

# ESSR - European Space Software Repository

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## Software User Manual



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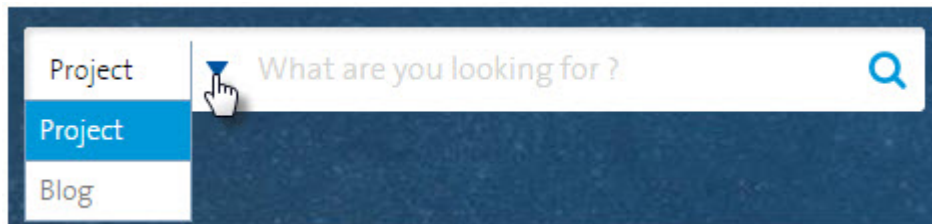
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## Frontend

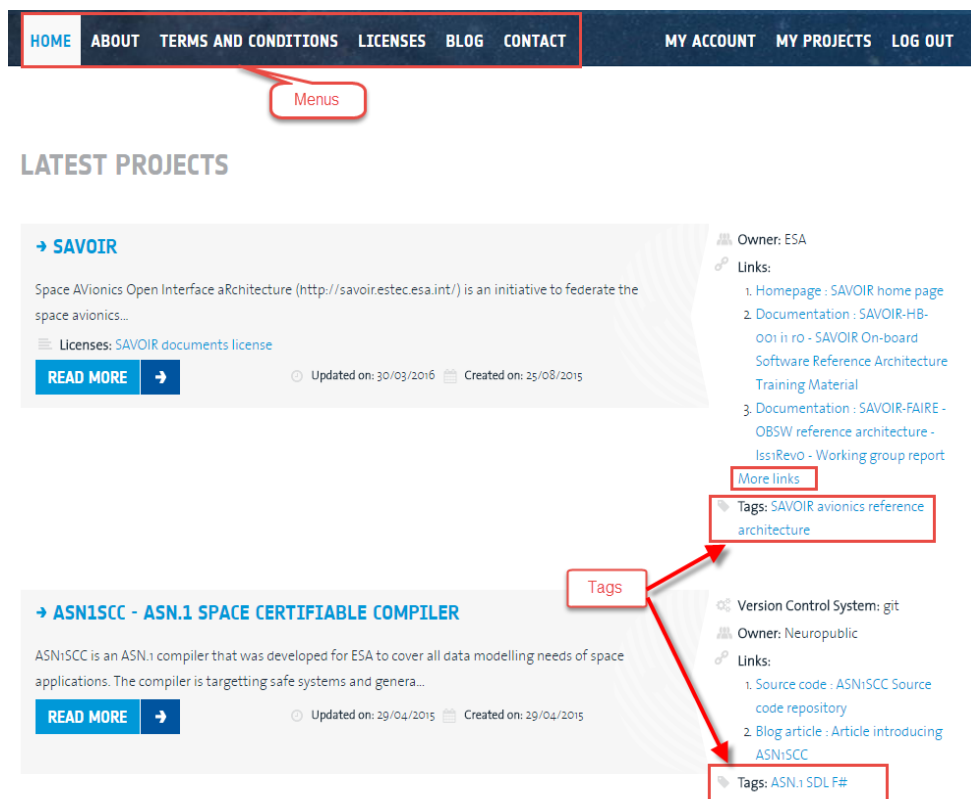
### Search:

1. You can search in 'Projects' by default
2. You can search in 'Blog' by selecting from the search drop-down



## 1.1 Home

Listing of latest added projects. The listed projects have a short description and a 'read more' button that at click transfers you on the project detail page. Along with the short description you also have in the right side filters in a tag cloud.



Creation date and last update date are included in the listing.

Project detail page has the project summary, social sharing options (Facebook, Google+, LinkedIn, Twitter) and the comment section.

Note: Comments are moderated and will only appear after they have been approved.

