

Projectile Version 6

The integrated total solution for service providers: projects, processes, knowledge.

Help, Part 1: User Interface

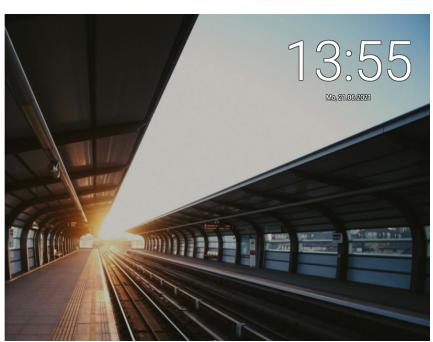
Inhaltsverzeichnis

l.1 Log In, Change Password, Log Out	2
L.2 User Interface	
L.3 Creating and Editing Data	
1.4 Transferring a Data Record to the Dockbar	
L.5 Deleting Data	
L.6 Searching and Finding Data	
1.7 Main Menu, Hit List and Work Area	

1.1 Log In, Change Password, Log Out

In order for a user to log on to the system, it is necessary to define this user as an employee. After starting the application (bookmark in the browser or entering the URL), the login screen appears first. The start address usually has the following structure: http://projectile-server/projectile/start. In the login screen, the user must log in:





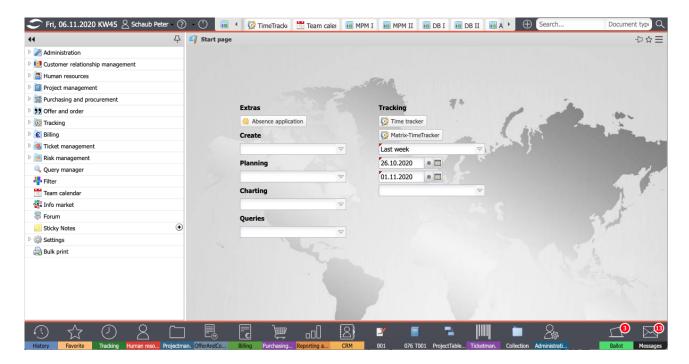
By entering the login and password, the user enters the system with the "Login" button:





Then the Projectile splash screen appears.

The login (and possibly the password) is usually assigned by the administrator. If the administrator has not assigned a password, it should be changed by the user immediately after the first login.



Note: The passwords are stored encrypted in the database. If the password is forgotten, the administrator must reset the password in the employee administration!

The function "Change Password" is located in the upper menu:



Here the user can assign or change his own password. A dialog box appears in which the old password is requested and then a new password can be entered and confirmed.



To log off from the system, activate this button:



In the browser, it is then possible to log on again (possibly as another user for administration) or to close the window permanently.

1.2 User Interface

After logging on to the system, the following elements usually appear (depending on the scope and authorization):



When clicking the "Home" button, the application switches directly to the workspace, regardless of which mask or dialog is open. Clicking on the "Employee button" opens the "Change password" dialog, among other things.

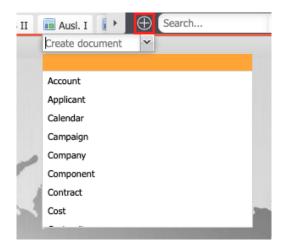
Clicking on the "Online Help" opens the Projectile online help and by clicking on the "Logout Button" the user is logged out of the system.

Clicking on the "Portal Button" will open or close the portals (if any are defined):



1.3 Creating and Editing Data

With the help of the "+-Button" data can be created in Projectile. The authorization system determines which data a user may create. In the following example, data of the type "document" is entered without going into the technical aspects of cost entry:

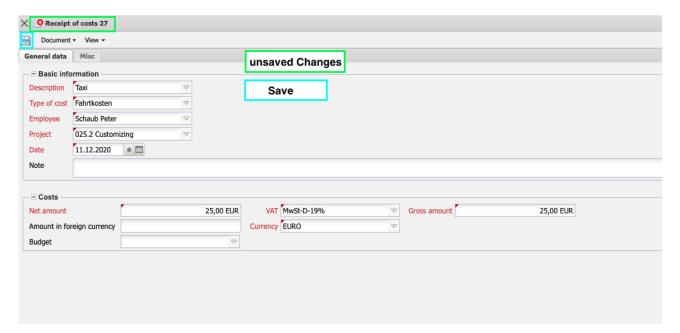


Then a mask opens (here of the type "receipt"):

