HRE

03.20 GUI-HRE Operation
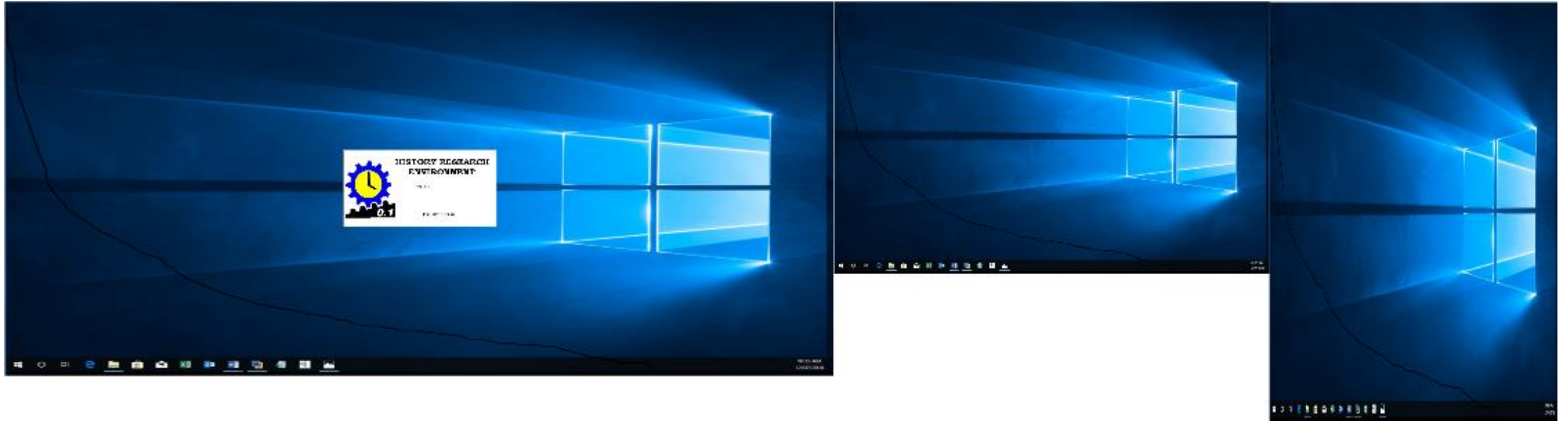
Computer Display - Starting Point
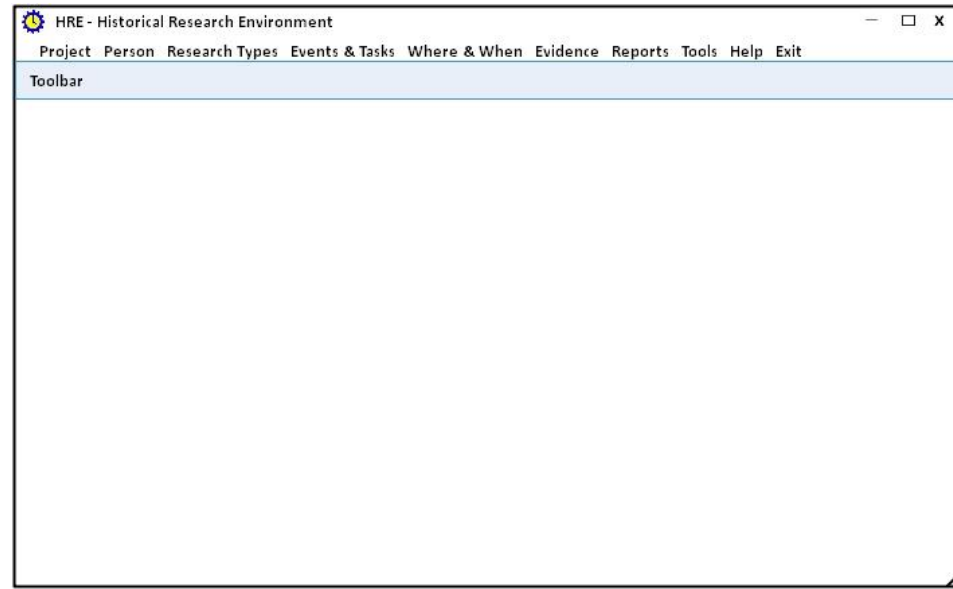
Start HRE – Splash screen

- At each start, reads the Display data from the OS
- Splash screen always centred on Main screen of Computer
- Window hard-coded in application
- Uses a Java Container Component (Full Screen size)   Container 1
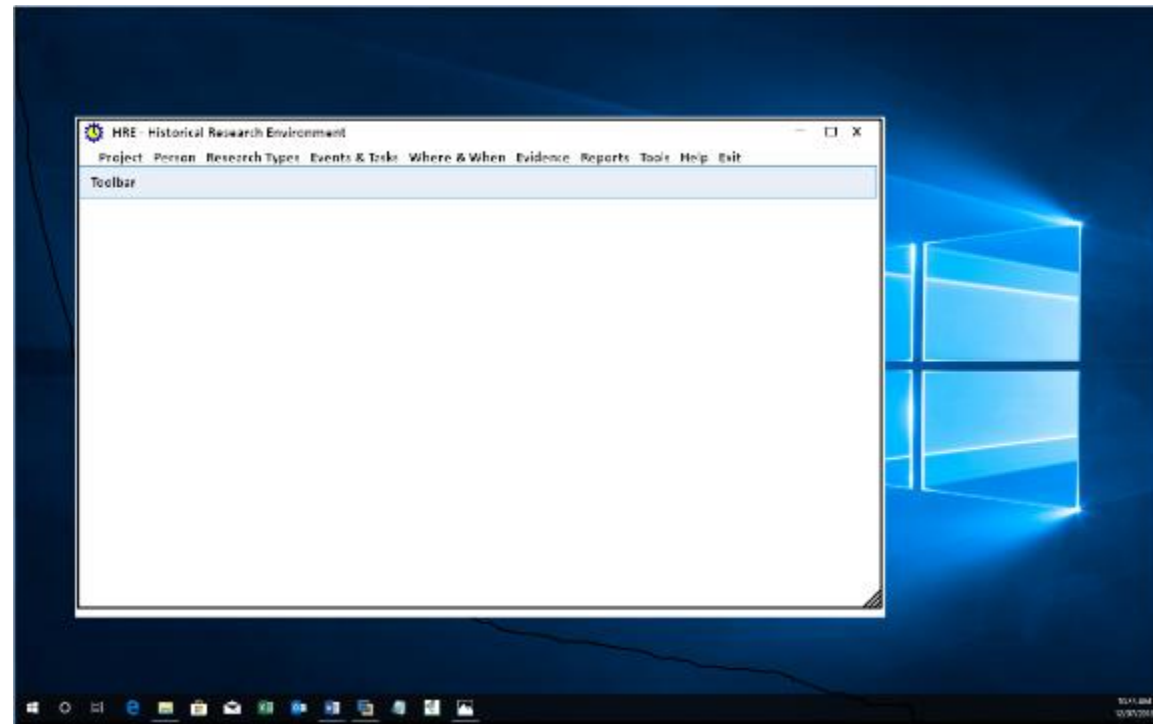
Three Screens – Splash screen display

