

### Hub Users

This documentation is out-of-date, please visit <http://hubzero.org/documentation/current> for the latest release.

The User Guide is a user manual for a HUB. It progresses step-by-step through the features of the site and how a user can accomplish such tasks as:

- Edit their profile
- Start and manage a user group
- Participate in the Questions & Answers forum
- Submit, comment on, and monitor support tickets
- Submit a new resource
- And more...

# Video Tutorials

## How-To Videos

The HUBzero team is proud to present a growing series of How-to videos hosted on YouTube.

We've used our flagship site, nanoHUB.org, to demonstrate basic HUB concepts; however, most other HUB sites should function similarly, if not identically, to nanoHUB. Below is an up-to-date list of How-to videos, organized by topic. To view the entire series, click the YouTube icon in the upper-right corner of this page.

```
{xhub:module position="ytplaylistintro" style="-2"} {xhub:module position="ytplaylisttools" style="-2"} {xhub:module position="ytplaylistgroups" style="-2"} {xhub:module position="ytplaylistresources" style="-2"}
```

# Groups

## What are groups?

Groups are a way to connect people with a common interest. They are also an easy way to share content and conversation, either privately or with the world. Group members can:

- Post content that only other group members are allowed to see.
- Export their content to other web sites, and brand it with their own logo.
- Upload a group logo and use it as the group identity.
- Create events on the group calendar that only group members can attend.

# Creating/Deleting Groups

## Creating a Group

\*\*\*All registered users can create a group on the hub.\*\*\*

1. Log into the HUB with you user name and password.
2. The first page that you see is you "myHUB", click on "New Group" under the "My Groups" section in the middle of the page.
3. Fill in the required and any optional fields.
4. Click Submit and verify your group is created.

Some helpful definitions:

**Group ID:** your group alias. This will be part of the URL.

**Group Title:** the official name of your group.

**Interests (tags):** helps categorize your group in search results.

**Public Text:** the group description that non-members see when they come across your group.

**Private Text:** the group description that is visible only group members.

**Membership:** or group join policy determines how members join the group.

**Anyone:** auto accepts group membership requests

**Restricted:** hold membership requests to be approved or denied by the group manager.

**Invite Only:** members can join only by manager invitation.

**Closed:** does not allow group membership to be requested.

**Discoverability Settings:** determines whether or not the group appears in searches or by browsing the group list.

**Visible means:** the group can be found in searches and by browsing the group list.

**Hidden means:** the group cannot be found in a search and only is only viewable by group members and those who know the groups direct"URL".

## Deleting a group

\*\*\*To delete a group you must be the manager of the group and the sole member.\*\*\*

1. Log into the hub.
2. From the "My Groups" section click on the group that you want to delete.
3. Under Group Manager at the right, click on show manager controls.

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4. Click on delete group.
5. Check "Yes, I want to destroy this group." and click on Delete.
6. Verify that you have successfully deleted a group.

# Member Functions

## Inviting Users

\*\*\*Group managers can invite both hub users and unregistered users to join their group.\*\*\*

1. From the "My Groups" section on your "my HUB" page, select the group.
2. Click Show Manager Controls and click Invite Members
3. Type in the name of the user you would like to invite (notice that the auto completer assists in finding users) or the email address of the person.
4. You may include a message with your invitation in appropriate box.
5. Click "Invite" and they will receive the invite in their email.
6. Verify that the invitation have been sent to the correct people.

## Promote a User to a Manager

\*\*\*Groups can have multiple managers. As a group manager, you can promote other group members or demote other managers.\*\*\*

\*\*\*(NOTE: A group must have at least one manager at all times.)\*\*\*

1. Go to the main group page and click on the "Members" tab at the left side.
2. Click on the promote icon(indicated by the arrow pointing up) next to the name of the person you would like to promote to manager status.

# Customization

## Customizing a Group's Look

1. On your main page of the group, click on "Show Manager Controls" and click on "Customize Group".
2. Use the box on the right side of the page to upload a photo. Choose that photo from the drop-down box in the "Group Logo" section.
3. Choose the custom content option in the "Group Main Content" section to add your own description.
4. Specify access to individual tabs within the group in the "Group Access" section by selecting the desired option to the right of item in the list.
5. Click "Save Group Customization" to save your changes.
6. To customize all the group pages at once, click on "Manage Group Pages" in the "Group Custom Content" section. This will take you different interface away from the group customization area, please save all other changes before making this customization.

## Customizing a Group's Content

\*\*\*Group Custom Content refers to user generated pages or modules (content blocks appearing on the right) that can contain text, images, links, etc.\*\*\*

Begin on your main page of the group, click on "Show Manager Controls" and click on "Customize Group" and then click on "Manage Group Pages" at the bottom of the page. And click ok to continue.