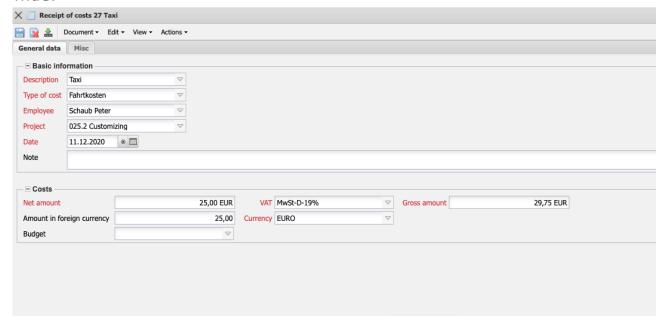


The fields with a red label are mandatory fields (which must be filled in by the user) and the fields with a black label are optional fields. Often the input masks also have tabs (as in this example). The tabs provide a better structuring of the masks and - especially with many elements - more clarity. To switch to a tab, click on the name of the tab.

After entering the necessary information, the record can be saved. In the window bar, unsaved changes are displayed if necessary:

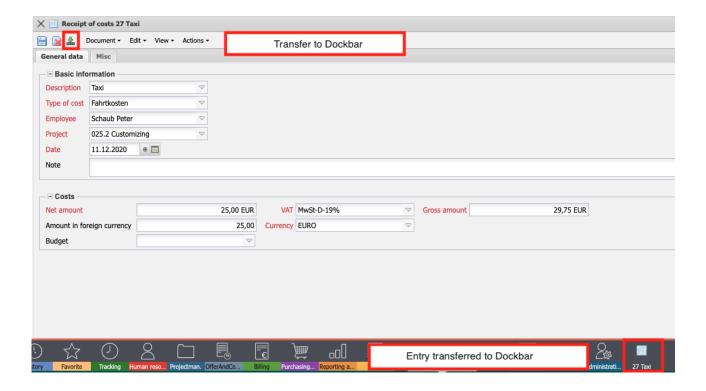


After saving, the data is stored in the SQL database and is available systemwide:



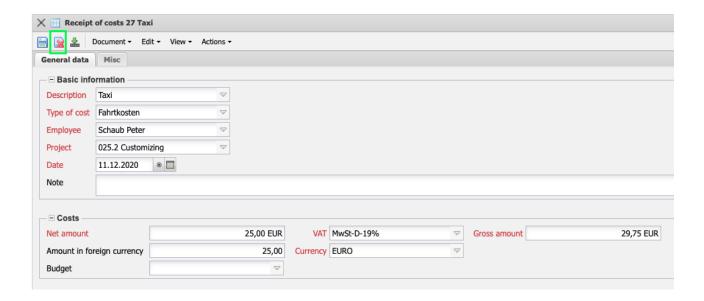
1.4 Transferring a Data Record to the Dockbar

After saving (or after opening saved data) the record can be transferred to the dockbar:

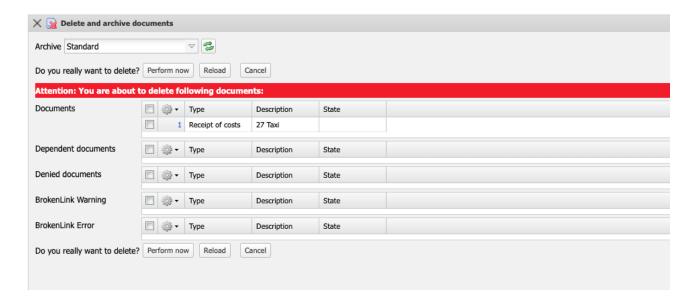


1.5 Deleting Data

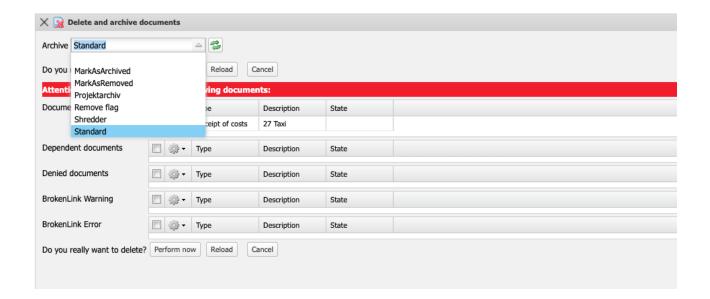
With the help of the "delete button" data in Projectile can be deleted from the database:



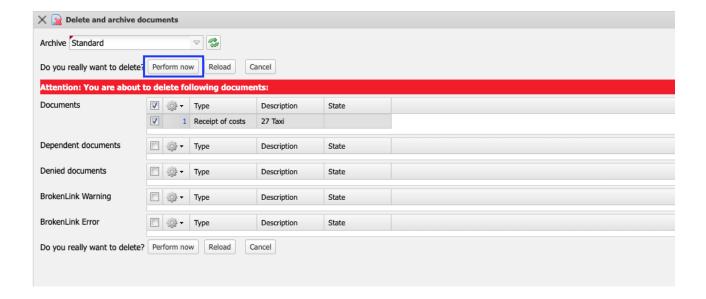
Before the final deletion a safety query appears:



Among other things, dependent data and some deletion options are displayed here. Data can be irretrievably deleted ("shredder"), moved to an archive, moved to the standard archive (equivalent to a recycle bin) or marked as archived or deleted.



Usually only administrators have access to deleted documents in the standard archive. With the help of the action "Execute Now" the deletion process is executed:

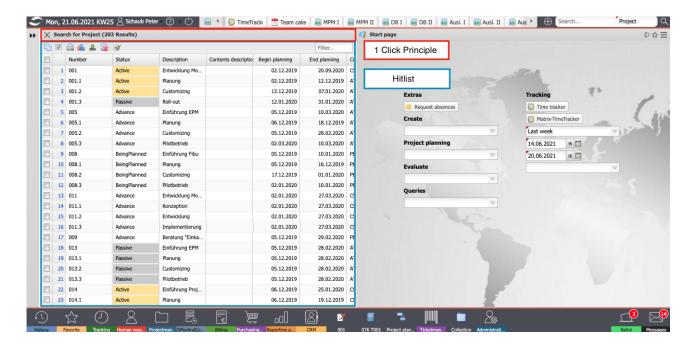


1.6 Searching and Finding Data

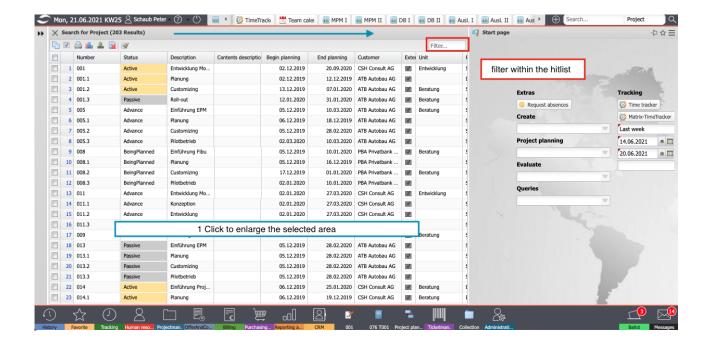
The search engine is used to find data. By entering a search string in the search field and selecting a category, all documents in the category are searched for the string, based on a full text search. Tapping in the category field restricts the selectable document types. In the example, the string "Entwi" is searched for in the main projects:



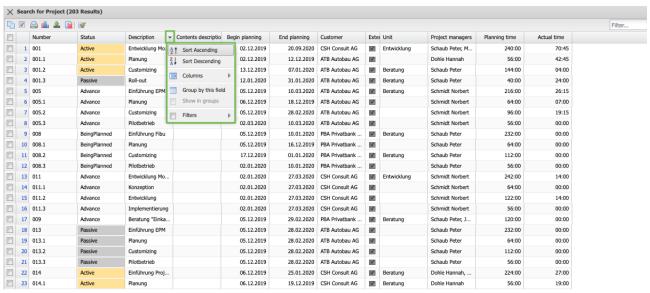
It is also possible to search the entire database without selecting a category. However, since such searches can take longer, a warning message appears if no selection is made. The following figure shows the result list of the search query:



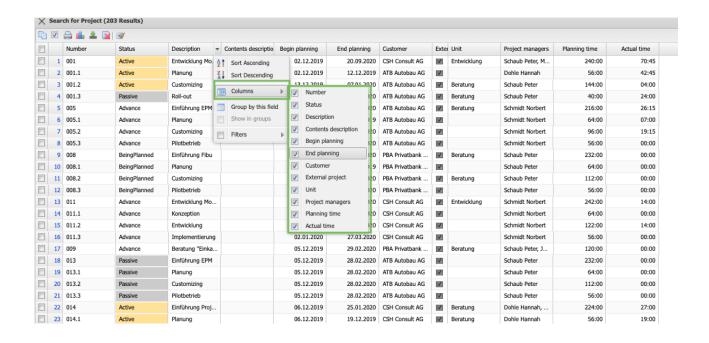
The hit list sall data in which the defined search string "Entwi" occurs. The hit list can be enlarged by clicking on the window bar and further filtering within the hit list is possible:



The hit list can be sorted and columns can be ...