### Functionalities

- Produce an homogeneous SW system from a set of heterogeneous functions (Written in C, Ada, Simulink, VHDL, SCADE, and/or SDL)
- Provide facilities for schedulability analysis (Integrates CHEDDAR, MAST, and Marzhin)
- Provide features for early verification and testing of the generated SW (GUIs and Python scripts)
- Provides built-in behavioural modelling facilities (state machine editor) and automatic code generation
- Generate multiple implementations (manage distribution) from one unique model: ease application portability
- Supports the integration of FPGA components
- Support expandability of features through openness to external tools.
- Supports connection with SQL databases

Like

Share

0

+

0

Share

0

in

Share

Twitter

Tweet

### Comments

Add a comment

POST

### Contact Project Owner

→ Email\*

→ Subject\*

→ Message\*

→ Security Code\*

ns5zxe

SEND MESSAGE

## 1.2 Log In

After clicking the “Log In” button a login form page is displayed:

- “Don’t have an account? Register Now!” link page button
- Username - Text input field
- Password - Password field
- “Forgot Password” link button to Forgot Password page form
- “Login” button



### LOG IN

A light gray login form. At the top right, there is a link: "DON'T HAVE AN ACCOUNT? REGISTER NOW!". Below it, there are two input fields. The first is labeled "→ Username" and the second is labeled "→ Password". Below the password field, there is a link: "Forgot Password". At the bottom left, there is a blue button labeled "LOGIN" and a dark blue button with a white icon.

### Forgot Password form

- E-mail\* - text area field
- Submit - button

## FORGOT PASSWORD

A light gray forgot password form. It has a label "→ E-Mail\*" above a text input field. The input field has a placeholder text "type your email". Below the input field, there is a blue button labeled "SUBMIT" and a dark blue button with a white icon.

### 1.3 Register

On this page the user can find the “Register” form.

The workflow of creating a new account has 3 main steps:

1. Complete the registration form correctly. (*You will receive a confirmation email.*)
2. Confirm the account from the email confirmation link.
3. Wait for an admin to enable the account and assign credentials. (*You will receive a confirmation email.*)

This form contains the following fields, the required fields have included '\*':

- **First Name\*** - text field, only letters are allowed
- **Last Name\*** - text field, only letters are allowed
- **Email\*** - text field. Email template required
- **Confirm Email\*** - text field. Email template required
- **Password\*** - text field, minimum 8 characters
- **Confirm Password\*** - text field, minimum 8 characters
- **Job Title** - text field
- **Company Name\*** - text field
- **Company Industry\*** - drop down menu or/and text field
- **Company Address\*** - text field
- **Company Postal Code\*** - text field
- **Company City\*** - text field
- **Company Country\*** - drop down menu
  - o Automatic location for your current Country
  - o Note: An error message will be displayed for non-ESA countries (please see screenshot below)
- **Company phone number\*** - text field
- **Company Employees** - range drop down menu
- **Company website** - text field
- **EMITS Vendor Code** - text field
- **ESA-STAR Entity Code** - text field
- **Captcha security code** with a text field & refresh button
- **Register** button

→ First Name\*

→ Company Name\*

Thank you for your interest in our European Space Software Repository.

→ Last Name\*

→ Industry\*

The repository includes two types of software.

One is publicly and worldwide available, and you may access it without further registration.

The other type is software that our ESA Member States have flagged as being only available within ESA Member States, due to industrial policy choice. To access this software, a registration is needed.

That is why the registration is limited to representatives of Member States industry. Unfortunately, we cannot grant access outside ESA Member States.

→ Postal Code\*

We trust that you will find anyhow interesting pieces of software in the public area.

→ Password\*

→ City\*

→ Confirm Password\*

→ Country\*

retype your password

Other ▼

→ Job Title

→ Phone Number\*

type your job title

type your Company phone number

→ Number Of Employees

select range ▼

European Space Software Repository

Project ▼

What are you looking for?

Q

HOME

ABOUT

TERMS AND CONDITIONS

LICENSES

BLOG

CONTACT

LOG IN

REGISTER

## REGISTER

[ALREADY HAVE AN ACCOUNT? LOGIN HERE!](#)

Please use the form below to register on the ESSR. Please note, that only registrations from persons residing in the ESA member states can be accepted. We also don't accept registrations with e-mails on public mail services like Yahoo or Google Mail, please use your corporate e-mail. Your account will be enabled shortly, after verification is completed.

