BR_Viewpoint – Viewpoint Services

Revision history

2017-04-18	Robin Lamacraft	Original draft
2018-05-31	Don Ferguson	Removed DB tables, changed to DB table references

SCOPE

This module must be used to operate anywhere screen Viewpoints can be possibly used. Viewpoints are a means to control reusable GUI layouts that have a number of active screens in view at one time. It acts as a large scrollable container of a number of HRE screens. It can represent a space that is larger than the physical rectangle on the monitor, so more content can be viewed by scrolling rather than changing Viewpoints.

In **Standard use** it has one Summary screen that is automatically updated as the focus object of a specific type (the subject of that screen) is moved from object to object of the same type. In this configuration other useful screens related to the focus object of the summary screen may be added to the layout. Their content is updated automatically as the Summary screen focus is changed.

In **Comparison use**, in addition to the standard use, a matching set of screens can be included in a Viewpoint, where the focus object of its Summary screen remains fixed to a specific object of the same type until it is explicitly changed to a new fixed object. Hence these comparison screens are not automatically updated. The layout of the screen pairs is under the user's control and can be commingled to make comparison easier.

A second Summary screen may be opened but locked to a fixed focus object of the same type. Associated with each Summary screen (dynamic update and no update) there may be other screens for other views that can be part of the Viewpoint collection. All updates of dynamically updated screens in a Viewpoint are triggered by the change in the displayed data of the current focus object Summary View.

Viewpoints are usually grouped by the object type that is the focus of that Summary view, but allow for different work flows with that same object type. Several Viewpoints may be defined to suit the type of data entry, data analysis or data reporting as needed. In genealogy a Person-focused Viewpoint would be most used, but at another time it may be Sources that is the focus of the Viewpoint.
NOTE: All actions below must be aware of the GUI-Language, the User Data Entry Language and the Report Language.

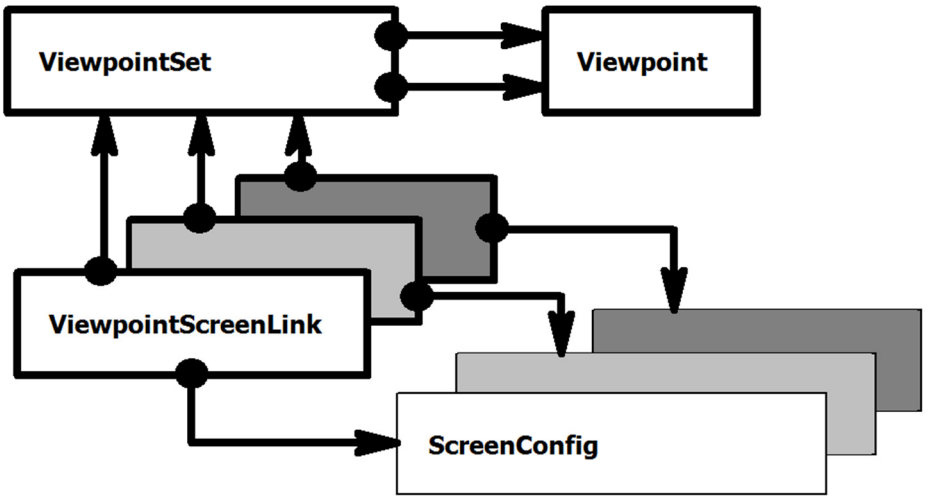
ACTIONS

1. To define or modify a Viewpoint: Create, Edit, Save, Select, Store and Apply a Viewpoint definition
2. For the currently selected Viewpoint: Set listeners for any dynamic changes that occur for the change in the focus object, and update the displays as required
3. On request, change the fixed Summary set of screens to a different object of the same type.

USED BY

1. GUI_Viewpoint
2. BR_Monitor.

DATA CONTROLLED BY THIS MODULE



Refer to Database tables #303 – 306.

The PRIMARY INDEX is the HRE_ID (ViewpointScreenLink).
NOTE: The REL_LEFT, REL_TOP fields allow reuse of existing Screen Configurations for updatable and fixed screens to provide an identical layouts.

REQUIRED SERVICES

1. BR_GuiElement
2. BR_PanelConfig
3. BR_EntityLink
4. BR_Translation
5. BR_FieldDefn.

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.