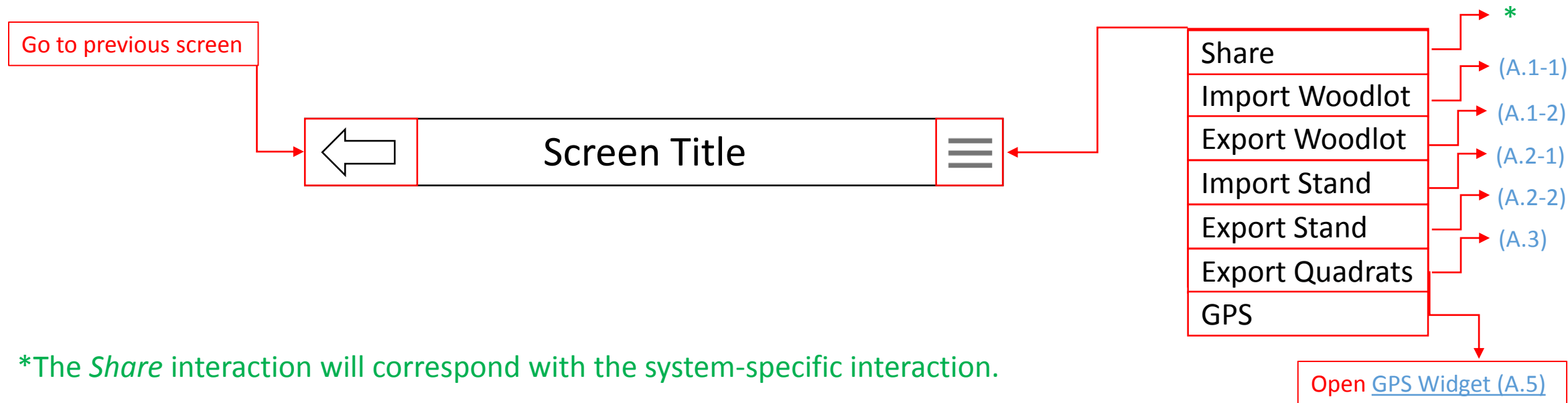


Project Woodlot

UI prototype

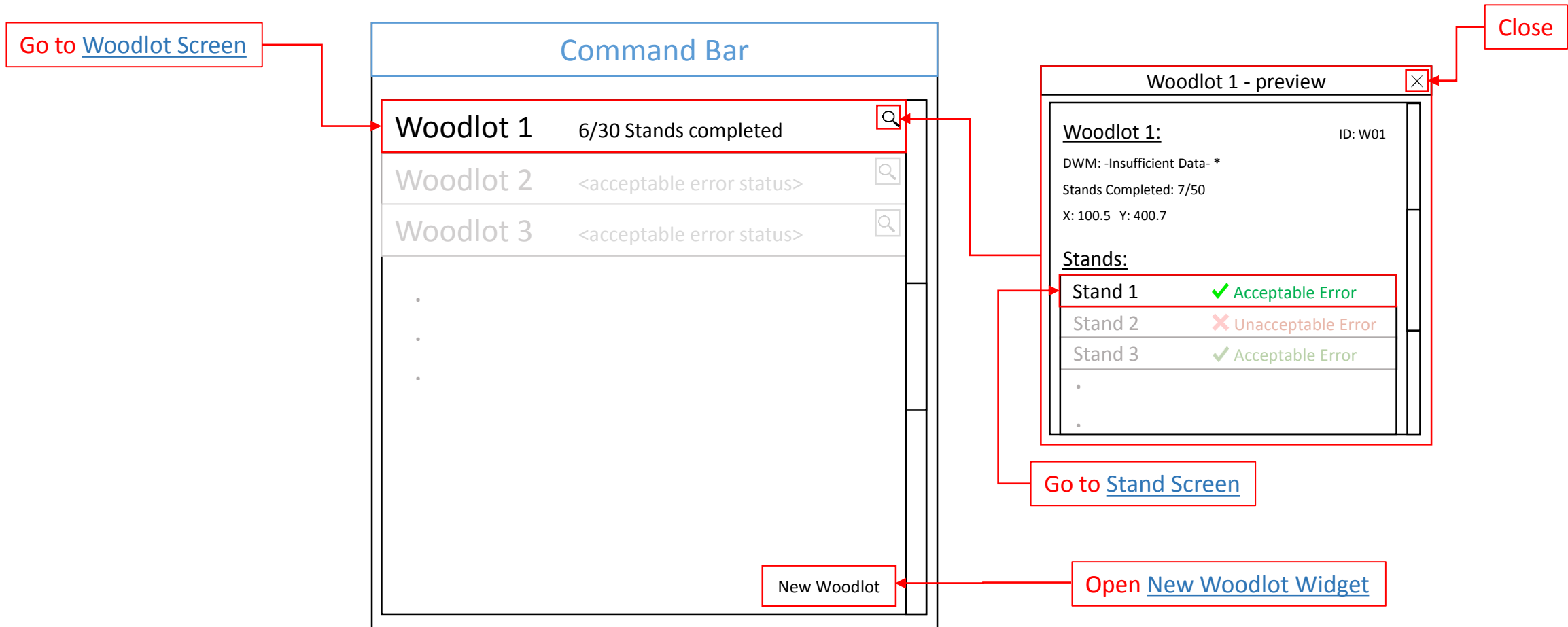
0.1 Command Bar

The Command Bar rests at the top of the program main window at all times (except for the menu screen). it provides quick access to tools that apply to all of the UI's screens such as access to settings, summary, and a back button.