→ First Name\*

type your first name

→ Last Name\*

type your last name

→ Email\*

type your email

→ Confirm Email\*

retype your email

→ Password\*

min length 8, at least 1 uppercase, 1 lowercase and 1 digit

→ Confirm Password\*

retype your password

→ Job Title

type your job title

→ Company Name\*

type your company name

→ Industry\*

Aerospace ▼

→ Company Address\*

type your Company street address or PO box

→ Postal Code\*

type your Company postal code

→ City\*

type your Company city

→ Country\*

Netherlands ▼

→ Phone Number\*

type your Company phone number

→ Number Of Employees

select range ▼

→ Company Website

type your Company website

→ EMITS Vendor Code

type your EMITS Vendor code

→ ESA-STAR Entity Code

type your ESA-STAR Entity Code

→ Security Code\*

9xarby

type the security code

REGISTER

fields marked with \* are mandatory



European Space Software Repository

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## 1.4 User Account

This form is somewhat similar with the Register form. At this page you can find/update the user information.

- **First Name\*** - text field, only letters are allowed
- **Last Name\*** - text field, only letters are allowed
- **Job Title** - text field
- **Company Name\*** - text field
- **Company Industry\*** - drop down menu and text field
- **Company Address\*** - text field
- **Company Postal Code\*** - text field
- **Company City\*** - text field
- **Company Country\*** - drop down menu
- **Company Phone Number\*** - text field
- **Company Employees** - range drop down menu
- **Company website** - text field
- **EMITS Vendor Code** - text field
- **ESA-STAR Entity Code** - text field
- **Save** button
- **Change Email** button
- **Delete** button



**OBS** - Additionally, on this page, there are the *change email* and/or *delete account* options.

**Change Email** - when changing the email, the new address will just have to be confirmed by the user from the new email address. The admin isn't required to approve an email change.


- Email\* - text field
- Repeat Email\* - text field
- Change email button

## CHANGE EMAIL

You will have to confirm your new email address by clicking the link in the email that we will send you.

→ Email\*

→ Repeat Email\*

CHANGE EMAIL 

## **Delete Account**

The account deletion has 4 steps:




1. Go to Account -> Profile page
2. Click on the delete button
3. Assign to other users or delete your projects
4. Confirm the account deletion

When deleting the account you have to take into account that before that you need to disassociate yourself from the settings project(s) page or submit a delete project request. This can be done using the two buttons displayed on the page.

- **Projects list** with ownership status and action buttons.
- **Settings** button (assign another user and remove yourself from the project)
- **Delete** button (this requires an admin's approval)

## DELETING YOUR ACCOUNT

You are associated with the following project(s)  
Please disassociate yourself from the settings project(s) page or submit a delete project request.  
NOTE: If you decide to send a delete project request, the administrator can decide to remove your access and keep the project available.

Project	Project ownership status	Settings Button	Suggested action
<a href="#">→ Project Proposal</a>	You are the only project owner, you can request the project to be deleted.		
<a href="#">→ Demo Esa</a>	You can safely remove yourself from the project. You can also request the project to be deleted.		

**Project Settings** - on this page you can add another owner to the project and/or remove yourself.

- **Email** - text box (only valid users can be added)
- **Submit** button.
- **User list** information.
- **Delete** button.



## DEMO ESA - SETTINGS

Add new user

[→ E-Mail](#)

SUBMIT



Name	User	Role	Actions
User Esa	user@esa.int	owner	
Admin Esa	admin@esa.int	owner	

BACK TO THE LIST



If there are no projects connected to the account, the user will have the following option:

- **Confirm** button

## DELETING YOUR ACCOUNT

If you erase your account you will not be able to recover it.

Please confirm your account deletion.

CONFIRM



BACK TO MY ACCOUNT



### Change password

- **Current Password\***
- **Password\*** - text field, minimum 8 characters.
- **Confirm Password\*** - same as the above field.

