

GUI_ProjectRename – Rename a Project

Revision history

2017-04-04	Don Ferguson	Original draft
2018-06-12	Rod Thompson	Add 'Issues' from JL Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig Revise REQUIRED SERVICES – Dependencies Add Mockup graphics Add Process Flow Chart Add Windows Interaction Map Add EVENT ACTIONS Add WARNING MESSAGES
2018-06-14	Rod Thompson	Replace Process Flow Chart Add project fileset information in Issues Replace Window Interaction Map Add to REQUIRED SERVICES – Dependencies Edit icon actions
2018-07-01	Rod Thompson	Revise SCOPE, Add PROJECT FILESET Replace graphic Update REQUIRED SERVICES - Dependencies Replace Process flowchart Replace Window Interaction Map Revise Server messages

SCOPE

This GUI module is called from the Main Menu (GUI_UserInterface) to rename an HRE project. Actions only involve a change to the Project name, and records of this name and the change. Assumption – the Project name can be changed while the Project is open, without any adverse impact.

PROJECT FILESET

A set of files required for normal use of HRE projects consists of:

- an H2 database
- A 'User' Auxiliary file
- A 'Project' Auxiliary file
- folders of external files (images, etc) [optional].

Refer to *03.32 Overview – Auxiliary (Non Database) Files* for details.

LOOK AND FEEL

The window has 4 horizontal parts:

- A scrollable display area which allows the selection of a file from the displayed list
- An entry area for the new project name
- The buttons "Rename" and "Cancel"
 - "Rename" performs the rename functions on the selected project
 - "Cancel" exits without action
- A display area of the status of the rename.

Project Rename

FROM

Currently Open projects

Server	Project Name
Local	Drummond-UK
Local	Drummond-US
ANL_Ext4	Fortescue Art

Summary

TO

Project name

Rename Cancel

PROJECT RENAME Window - Mockup

ACTIONS

The fundamental operations are:

1. Open the window according to its saved window Layout (BR_WindowConfig)
2. Allow user to find and select the project to be renamed
3. Ask for a new project name
4. If single user project, perform the rename of the project:
 - Within the H2 database
 - Within the Project AUX file, Project entry
 - Within the User AUX file, Project entry.
5. If not a single user project, then:
 - Check the number of concurrent users of the selected project
 - If more than one, prevent any new logins
 - Seek other user permissions to rename
 - Schedule a rename project task in the server to update the database and Project AUX file
 - Notify every user of the project when it is completed.

USED BY

All HRE users.

DATA CONTROLLED BY THIS MODULE

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.

REQUIRED SERVICES - Dependencies

First-Order Dependencies	Second-Order Dependencies	Higher-Order Dependencies
05.31 GUI_Output	Needed	
05.40 GUI_Reminder	03.68 GUI_SelectConfiguration	NIL
	05.02 GUI_EncodedStringEdit	05.08 GUI_FieldDefinitionEdit 05.42 GUI_SubstitutionEdit 07.26 BR_Substitution 07.24 BR_Setting 07.17 BR_WindowConfig
	07.01 BR_EncodedString	NIL
	07.24 BR_Setting	BR_AppData BR_UserData 07.02 BR_EntityLink
	07.17 BR_WindowConfig	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation BR_FieldTranslation 07.16 BR_Message Patterns
	07.02 BR_EntityLink	Needed
03.68 GUI_Select Configuration	Needed	
07.17 BR_WindowConfig	07.06 BR_GuiElement	07.01 BR_EncodedString 07.02 BR_EntityLink BR_FieldTranslation 07.16 BR_MessagePattern
	07.02 BR_EntityLink	Needed
	07.29 BR_Translation	07.02 BR_EntityLink BR_Field 07.06 BR_GUIElement 07.16 BR_MessagePatterns
	07.16 BR_MessagePatterns	07.02 BR_EntityLink 07.01 BR_EncodedString 07.11 BR_Logging Call Stack 07.24 BR_Setting GUI Translation
07.21 BR_Project	07.06 BR_GuiElement	As above
	07.02 BR_EntityLink	As above
	07.29 BR_Translation	As above
	07.03 BR_FieldDefinition	

APPLICATION PROGRAMMING INTERFACE (API)

1. **Need Details.**

EVENT ACTIONS

1) Keyboard actions

Add new Project name

2) Mouse actions

Left key

- click on Server name pulldown expands Server list, and allows selection
- click on the Browse button opens the Windows Explorer allowing the user to view the file system to select an existing Folder and Filename, or enter a new Filename
- click on the 'Summary' button invokes the GUI_Project Summary module
- click on the 'Cancel' or 'Delete' button, operates the button
- click on icons (detailed below)

