

GUI_ProjectCopyAs – Copy a Project

Revision History

2017-06-21	Robin Lamacraft	Initial creation
2018-06-13	Rod Thompson	Edit Replace 'screen' with 'window' Revise LOOK & FEEL – icons Replace BR_PanelConfig with BR_WindowConfig Amend REQUIRED SERVICES – Dependencies Add JL Issue notes and Fileset information Add Process Flow Chart Add Windows Interaction Map Add EVENT ACTIONS Add WARNING MESSAGES
2018-06-30	Rod Thompson	Amend REQUIRED SERVICES – Dependencies Add PROJECT FILESET Add NOTES Revise MESSAGES Replace Process Flowchart

SCOPE

This GUI module is called from the Main Menu (GUI_UserInterface) to copy an existing populated project as a new HRE project.

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.

NOTES

- 1) In the use of this module, no action is taken involving External files linked to the project. Links included in the existing project are copied to the new project.
If the new project is located in a different location, separate action is required to attend to links to External files
- 2) Access rights of the User may determine if creating a new database (via copy) is a valid function.
Example: Read only access does not allowing copying a project.
Write access to Server locations is only provided by an administrator.

LOOK AND FEEL

The window has several parts:

- The upper right icon buttons provide the following universal features:
 - the 'Output' icon enables Output of the Recent Projects list by sending the contents of the Recent Projects tabular display to a file or to a printer.
 - the 'Reminder' icon displays the Reminder content for this window
 - the 'Configuration' icon enables the user to create and retrieve recent or favorite Configurations of this window's layout
 - the 'Help' icon displays context Help about the use of this window

- The “Server” selection list allows selection from various servers known to this installation of HRE. On selection of a Server, the “Login” button allows the user to access that server (if the user is already logged into that server the “Login” button will be hidden). NOTE: If this is an isolated usage of HRE where project files are only used from the same computer then the server aspects of this GUI will not show any server-related elements. There can be a one user environment. If a second computer is used to access those project files over a local network then the login on either computer must invoke the shared server mode
- The Original Project “Browse” button allows the user to select the project file to be copied
- The “Summary” button opens the GUI_ProjectSummary module to display the details of the selected project
- The Save in Folder “Browse” button allows the user to select the folder where the copy of the project will be stored. The new name of the project is entered below the folder path
- The “Copy” button initiates the copy of the chosen project to the new location and filename
- The “Cancel” button forces exit without action.

PROJECT COPYAS Window - Mockup

ACTIONS

The fundamental operations are:

1. Open the window according to its saved window Layout (BR_WindowConfig)
2. Allow the user to search for a project file to be copied
3. Allow the user to select a name and location (local or named server) for the project copy
4. If the input file is in use, then:
 - prevent any new logins
 - queue action for later time.
5. When the task can be performed, copy the project to the new filename/location

6. Copy the original Project AUX file to the new location, and adjust the Project entries within it to refer to the new database filename/location
7. Notify User(s) of the original project when it is completed.

USED BY

All HRE users with valid rights.

DATA CONTROLLED BY THIS MODULE

1. An HRE Project database
2. The Project's associated Project AUX file. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.

REQUIRED SERVICES – Dependencies

Note: this dependency table implies some form of Copy being performed by processing and copying a project's internal tables. A more likely (and simpler) method would be to perform an H2 database backup and restore process.

First-Order Dependencies	Second-Order Dependencies (if not already listed)	Higher-Order Dependencies (if not already listed)
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	NIL	
05.14 GUI_Help	03.68 GUI_Select Configuration	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
	07.11 BR_Logging	07.01 BR_EncodedString 07.02 BR_EntityLink BR_FieldTranslation 07.26 BR_Substitution

	07.07 BR_Help	07.29 BR_Translation 07.21 BR_Project 07.01 BR_EncodedString 07.24 BR_Setting 07.11 BR_Logging 07.12 BR_Menu 07.25 BR_Schema 07.28 BR_User 07.16 BR_MessagePatterns
	07.02 BR_EntityLink	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_Message Patterns	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	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
	07.03 BR_FieldDefinition	Needed
07.16 BR_File	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 07.02 BR_EntityLink 07.29 BR_Translation 07.03 BR_FieldDefinition
	07.24 BR_Setting	BR_AppData BR_UserData 07.02 BR_EntityLink
	07.11 BR_Logging	07.01 BR_EncodedString 07.02 BR_EntityLink BR_FieldTranslation 07.26 BR_Substitution
	07.25 BR_Schema	07.02 BR_EntityLink BR_UserTranslation BR_FieldTranslation
	08.01 BCS_Bridge	10.02 SS_DirectRequest 07.16 BR_MessagePatterns

APPLICATION PROGRAMMING INTERFACE (API)

1. Single call with no parameters.

EVENT ACTIONS

1) Keyboard actions

NIL

2) Mouse actions

Left key

- a. click on Server name pulldown expands Server list, and allows selection
- b. click on the Browse button(s) opens the Windows Explorer allowing the user to view the file system to select an existing Folder and Filename, or enter a new Filename
- c. click on the 'Summary' button invokes the GUI_Project Summary module
- d. click on the 'Cancel' or 'Copy' button, operates the button
- e. 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 the 'Output' icon:
(invokes the GUI_Output module)
- c. left mouse key click on 'Reminder' icon:
(opens 'Reminder' window for this 'Project CopyAs' module)
- d. left mouse key click on the 'Configuration' icon
(opens the Configuration Window for this 'Project CopyAs' window)
- e. left mouse click on 'Help ' icon:
(opens the Help System, searches for the section on 'Project CopyAs')