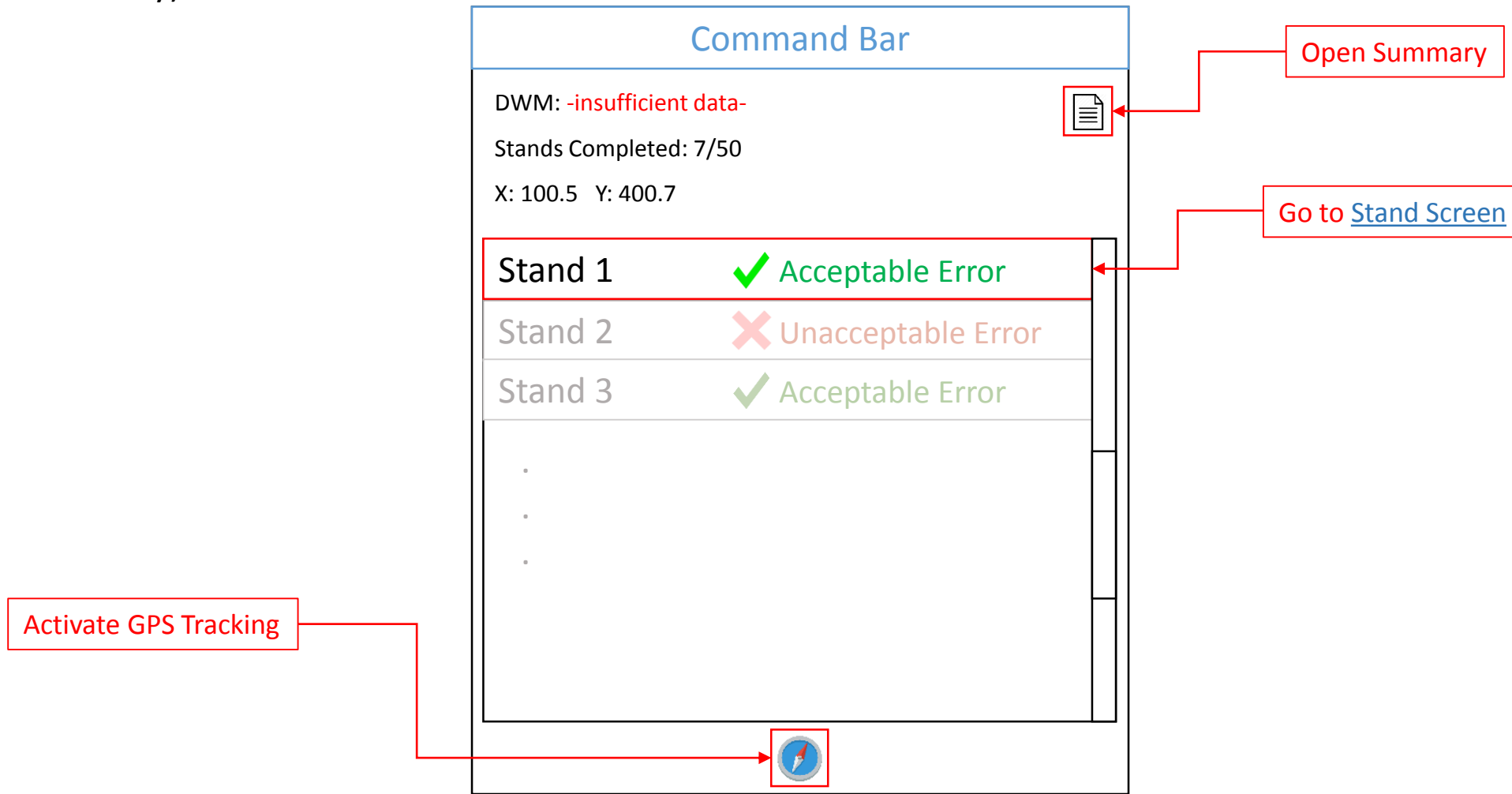
1.0 Home Screen

Displays all Woodlots and provides interaction to create or load Woodlots.



Woodlot Screen

On this screen, all Stands in a Woodlot are displayed by their name. (these are the stands that have been loaded into memory).



Stand Screen

Screen providing access to all values and Quadrats in a given Stand.

The diagram illustrates the 'Stand Screen' interface, which is divided into two main sections: a 'Command Bar' on the left and a 'Stand 1' detail view on the right. Red boxes and arrows highlight specific features and their functions.

Command Bar:

- Header:** 'Command Bar' (blue text).
- Status:** 'DWM 3.76 (0.67 Error) - Unacceptable Error' (red text).
