

GUI_UserLanguageAdd – User Language Add

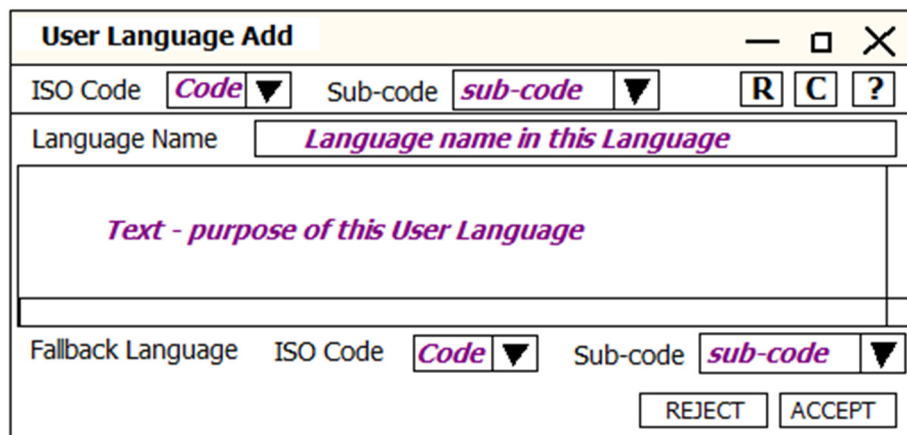
Revision history

2017-04-15	Robin Lamacraft	Original draft
2018-06-06	Rod Thompson	Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig

SCOPE

This GUI is opened by clicking on the “Add Language” command button in GUI_UserLanguageSelect. This window will enable a new User Language to be constructed by using an existing User Language as its Fallback User Language, that is, to use that existing language’s values for untranslated values in the new User Language.

LOOK AND FEEL



The window has 3 sections:

- Heading section:
 - Selector of the base ISO Language (2 letter code)
 - Text field for sub-language code (2 letter or digit code)
 - “Configure” command button - to select the layout for this window or create a new layout
 - “Help” command button – open context sensitive Help
 - “Reminder” command button – open the Reminder of this window.
- Definition section:
 - The Label of this User Language (as translatable text)
 - The Purpose of this User Language(as translatable text)
 - Selector of the Fallback User Language (as an ISO code – sub-language code).
- Completion section:
 - Selector of the Fallback User Language (as an ISO code – sub-language code)
 - “Accept” to save the changes
 - “Reject” to reject the changes.

ACTIONS

The fundamental operations are:

1. Open Window according to its saved Window Layout (BR_WindowConfig)
2. Perform actions of command buttons
3. Save new language in the appropriate database
4. Populate entries with values from the Fallback User Language.

USED BY:

1. GUI_UserLanguageSelect
2. Translation keyboard short cut.

DATA CONTROLLED BY THIS MODULE:

None.

REQUIRED DATA CONTROLLED BY OTHER MODULES:

HRE-ID.

REQUIRED SERVICES

1. GUI_FieldDefinitionEdit
2. BR_Language
3. BR_Setting
4. BR_WindowConfig.

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.

EVENT ACTIONS

1. Need Details.

WARNING CONDITIONS

1. Need Details.

ERROR CONDITIONS

1. Need Details.