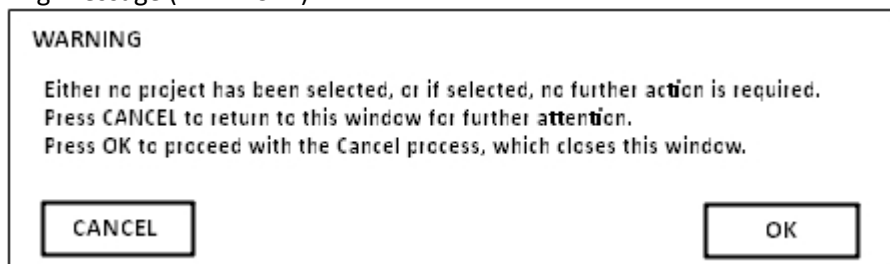
4) Keyboard shortcuts

To be determined

WARNING CONDITIONS

1. When the 'Cancel' button is used, then a warning message is displayed.

Warning Message (WM-PCA1)



Server scenario

Created in and sent from Server to Client

Message	Subject:	Project CopyAs
M_S_C_1	From:	Server

<p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to one Client User initiating the 'CopyAs' process</p>	<p>Text Message: Either the Server is currently taking other actions on the project, or you do not have 'RIGHTS' to delete the project.</p> <p>Requested by: User name Project name: Project name to Project name Project folder: Folder name to Folder name Project filename: Filename to Filename</p>
<p>Message M_S_C_2</p> <p>Uses Server Broadcast Message Pattern GUI_Message (SB)</p> <p>Sent to all Users of the selected project</p>	<p>Subject: Project CopyAs From: Server Text Message: Project copy queued – multiple users. Copy will occur when all users are disconnected from the project.</p> <p>Requested by: User name Project name: Project name to Project name Project folder: Folder name to Folder name Project filename: Filename to Filename</p>
<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 'CopyAs' process</p>	<p>Subject: Project CopyAs From: Server Text Message: Project copy completed.</p> <p>Requested by: User name Project name: Project name to Project name Project folder: Folder name to Folder name Project filename: Filename to Filename</p>

Message window location: centred on the GUI_ProjectCopyAs window

Message designator:

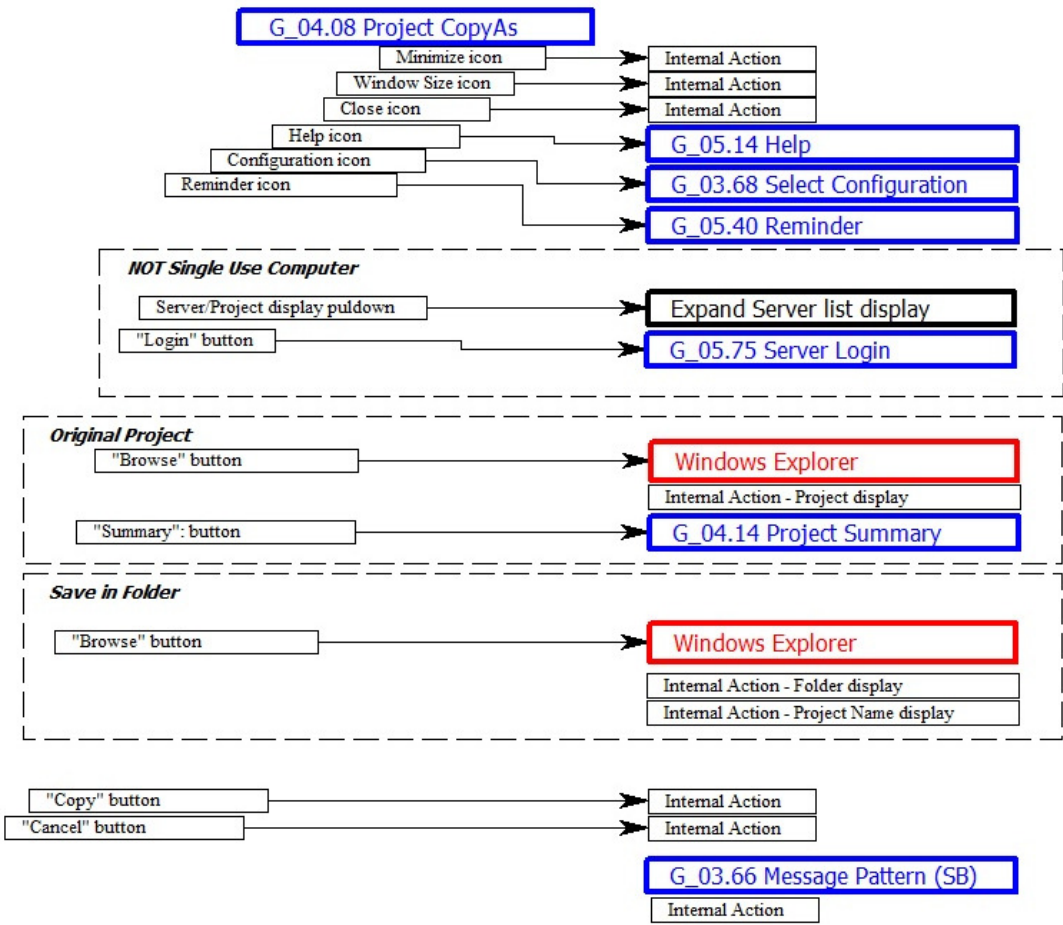
- 1) M_ signifies a message
- 2) X_ source
- 3) Y_ destination
- 4) Z distinguishing number for this window

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.
 - a. Copy error

WINDOWS INTERACTION MAP



PROCESS FLOW CHART