- Form Fields:** 'Species' (with '<Tree Species>' placeholder), 'Age' (with '<age>' placeholder), and 'Height' (with '<height>' placeholder).
- Free-form notes:** A text area for notes.
- Quadrat List:** A table with three rows: 'Quadrat 1' (Complete), 'Quadrat 2' (Incomplete), and 'Quadrat 3' (Complete). Below this is a section with three dots indicating more quadrats.
- GPS Icon:** A compass icon at the bottom left.

Stand 1 Detail View:

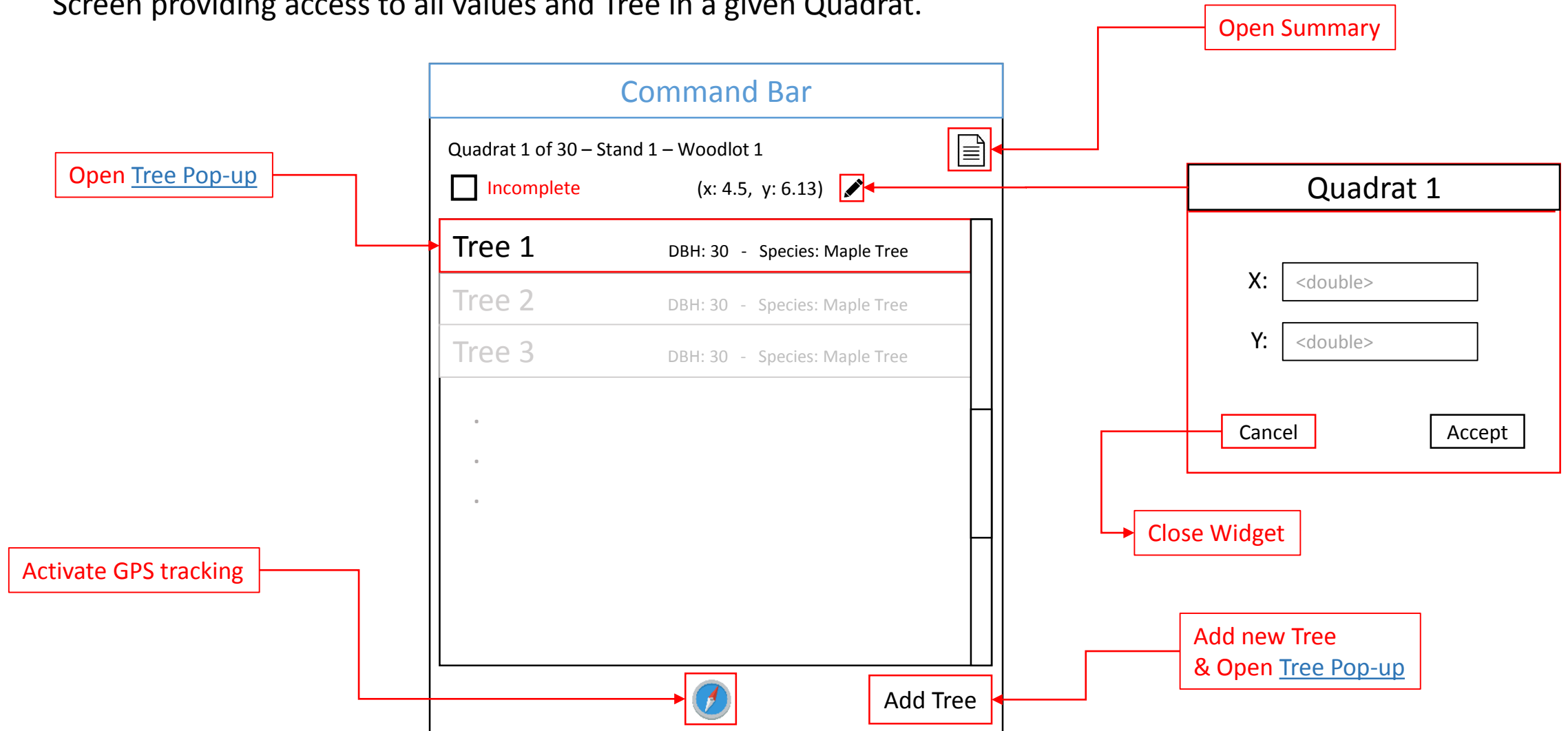
- Header:** 'Stand 1'.
- Form Fields:** 'Species' (dropdown menu with '<Tree Species>' and a downward arrow), 'Age' (text input with '<age>' placeholder), and 'Height' (text input with '<height>' placeholder).
- Buttons:** 'Cancel' and 'Accept' buttons at the bottom right.

