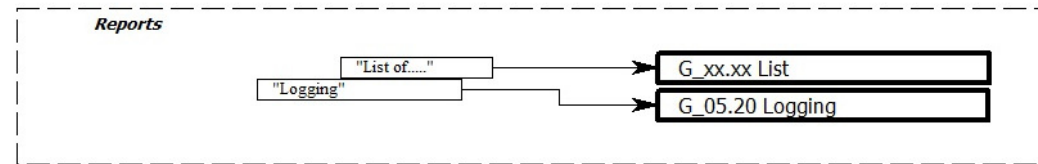
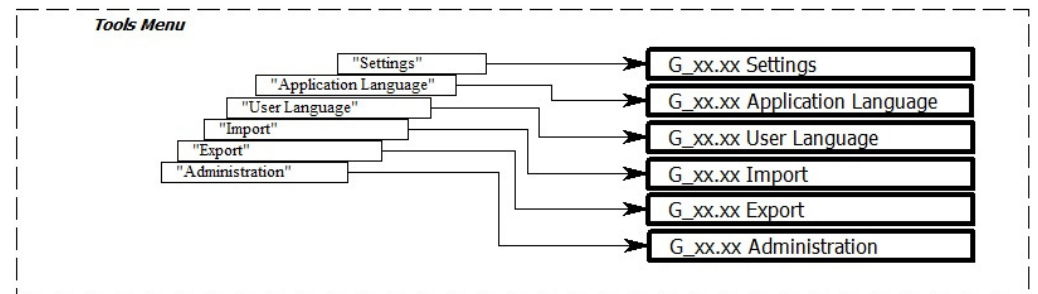
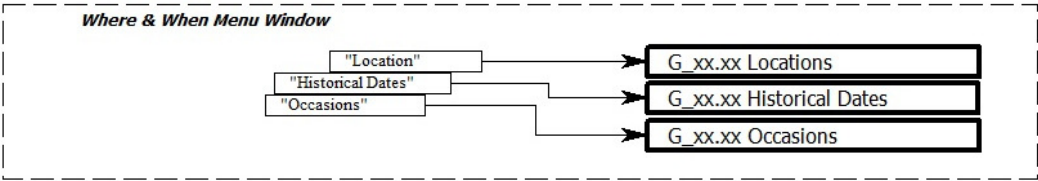
- 1. Need details of the condition that raised the warning, example message and possible next steps.

ERROR CONDITIONS

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

WINDOW INTERACTION MAPS





USE CASES

1) ExitHRE

Use Case 1

ExitHRE

Use of the 'Close and Exit HRE' selection on the Project menu does not invoke a separate GUI module.

Action taken is determined by the number of projects that are open in HRE.

- Where there are NIL projects open, the shutdown code is executed
- Where this is ONE project open, that project is 'closed' (with prior backup determined by the appropriate setting in 05.01 GUI_AppSetting module), then the shutdown code is executed
- Where MORE THAN ONE project is open, the 04.07 GUI_ProjectClose module is involved.