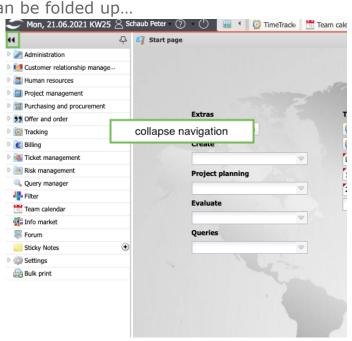


... shown or hidden.

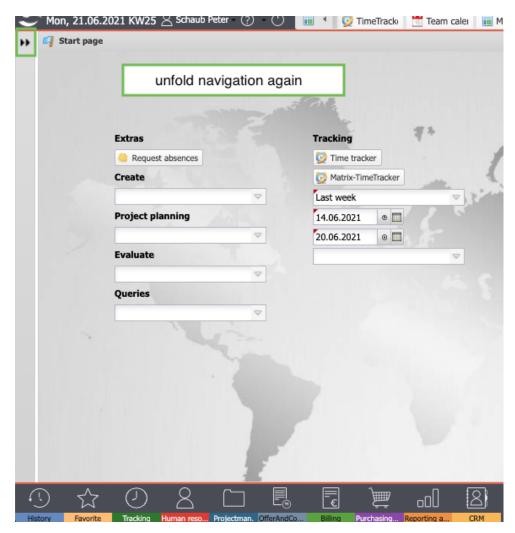


1.7 Main Menu, Hit List and Work Area

The main menu can be folded up...

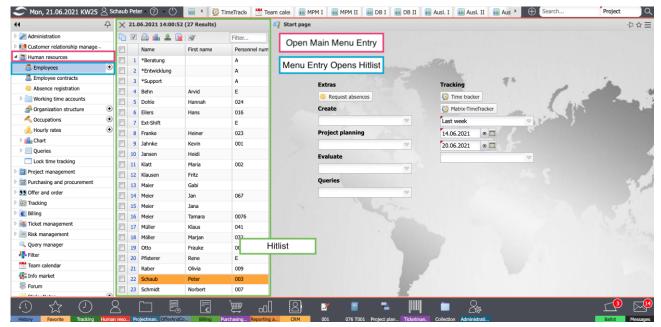


... and unfolded.

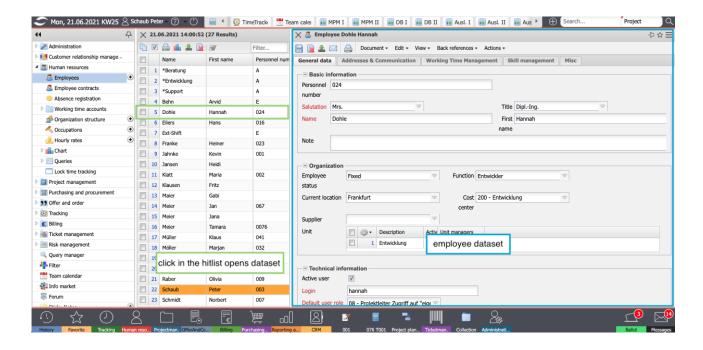


The main menu contains the different areas, such as "Administration" (see Administration Guide), "CRM" (part 2 of the help), "Personnel" (part 3 of the help), "Project Management" (part 4 of the help), "Quotes and Orders", etc.

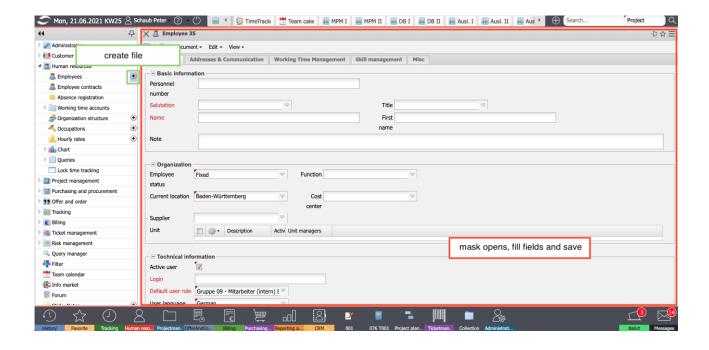
In the following example, first the menu "Personnel" is opened (click on the menu item) and then the employees (click on the entry "Employees"). A hit list with the created employees will then open. This hit list can be changed by the administrator in the Query Manager.