Right key

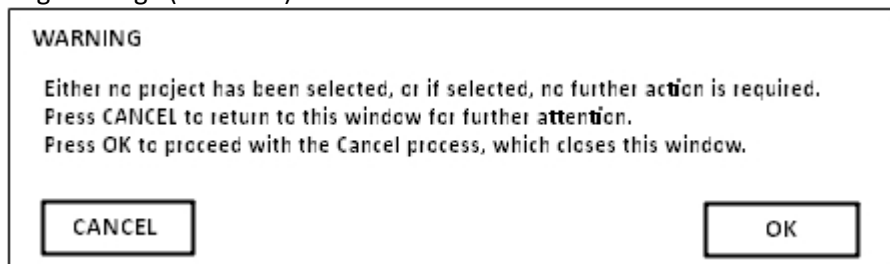
To be determined

3) Icon actions

- a. left mouse key click on icons in the Window Control group:
 - a. 'X' icon
(closes the window)
NOTE: Same action as in use of the 'Cancel' button
 - b. 'Box' icon
Toggles the window size between full window, and the preset window size
 - c. 'Dash' icon
Minimizes the window, to an icon on the window toolbar.
A click on the toolbar icon restores the display to its previous setting
 - b. left mouse key click on 'Reminder' icon:
(opens 'Reminder' window for this 'Project Rename' process)
 - c. left mouse key click on the 'Configuration' icon
(opens the Configuration Window for this 'Project Rename' window)
 - d. left mouse click on 'Help' icon:
(opens the Help System, searches for the section on 'Project Rename')
- 4) Keyboard shortcuts
To be determined

WARNING CONDITIONS

1. When the 'Cancel' button is used, then a warning message is displayed.
Warning Message (WM-PR1)



Server scenario

Created in and sent from Server to Client

Message M_S_C_1 Uses Server Broadcast Message Pattern GUI_Message (SB) Sent to one Client User initiating the 'rename' process	Subject: Project Rename From: Server Text Message: Either the Server is currently taking other actions on the project, or you do not have 'RIGHTS' to rename the project. Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename
Message M_S_C_2 Uses Server Broadcast Message Pattern GUI_Message (SB)	Subject: Project Rename From: Server Text Message: Project rename queued – multiple users. Rename will occur when all users are disconnected from the project.

Sent to all current users of the selected project	Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename
<p>Message M_S_C_3</p> <p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to one Client User initiating the process</p>	<p>Subject: Project Rename From: Server Text Message: Project rename completed.</p> <p>Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename</p>
<p>Message M_S_C_4</p> <p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to all Client Users (except initiator) recorded in the Project AUX file, with access to this project</p> <p>Queued till next Login</p>	<p>Subject: Project Rename From: Server Text Message: This Project has been renamed.</p> <p>Requested by: User name Project name: Project name Project folder: Folder name Project filename: Filename</p>

Message window location: centred on the GUI_ProjectRename window

Message designator:

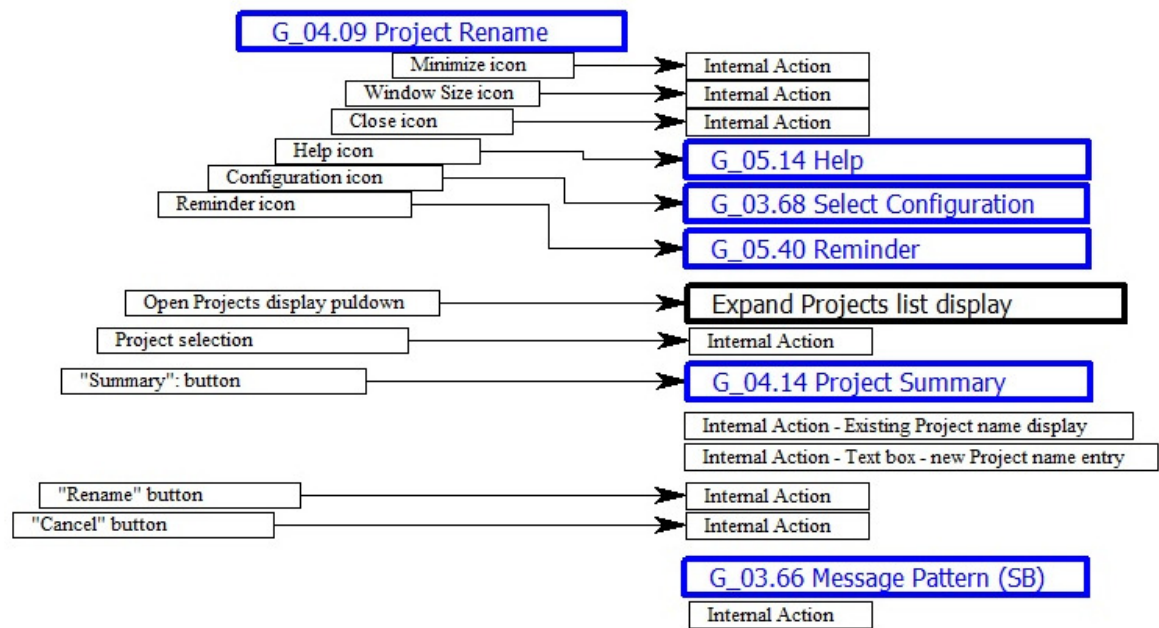
- 1) M_ signifies a message
- 2) X_ source
- 3) Y_ destination
- 4) Z distinguishing number for this window

Messages from the Server to the Client utilize the Server Broadcast Message Pattern. Such messages result in a window opening on the client, to display information (detailed above) That specification requires amendment to allow use for sending to selected Users.

ERROR CONDITIONS

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

WINDOWS INTERACTION MAP



PROCESS FLOW CHART