HOME ABOUT US BLOG CONTACT

MY ACCOUNT

MY PROJECTS

LOG OUT

PROFILE

CHANGE PASSWORD

## CHANGE PASSWORD

→ Current Password\*

→ Password\*

→ Repeat Password\*

CHANGE PASSWORD

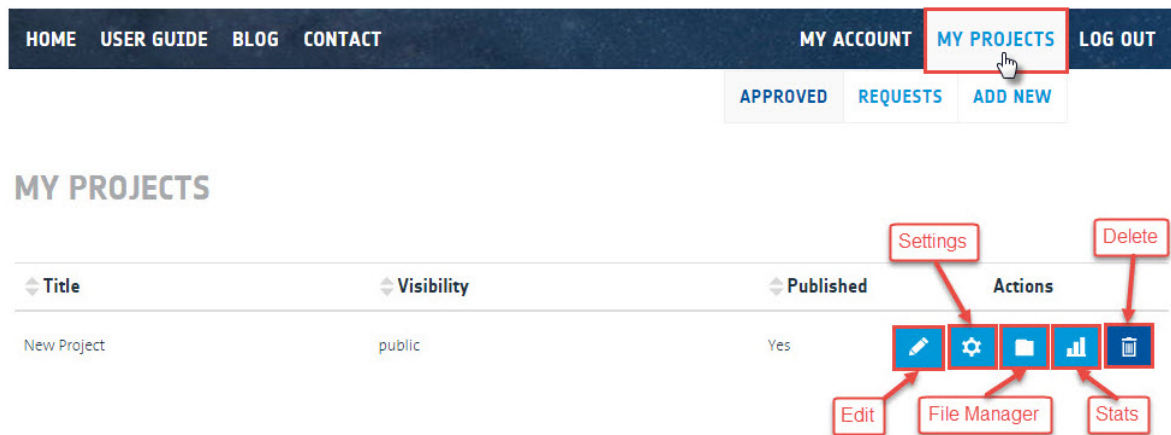


### 1.5 Projects

In this section the user can manage his projects and the projects he has been assigned to. A user can add storage to his project upon confirmation by an admin.

- **Add new project** button
- **Project list** containing the title, visibility and status of projects
- **Edit** button
- **Settings** button

- **File Manager** button (only if/after a request/confirmation has been made)
- **Stats** button
- **Delete** button
- *Sort options* - in front of every column name there are the up/down arrows that allow sorting.



### 1.5.1 Add new project

On this page you can find the 'Add Project' form. This form contains the following fields, the required fields have included '\*':

- **Project title\*** - text field.
- **Description\*** - the user has an WYSIWYG Editor for formatting the text and also he can add images.
- **Tags\*** - these tags will be used for filtering the results in listing. Enter at least a letter and a drop down list will be displayed, based on already saved tags present in the db.
- **Owner\*** - radio buttons and text field
- **Repository Type** - drop-down select option.
- **Licenses\*** - multiple select options on added licenses.
- **Visibility\*** - who will have access to the project in question. Depends on License(s) view properties.
- **Links\*** - section for adding multiple links.
  - **Type\*** - drop-down select option. (Other drop down options can be added by an admin in the backend if needed).
  - **URL\*** - Text box (address of the project must be inserted).
  - **Name** - text field where you have to add the project name.
  - **Visibility\*** - multiple options. Depends on the Visibility\* & Licenses\* view properties.
  - **Need authentication** - check box.
  - **Delete** button. This option is referring only for the link.
- **Add Link** button. The user can repeat the steps from above to add another URL at this project. (This option opens a new Links\* section with the appropriate fields - *Type\**, *Url\**, *Name*, *Visibility*, *Need authentication* and *Delete*).
- **Do you need storage?** - check box. If approved by an admin, this will enable the user to add/store the project on ESA servers.
- **Do you want to have authentication on links?** - check box. When selected, the user that tries to access your project will need user and password.

- **Comment** - Text box for posting a comment.
- **Submit** button.

**Note!** The edit option leads to a page with similar options as the “Add new project” page.

HOME USER GUIDE BLOG CONTACT						MY ACCOUNT	MY PROJECTS	LOG OUT
						APPROVED	REQUESTS	ADD NEW
MY PROJECT REQUESTS								
Request Type	Request Status	Project title	Project Visibility	User name	User email	Actions		
change	pending	Project New Name	public	User Esa	user@esa.int			Delete
change	rejected	Artemis 1	registered	User Esa	user@esa.int	View		
change	accepted	test tst 5/31	public	ain tst	albert@gmail.com			
change	accepted	test tst 5/31	public	ain tst	albert@gmail.com			
proposal	accepted	test tst 5/31	public	ain tst	albert@gmail.com			
change	accepted	Add Tag publishes email	registered	User Esa	user@esa.int			
change	accepted	Add Tag publishes email	registered	User Esa	user@esa.int			
change	accepted	project 13	public	User Esa	user@esa.int			

→ Title\*

☐ Other

\_\_\_\_\_

Other 

☐ Test European Space Agency Public License - v2.1 - Type55 (norelink) [Read license](#)

