

GUI_UserInterface – Main Menu Overview

Revision history

2017-04-10	Don Ferguson	Original draft
2018-05-26	Rod Thompson	Added 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 Replace Tools menu graphic

SCOPE

This is the HRE program executable and controls, via user action, all other HRE functions.

LOOK AND FEEL

The initial window should be centred within the user’s main monitor, showing the HRE main menu at the top and optionally, as per saved window configuration settings, 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 invokes GUI_OpenProject
 - Recent “ GUI_ProjectRecent
 - New “ GUI_ProjectNew
 - Backup “ GUI_ProjectBackup
 - Restore “ GUI_ProjectRestore
 - Close “ GUI_ProjectClose
 - Copy As “ GUI_ProjectCopyAs
 - Rename “ GUI_ProjectRename
 - Delete “ GUI_ProjectDelete
 - Close and Exit “ GUI_ExitHRE
- 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 Name Style Definitions
 - 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)
- Research Types (functionality added later)
- Events & Tasks
 - Events (functionality added in v0.3)
 - Tasks (functionality added in v0.3)
- 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 Style Definitions
 - Add “ GUI_NameStyleEdit
 - Delete “ GUI_NameStyleDelete
 - Edit “ GUI_NameStyleEdit
 - Historical Dates (needs further input once GUI_HistoricalDates developed)
 - Select By Date, etc invokes GUI_EntitySelect
 - Recently Used “ GUI_RecentVisit
 - Manage Historical Dates
 - Add “ GUI_EntityEdit
 - Delete “ GUI_EntityDelete
 - Edit “ GUI_EntityEdit
 - Tools (functionality added in v0.3)
 - Date Converter
 - Date Calculator
 - Occasions (functionality added in v0.3)
- Evidence
 - Sources (functionality added in v0.4)
 - Citations (functionality added in v0.4)
 - Repositories (functionality added in v0.4)
- Reports (functionality added in v0.6+)
- Tools
 - Settings
 - Client invokes GUI_AppSettings
 - User ditto
 - Server ditto
 - Monitor ditto
 - GUI Language ditto
 - Persons invokes GUI_ProjectSettings (added in v0.2)

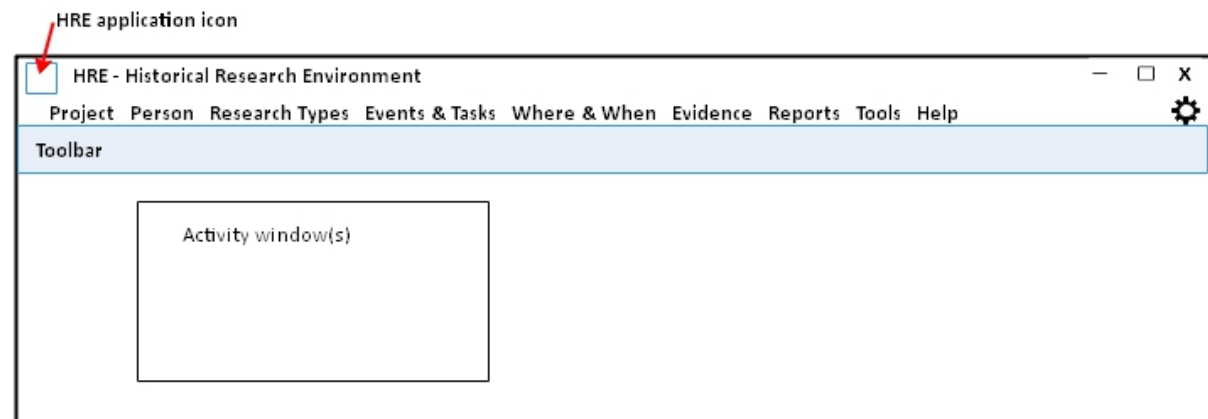
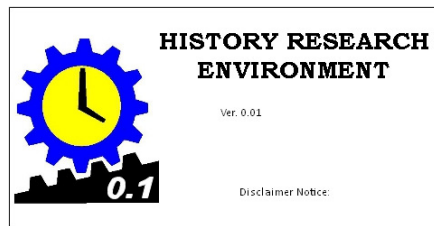
- Project invokes GUI_ProjectSettings
 - Location ditto
 - Events (added in v0.3)
 - Tasks (added in v0.3)
 - Occasions (added in v0.3)
 - Historical Dates invokes GUI_ProjectSettings
 - Sources (added in v0.4)
 - Source Name Styles (added in v0.4)
 - Repository (added in v0.4)
 - Repository/Source links (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
- Admin
 - Update Schema
- Help
 - Search Help invokes GUI_Help
 - HRE website (connects to www.historyresearchenvironment.org)
 - About HRE (splash screen).

