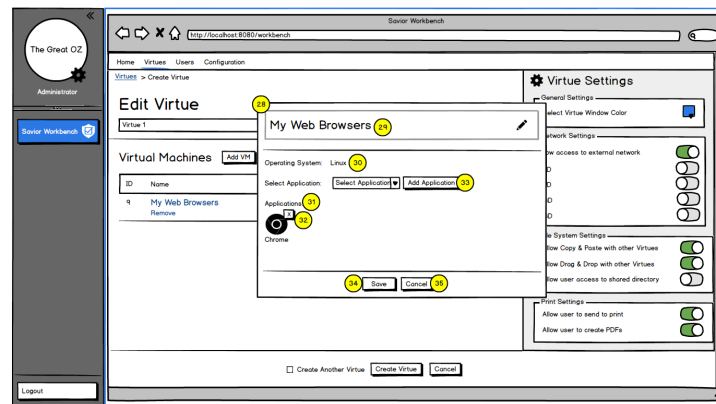
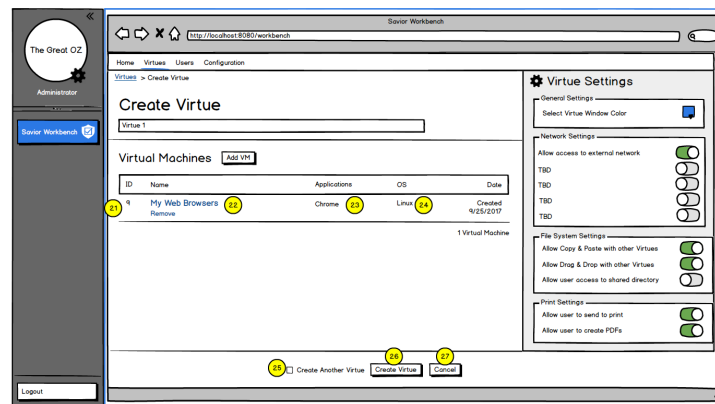
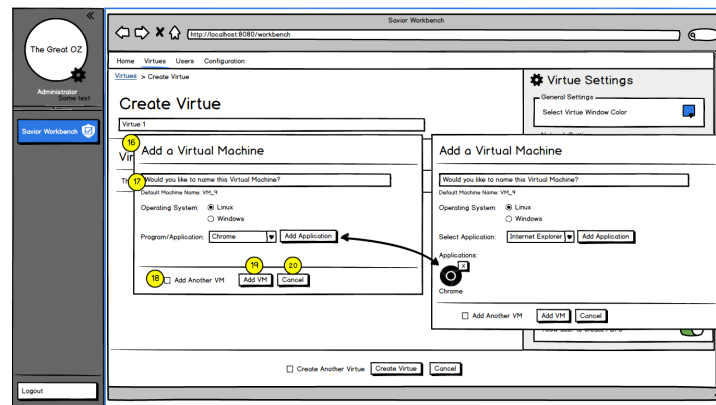
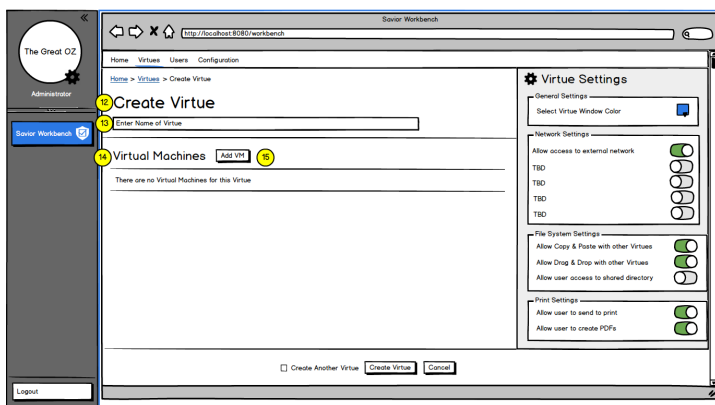
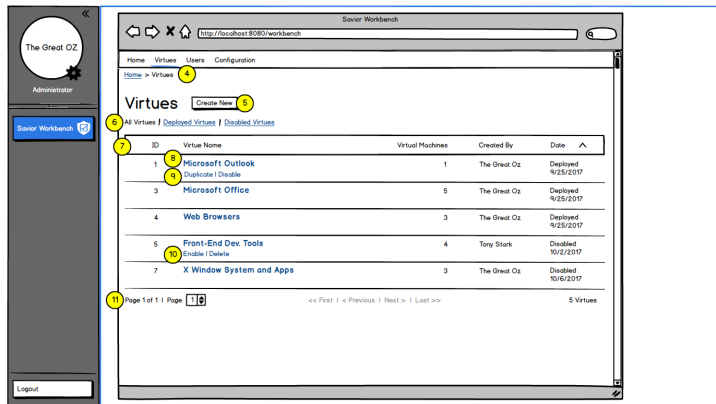
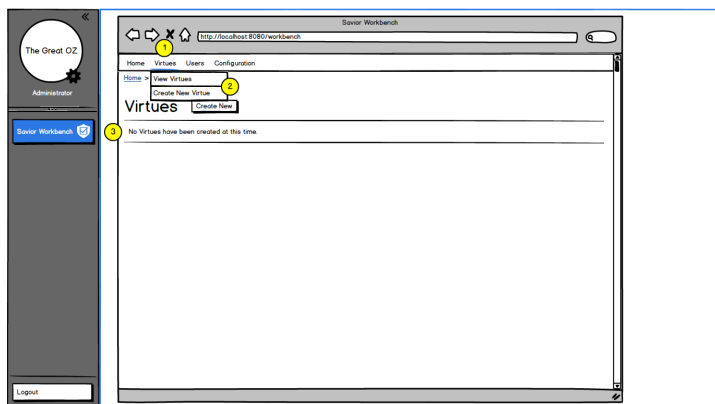