☐ test [Read license](#)

public

ADD LINK +

☐ Do you want to have authentication on links

The Owner of the external project hyperlinked by ESSR shall defend ESA against any claim, demand, suit or proceeding made or brought against ESA by a third-party alleging that the hyperlinked project is in violation of this Agreement, infringes or misappropriates the intellectual property rights of a third-party or violates applicable law, and shall indemnify ESA for any damages finally awarded against, and for reasonable attorney's fees incurred by, ESA in connection with any such claim, demand, suit or proceeding; provided, that ESA (a) promptly gives the Owner written notice of the claim, demand, suit or proceeding; (b) gives the Owner sole control of the defense and settlement of the claim, demand, suit or proceeding (provided that the Owner may not settle any claim, demand, suit or proceeding unless the settlement unconditionally releases ESA of all liability); and (c) provides to the Owner all reasonable assistance, at the Owner's expense.

☐ I confirm that I'm the owner of the project or act on his behalf and may grant the license to third-parties.

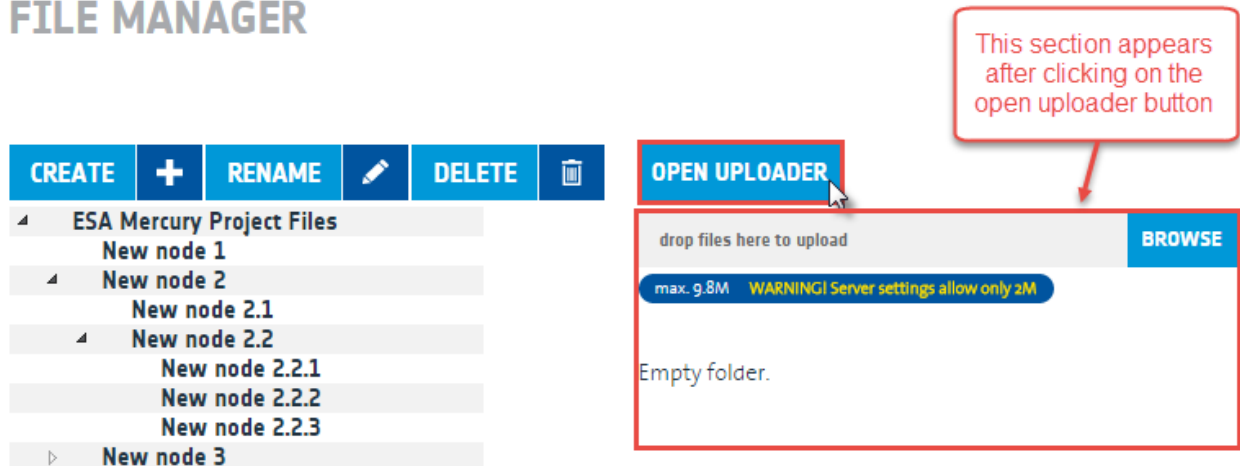
SUBMIT 

### 1.5.2 File Manager

The file manager enables the project to be stored on ESA servers.

- **Create** button. Creates a node in the file manager. This enables a better tracking of the project files.
- **Rename** button. Rename the node.
- **Delete** button. Deleting a node will also delete the file.
- **Open Uploader** button.

## FILE MANAGER



### Uploading files

To upload files click on the browse button. This will bring out a typical upload file window.

- First of all select the folder/node in which you want to upload the file.
- The file size depends on the server settings.
- Only one file per upload can be selected.

Please note that the maximum file size that can be uploaded in the application is written after “max.” label. However, if the server is misconfigured (like in the screenshot), a warning appears in yellow, stating the server constraint.

### Uploaded file

- **A green/red message** informing if the file was uploaded.
- **Name** - Text Box.
- **Description** - Text Box.
- **Visible** - check box. Sets the visibility of the file.
- **Save** button.
- **Uploaded files list** containing information about the files uploaded in the selected node (Selection checkbox, Name, Type, Size, Creation date and action buttons).
  - **Download** button. Download the file.
  - **Generate external link** button. Generates a link with a predefined lifetime set by the admin in the backend settings.
  - **View** button. Triggers the file details page.
  - **Edit** button. Triggers the edit file page.

- **View project button.**
- **Delete selected button.** Deletes the files ticked by the check box in the uploaded *files list*.

