

GUI_TemplateEdit – Template Edit

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SCOPE

This GUI module displays and allows editing of an encoded string that is used as a template. Typically, these will be will sentences, memos, filters, name output templates, etc.

LOOK AND FEEL

There is a heading at the top of the screen which displays:

- Objects this template belongs to (text field)
- The Name of the Template (text field, if it has one)
- The Template Type (text field)
- “Configure” command button.

The remainder of the screen has 4 parts; Template Toolkit, First Language Template, Second Language Template and Template Preview. NOTE: The Second Language Template and Template Preview may be independently hidden from the Template Toolkit.

- Template Toolkit: The Template Tool kit area is dependent on the Template Type. This area is a collection of command buttons, etc that can perform special operations on the template content. This toolkit may reference external dictionaries of application provided substitution variable constructs. Included in the toolkit are commands that will check both syntax and legality of substitution variable use in the template
- First Language Template: This is a scrollable text region that displays an editable version of the template in the nominated first language
- Second Language Template: This scrollable text region displays an editable version of the template in the nominated second language. It is intended to allow the user to add translations of data into another language
- Template Preview: This scrollable text region displays a read-only version of the template with substitutions from a selected object.

[Needs a mockup diagram here]

USED BY: Items where the user can define templates like Sentences, Filters, Reports, Memos and Name Output Templates.

ACTIONS

The fundamental operations are:

1. Open Frame according to its saved Frame Layout (BR_PanelConfig)
2. Populate both lists with current values
3. If a value is edited, validate both its syntax and value for correctness
4. Save values in the appropriate database.

DATA CONTROLLED BY THIS MODULE

None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

HRE_ID.

REQUIRED SERVICES

1. GUI_PanelConfigEdit
2. BR_Setting

3. BR_Entity Link
4. BR_Template
5. BR_PanelConfig.

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.