Administrator Workbench-Manage Virtues

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Administrator Workbench: Manage Virtues



Admin Workbench: Managing Virtues

1. "Virtue" will be highlighted in the main navigation to indicate the current location in the web app.
2. When the user mouses over "Virtues" a submenu will appear giving the option to either go directly to the Virtues main page or go directly to creating a new virtue.
3. Navigating to "Virtues" using the workbench menu, the default view will be the Virtues list page. When no virtues exist, a message indicating no virtues exist will act as a placeholder until virtues have been created.
4. Breadcrumbs will provide the current location of where the user is in the web app.

5. "Create New" button will navigate to the page where a virtue template can be created. (Please see the screens for "Create a Virtue" below)
6. Default Filters will be provided. "All Virtues" will be the default filter view.
7. The list of virtues
8. The name of the virtue will be a link that will open a page to allow the user to view details or modify the virtue.
9. When the user hovers over the link to the virtue, an options menu will appear. This options menu is for deployed virtues.
10. This options menu is for disabled virtues.
11. Pagination, Paging, and Total count of virtues will be provided for the list. Paging will be disabled if there is only one page.
12. The Create Virtue Page provides the user an interface to "build" a virtue template.
13. Field to name the virtue template
14. The "Virtual Machines" (VM) section allows the user to attach VMs to a virtue. When there are no VMs attached to the Virtue, a placeholder message will be displayed until VMs are attached. A virtue must contain at least VM to be saved.
15. To add a VM, the user will click on the "Add VM" button.
16. A modal window will open when the "Add VM" button has been clicked.
17. The user will have the option to name the VM. If a name is not provided, a machine name will be automatically assigned to it.
18. The "Add Another VM" option allows the user to add another VM without closing and reopening the modal.
19. Clicking the "Add VM" button will add the VM to the virtue. If the "Add Another VM" option has not been selected, the modal window will close.
20. Clicking the "Cancel" button will cancel the current operation and close the modal window. The user will lose all changes.
21. After the user has added a VM to the Virtue, the VM will be listed in the table for the Virtual Machines section.
22. The name of the VM will be a link to allow the user to modify the VM. An options menu will also be available to remove the VM from the virtue.
23. The VMs will show a list of the programs/applications that are available in the VM.
24. Information about the type of operating system
25. The "Add Another Virute" option allows the user to add another virtue without closing and reopening the "Create Virtue" page.
26. Clicking the "Create Virtue" button will save and create the virtue. If the "Add Another VRitue" option has not been selected, the page will redirect to the main Virtues page.
27. Clicking the "Cancel" button will cancel the current operation and close and redirect to the main Virtues page. The user will lose all changes.
28. When the user clicks on the name of the VM, a modal will open to allow the user to modify the VM
29. The name of the VM will be editable
30. Information about the operating system of the VM.
31. A list of the applications added to the VM will be listed.
32. The user will be able to remove the application using the "X" button.
33. More applications may be added to the VM. After an application has been selected, the user will click on "Add" to add it to the VM.
34. Clicking the "Save" button will save all changes to the VM.
35. Clicking the "Cancel" button will cancel the operation and close the modal window. All changes will be lost.

Comments

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