## FILE MANAGER

The screenshot displays the File Manager interface. On the left is a tree view of the project structure under 'ESA Mercury Project Files', including nodes like 'New node 1', 'New node 2', and 'New node 3'. The main area on the right contains an 'OPEN UPLOADER' form. This form has a success message: 'The File has been successfully uploaded. You can edit it below if you choose to do so, but it is not required.' Below this are input fields for 'Name' (containing '1') and 'Description'. There is a 'Visible' checkbox which is checked, and a 'SAVE' button. Below the form is a table with one record. The table has columns for Name, Type, Size, Created, and Actions. The record shows a file named '1' of type 'text/plain' and size '0.00 MB', created on '2014-10-04 16:19'. The Actions column contains icons for download, generate external link, list, and edit. At the bottom of the interface are buttons for 'VIEW PROJECT', 'DELETE SELECTED', 'Download', and 'View'. Red boxes and arrows highlight the 'Generate External Link' and 'Edit' buttons in the Actions column, and the 'Download' and 'View' buttons at the bottom.

**Hint:** A node (and it's content) can be moved by holding the left click button on a node you want to move, and then releasing over the target location.

### 1.5.3 Project Requests

On this page you can view the history of your project requests. It's a list containing several useful information:

- **Request type:** A new *project proposal* or either a *project change* request.
- **Request status:** It shows if the request was accepted or rejected.
- **Project title**
- **Project visibility**
- **User name:** This is helpful in the case of shared projects.
- **User email**
- **Actions:** There is a view button where you can see the changes that were requested to the project. In case the request is still pending there is also the delete request button.
- **Sort options** - in front of every column name there are the up/down arrows that allow sorting.



Request Type	Request Status	Project title	Project Visibility	User name	User email	Actions
change	pending	Project New Name	public	User Esa	user@esa.int	<div><div>⋮</div><div>🗑</div></div>
change	rejected	Artemis 1	registered	User Esa	user@esa.int	<div>View</div> <div>⋮</div>
change	accepted	test tst 5/31	public	ain tst	albert@gmail.com	<div>⋮</div>
change	accepted	test tst 5/31	public	ain tst	albert@gmail.com	<div>⋮</div>
proposal	accepted	test tst 5/31	public	ain tst	albert@gmail.com	<div>⋮</div>
change	accepted	Add Tag publishes email	registered	User Esa	user@esa.int	<div>⋮</div>
change	accepted	Add Tag publishes email	registered	User Esa	user@esa.int	<div>⋮</div>
change	accepted	project 13	public	User Esa	user@esa.int	<div>⋮</div>

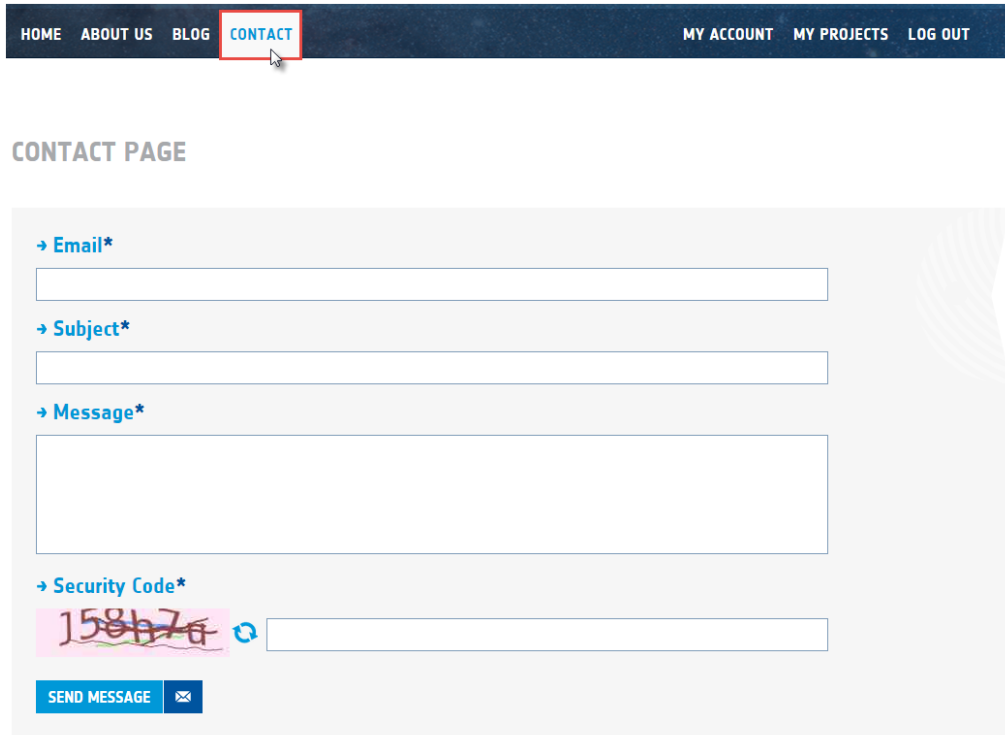
Listing of the latest added posts. The listed posts have a short description and a 'read more' button that at click transfers you on the post detail page. Every post has a created date, a last update date and a tag cloud for filtering the posts at your choice. A RSS feed button is also present.