To create a new group page:

1. Click on Add a New Group Page on the right.
2. Enter a Page Title and page content. You may upload a file on the right in insert it into the page content using Wiki formatting.
3. Choose the appropriate option for "Page Privacy"
4. Click Add Page and your new page will be added as a sub-page of the groups Overview page.

To create a new module:

1. Click on Add a New Group Module on the right.

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2. Select the type of module you would like to add. Depending on the type you choose, you will find area to enter additional content.
3. Click Add Module and your new module will appear on the right of the group page.



# Topics & Wiki Pages

## What are Topic Pages?

Topic Pages are meant to be user-created community editable pages covering a specific topic or topics. Similar to a wiki, topic pages allow users to share their knowledge of HUBzero and related areas.

## Creating New Topic/Wiki Pages

### Creating a New Topic/Wiki Page

To create a new topic page:

**Note:** The Page text box uses wiki markup formatting. Plain text (no wiki markup) is allowed, but if you want to apply font style changes, embed images/files, add links, etc., you will have to use wiki markup. The toolbar on top displays shortcut buttons for common wiki markup commands. When you click any of the icons, the command is automatically provided and all you have to do is type the words you want to be formatted in place of the highlighted text within the command.

icon. You will see this command where you had  
. Replace the words "Headline text" with what you want for the heading.

link at the bottom of the Page text box.

For instance, to create a heading, click on the

the cursor:

If you need more help with wiki formatting, click on the

1. Log in on the hub's front-end interface.
2. Navigate to **/topics**.
3. Click on **New Page**.

4. Fill in the required fields.
5. Click **Preview** if you'd like to see how your page looks like before submitting it. Click **Submit** when ready.

The topic page is now created.

**Note:** If the main topics page is using a macro that displays all existing topics pages on the hub, your new page will be added to the list on the main topics page. If not, your new page will have to be manually added to the list so that it is accessible to everybody. If you know the URL of your topics page (which, by default, is the title you have set for your page, only with no spaces), you can get to it by typing it on the address bar in this format: [https://yourhub.org/topics/NAME\\_OF\\_YOUR\\_PAGE](https://yourhub.org/topics/NAME_OF_YOUR_PAGE). For example, a topics page with the title "My New Page" will have the URL: <https://yourhub.org/topics/MyNewPage>.

To create a new wiki page within a group:

**Note:** If the main group wiki page is using a macro that displays all existing wiki pages within the group, your new page will be added to the list on the main group wiki page. If not, your new page will have to be manually added to the list so that it is accessible to everybody. If you know the URL of your group wiki page (which, by default, is the title you have set for your page, only with no spaces), you can get to it by typing it on the address bar in this format: [https://yourhub.org/groups/NAME\\_OF\\_YOUR\\_GROUP/wiki/NAME\\_OF\\_YOUR\\_PAGE](https://yourhub.org/groups/NAME_OF_YOUR_GROUP/wiki/NAME_OF_YOUR_PAGE). For example, a group wiki page with the title "My New Page" will have the URL: <https://yourhub.org/groups/samplegroup/wiki/MyNewPage>.

1. Go to the **Wiki** tab inside a group.
2. Click on **New Page**.

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3. Fill in the required fields.
4. Click **Preview** if you'd like to see how your page looks like before submitting it.  
Click **Submit** when ready.

## Editing Topic/Wiki Pages

### Editing Content on Topics/Wiki Pages

To edit wiki content:

1. Open the topic/wiki page you would like to edit.
2. Go to the Edit section of the topic/wiki page.
3. Edit the page.
4. When you're done with all your changes, scroll down the bottom of the page and click **Preview** if you'd like to see how your page looks like before submitting it. Click **Submit** when ready.

The topic/wiki page is now updated.

### Uploading an Image or File to Topics/Wiki Pages

In order to embed an image or file on the topic/wiki page, you must first upload the image or file in the wiki.

To upload an image or file:

1. Go to the Edit section of the wiki page you would like to edit.

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2. To the right of the page, you will see a box for uploading a file. Click on the **Browse** button.

3. Locate the image or file you would like to upload and click **Open**.

4. Click **Upload**.

Your file is now uploaded in the wiki and you can now embed it in the wiki's Page text box so others can view or download it.

### **Embedding an Image or File on Topics/Wiki Pages**

**Note:** In order to embed an image or file on the topic/wiki page, you must first upload the image or file.

To embed an uploaded image/file:

1. Go to the Edit section of the wiki page you would like to edit.

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2. On the Page text box, place your cursor where you want the image or file to be. If you are uploading an image, click the **Embedded Image** button on the toolbar. If you are uploading a file, click on the **Embedded File** button.

