GUI_PatternDefnSelect – Pattern Definition Select

Revision history

2017-03-19	Robin Lamacraft	Original draft
2018-06-02	Rod Thompson	Amend Required Services 1, 2 & 3
2018-06-08	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace ‘screen’ with ‘window’ Replace BR_PanelConfig with BR_WindowConfig

SCOPE

Patterns Definition instances are used as controlling structures for the creation and use of Node Entities within HRE. The Pattern Definitions are aligned with the Node Entities within HRE. This GUI module displays in a tabular display all Pattern Definitions of one particular Node Entity Type. There a number of Purposes identified for Patterns in HRE.

Scope Variations:

Node Entity Type	Node Entity Differences
ITEM	(hidden)
–> External File	
–> Image	
–> Internal Text	
–> Another Item Type	(like Artworks)
–> Biological	(hidden)
–>–> Person	
–>–> Another Bio Type	(like Plants)
GROUP (hidden)	(hidden)
–> Event	
–> Task	
–> Location	
–> Repository	
–> Source	
–> Another Group Type	(like Organizations)

The Pattern Definition instances store the control data to create Node Entity instance. Initially, this GUI_PatternDefnSelect window lists all Patterns Definition instances of that Node Entity Type. Later in the development, once Filters are implemented, a filter may be used to reduce the number of objects that are displayed. This window allows for the creation of a new Pattern, either from scratch or as a clone of an existing Pattern.

LOOK AND FEEL

The window has 2 sections:

- Heading section:
  - The Node Entity Type (focus preset – selection available)
  - A collection of command buttons
    - “Configure” to access the configuration alternatives for this window
    - “Output” to open a window that will output the contents of the Pattern List as a file or print it. Later, when Subsets are implemented, the rows of tabular windows will each have a checkbox, that will select marked rows for printing, deletion or to create a subset of their HRE-IDs.
- Pattern Definition List section:

- At its top, a collection of command buttons:
  - “Add New” creates an empty Pattern Definition instance with a new ID
  - “Add Clone” copies the selected Pattern Definition instance with a new ID
  - “Edit” opens the GUI_PatternDefnEdit window to edit the selected Pattern Definition instance
  - “Delete” opens the GUI_PatternDefnDelete window to delete the selected Pattern Definition instance.
- A scrollable resizable tabular display with one row per Pattern Definition instance
  - Common columns available
    - Pattern Definition instance Visible ID
    - Pattern Definition instance Primary or Selected Name (if it has a name)
    - Any other common Pattern Definition data.
- The choice of displayed fields and their format and order is specified in the window opened by the “Configure” button. Here previously saved configurations can be selected or a new configuration created
- Clicking on a row of the table selects that Pattern Definition instance
- Double-clicking on a row of the table open the GUI_PatternDefnEdit window on that selected definition
- Initially, there will be an ability to sort the rows on one column, but later that feature will be extended to allow sorting on several columns at once.

[Needs a mockup diagram here]

METHODS

The fundamental operations are:

1. Open the Window according to its saved Window Layout (BR_WindowConfig)
2. Populate the tabular display with values for the focus type
3. Click on a row to select an object
4. “Output” will save the table as a file or print it.

USED BY:

1. Any data type using Pattern Definitions that has a GUI-PatternDefnSelect variant. Because these are GUI elements that create events which must be directed to the single place where each is acted upon, each of these GUI windows must have unique identities. This means that the basic window layout can be defined as an abstract class where each separate real class contains the object type specific code when listening for events.

DATA CONTROLLED BY THIS MODULE:

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES:

1. HRE_ID
2. Panel Configuration.

REQUIRED SERVICES

1. GUI_Select Configuration
2. GUI_TagEdit
3. GUI_PatternDefnDelete
4. GUI_Output
5. BR_Settting

6. BR_UserTranslation
7. BR_WindowConfig
8. BR_EntityLink
9. BR_Pattern.

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.

EVENT ACTIONS

1. Need details of event (keyboard or mouse) and the description of the action.

WARNING CONDITIONS

1. Need details of the condition that raised the warning, example message and possible next steps.

ERROR CONDITIONS

1. Need to record the condition that raised the error, example message and possible next steps.