GUI_NameStyleSelect – Name Style Definition Select

Revision history

2017-03-24	Robin Lamacraft	Original draft
2018-06-02	Rod Thompson	Amend Required Service 1

SCOPE

Name Styles are used in a number of places in HRE. The most common are for Person Names, Location Names and Source Names. They define the elements that make up a name and provide output templates for various uses of these names on the screen and in reports. This GUI module displays in a tabular display all objects of the HRE same Name Style Definition type. Initially, this GUI_NameStyleSelect screen lists all objects of that Name Style Definition type related to the current project. Later in the development, once Filters are implemented, a filter may be used to reduce the number of objects that are displayed. This screen allows for the creation of a new Name Style Definition, either from scratch or as a clone of an existing Name Style Definition. It can be also used to change an existing use of a Name Style Definition. NOTE: This operation may cause a loss of functionality unless the 2 Name Styles are compatible. Assisting in this issue may become a Utility Tool.

LOOK AND FEEL

The screen has 3 sections:

- Heading section:
  - The object type being selected
  - A collection of command buttons
    - "Configure" to access the configuration alternatives for this screen
    - "Output" to open a screen that will output the contents of the Definitions List as a file or print it. Later, when Subsets are implemented, the rows of tabular screens will each have a checkbox, that will select marked rows for printing, deletion or to create a subset of their HRE-IDs.
- Selected Name Style section:
  - This has several text data fields:
    - Name Style Usage (read only text field)
    - Name Style Name (editable text field)
    - Name Style Purpose(editable text field)
    - Name Style Display Group Name (selection from list). The user can classify Name Styles into display groups. A Name Style Display Group can be enabled or disabled. The Display Group Label can be a displayed field within the tabular display and can be sorted. (The selection list has an option add a new Display Group Name to that list).
  - At its bottom, a collection of action command buttons:
    - "Accept" creates the new Tag Type Definition and will automatically open the GUI_NameStyleEdit screen.
    - "Ignore" does not create the new Tag Type Definition.
- Definitions List section:
  - At its top, a collection of command buttons:
    - "Add New" creates an empty Name Style with a unique name in the Selected Name Style section
    - "Add Clone" copies the selected Name Style with a unique name in the Selected Name Style section
    - "Edit" opens the GUI_NameStyleEdit screen to edit the selected Name Style. This includes Renaming the Name Style

        - "Delete" opens the GUI_NameStyleDelete screen to delete the selected NameStyle.
    - A scrollable resizable tabular display with one row per NameStyle
    - The choice of displayed fields and their format and order is specified in the screen opened by the "Configure" button. Here previously saved configurations can be selected or a new configuration created
    - Clicking on a row of the table selects that NameStyle
    - Double-clicking on a row of the table open the GUI_NameStyleEdit screen on that selected definition
    - Initially, there will be an ability to sort the rows on one column, but later that feature will be extended to allow sorting on several columns at once.

[Needs a mockup diagram here]

ACTIONS

The fundamental operations are:

1. Open the Frame according to its saved Frame Layout (BR_PanelConfig)
2. Populate the tabular display with values for the focus type
3. Select an object by clicking on a row
4. Right-clicking exposes a menu with entries "Select", "Add New", "Add Clone", "Edit" and "Delete"
5. "Output" will save the table as a file or print it.

USED BY

1. Any data type that has that includes naming using Name Styles has a GUI-NameStyleSelect variant. Because these are GUI elements that create events which must be directed to the single place where each is acted upon, each of these GUI screens must have unique identities. This means that the basic screen layout can be defined as an abstract class where each separate real class contains the object type specific code listening for events.

DATA CONTROLLED BY THIS MODULE

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. HRE-ID.

REQUIRED SERVICES

1. GUI_PanelConfigEdit
2. GUI_NameStyleEdit
3. GUI_Output
4. BR_Settting
5. BR_NameStyle
6. BR_PanelConfig
7. BR_EntityLink.

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.

EVENT ACTIONS

1. Need Details.

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.