

Kelham Island - User Documentation

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Fullscreen

To make the site fullscreen the f11 key needs to be pressed. It can be pressed again to return to normal screen.

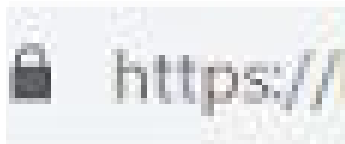
Logging in

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://>



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 directed to the main CMS page. From here you can edit every item stored and add/delete different items.



Back: takes the user back to the home screen

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 boxes. The top box is titled 'Change UserName' and contains a label 'Current UserName : test', an input field 'Enter your new Username: Username', and a 'Change Username' button. The bottom box is titled 'Change Password' and contains two input fields: 'Enter your new Password: Password' and 'Confirm your new Password: Re-enter Password', followed by a 'Change Password' button.

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

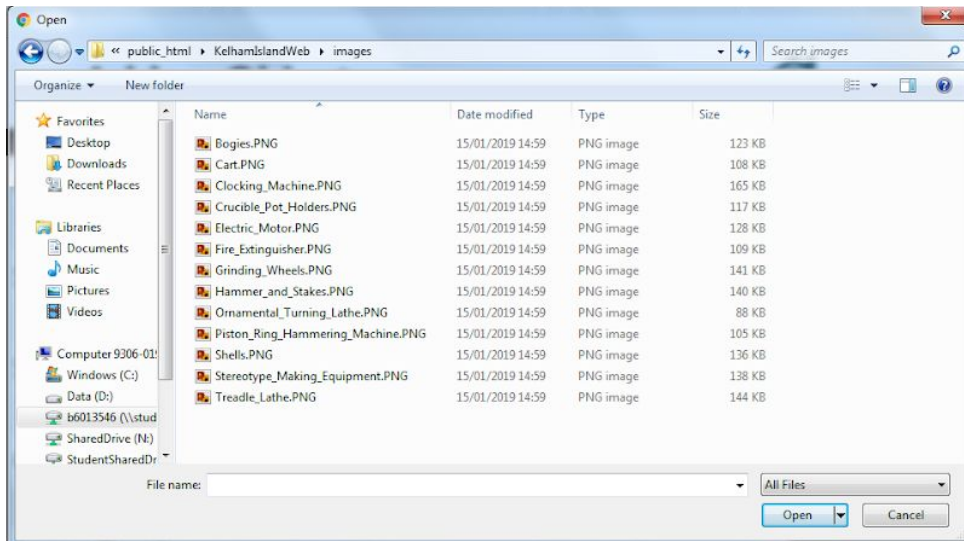
Warning: Forgetting these details will lock you out of the account.

Add Object

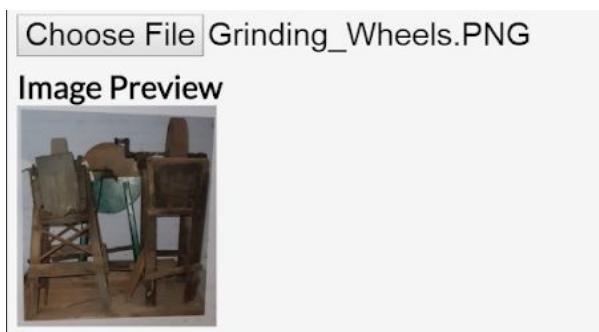
A form titled 'Add Object' with several input fields. The first field is 'Object Name: (max 50 characters)'. The second is 'Short Description:'. The third is 'Shelf Position:'. The fourth is 'Object Main Image' with a 'Choose File' button and the text 'No file chosen'. Below this is an 'Image Preview' section. At the bottom is a large 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.



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

[BACK](#)

Object Name:

Object **Short** Description:

Object Shelf Position

Object Image: Currently Hydrangeas.jpg

Choose New Image:

