GUI_ServerLogin – Log into a HRE Server

Revision history

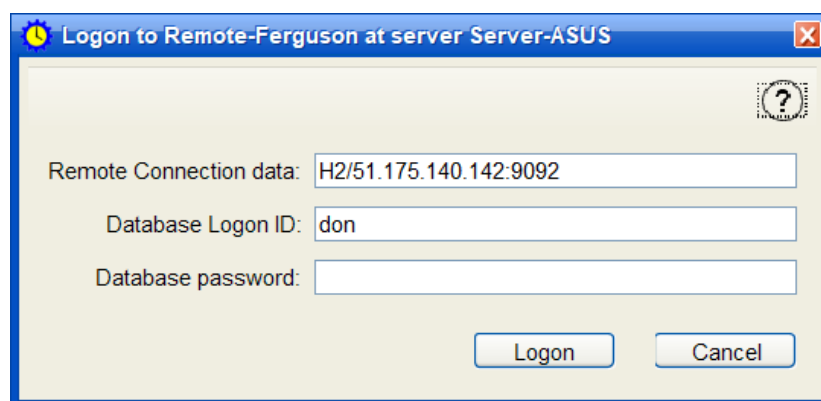| 2017-02-22	Robin Lamacraft	Original draft
2018-03-29	John Lucas	Added Notes, other minor changes
2018-05-06	Rod Thompson	Replace graphic. Revise 'command' buttons to keyboard and mouse actions. Add icon information
2023-07-16	Don Ferguson	Align with Build 30

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. The remote connection data (as previously stored in the AUX file for the chosen project)
2. Database logonID of the user (as previously stored)
3. Password prompt
4. The command buttons:
    - "LOGIN" to gain access to the HRE server
    - "CANCEL" to close the window without trying access the server

SERVER LOGIN window

USED BY

All GUI modules that have a Server Login command button.

NOTES

1. The Main Menu Project sub-menu has a 'Define Remote Project' selection for definition of such projects (it is assumed that the remote server's Admin would provide this information)
2. 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
3. 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.

4. A login failure will create an error message from the Server OS, to be handed externally to HRE.