Annotations:

- Open Summary:** Points to a document icon in the Command Bar.
- Go to Quadrat Screen:** Points to a pencil icon in the Command Bar.
- Close Widget:** Points to the 'Cancel' button in the Stand 1 detail view.
- Activate GPS Tracking:** Points to the compass icon in the Command Bar.

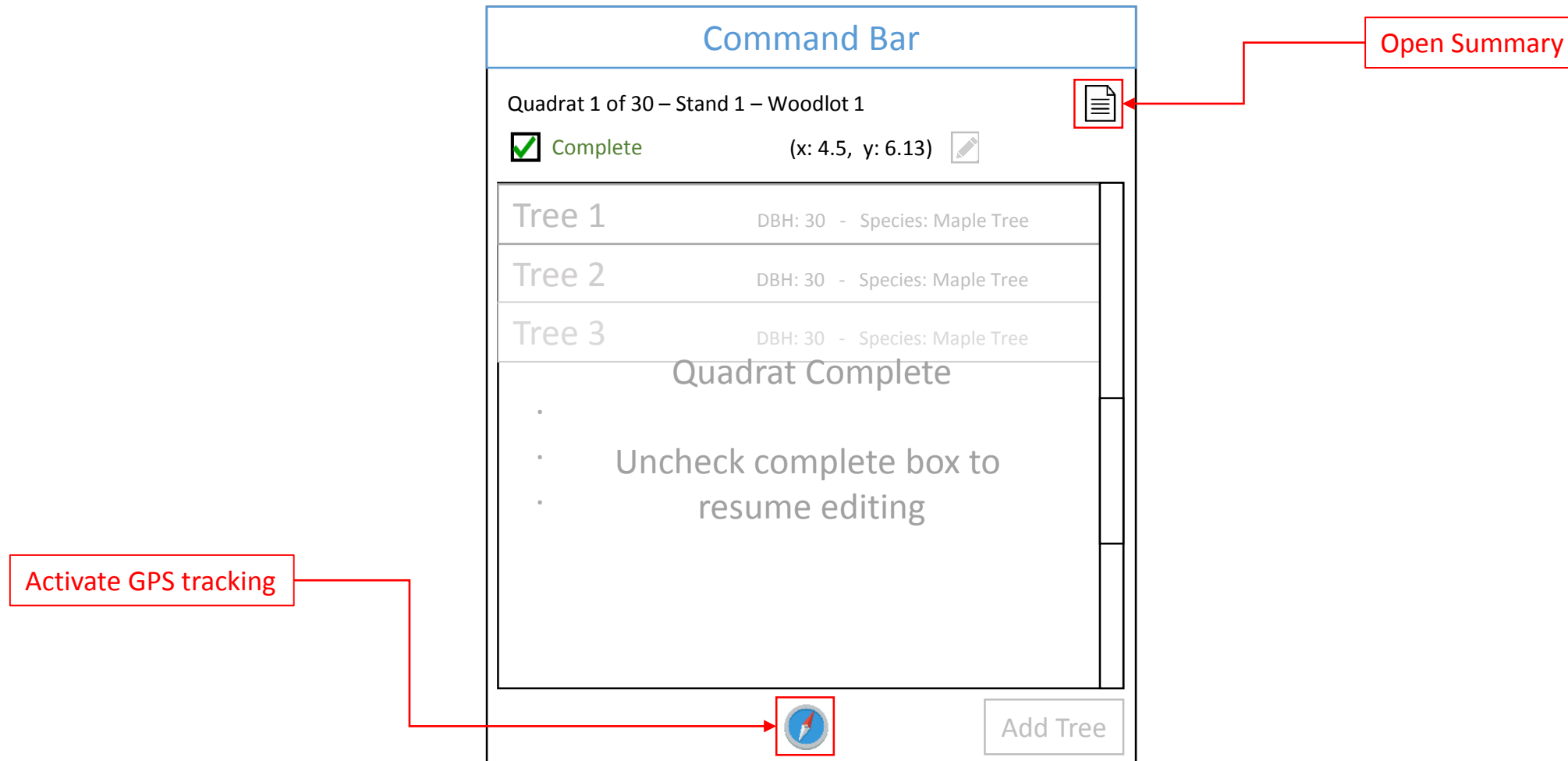
Quadrat Screen

Screen providing access to all values and Tree in a given Quadrat.



Quadrat Screen