Startup Display window

- Always required – for Program GUI
- A fixed size Startup Display is needed so HRE can be started on computers with a variety of screen sizes
- Window hard-coded in application (sized to fit on a small display (1366x768)
- This window is for genealogy purposes
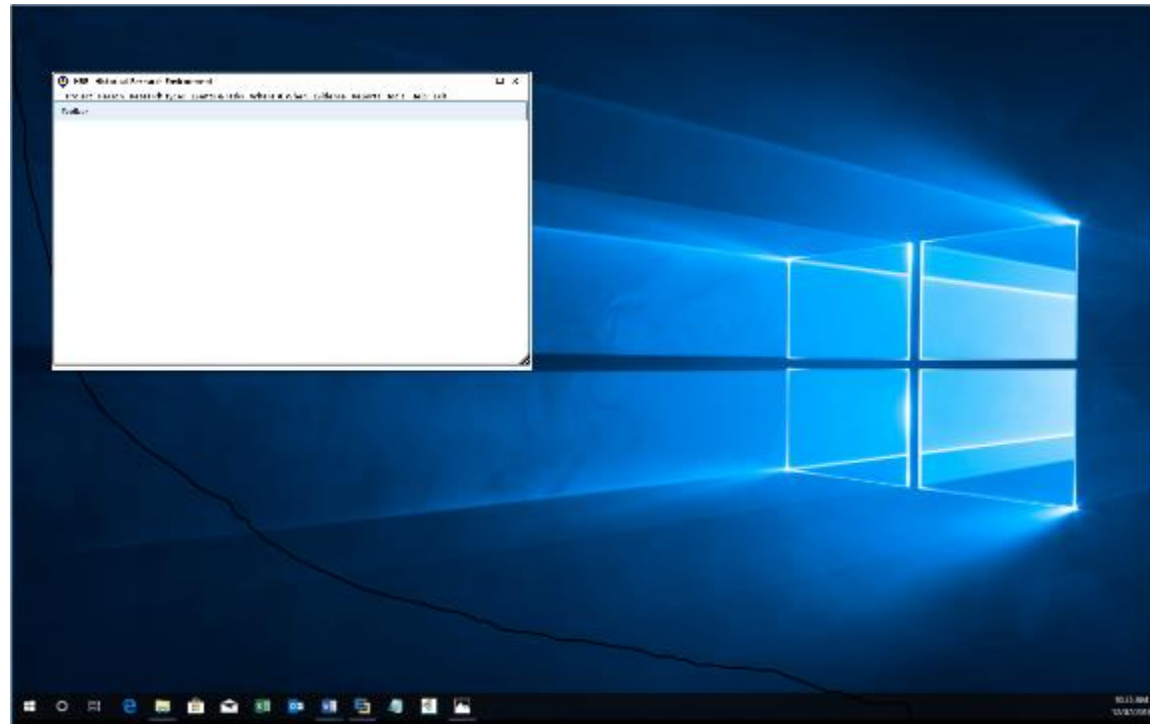- A generic menu display may be required when other applications arise
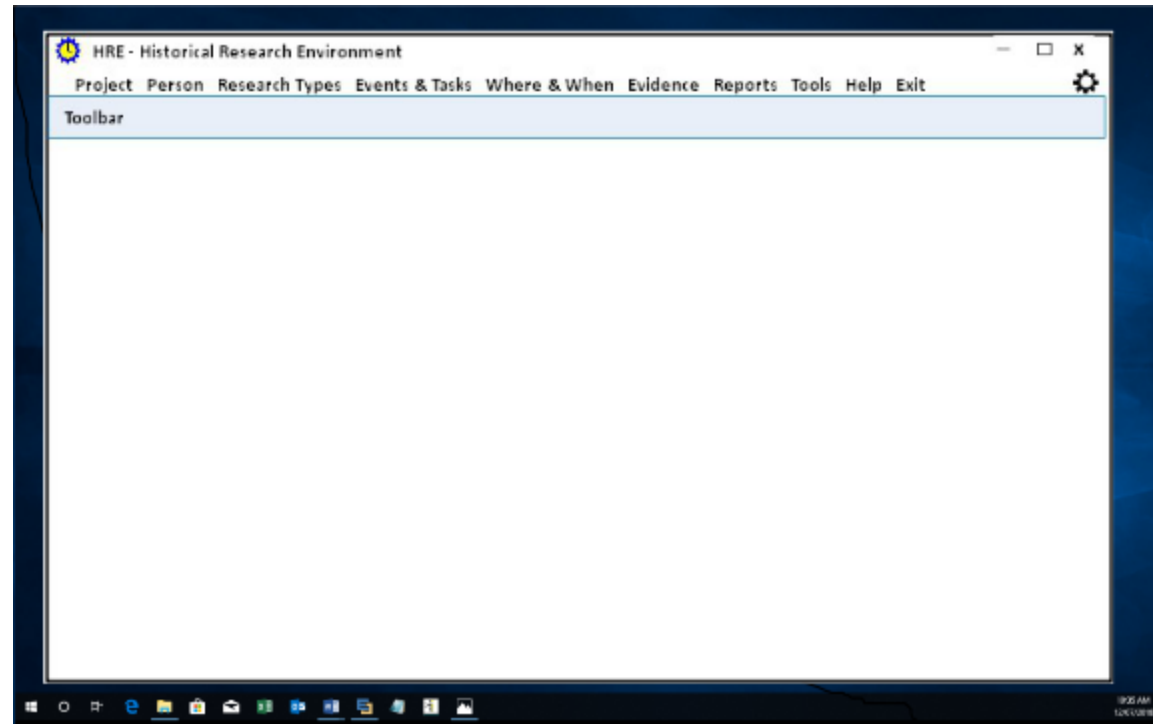- Added to Container1