3. Replace the highlighted text with the full name of the uploaded item you want to embed.

For image:



4. Scroll down to the bottom of the page and click **Submit**.

The item you chose to embed will now appear in the area where you placed it on the wiki. If you embedded a file, it will show up as a link that users can download.

### **Making a List of Available Topic Pages/Wikis**

When a new topic/wiki page is created, there is really no way to access the newly created wiki unless you know the URL of it (see *Creating a Topic/Wiki Page* tutorial to figure out the URL of your topic/wiki page). *A wiki macro (or custom function to insert dynamic content in a page) can be added to a page to display a list of existing topic pages in Topics or wiki pages within a group.*

To add a wiki macro that generates a list of all topic/wiki pages:

1. Go to the Edit section of the topic/wiki page you would like to edit.
2. Type in **[[TitleIndex]]** where you want the list to appear

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3. Click **Submit**.

You will then see a bulleted list of all available pages where you added the macro.

## MyHUB

# Tools

## Tool How To's

Have a simulation/modeling tool that you want to deploy for others to use? This hub makes it easy. You don't have to build the tool for multiple platforms. You don't have to distribute binaries or tar balls. Just get your tool installed and running within our environment, and others can access your tool via the Web.

### Existing Graphical User Interface that runs under Linux/X11

If you already have a tool with a graphical user interface built with Java, Qt, MATLAB, or anything else that runs under Linux/X11, you can probably deploy it as-is within this hub in a matter of hours. There are a few caveats:

- **If your tool relies on a graphics card for acceleration, the graphics performance will be slow.** Tools running within the virtual machines of this hub use software rendering for all graphics. It will probably work, but graphics may be clunky.
- **If your tool needs to pull data from external sites (other web sites and databases), you will have to let the hub team know.** All such connections are blocked by default, in order to safeguard against malicious tools. Once your tool has been approved and white-listed, it will have controlled access to external sites.
- **Your tool will be running in a remote server environment with its own file system.** The usual *File > Open...* operation will look for files on the server--not on the user's desktop. Users can upload files via sftp, WebDAV, and the hub's own importfile command. You might consider modifying your tool so that *File > Open...* launches importfile, so your users can upload files from their desktop on demand.

### Command-line interface that runs under Linux

If you don't have a graphical user interface for your tool, you can create one in short order by using our [Rappture Toolkit](#). Rappture integrates with a wide variety of programming languages, including C/C++, Fortran, Java, MATLAB, R, Python, Perl, Ruby, and Tcl/Tk. Check out these videos to get started:

- [Introducing the Rappture Toolkit](#)
- [What's Under the Hood?](#)

- [More Rappture Objects](#)
- [Advanced Visualization](#)

Can your tool take advantage of cluster resources or parallel execution? We have additional computing resources within the hub that you can tap into via the [submit](#) command. Write a wrapper program in your favorite language, and have it gather the input values, prepare input files, and [submit](#) your runs to our remote computing resources.

### Tools for Microsoft Windows or Macintosh Systems

Sorry, your options here are limited. All tools deployed on this hub must run in a Linux/X11 environment. In some cases, tools written for Microsoft Windows will run under Linux via [Wine](#) emulation. If that works in your case, then you can deploy your tool after setting up the appropriate Wine configuration files. If not, then we won't be able to host your tool.

### Follow These Steps

- **Create a project area for your tool**

[Watch this video](#) to get a sense of the tool upload process, then [register your tool project](#) . This lets us know that you're starting a new tool. We'll grant you access to our remote development environment, and we'll create a project area with a Subversion source code repository where you can store your code.

- **Upload your code and build/test in the workspace**

A [workspace](#) is a remote Linux desktop--a window into our remote development environment that you can access from any Web browser. [Watch this video](#) to learn how to use workspaces, then go to the [workspace page](#) and click *Launch Tool*. You can use sftp, WebDAV, or importfile to upload your code into the workspace. After that, you can build and test your code as you would in any other Linux environment. Once your tool runs properly in the workspace, it is ready to deploy.

- **Check in your code and tell us you're ready for deployment**

The project area that you created in Step 1 comes with a Subversion source code repository. After having tested your code in the workspace, commit it to the Subversion repository. If you've never used Subversion before, you should [watch this tutorial](#). Once your code is checked in, you can click a link in your project that says *My code is committed*, as described in [this video](#). We'll install your code and get it ready for final testing. Click another link to say that you approve the tool, we'll make it available for others to use.

- **Keep an eye on your tool**

Each published tool has its own page listing the name of the tool, the authors, and a brief description. This page also shows the number of people who have accessed the tools, along with any questions they have posted, and ideas for improvement. Keep an eye on this page and watch your tool's popularity grow. Help answer the questions, use the feedback to make improvements, and publish improved versions of your tool. The more you support your tool, the more your user base will grow.

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## Polls



## Messages

## Questions and Answers

## Help and Support