Screen providing access to all values and Tree in a given Quadrat. (when complete check box is checked)



Tree Pop-up

Provides access to Tree parameters

Pop-up

Species

foo

▼

DBH

0

Storage
Factor


foo

▼

(U)ASPM

foo

▼

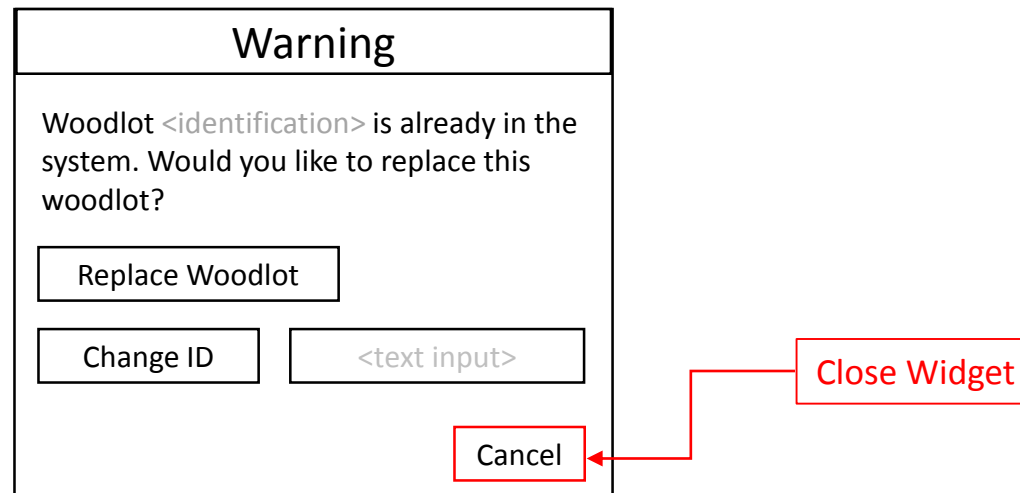


Delete Tree

A.1-1 Import Woodlot

The Import Woodlot command will use the **system specific file explorer** to allow the user to select a woodlot file.