Startup Display window
Mid-size screen

Startup Display window
Big Screen

Startup Display window
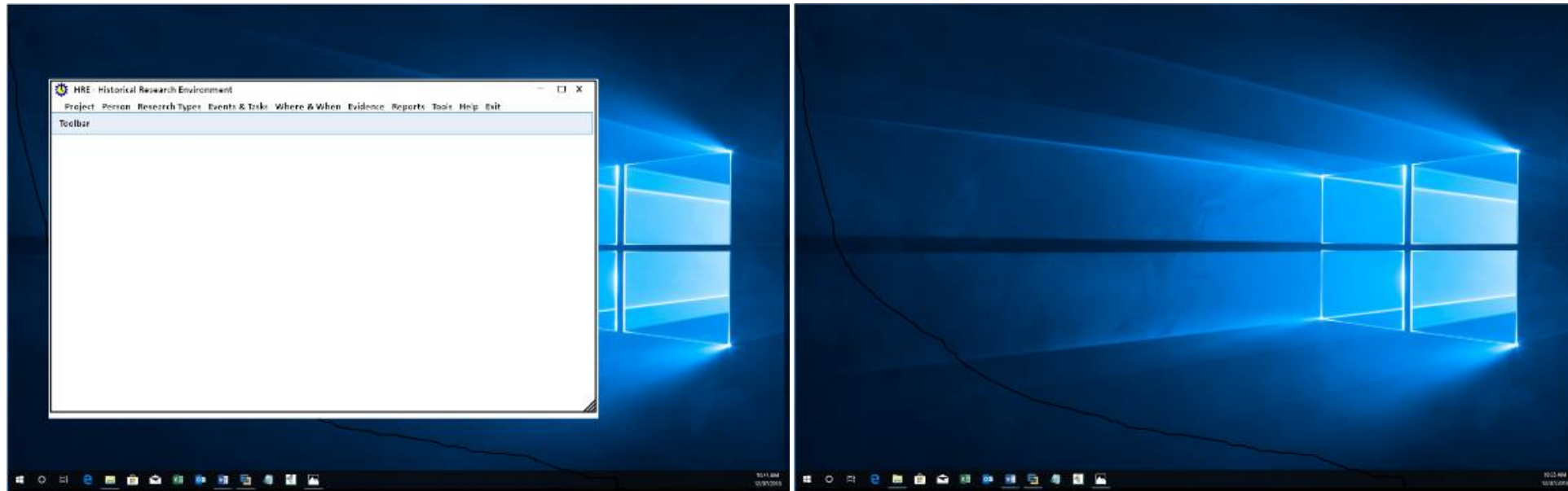# Small Screen

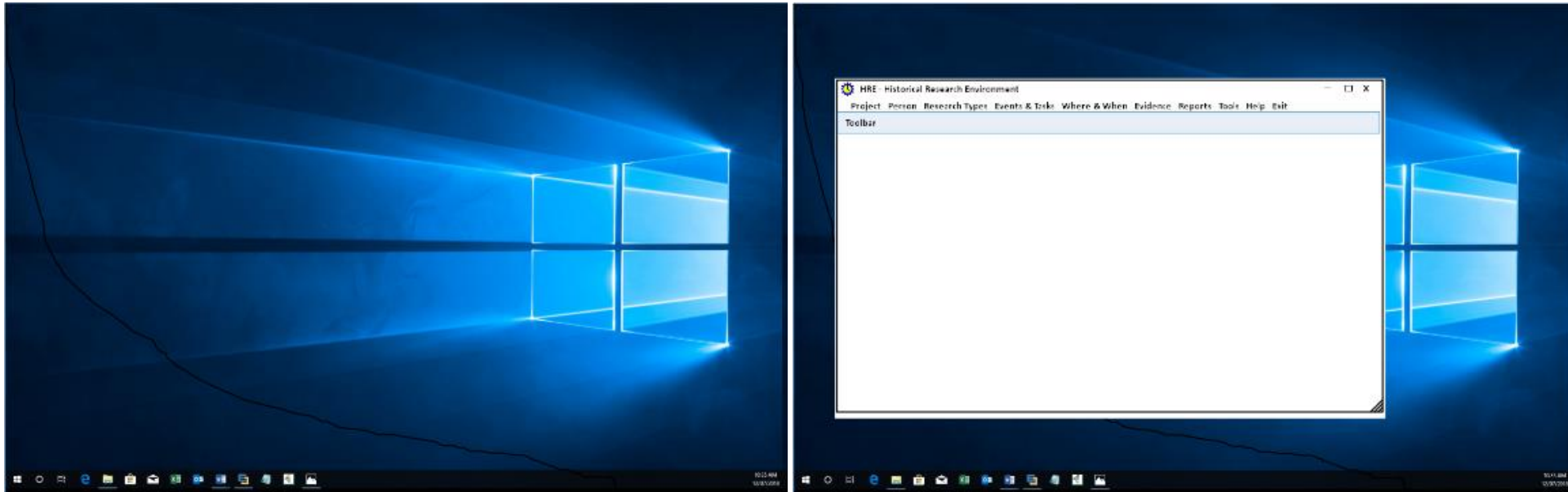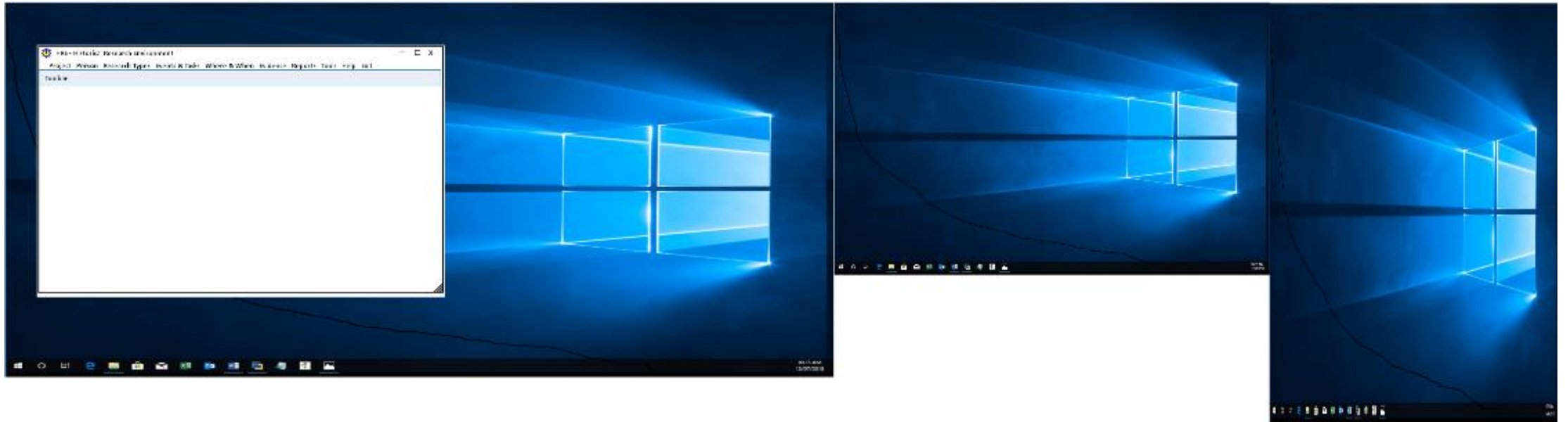# Startup Display window
Dual Mid-size screens

Startup Display window
Dual Mid size Screens

Three Screens – Startup display

- Left screen is Main(1)

Three Screens – Startup display
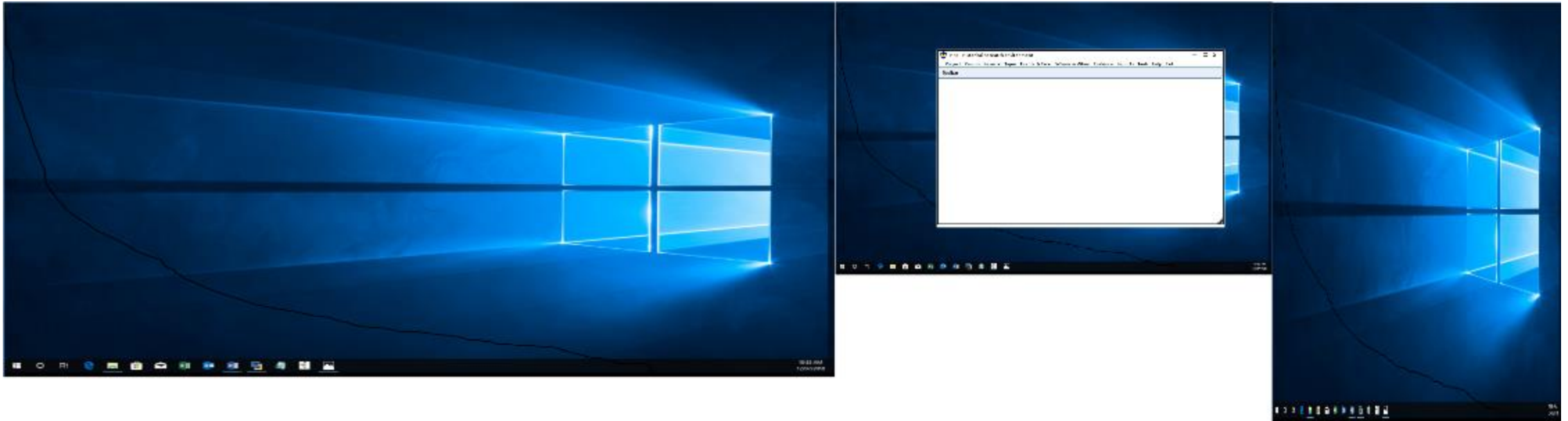
- Screen 2 is Main

Use

- A very limited set of menu selections are initially active. These include:
  - Project
    - Project New
    - Project Open (if existing – known from UserAUX File existence)
      - (or Server – Projects of other Users)
    - Project Restore (Server – Projects of other Users)
  - Tools   (Settings & Admin sub-menus-some elements)
  - Help
  - Exit

Project New

- Create and name a Project (saved to database)
- After a new Project is created, the Project Settings module is invoked
  - The window can be expanded to full screen, or resized with normal mouse actions
  - The display location and size data is saved in the Main Display window configuration for this Project – this User
  - Additional menu selections are activated
  - A User AUX file is created on the Client computer, recording the Display data
- The Startup Display is now referred to as the Main Display window Location and size of the Main Display window is saved in the database window configuration table.

