

PROJECT LIST MANAGER



The Project List Manager allows the user to create and manage an office *Project List* - a list of Architectural projects on their system. This list is used when opening a *drawing* or *sheet* in **ARRIS** to select the current project desired in a user-friendly way, without having to browse the computer file system for the various files needed. Projects are presented on the **OPEN** menus in familiar terms including the *Project Number* and a user assigned *Project Name*, instead of cryptic computer folder (directory) & file names. The *Project List* is subdivided into one or more categories. The information saved about each project on the list is as follows:

- Number - Most architecture firms identify their projects by number. This field is a completely user defined text string and may be any combination of alphanumeric characters. It is designed to be relatively short. Example "00001".
- Name - This field is an alphanumeric text string and is designed to be a more verbose name for the project. Example: "West High School".
- Windows Parent Directory Path - This field is used by computers running MS Windows operating systems and is the full path to the directory just above the project directory in the computer file system. Example: "c:\projects"
- Unix Parent Directory Path - This field is used by computers running any of the supported Unix operating systems such as Sun Solaris or SGI Irix and is the full path to the directory just above the project directory in the computer file system. Example: "/export/home/projects".
- Project Directory - This field is the directory name (located below the Parent directory listed above) where all data for the particular project will be stored. It typically has a .pj extension, however this is not required. Example: "00001.pj"

Because both a Unix and Windows Parent Directory Path is saved, both Unix and Windows platforms running together on a network may see the path to a given project differently, but still use the same project list. If only one machine type is used on your network, then only the Parent Directory Path for that machine type is needed, with the other being set to "<None>".

Example:

For a Unix server with a directory "/export/home/projects" where the office projects are stored and a Windows client which has the server's /export/home/projects directory mapped as network drive "p:" and a project under /export/home/projects called "00001.pj":

The Unix Parent Directory Path is "/export/home/projectsj"

The Windows Parent Directory Path is "p:"

The Project Directory is "00001.pj"

The project list file is called "*projlist.tx*" and is saved in the *arrisdat.dir* sub-directory

exiting the Project List Manager will cause unsaved changes to be lost.

APPLY: Applies any changes made to the Project List and writes it to disk. No changes are saved until this button is selected. If changes have been made to the Project List, the "Apply" text in this button appears yellow, warning that there are unsaved changes. If write permission is denied on the catalog (see the Permissions section below), the "Apply" text in this button will appear red, indicating that changes are not allowed.

PROJ PAGE LIST MGR: Opens the Project Page List for the currently selected project in the Project Page List Manager. Refer to the [Project Page List Manager](#) topic. A project must be currently selected (highlighted) first.

DETAILS: Displays the currently selected Project entry in the **PROJECT DATA** sub-menu on the right side of the **PROJECT LIST MANAGER** menu. Refer to the *Project Data* section below.

Menu List Selections

Categories on the Categories list and *Projects* on the Project List in the menus are selected or made current by selecting the box in which they are displayed. The current *Category* and *Project* are highlighted in the menu. A Project which is displayed in *Detail* mode on the menu is the current list Project. In some cases, selecting the current highlighted *Category* or *Project*, or a right click selection on these lists will perform a separate function. These are described with the function they perform.

Note 1: The reference to the "Current Project" in this topic refers to the entry on the *Project List* which is currently selected or highlighted. This is not necessarily the current project within **ARRIS** defined as the project directory (.pj) containing the currently loaded database.

Slidebars

The menu slidebars contained within the **PROJECT LIST MANAGER** Menu allow the user to quickly browse through lists of Categories and Projects when the list is longer than the menu available to display it. These slidebars are located on the menu on the right side of the list for which they function. A sidebar consists of an up arrow at the top, a down arrow at the bottom, and a sidebar in between. The sidebar shows the proportion of, and relative location within the entire list of the portion of the list currently displayed in the menu. Refer to the [Slidebars](#) topic for more information. Sidebar commands are as follows:

UP ARROW: A left click selection on the [Up Arrow](#) moves the display of the list up 1 item. A right click selection on the [Up Arrow](#) moves the display of

the list up 1 menu page.