If the woodlot to be loaded has the same identification as a woodlot already present in the system, the following prompt is displayed.



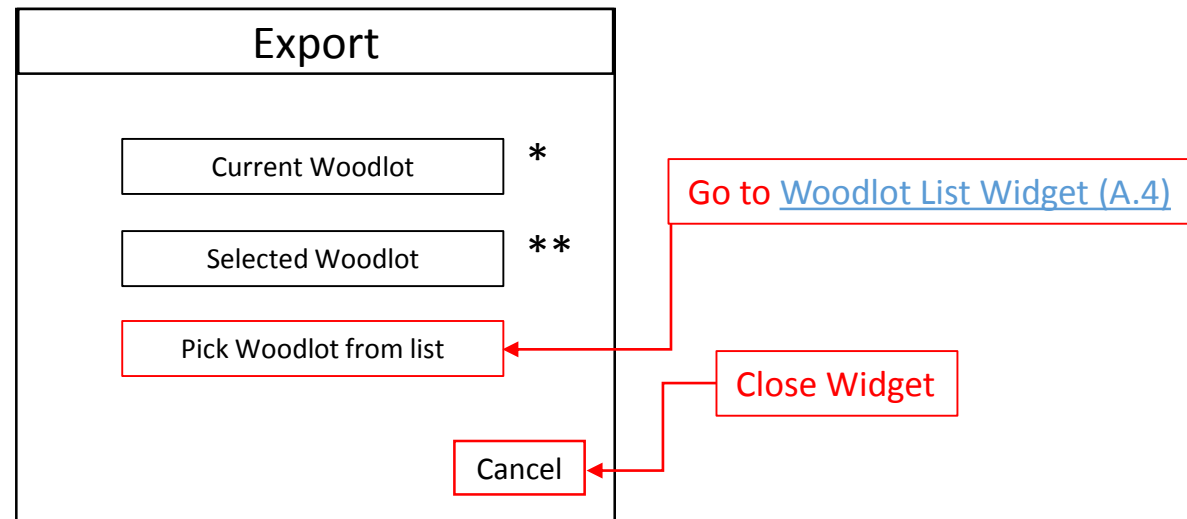
A warning dialog box titled "Warning" with a black border. The text inside reads: "Woodlot <identification> is already in the system. Would you like to replace this woodlot?". Below the text are three buttons: "Replace Woodlot", "Change ID", and "Cancel". To the right of the dialog box is a red box labeled "Close Widget" with a red arrow pointing to the "Cancel" button.

Warning	
Woodlot <identification> is already in the system. Would you like to replace this woodlot?	
<input type="button" value="Replace Woodlot"/>	
<input type="button" value="Change ID"/>	<input type="text" value="<text input>"/>
<input type="button" value="Cancel"/>	

A.1-2 Export Woodlot

The Export Woodlot command will open the following widget from which the user will select the Woodlot to export. Once selected, the **system specific file explorer** is used to specify where to save the file .

Export file types are: Woodlot File, Excel Spreadsheet



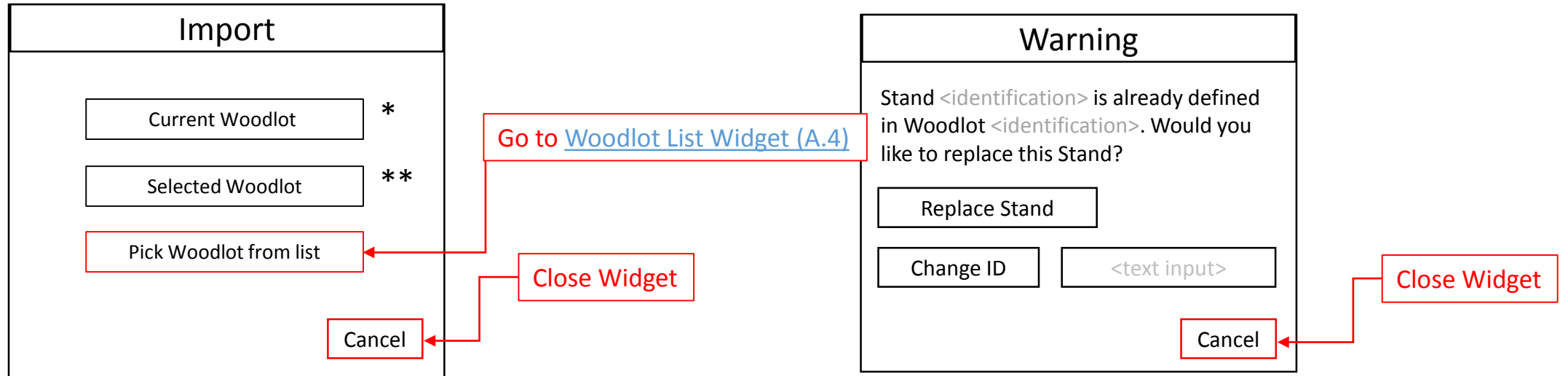
- * Only active if the user is currently on [Woodlot Screen](#)
- ** Only active if the user is currently on [Home Screen](#) with a Woodlot selected.

