

GUI_UserLanguageEdit – User Language Edit

Revision history

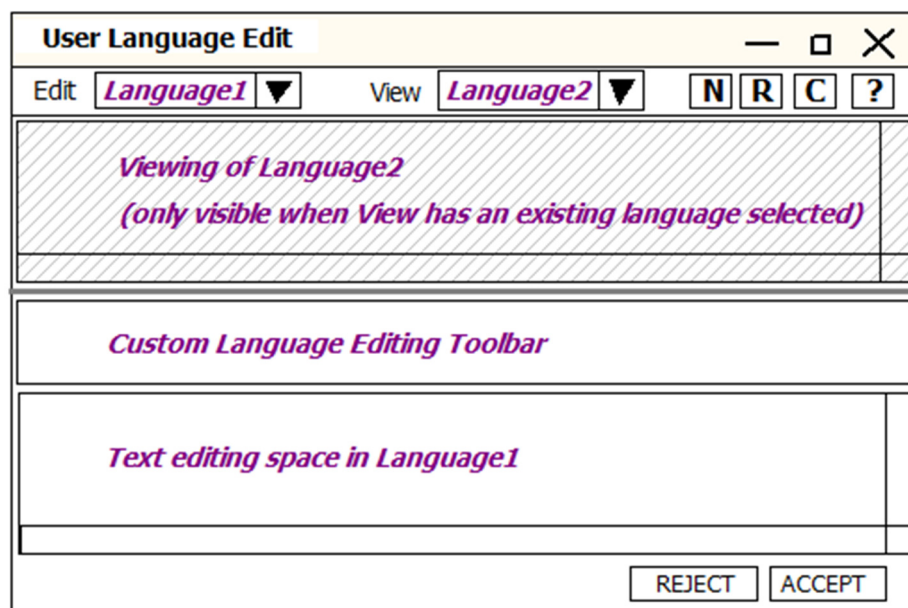
2017-04-13	Robin Lamacraft	Original draft
2018-06-06	Rod Thompson	Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig

SCOPE

This GUI is opened by clicking on a currently visible user data entry GUI Element and then typing a special shortcut code on the keyboard (yet to be decided). It can also be opened from Property Editor buttons where translation may be required. This GUI module displays the value of a User-controlled data entry field in the selected User Language. The window will be populated with the information about this GUI-element's translated text. This window can remain open as the translator creates translation for each entry. Once this process has been commenced on a window, the "Next" command button will guide the translator to each translatable element in turn. To add a new User Language the user must first use GUI_UserLanguageAdd to create the master entry for that language. In that definition process one of the existing languages is set as the fallback User Language.

Users are able to define a new Data Language by using an existing language to provide some of the translation, where there is a similar second language. As an example, EN-UK could use EN-US as the majority of the translations and then only provide new translations for a small fraction of the items. Data translation for disparate languages is a very large task complete. As translation progresses the user will be assisted by recalling similar translation cases that exist in a partial translation. In these cases, this will look like a variant of bi-lingual dictionary entry (but with no guidance).

LOOK AND FEEL



The window has 4 sections:

- Heading section:
 - Selector of the Language to "Edit"
 - Selector of the Language to "View" while editing another language. The selection may be "None" or any other existing User Languages. When an existing Language is

selected an extra section opens showing the corresponding entry for that language. The setting of the “View” language is persistent over successive edits. The View display height and the Editing display height are adjustable to share the same sized window frame

- A collection of small icon command buttons:
 - “Configure” to select the layout for this window or create a new layout
 - “Next” to change focus to next User Language GUI Element in the current window in focus. This will cycle through all such items
 - “Help” – open context sensitive Help
 - “Reminder” – open the Reminder of this window.
- Editing Toolbar section: This collection of command button tools is customized depending on the choice of User Language being edited. If the GUI Element Value has some specialized properties, then an appropriate editor will be opened for those cases
- Editing Area section: All editing actions are controlled from the Editing Toolbar
- Edit Completion section: 2 command buttons
 - “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. Populate the heading section
3. Perform actions of command buttons and the editing toolbar
4. Save translated values in the appropriate database.

USED BY:

1. GUI_UserLanguageSelect
2. GUI_UserLanguageAdd
3. 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_UserLanguage
3. BR_Setting
4. BR_WindowConfig.

USER PROGRAMMING INTERFACE (API)

1. **Need Details.**

EVENT ACTIONS

1. **Need Details.**

WARNING CONDITIONS

1. **Need Details.**

ERROR CONDITIONS

- 1. Need Details.