HRE Display Area(1)

- Defined as the region of the computer display that is used by HRE
- On start - the 'Display Area' for HRE is that of the Startup Display
- The 'Full Screen size icon' on the Main Display window may be used to expand the window to full screen size
- The size and location of the Main Display may be changed by the User, with the mouse drag and drop
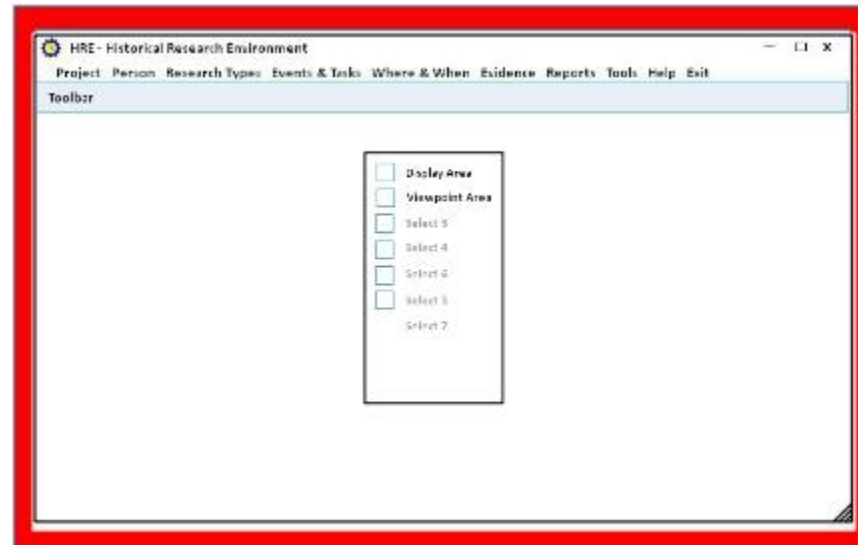
HRE Display Area(2)

- A Java Container component (Container2) is added to the display, for the purpose of defining the HRE Display Area.
    - Initial size of the Main Display window
- The 'Display Area' is saved to the database (location and size)
- A Border component is added to the container (size of the Main display). This becomes the defined extent of the Display Area.
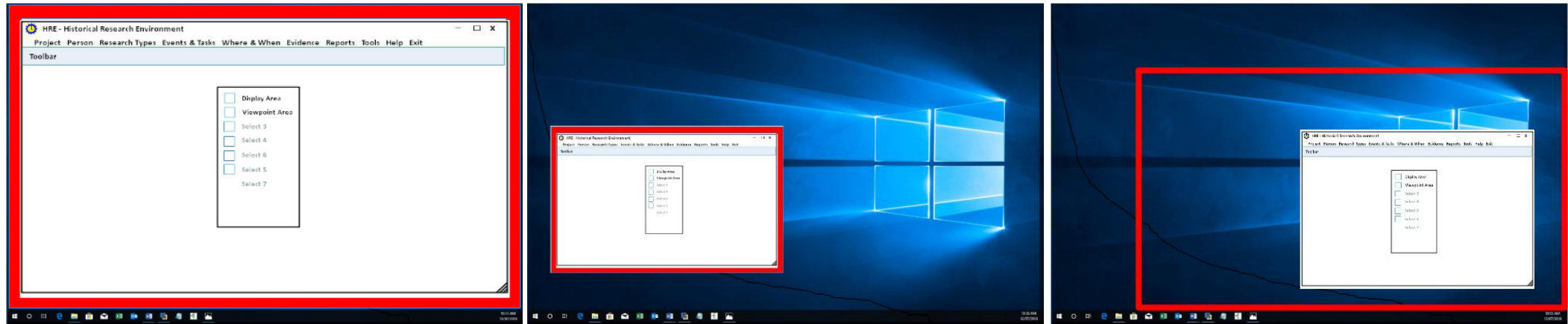
Right Mouse key – show 'HRE Display Area'

• Display of the border is invoked via the right mouse key

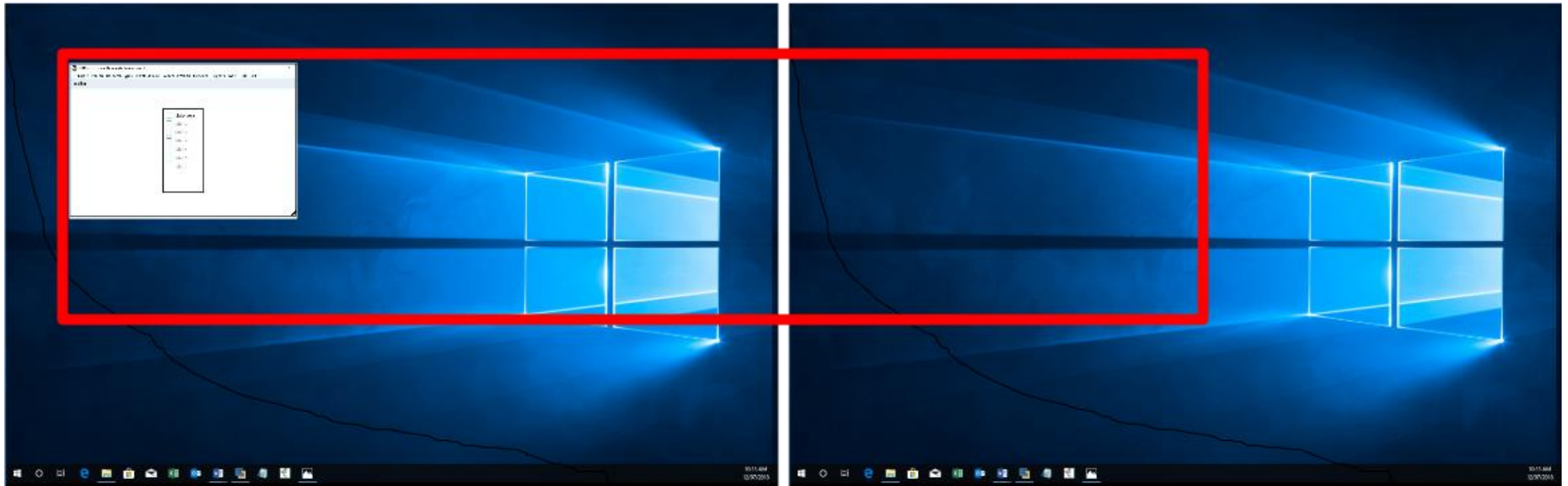• The Display Area can not be smaller than the Main Display window.

Display Area location and size
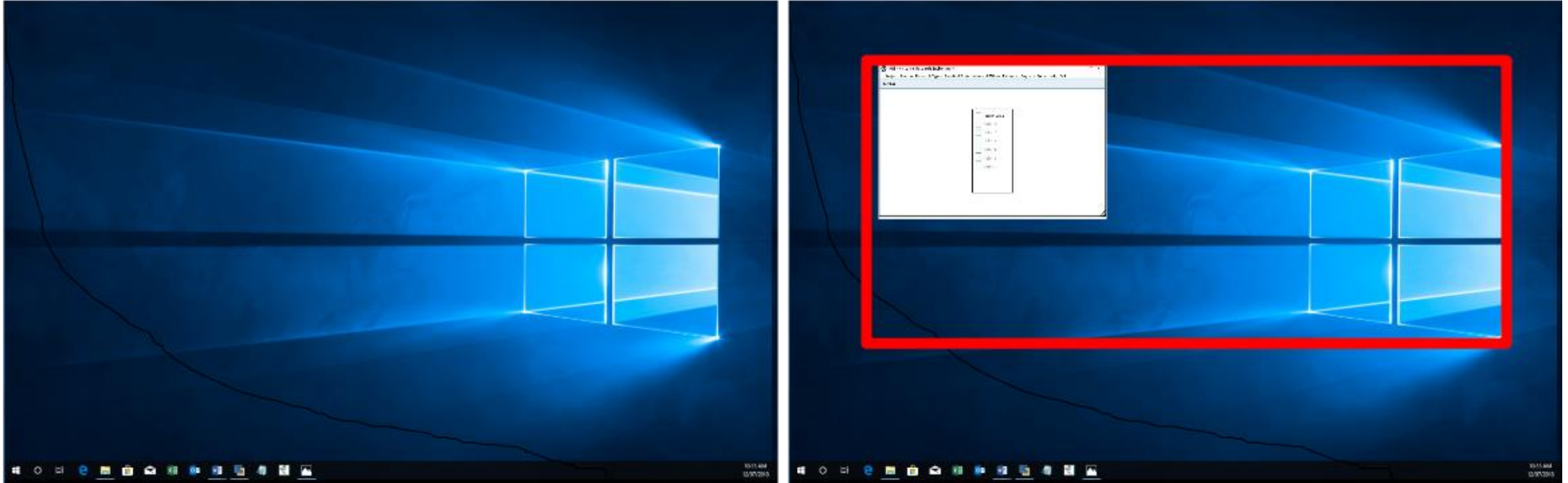
- User can drag the Display Area