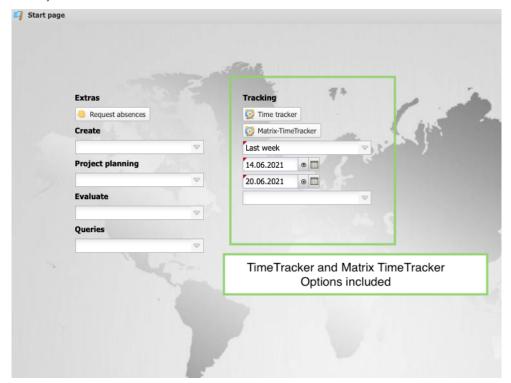
By clicking on a line in the hit list the data record of the employee opens in detail mode:



In the main menu, data can also be created with the "+" button (depending on the authorization):

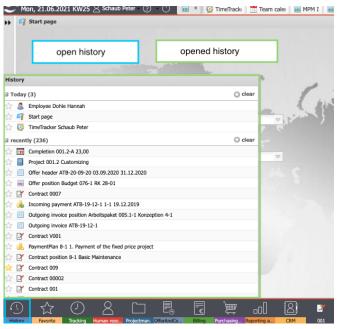


The standard start screen can always be brought to the foreground with the "Home Button" and contains among other things the "Request Absence", the creation of data (analogous to the "+-Button"), "Plan" for project planning, "Evaluate", "Query" and recording (TimeTracker and Matric-TimeTracker including options):

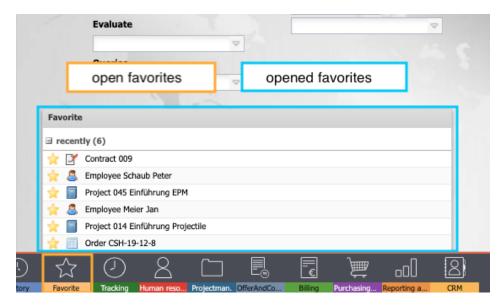


1.8 Dockbar

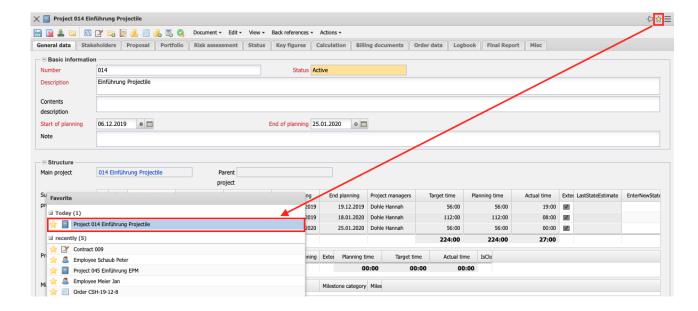
The lower horizontal area of the user interface is the "Dockbar". The dockbar contains the history, favorites, containers, polls and internal messages. Clicking on "History" opens the already opened data of "Today", "Yesterday" and "Recent" (day before yesterday or older):



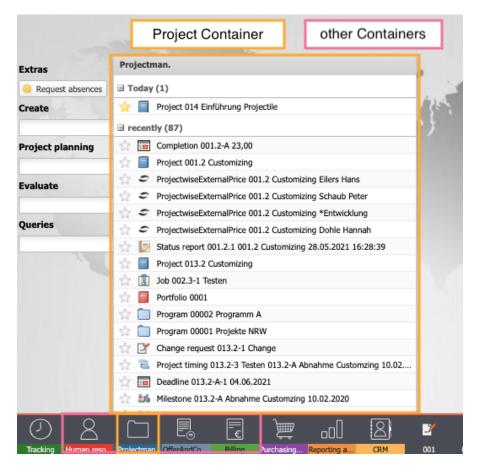
Clicking on "Favorites" opens the data that the user has marked as a favorite:



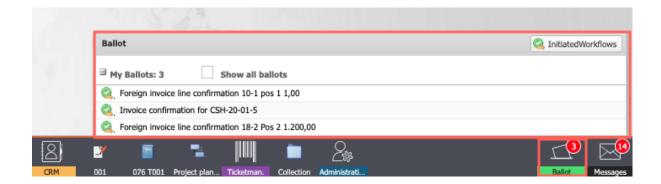
The favourites can also be marked directly in the mask with the "*-button":



By opening data from the different areas, the so-called containers are created. These containers contain subsets of the history:



The dock bar is completed by the "Reconciliation" function (for example, for approving vacation requests, checking travel expenses or releasing invoices) ...



... and the internal messages.

