

GUI_UserInterface – Main Menu Overview

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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 panel 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
 - Import from TMG” GUI_ProjectImportTMG (added in v0.2)
 - 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
- 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.

[Needs a mockup diagram here]

ACTIONS

The fundamental operations are:

1. Open the program with the main program menu according to its saved Screen Layout (BR_PanelConfig)
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

1. GUI modules as defined in ‘Look and Feel’ section above
2. BR_PanelConfig.

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.

EVENT ACTIONS

1. Need Details.

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.