DOWN ARROW: A left click selection on the Down Arrow moves the display of the list down 1 item. A right click selection on the Down Arrow moves the display of the list down 1 menu page.

SLIDEBAR: Selecting on the Slidebar moves the portion of the list displayed in the menu to the relative position of the selection on the slidebar.

Permissions

Access to add, change, or delete projects on the project list can be limited to specific users. When the "Apply" button is selected, the program checks the `arrisdat.dir` directory under the `standards (std:)` directory for a text file named `"projlist_rw.txt"`. If it exists, the file is read and the users found within are compared to the current computer login user. If the current user is on the list, permission is granted and the `"projlist.tx"` is saved. If the user is not on the list, an error message "Project List Permission Denied" is displayed and the list is not saved. If the file does not exist, permissions are open to everyone. The file is a simple ascii text file with one user per line which can be created with any text editor.

Category Commands

ADD: Adds a category to the Project List. The user is prompted for the location on the Categories List to add the category. The new category is inserted in front of the category selected. Pressing the `<cr>` or `<Enter>` key, or selecting a position on the menu Categories List display beyond the end of the list will add the new category to the end of the list. **ARRIS** will then prompt for the new category name.

DELETE: Deletes the currently selected Category from the Project List. A Category must be selected first. All project references listed within the category are also deleted.

Note 1: This command deletes the reference to the projects on the project list only. It does not affect the project directory itself or any graphic data.

RENAME: Renames the currently selected Category. A Category must be selected first. The user is prompted for the new Category name.

MOVE: Moves the currently selected Category from one location on the list to another. A Category must be selected first. The user is prompted for the new location. The selected Category is inserted at the new location in front of the category shown in the box selected. If a position beyond the end of the list is

selected, or if the <cr> or <Enter> key is pressed at the New Location prompt, the Category is moved to the end of the list. All Projects on the list contained within the category are moved on the list with the Category.

Project Commands

ADD: Adds a project to the Project List. The user is prompted for the location on the list to add the project. The new project is inserted in front of the project contained on the line selected. A <cr> or <Enter> at this prompt, or selecting a line beyond the end of the Project List will add the Project entry to the end of the list. When the Project entry is added, the **Project List Manager** will toggle to Detail mode. Refer to the *Project Data* section below. From here the specific data relating to the Project Entry must be added. The Project Number, Project Name, and the Parent Directory Path which corresponds to your computer type will be prompted for automatically when a new Project entry is added.

DELETE: Deletes the currently selected project entry from the Project List. A project entry must be selected first.

Note 1: This command deletes the reference to the project on the project list only. It does not affect the project directory itself or any graphic data.

AUTO ADD: The Auto Add function searches the *Default Parent Directory* for your current machine type and compiles a list of .pj directories found. Refer to the Default Parent Directory commands under *Current Project Commands* below. Auto Add then compares the list of .pj directories found to the Project List and drops any duplicates. The remaining .pj directories are then added to the Project List in a new Category called "Auto Add Projects". The newly added project entries are now ready to be edited for project number and name, and may be moved to other appropriate Categories that you may have set up. This function allows multiple new projects which have been created on the disk to be very quickly added to the Project List.

MOVE: Moves the currently selected project entry from one location on the Project List to another. A Project entry must be selected first. The user is prompted for the new location. The project entry is inserted at the new location in front of the project shown in the box selected. A <cr> or <Enter> at this prompt, or selecting a line beyond the end of the Project List will move the Project entry to the end of the list.

Project Data

When the Details button is selected, the right side of the **PROJECT LIST MANAGER** Menu toggles to the **PROJECT DATA** sub-menu and more detailed data on the current Project entry is displayed. This menu may also be reached by a right click selection on a Project entry on the Project List. This menu also displays the Default Parent Directory Paths.