Further additions to the sub-menus will be defined in later HRE documentation updates.

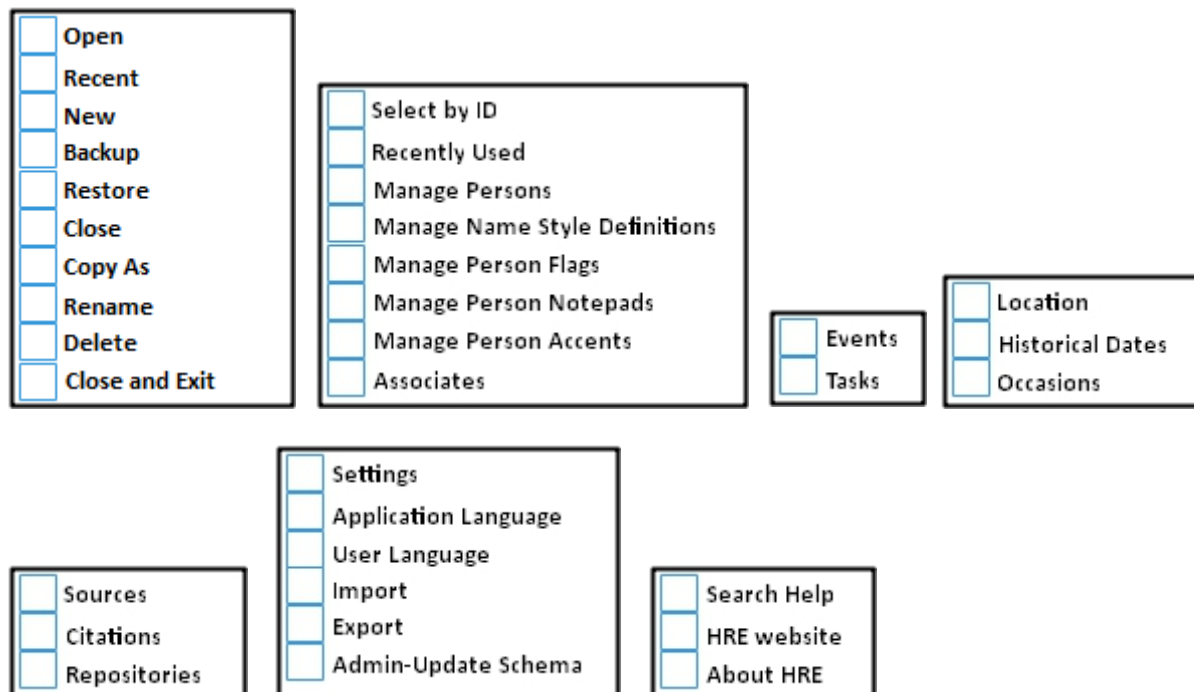
MOCKUP WINDOWS

A Splash Screen used during the software startup phase.

At present there are two considerations.



Menu sub-windows



Note: In the above illustrations of the menu pulldowns, the blue square indicates only the possible location of an icon. This space will otherwise be blank.

ACTIONS

The fundamental operations are:

1. Open the program with the main program menu according to its saved Window Layout (BR_WindowConfig)
2. Action user menu selections as per 'Look and Feel' section above.

USED BY

All HRE users.

DATA CONTROLLED BY THIS MODULE

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. None.

REQUIRED SERVICES

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

First-Order Dependencies	Second-Order Dependencies (if not already listed)	Higher-Order Dependencies (if not already listed)
03.68 GUI_Select Configuration	NIL	
07.17 BR_WindowConfig	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation 07.16 BR_MessagePatterns	

EVENT ACTIONS

- 1) Keyboard actions
Not applicable
- 2) Mouse actions
Left key
 - a. Mouse key click on main Menu labels, opens a pulldown window for the elected 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)
 - 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

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

