GUI_EntityEdit – Entity Edit

Revision history

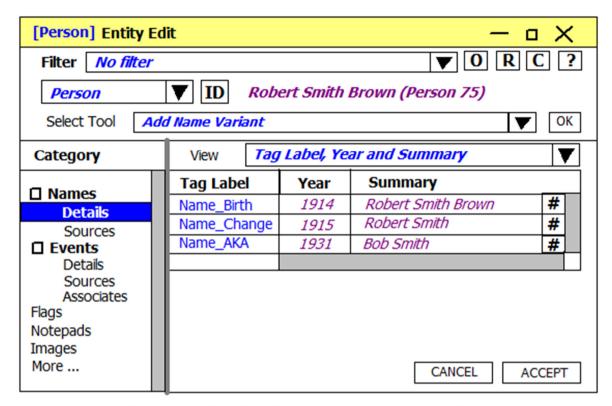| 2017-07-02	Robin Lamacraft	Original draft
2018-06-12	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig

SCOPE

This GUI module displays a window to view, edit or delete a selected entity 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 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 an entity together with 3 other controls that are active depending on how this window was opened:
    - An "ID" command button which under some situations is enabled. This allows the user to select another entity as the focus for this window
    - An "Entity Type" selector which under some circumstances is enabled. When enabled this provides the user with the ability to change the focus of the window to a different entity type
    - 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 entity, such as deleting it, renaming it, cloning it, and creating new entities of the current focus entity type.
- Below this the window has 2 parts; left and right with a moveable vertical separator between them, both sections being scrollable
- The left side is a list of setting categories. These setting categories are represented in a tree of up to 3 levels. Some main categories have a series of sub-categories within them, such as the 'Users' group in the example. 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 property editor pane that is populated with the focus object's properties. The property editor pane has 3 columns:
    - Column 1: The Property label. 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 be changed in the App Settings).
    - Column 2: the current value of that property. Double clicking on the row will cycle the initial value, edited value (if one exists) and the default value (if one exists)
    - 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.
- Double clicking on any row of the property editor toggles between current value and the default value. Right-clicking on a row of the property editor shows a context menu that includes:

- o Show description
- o Select value format
- o Show constraint rules.

Property Specific Editing Tool command button (if required)

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

Almost any data type whether it is project-oriented or application-oriented has a GUI_EntityEdit 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 the window according to its saved Window Layout (BR_WindowConfig)
2. Populate the property editor pane with values for the selected object
3. Edit a field
4. Undo Edit
5. Save new values
6. Selecting the "Delete" tool opens the GUI_EntityDelete window for that selected object.

USED BY
1. Nothing else.

AUXILIARY DATA USED
1. No direct access to databases.

REQUIRED SERVICES

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