- Main Display and Display Area sizes and locations saved to database as they are moved
- The border showing the Display Area, disappears from the display as soon as the User takes some other action
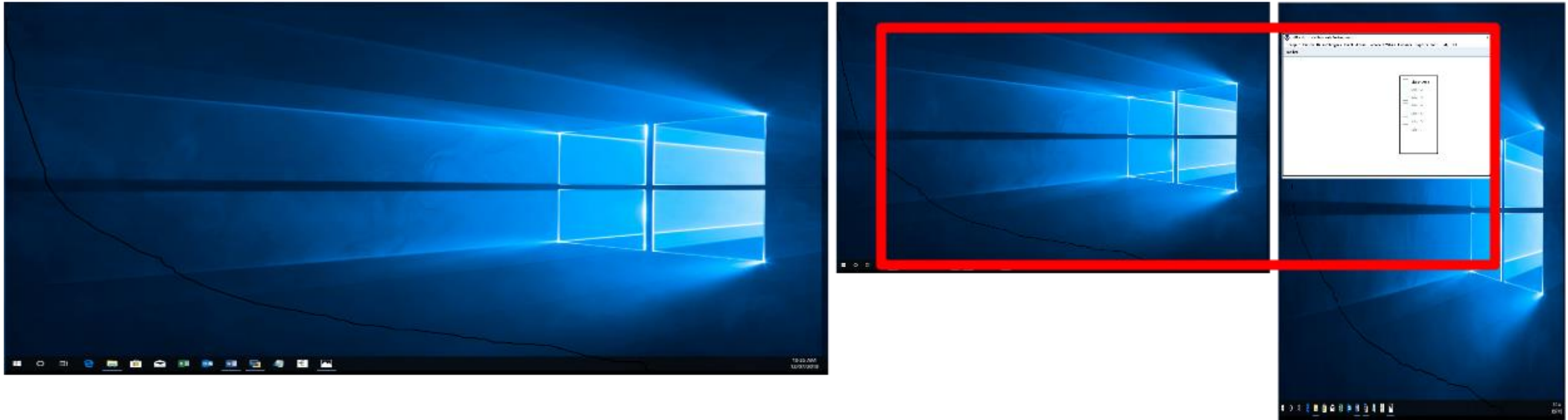
Two screen display (1)

- Main Display and Display Area Border

Two screen display (2)

- Main Display and Display Area Border

Three screen display (1)

- Main Display and Display Area Border

Project New-continued

- Allows the User to Create a WORKING Viewpoint
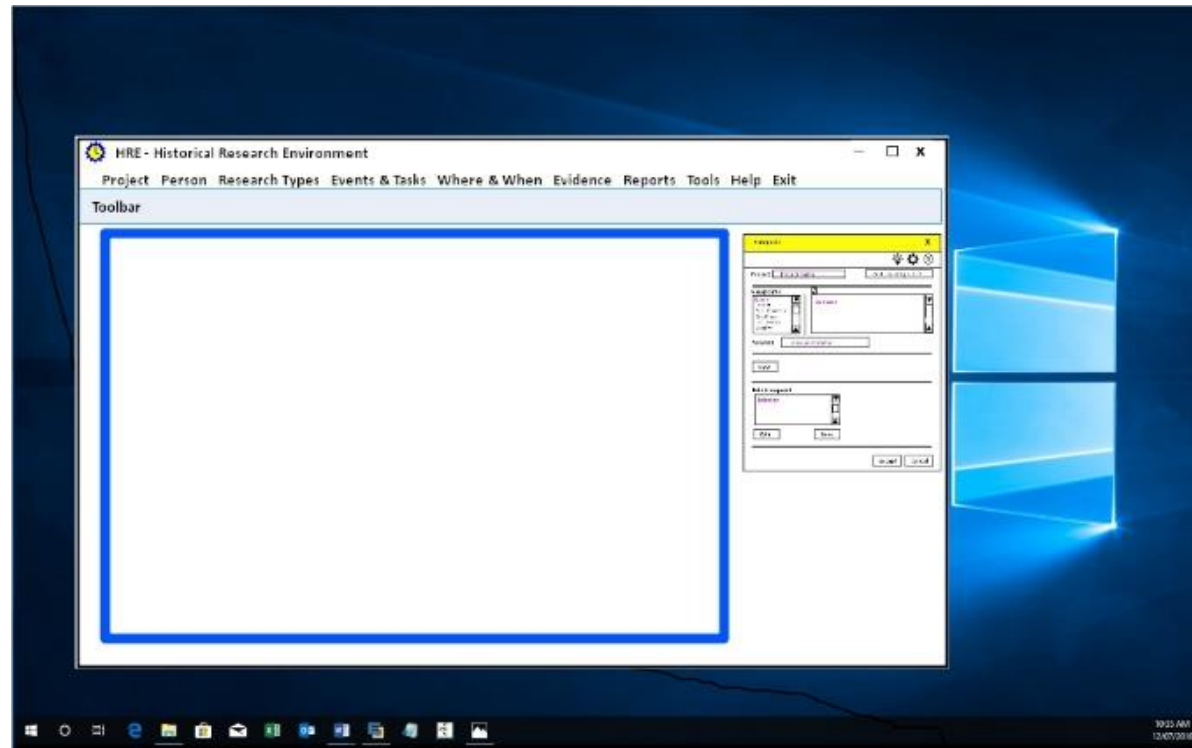 05.30 GUI Viewpoints
  Viewpoint data (Name, Location, Size etc) saved to database

- Definition – a Viewpoint is a region of the Display Area, containing User defined DATA windows

- Definition – a DATA window is generally a portion of a Viewpoint

- Main Display window (see above)

- Program Windows (these are displayed within the bounds of the Main Display window)

Viewpoints(1)