Tags: [first blog post](#)

## 1.7 Contact form

- **Email address** - text input field.
- **Subject** - text input field.
- **Message** - text area field.
- *Captcha* security code.
- 'Send message' button.

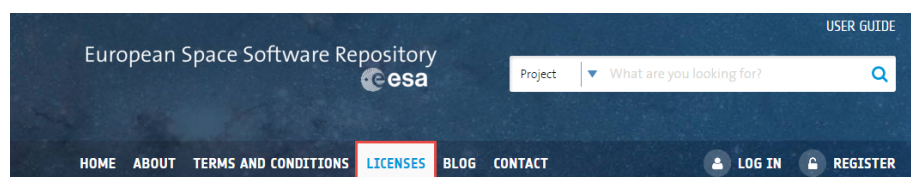


The screenshot shows the 'CONTACT PAGE' of a website. At the top is a dark blue navigation bar with links: HOME, ABOUT US, BLOG, CONTACT (highlighted with a red box), MY ACCOUNT, MY PROJECTS, and LOG OUT. Below the navigation bar, the page title 'CONTACT PAGE' is displayed. The main content area contains a contact form with the following fields: 'Email\*' (text input), 'Subject\*' (text input), 'Message\*' (text area), and 'Security Code\*' (captcha). The captcha image shows the number '158176' with a red box around it. Below the fields is a blue button labeled 'SEND MESSAGE' with an envelope icon.

## 1.8 Licenses

A page listing all available licenses.

Clicking on the license name the user is redirected to the license page to find out more details.



### AVAILABLE LICENSES

1. European Space Agency Public License – v2.1 – Type 3
2. European Space Agency Public License – v2.1 – Type 2 (relink)
3. European Space Agency Public License – v2.1 – Type 2 (no relink)
4. European Space Agency Public License – v2.1 – Type 1
5. ESA Software Community License – Type 3 - v1.1
6. ESA Software Community License – Type 2 - v1.1 (relink)
7. ESA Software Community License – Type 2 - v1.1 (no relink)
8. ESA Software Community License – Type 1 - v1.1

## EUROPEAN SPACE AGENCY PUBLIC LICENSE – V2.1 – TYPE 3

### European Space Agency Public License – v2.1 – Type 3

#### 1 Definitions

- 1.1 “Contributor” means (a) the individual or legal entity that originally creates or later modifies the Software and (b) each subsequent individual or legal entity that creates or contributes to the creation of Modifications.
- 1.2 “Contributor Version” means the version of the Software on which the Contributor based its Modifications.
- 1.3 “Distribution” and “Distribute” means any act of selling, giving, lending, renting, distributing, communicating, transmitting, or otherwise making available, physically or electronically or by any other means, copies of the Software or Modifications.
- 1.4 “ESA” means the European Space Agency.
- 1.5 “Licensor” means the individual or legal entity that Distributes the Software under the License to You.
- 1.6 “License” means this document.
- 1.7 “Modification” means any work or software created that is based upon or derived from the Software (or portions thereof) or a modification of the Software (or portions thereof). For the avoidance of doubt, linking a library to the Software results in a Modification.
- 1.8 “Software” means the software Distributed under this License by the Licensor, in Source Code and/or Object Code form.
- 1.9 “Source Code” means the preferred, usually human readable form of the Software and/or Modifications in which modifications are made and the associated documentation included in or with such code.
- 1.10 “Object Code” means any non-Source Code form of the Software and/or Modifications.
- 1.11 “Patent Claims” (of a Contributor) means any patent claim(s), owned at the time of the Distribution or subsequently acquired, including without limitation, method, process and apparatus claims, in any patent licensable by a Contributor which would be infringed by making use of the rights