The screenshot shows the 'PROJECT LIST MANAGER' window with the 'PROJECT DATA' sub-menu active. The window title is 'PROJECT LIST MANAGER'. The sub-menu contains the following fields and buttons:

- PROJECT DATA** (Section Header)
- PROJECT NUMBER**: 99000
- PROJECT NAME**: ARRIS Sample Home
- PROJECT WINDOWS PARENT DIRECTORY**: C:\ARRIS90\samples
- PROJECT UNIX PARENT DIRECTORY**: <None>
- PROJECT DIRECTORY**: 99000.pj
- Project Entry 2 Of 2 In The Category
- DEFAULT PARENT DIRECTORY PATHS** (Section Header)
- WINDOWS**: C:/sigdata
- UNIX**: <None>
- Buttons: Next, Previous, Return
- PROJECT COMMANDS** (Section Header)
- Buttons: Add, Auto Add, Delete, Move, Details, Proj. Page List Mar., Apply, Exit

Current Project Commands

PROJECT NUMBER: Selection of this box allows the user to edit the Project Number for this project entry. The Project Number is simple user defined text, and although there is no limit to the number of characters which may be used, it is designed to be relatively short.

PROJECT NAME: Selection of this box allows the user to change the Project Name of the currently selected Project entry. The Project Name is simple user defined text. There is no specific limit to the number of characters which may be used.

PROJECT WINDOWS PARENT DIRECTORY: This box displays the computer path to the directory (folder) immediately above the project directory (folder) on a machine using a MS Windows operating system. Selection of this box allows the user to set this path. **ARRIS** will prompt for the path to the Windows Parent Directory. Selecting the "Default" option will set the Windows Parent Directory to the same directory as shown in the Windows Default Parent Directory Path box. Selecting the "Browse" option allows the user to select the path desired from menus. The "<None>" option should be used only if you are on a Unix system where Windows machines are not present.

PROJECT UNIX PARENT DIRECTORY: This box displays the computer path to the directory (folder) immediately above the project directory

(folder) on a machine using a one of the supported Unix operating systems. Selection of this box allows the user to set this path. **ARRIS** will prompt for the path to the Unix Parent Directory. Selecting the "Default" option will set the Unix Parent Directory to the same directory as shown in the Unix Default Parent Directory Path box. Selecting the "Browse" option allows the user to select the path desired from menus. The "<None>" option should be used only if you are on a Windows system where Unix machines are not present.

PROJECT DIRECTORY: This box displays the project directory (folder) name as it appears in your computer file system. Selection of this box allows the user to set this directory name. **ARRIS** will prompt for the project directory. Selecting the "Browse" option allows the user to select the project directory desired from menus. The parent directory for the machine type on which you are working should be set first, before the project directory is set, allowing the "Browse" feature to properly search the parent directory.

DEFAULT PARENT DIRECTORY PATHS: These boxes display a computer path to be used as the default for the Windows and Unix Parent directories. These two settings are common for all Project Entries on the Project List. Since project directories are usually found under a common parent directory, this allows the user to set these two directories as defaults and then use them for setting the parent directories when adding a new Project entry without having to browse or type the information. When either box is selected **ARRIS** will prompt for the path to the respective Default Parent Directory. Selecting the "Browse" option allows the user to select the path desired from menus. The "<None>" option should be used only if the respective operating system is not used on your network.

RETURN: Returns the menu display on the right side of the **PROJECT LIST MANAGER** Menu to the Project Number/Name list.

NEXT: Displays the *Next* Project Entry in the current Category in Detail Mode. From the last Project entry in the Category, the display will cycle to the first Project entry in the current Category.

PREVIOUS: Displays the *Previous* Project Entry in the current Category in Detail Mode. From the first Project entry in the Category, the display will cycle to the last Project entry in the current Category.

See Also

[Project Directory](#), [Open](#), [Slidebars](#), and [Project Page List Manager](#).