- A WORKING Viewpoint is created by the User with their preferences
- A Viewpoint border (Java border component) is drawn on the display in the creation process.
- The Viewpoint size (as displayed by the border) can be resized and relocated by the User (drag and drop). Saved to database.
- The Viewpoint border disappears from the display as soon as the User takes some other action. Its display may be invoked using the right mouse key (from within the Viewpoint area)
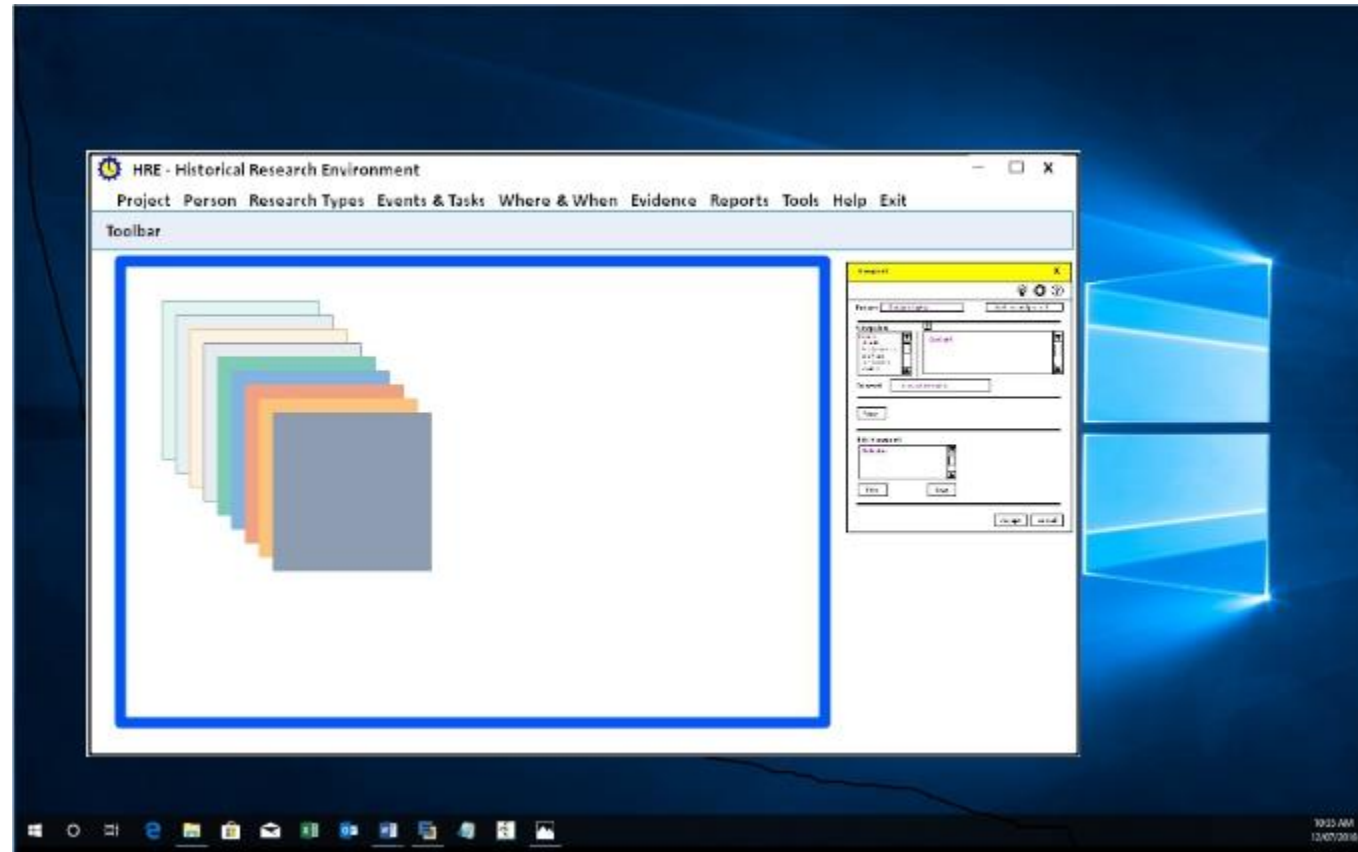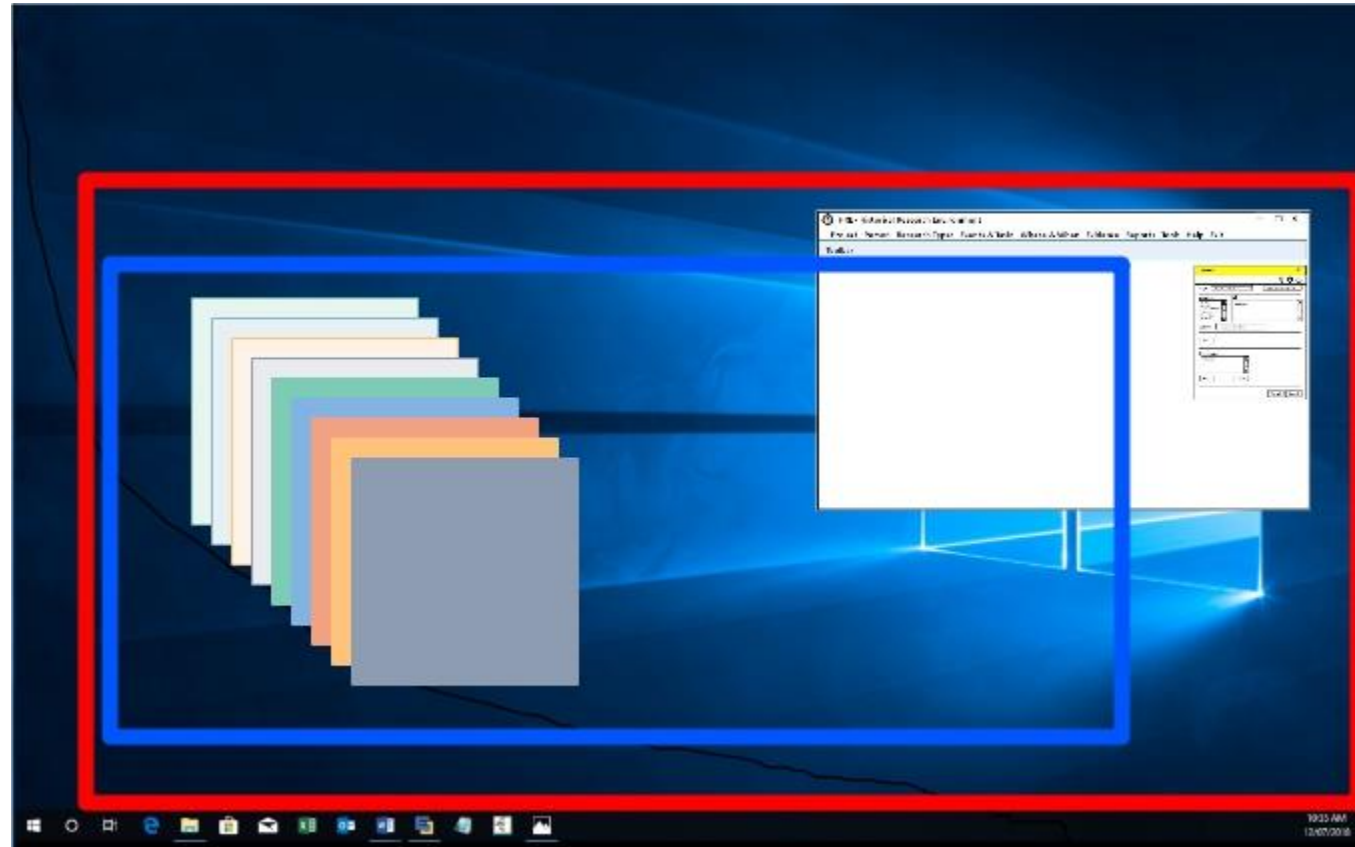
Viewpoint(2)

Viewpoint(3)

- The GUI_Viewpoint module allows addition/deletion and editing of Viewpoints for the Project, with initial selection of DATA windows within the Viewpoint.

