

## 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
2018-06-07	Rod Thompson	Replace 'screen' with 'window' Replace GUI_Notification with GUI_Message Patterns Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace BR_PanelConfig with BR_WindowConfig

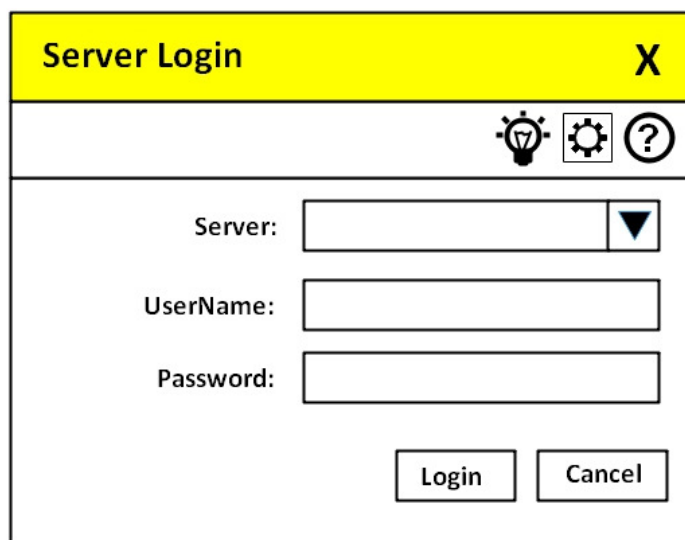
### SCOPE

This GUI module is called from a number of GUI\_Projectxxx modules to open a window to log into an HRE server.

### LOOK AND FEEL

The resizable Output window has several components:

1. A selection list of known HRE servers
2. Entry of Username and Password
3. The command buttons:
  - "LOGIN" to gain access to the HRE server
  - "CANCEL" to close the window without trying access the server
  - "HELP" used when a login fails.



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 window according to its saved Window Layout (BR\_WindowConfig)
2. Act on the command buttons.

## **AUXILIARY DATA USED**

1. No direct access to databases.

## **REQUIRED SERVICES**

1. GUI\_SelectConfiguration
2. BR\_Setting
3. BR\_WindowConfig
4. GUI\_Message Patterns

## **EVENT ACTIONS**

1. Keyboard actions:  
NIL
2. 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 window.
3. Icons:
  - "Reminder"  
Opens a new window to display (or allow entry of) User information about this window
  - "Configure"  
For the User to configure the characteristics of this window

- “Help”  
For the User to seek additional information on ‘Server Login’ from the Help System.

## **ERRORS and WARNINGS**

GUI\_Message Patterns to be used to report problems.