A.2-1 Import Stand

The Import Stand command will use the [system specific file explorer](#) to allow the user to select a Stand file.

The **Import** widget will follow, allowing the user to select which Woodlot the Stand should be added to.

If the Stand to be loaded has the same identification as a Stand already present in the Woodlot, the **Warning** prompt is displayed.



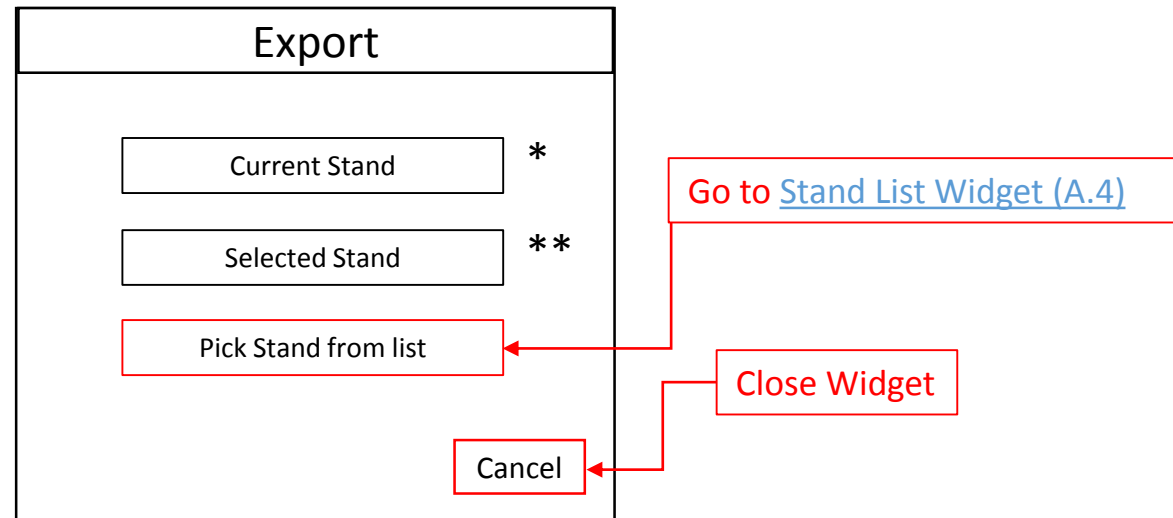
* Only active if the user is currently on [Woodlot Screen](#)

** Only active if the user is currently on [Home Screen](#) with a Woodlot selected.

A.2-2 Export Stand

The Export Stand command will open the following widget from which the user will select the Stand to export. Once selected, the **system specific file explorer** is used to specify where to save the file .