Choose File No file chosen

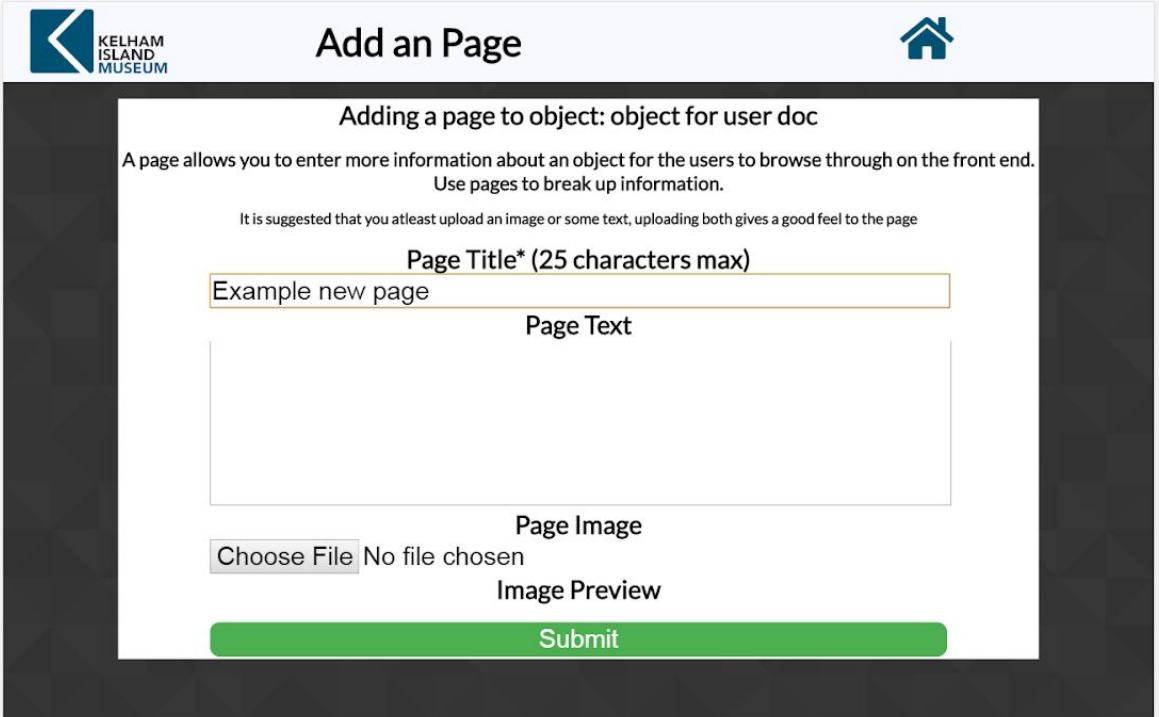
Image Preview

Update

[Edit this object's pages](#)
[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

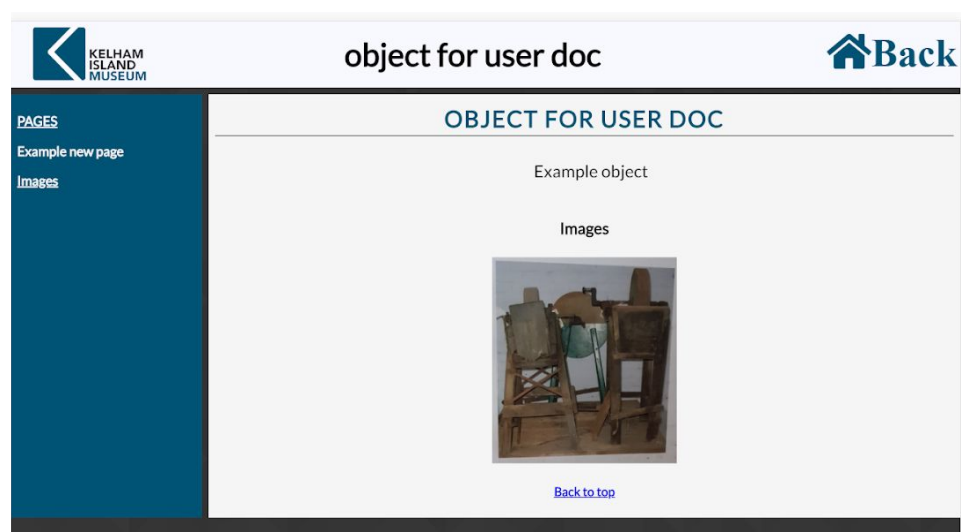
Add page to object



The screenshot shows a web form titled "Add an Page" with the Kelham Island Museum logo on the left and a home icon on the right. The form is for "Adding a page to object: object for user doc". It includes instructions: "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". The form fields are: "Page Title* (25 characters max)" with the example "Example new page", "Page Text" (a large text area), "Page Image" with a "Choose File" button and "No file chosen" text, and "Image Preview". A green "Submit" button is at the bottom.

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.

New page is shown in sidebar.



Editing an objects pages

[illegible]

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