

Kelham Island - User Documentation

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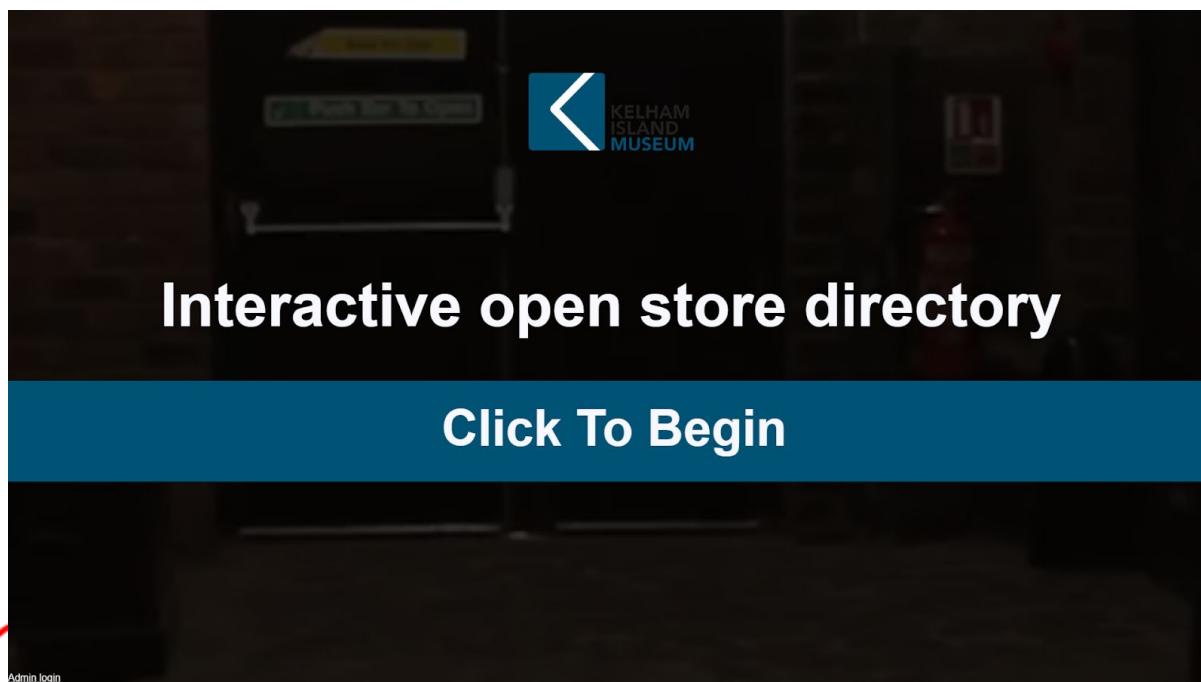
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Fullscreen

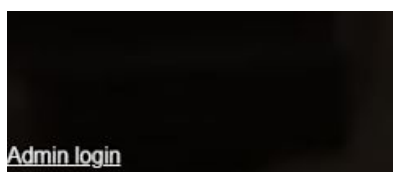
To make the site fullscreen, press the F11 key on the keyboard. It can be pressed again to return to the normal size screen.

Logging in

To sign in as admin and begin editing objects, first click the “Admin login” button at the

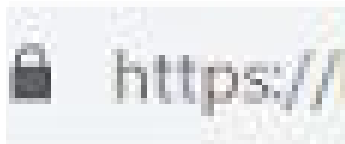


bottom left of the start screen.



Login screen

To sign in to the admin account you must first make sure you are on a secure connection. This can be done by checking the address bar and ensuring that it reads https:// rather than http:// or it may say not secure.



Note: Please ensure you are on a https connection.

Username

Password:

To login simply type your username and password into the corresponding box and click Login.

