

GUI_ServerLogin – Log into a HRE Server

Revision history

2017-02-22	Robin Lamacraft	Original draft
2018-03-29	John Lucas	Added Notes, other minor changes
2018-05-06	Rod Thompson	Replace graphic. Revise 'command' buttons to keyboard and mouse actions. Add icon information

SCOPE

This GUI module is called from a number of GUI_Projectxxx modules to open a screen to log into an HRE server.

LOOK AND FEEL

The resizable Output screen has several components:

1. A selection list of known HRE servers
2. Entry of Username and Password
3. Keyboard actions:
 - "Login" to gain access to the HRE server (alt+l)
 - "Cancel" to close the screen without trying access the server (alt+c).
4. Mouse actions:
 - Left mouse key click in any entry field shifts focus to that field
 - Left mouse key click on the down arrow symbol at the right-hand end of the 'Server' name entry field opens a list of previous saved Server names
Selection by double mouse key click or single click selection followed by the 'ENTER' key
 - Left mouse key click on each button; operated the button
 - Left mouse click on each icon; opens the selected service
 - Left mouse click on the 'X' at the right-hand end of the window top bar, closes the screen.
5. Icons:
 - "Reminder"
Opens a new screen to display (or allow entry of) User information about this screen
 - "Configure"
For the User to configure the characteristics of this screen
 - "Help"
For the User to seek additional information on 'Server Login' from the Help System.

The screenshot shows a window titled "Server Login" with a yellow title bar. In the top right corner of the title bar is a black "X" icon. Below the title bar is a white bar containing three icons: a lightbulb, a gear, and a question mark. The main area of the window has a white background and contains three labels with corresponding input fields: "Server:" followed by a text box and a downward-pointing arrow; "UserName:" followed by a text box; and "Password:" followed by a text box. At the bottom of the window are two buttons labeled "Login" and "Cancel".

At window opening, focus is set in the 'Server' name entry field.

Tab key use thereafter cycles through the 'UserName' entry field, the 'Password' entry field, then the 'Login' and 'Cancel' buttons, returning to the 'Server' name entry field.

USED BY

All GUI modules that have a Server Login command button.

NOTES

1. The "Server:" selection list is intended to include servers that have been previously used by this client. We suggest that a "Tools > Server" menu item be created to define a server not previously used. Perhaps GUI_ProjectOpen could also have a "Connect to New Server" button
2. For a local, private project (with one user), logins should not be required, provided that during installation or GUI_ProjectNew, the project is defined as private and local. The user still needs an ID within the project, but this could be the O/S username or a user-specified value that would not be required thereafter
3. For shared projects, user credentials are always required
4. Where there are multiple projects on the same server, we expect users to be managed together even if not all of them have access to all of the projects. So a user would specify the same username/password for any project on a given server
5. A user might have more than one set of login credentials on a server if
 - a. the projects are not managed by a shared administrator, or
 - b. where a user may need different privileges at times. The most common situation is expected to be that of the administrator, using a normal account for normal user activity and the administrator account for the project and server-wide privileged operations.

METHODS

The fundamental operations are:

1. Open the GUI_ServerLogin screen according to its saved Screen Layout (BR_PanelConfig)
2. Act on the command buttons.

AUXILIARY DATA USED

1. No direct access to databases.

REQUIRED SERVICES

1. GUI_PanelConfigEdit
2. BR_Setting
3. BR_PanelConfig
4. GUI_Notification

ERRORS and WARNINGS

GUI_Notification to be used to report problems.