

GUI_LinkEdit – Link Edit

Revision history

2017-07-02	Robin Lamacraft	Original draft
2018-06-01	Rod Thompson	Amend Required Services 1
2018-06-11	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_SelectConfiguration Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig

SCOPE

This GUI module displays a window to view, edit or delete the link between 2 objects as represented in a selected HRE data record. It can also create new records. This window does not extend its scope beyond its focus type, except where that type may have properties that refer to other types. The specialized editor may allow access to a list of other data types to gain the appropriate ID, but action may not be possible in some situations.

LOOK AND FEEL

The window has 2 horizontal parts:

- The upper right icon buttons provide the following universal features:
 - “O” enables Output of the new project properties list by sending the contents of the Project Properties tabular display to a file or to a printer
 - “R” displays the Reminder content for this window
 - “C” enables the user to create and retrieve Configurations of this window’s layout
 - “?” displays context Help about the use of this window
- The heading section shows the ID and name of the two entities that are linked together with a number of other controls that are active depending on how this window was opened:
 - A first entity “Entity Type” selector which under some circumstances is enabled. When enabled this provides the user will ability to change the focus of this window to a different entity link type
 - A first entity type “ID” command button which under some situations is enabled. This allows the user to select another entity as the focus for this window
 - A first entity type “View” command button to open the equivalent Entity Edit window on the current entity
 - A second entity “Entity Type” selector which under some circumstances is enabled. When enabled this provides the user will ability to change the focus of this window to a different entity link type
 - A second entity type “ID” command button which under some situations is enabled. This allows the user to select another entity as the focus for this window
 - A second entity type “View” command button to open the equivalent Entity Edit window on the current entity
 - A “Select Tool” selector with an OK command button. This pair is always enabled. They allow the user to select an operation on the focus link, to delete it, rename it, clone it, or create new links of the currently focused link type.
- A scrollable property editor pane that is populated with the focus object’s properties
- This includes a “V” (View) command button to open the equivalent Entity Edit window for each connected entity
- Below the window has 2 parts; left and right with a moveable vertical separator between them
- The left side is a list of setting categories. These setting categories are represented in an up to 3 level tree view. Some main categories have a series of sub-categories within them. The selected entry on the left is highlighted by changing it to white text on a dark blue

background. Selecting one category group that has a set of property values will cause the right side to be populated with setting values

- The right side is a properties editor. The View of the property editing is controlled by a pull down selector. Typically, this has 3 columns:
 - Column 1: The label of the Property. The character emphasis of the title is coded with:
 - **BOLD** white text on a black background when the value is the default
 - Normal text on white background for a user saved value
 - **BOLD white text on red background** when the value has been edited in this view (NOTE the red background color can changed in the App Settings).
 - Column 2: The current value of that setting. Double clicking on the row will cycle the initial value, edited value (if one exists) and the default value
 - Column 3: A button to open a special editor if that setting has a format that should not be in-place edited. This will also allow for reset to the default.
- The editing of values has Undo/Redo features and repeat value access.

[Associate - Event] Link Edit

Filter: *No filter* ▼ **O** **R** **C** **?**

Associate ▼ **ID** **V** *Primary Name (Associate ID)*

Event ▼ **ID** **V** *Event Type (Event ID)*

Select Tool: *Add Event to Associate* ▼ **OK**

Category

- ☐ Key Roles
- ☐ Non-Key Roles
- ☐ Bestman
- ☒ **Sentence As**
 - ☐ Citations
 - Citation 1
 - ☐ Memos
 - Memo 1
 - ☐ New Role
- More ...

View *Label and Value* ▼

Property	Value	
Subject	<i>blah blah</i>	#
<i>Lone Associate</i>	<i>bah2 blah</i>	#
Associate Group	<i>blah3 blah</i>	#

CANCEL **ACCEPT**

Property Specific Editing Tool command button (if required)

USED BY: All links (not objects) with “Edit” entries in the menu use this GUI_LinkEdit as their basic coding template.

Almost any link type whether it is project-oriented or application-oriented has a GUI_LinkEdit variant. Because these GUI elements create mouse and keyboard events 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 its specific events to act upon.

METHODS

The fundamental operations are:

1. Open frame according to its saved layout (BR_WindowConfig)
2. Populate the property editor pane with values for the selected object

3. Edit a field
4. Undo Edit
5. To exit from that selected right hand list of properties
 - a. "Accept" must be clicked to save any edits
 - b. "Cancel" must be clicked discard any edits.
6. To close the window click the "X" Close button at the top left of the window.

USED BY

1. Nothing else.

AUXILIARY DATA USED

1. No direct access to databases.

REQUIRED SERVICES

1. GUI_Select Configuration
2. GUI_LinkDelete
3. GUI_FieldTranslationEdit
4. GUI_Output
5. BR_Setting
6. BR_WindowConfig
7. BR_EntityLink.