Navigating the CMS

Menu					
Back Account Add Object Logout					
<input checked="" type="checkbox"/>	ID	Name	Description	Image	Shelf Position
<input type="radio"/>	1	Benjamin Huntsman Clock	The first object to contain Crucible Cast Steel, this longcase clock was made in the 1740s by Benjamin Huntsman, the inventor of crucible steel.		A1
<input type="radio"/>	6	Treadle Lathe c.1880-1900	Lathes are used for working curved surfaces.		A1
<input type="radio"/>	2	Bramah Press	The Bramah Press is a hydraulic pressing machine made by Joseph Bramah and Co, London in the early 1800s.	Bramah Press	A2
<input type="radio"/>	12	Ornamental Turning Lathe	To produce highly intricate details on metal items such as pocket knives and razors.		A2
<input type="radio"/>	23	Piston Ring Hammering Machine c.1920s	To shape and harden cast piston rings.		A5
<input type="radio"/>	7	Bogies, date unknown	Bogies were used to transport heavy goods around a site.		B1
<input type="radio"/>	13	Hammer and Stakes	The hammer is used to flatten and smooth pieces of metal, the stakes to shape metal.		B2
<input type="radio"/>	14	Clocking Machine	Records the clocking in and clocking out times of employees.		B4
<input type="radio"/>	16	Stereotype Making Equipment c.1920	To make metal printing plates, known as stereotypes		B4
<input type="radio"/>	8	Grinding Wheels	To sharpen the edge of a surface on metal tools.		C1
<input type="radio"/>	18	Electric Motor c.1900	Motors like this were used to power the line shafting that drove workshop cranes and machinery.		C4
<input type="radio"/>	21	Shells c.1945	As ammunition in warfare.		C4
<input type="radio"/>	10	Cart	Moving hot steel around the works		D1
<input type="radio"/>	11	Crucible Pot Holders	Move crucible pots to and from a furnace.		D1
<input type="radio"/>	9	Fire Extinguisher	To extinguish fires caused by overheated salt baths in steel production.		F1

After you have logged in you will be redirected to the main CMS page. From here you can edit every item stored and add/delete different items.



Account: Allows the user to edit their username and password
Add Object: Lets the user create a new Object to display
Logout: Logs you out of the session and back to the home screen (recommended way of exiting the cms).
Edit Object: (appears when an object is selected on the right) allows the user to change data stored about an object.
Delete Object: (appears on object selection) Permanently deletes an object.

Account

Two stacked form sections. The top section is titled 'Change Username' and shows 'Current UserName : test' with a text input for 'Enter your new Username:' and a 'Change Username' button. The bottom section is titled 'Change Password' and shows 'Enter your new Password:' and 'Confirm your new Password:' text inputs, with a 'Change Password' button.

Two boxes allow the user to edit their username and change their password.

Warning: Forgetting these details will lock you out of the account.

Add Object

A form titled 'Add An Object' with a 'Help' icon. It contains four main sections: 'Object Name: (max 50 characters)' with a text input; 'Short Description:' with a text input; 'Shelf Position:' with dropdowns for 'No row' and 'No column', and a red 'Please Note' message; and 'Object Main Image' with a 'Choose File' button. At the bottom is an 'Image Preview' section and a green 'Submit' button.

When adding a new object the user will need to enter four things. The name of the object, a short description of the object, a shelf position for the object, and an image for the object.

Choose File Grinding_Wheels.PNG


Image Preview



When adding an image for the object the user will be asked to select a file from a directory on their computer.

Once a file has been selected a preview will be shown on the screen.

Editing an object


Object Name:	
Fire Extinguisher	
Object Short Description:	
To extinguish fires caused by overheated salt baths in steel production.	
Shelf Position:	F 1
Object Image: Currently Fire_Extinguisher.PNG	
Choose New Image:	
Choose File	No file chosen
Image Preview	
	
Update	
+ Add pages to this object	


An object's editing page allows the user to change any data stored about an object. It also allows the user to edit the page

Add page to object

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Add A New Page

Help



Adding a page to object: Fire Extinguisher

A page allows you to enter more information about an object for the users to browse through on the front end. Use pages to break up information. It is suggested that you atleast upload an image or some text, uploading both gives a good feel to the page

Page Title* (25 characters max)

Page Text

Page Image (Optional)

No file chosen

Image Preview

Page Video (Optional)

Submit

Page Title


Page Text

Images


Videos

Allows you to create a new page that will show alongside an objects main page. This is where longer descriptions of the object should be stored. Type the information on the left side of the page and a preview of what it will look like will appear on the right.

New page is shown in sidebar.



object for user doc

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OBJECT FOR USER DOC

Example object

Images



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Editing an objects pages

This allows the user to edit a page they have created for an object, changing the text, title or image.