- The defined DATA windows can only exist within the Viewpoint area

Viewpoint(4)

Viewpoint(5)

DATA Windows (1)

- Categorized in the Viewpoint creation process

- Configured with appropriate data through the Select Configuration process (Focus, Size and Location, Columns, Rows)
All saved to database tables

- DATA window sizes are managed with scrollbars when applied to a DEFAULT Viewpoint display

DATA Windows (2)
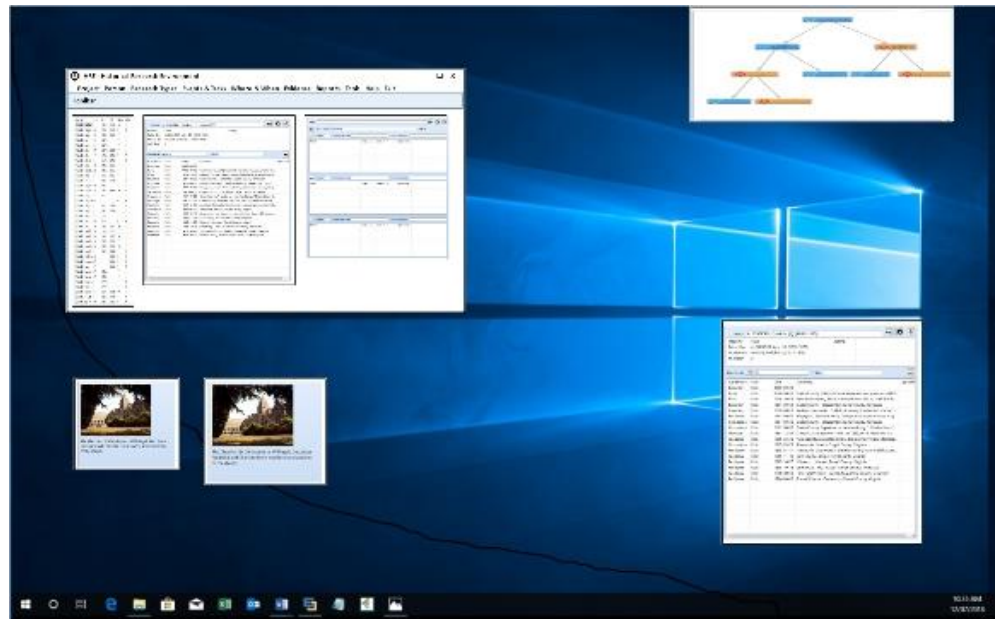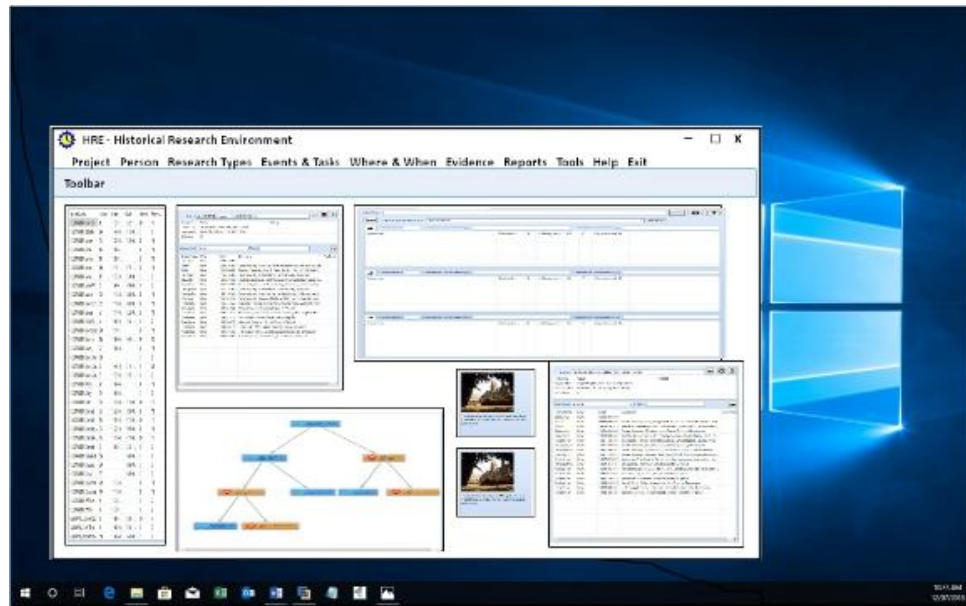
Viewpoint(5)

- HRE software creates and stores a DEFAULT Viewpoint version, allowing this to be used:
  - When the User first opens this project on another computer
  - When another User opens this project on another computer
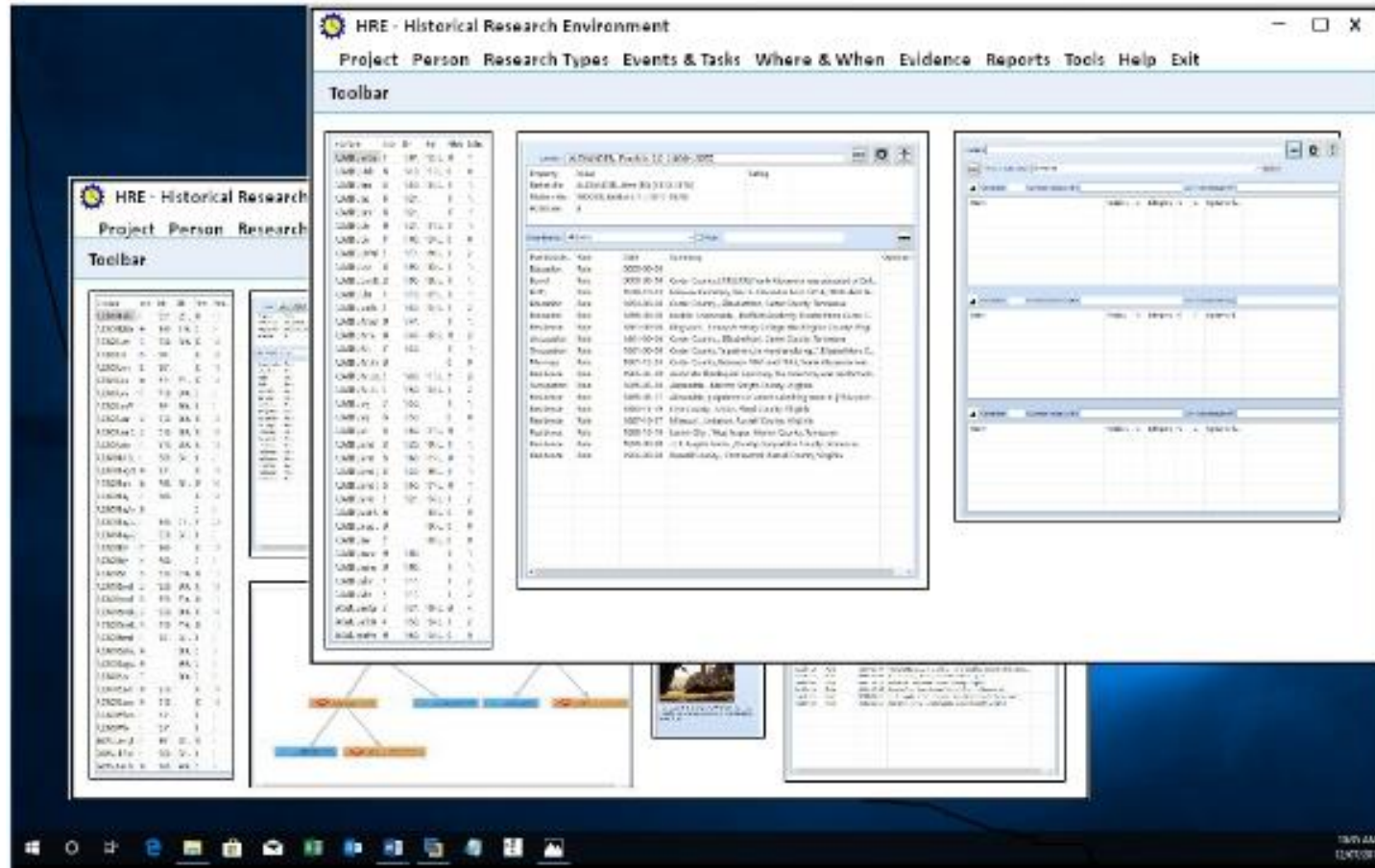
  The Viewpoint is size reduced, and has a reduced DATA window set, assuming use on a smaller display.