Export file types are: Stand File, Excel Spreadsheet



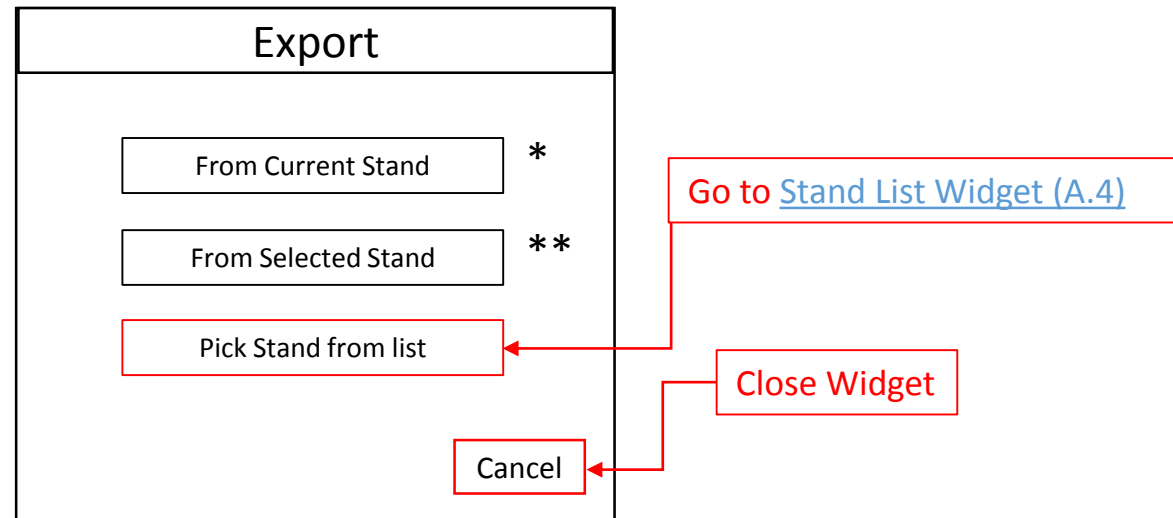
* Only active if the user is currently on [Stand Screen](#)

** Only active if the user is currently on [Woodlot Screen](#) with a Stand selected.

A.3 Export Quadrats

The Export Quadrats command will open the following widget from which the user will select the Stand from which to export the quadrats. Once selected, the **system specific file explorer** is used to specify where to save the file .

Export file types are: Quadrat File, Excel Spreadsheet

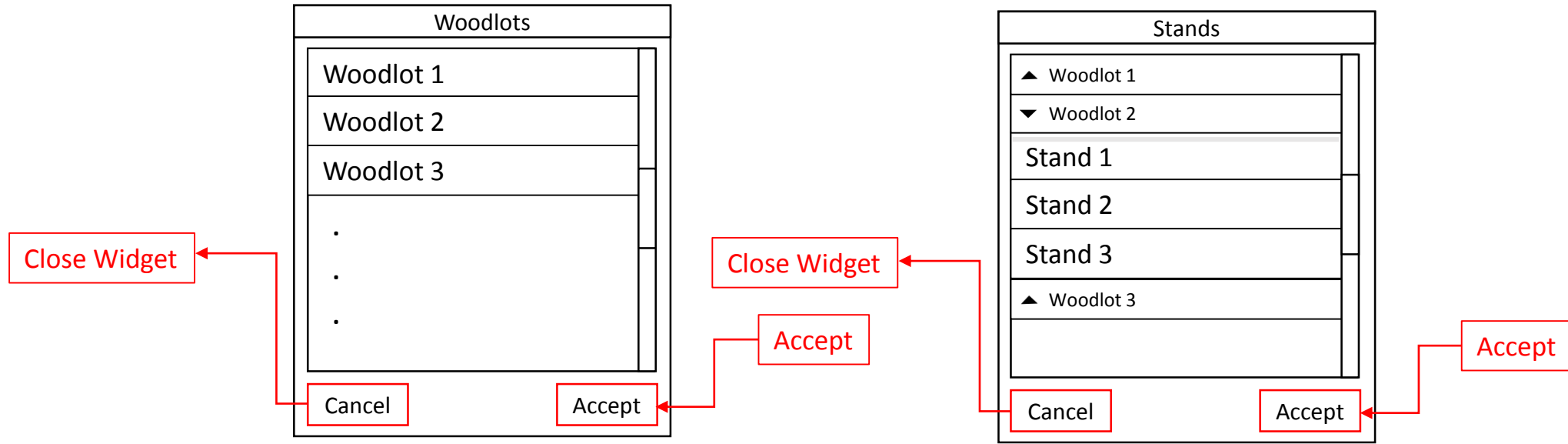


* Only active if the user is currently on [Stand Screen](#)

** Only active if the user is currently on [Woodlot Screen](#) with a Stand selected.

A.4 Woodlot/Stand List Widget

Widgets used for picking a Woodlot or a Stand out of all those present in the system.



A.5 GPS Widget

Widget used for GPS configuration.

