GUI_ProjectNew – Create a New Project

Recent Revision history

2017-04-04	Don Ferguson	Original draft
2018-05-28	Rod Thompson	Inserted diagrams, actions, maps, flowchart
2019-04-12	Don Ferguson	Replace mockups with real screens; Update specification 03.6x references to 05.8x; Remove call to 05.30 Viewpoints and Project Open; Minor edits to reflect actual implementation
2020-03-02	Don Ferguson	Align with actual code (Build 19)
2023-07-15	Don Ferguson	Align with Build 30

SCOPE
This GUI module is called from the Main Menu to create a new HRE project instance.

PROJECT FILESET
A set of files required for normal use of HRE projects consists of:
- an H2 database
- A 'User' Auxiliary file
- Appropriate log files
- folders of external files (images, etc)   [optional].

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

NOTES
Installation of HRE on a computer includes a 'Seed' H2 database
On the first occasion that each user initiates HRE operation, a User Auxiliary file is created for that user. This system provides a linkage between Users and Projects.
An administration module (ProjectAdmin) allows an administrator (after creating a project with ProjectNew) to then assign rights to users through adding relevant entries to the Auxiliary file.
See *03.49 Overview – Administration and User Rights.*

Information identifying a project includes: Database filename, Project name, location.
The Project Name and filename may be different.

Project name
On any one server, the same project name cannot be used twice by the User (even if in different folders).

OPERATION
Use of the ProjectNew module creates a new project database (from the Seed database).

LOOK AND FEEL
The window has two parts:
- The upper right icon buttons provide the following universal features:
  - the 'Reminder' icon displays the Reminder content for this window
  - the 'Help' icon displays context Help about the use of this window
- The lower section with:
  - a text entry box for the Project Name
  - buttons "Browse", "Create" and "Cancel"

- The "Browse" buttons allow the user to search the file system, selecting or adding a location folder and filename for the project
  When chosen, the folder and filename are added to the display
- "Create" initiates the creation of a new set of project files
- "Cancel" exits without action.
  - a drop-down server selection and "Login" button

PROJECT NEW window – initial screen

PROJECT NEW window – completed screen

ACTIONS

The fundamental operations are:

1. Open the window
2. Allow the user to specify a new Project name, browse the file system -selecting or entering a file location, and entering a filename (local or named server)

3. If an existing project (using the same filename) is in the current location, reject the request (operating system action) – seeking a new filename entry
4. Create the new project file
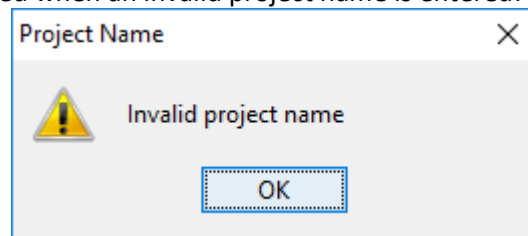5. Update the User Auxiliary File.

LOGGING
Use of this module will create log entries.

EVENT ACTIONS
1) Keyboard actions
   Enter a Project name
   Enter a Project filename for the Project in the OS file explorer
2) Mouse actions
   Drag and drop mouse actions to move the window
   Setting changes saved to database for User>Project>Window
   <u>Left key</u>
   a. click on Server name drop-down expands Server list, and allows selection
   b. click on the 'Browse' button opens the File Explorer allowing the user to view the file system to select an existing folder and enter a new filename
   c. click on the 'Create' button, creates a new set of Project files
   d. click on the 'Cancel' button, cancels any actions taken, and closes the window (with Warning message as below)
   e. click on icons (detailed below)
3) Icon actions
   a. left mouse key click on icons in the Window Control group:
      'X' icon - closes the window.
      NOTE: Same action as in use of the 'Cancel' button
   b. left mouse key click on 'Reminder' icon:
      (opens 'Reminder' window for this Project New module)
   c. left mouse click on 'Help' icon:
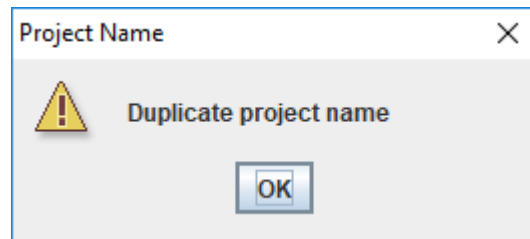   (opens the Help System, searches for the section on 'New Project')

ERROR CONDITIONS
An Error message is displayed when an invalid project name is entered:

<u>Criteria</u>
1) Project name is null
2) Note: the characters '/', '\', '*', ':', ';', "^", '{', '}'. '[', ']', '<', '>', '?', '%', '"', or comma will be stripped out of the name.

An Error message is displayed when a project name is entered (when the same project name is already in use on the Server):

Criteria

1) A search of project records in the User Auxiliary file reveals the name already in use on the server.