**Revision history**

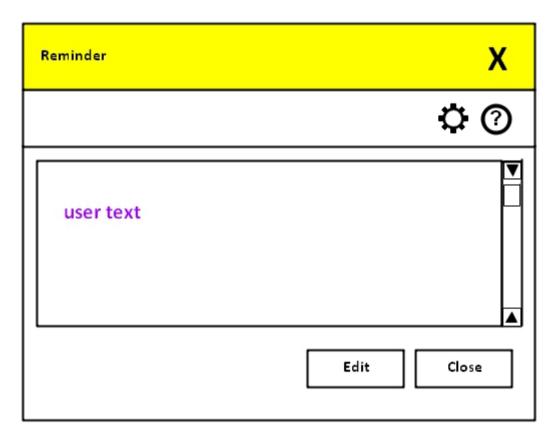| 2017-03-22 | Robin Lamacraft | Original draft |
|------------|-----------------|----------------|
| 2018-05-13 | Rod Thompson | New graphic. Revised 'command' buttons to keyboard and mouse actions. Added icon information |

## SCOPE

This GUI module displays a screen of a reminder message to the user of HRE. It also allows the user to create, edit or delete a reminder. This is a floating screen that the user can position. It will be automatically closed when the parent screen from which it was opened is closed.

## LOOK AND FEEL

The contents of the Reminder resizable screen:

1.  A scrollable resizable text region that displays the Reminder text
2.  When no Reminder has previously been set; a default message (as follows) is displayed.
    No topic content available for this item.
    To create, click the 'Edit' button.
3.  Clicking the "Edit" command button will open a Message Editor screen where a reminder message can be created, edited, saved, translated or deleted
4.  Clicking the "Close" command button will close the reminder screen.



**USED BY:** Almost any GUI module**.**

The fundamental operations are:

    1. Open the Reminder screen according to its saved Panel Layout (BR_PanelConfig)
    2. Populate the display with text and buttons
    3. Act on the command buttons.

1) Keyboard actions:
    a. Edit    allows editing in the 'User text' area of the window; by:
        i. Moving focus into the user text area (default position – at the end of any existing text)
        ii. Allowing the user to add or amend text using a reduced set of standard keyboard functions (arrow navigation keys, INS, DEL, HOME, END, Shift-Enter [line feed])
        iii. Use of the ESC key exits the Editor function, erasing any recent editing from memory, returning focus to the main Reminder window (Close button)
        iv. Use of the ENTER key exits the Editor function, saving the recent editing, returning focus to the main Reminder window (Close button)
    b. Close    closes the window
    c. At window opening, focus is set on the 'Close' button.
        It is anticipated that the major use of this window will be to provide the User with the Reminder text, with less frequent action to enter or amend that text.

2) Mouse actions:
    Left key
    a. Mouse hover over the slider bar, hold key down and drag slider bar up or down
    b. Mouse key tap in slider bar box causes up and down movement
    c. Mouse key click on each button, operates the button.
    Right key
    Action to be determined.
3) Icon actions:
    a. Left mouse key click on the 'Configuration' icon"
        (opens the 'Select Configurations' window for this Reminder display)
    b. Left mouse click on the 'Help' icon:
        (opens the Help System, searches for the section on Reminder.

## DATA CONTROLLED BY THIS MODULE
The Reminder text is data.

## REQUIRED DATA CONTROLLED BY OTHER MODULES
1. HRE_ID
2. GUI Element Index DBT
3. Reminder DBT.

## REQUIRED SERVICES
1. GUI_PanelConfigEdit

3. BR_Encoded String
4. BR_Setting 5. BR_PanelConfig
5. BR_EntityLink

## 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.