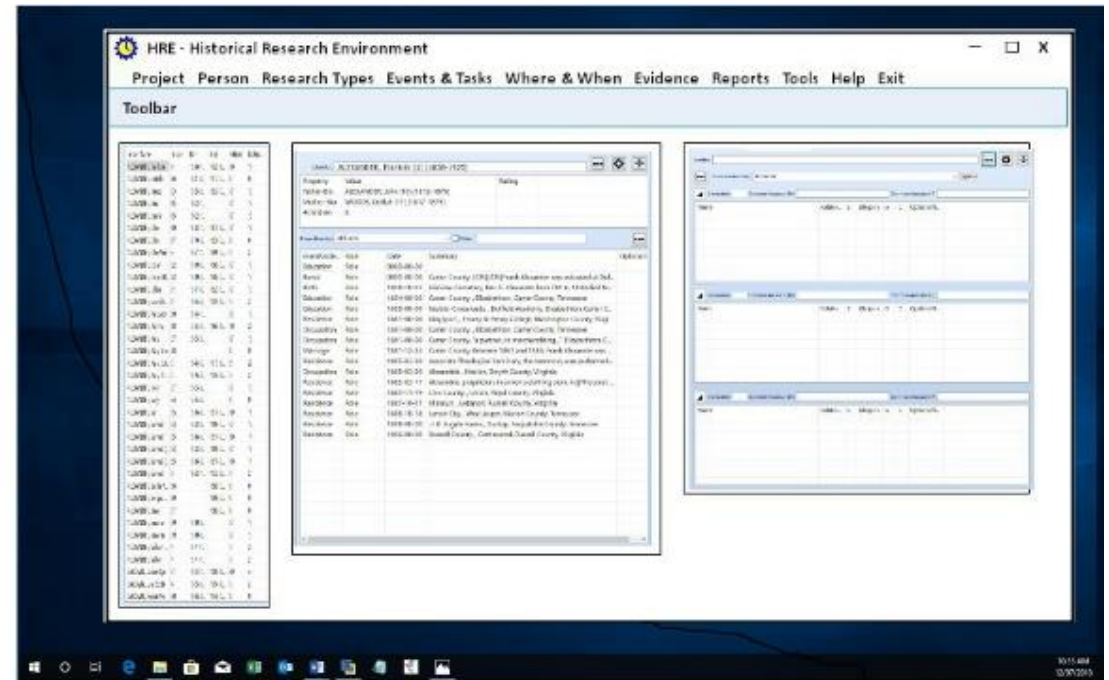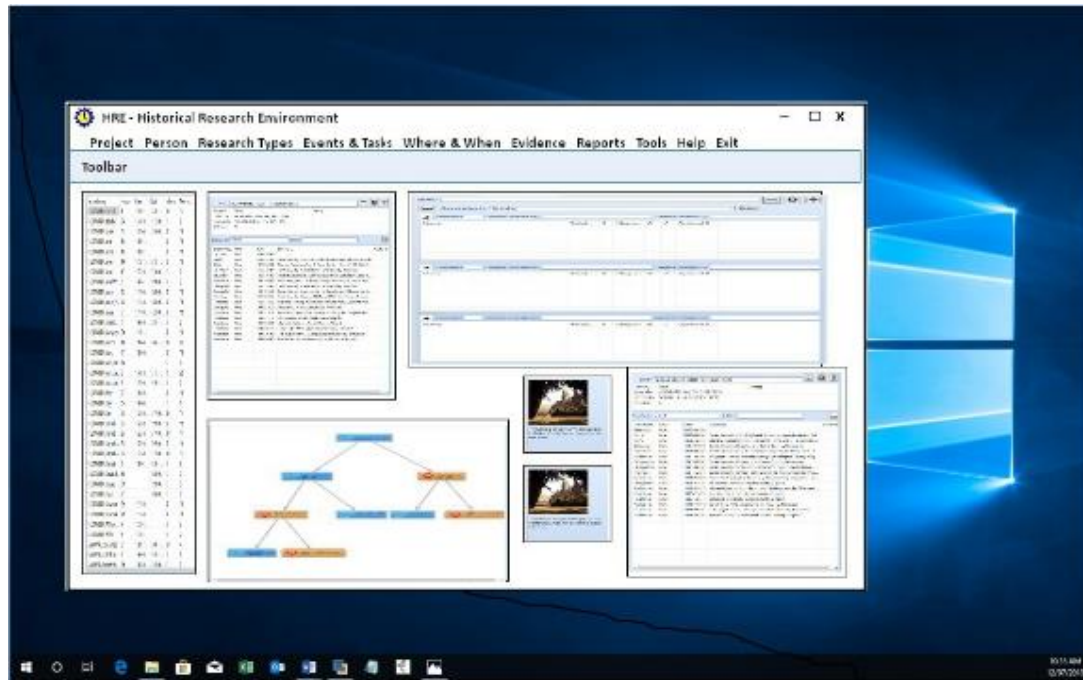 (this allows for differences in computer displays)

- More than one Viewpoint can be created for a Project (categories) – and may be used separately, together by switching, or together as multiple displays (if enough display area available)
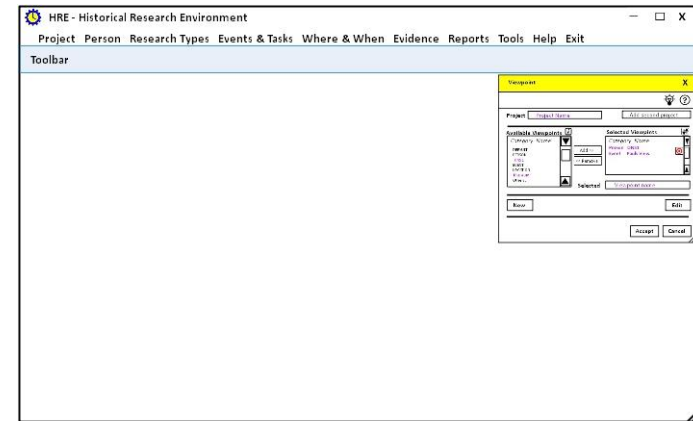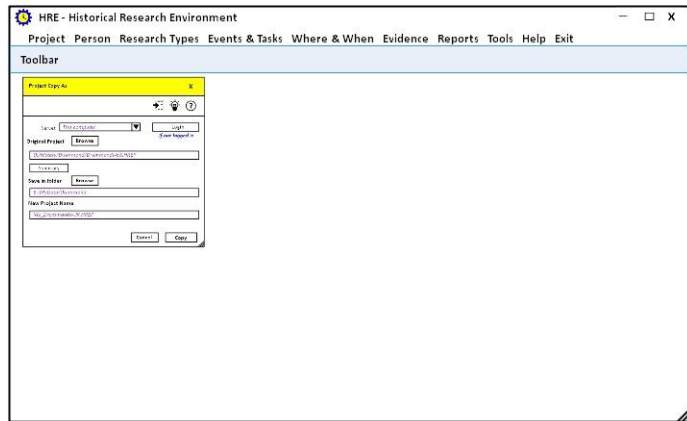
2 Projects (single screen display)

2 Projects (dual screen display)

PROGRAM windows

- Always within the bounds of the Main Display

- Initial logical location associated with menu selections

- May be resized and relocated by the User (saved in Window configurations)

User Changes

- The User may resize and relocate:
  - Main Display window within the HRE Display Area
  - Viewpoints within the HRE Display Area
  - DATA windows within a Viewpoint area
  - Program windows within the HRE Main Display area
- All such changes are saved to the database. These settings are used on subsequent openings of the Project, until they are again changed.

Computer Display Change

- When a change occurs to the display of the User's computer, this is detected when the User starts HRE (UserAux file cf OS)

- If the User then opens and existing Project, the DEFAULT Display Area and Viewpoint(s) will be used. The User may then resize the Display Area and create New Viewpoint(s) (clone, rename and edit) to suit preferences with the new display.

HRE Subsequent Starts

- At each start, reads the Display data from the OS

- A User AUX file exists

- HRE ALWAYS starts with the Startup Display

- The User AUX file data for the display is compared with the OS display data. If different, DEFAULT displays are used.

- A very limited set of menu selections are in initially active. These include:
  - Project New   (refer to above)
  - Project Open

Project Open

- Use to open Existing Projects
- Reads relevant data from the Project database
  - Main Display, Display Area, Viewpoints, DATA windows, data
- Activates additional menu selections