GUI_AppLanguageAdd – Application Language Add
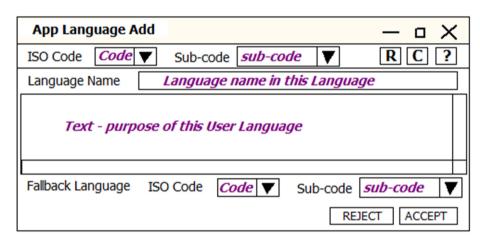
Revision history

2017-04-15	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 the "Add Language" command button in GUI_AppLanguageSelect. This window will enable a new App Language to be constructed by using an existing App Language as its Fallback App Language, that is, to use that existing language's values for untranslated values in the new App Language.

LOOK AND FEEL

The window has 3 sections:

- Heading section:
    - Selector of the base ISO Language (2 letter code)
    - Text field for sub-language code (2 letter or digit code)
    - "Configure" command button - to select the layout for this window or create a new layout
    - "Help" command button – open context sensitive Help
    - "Reminder" command button – open the Reminder of this window.
- Definition section:
    - The Label of this Application Language (as translatable text)
    - The Purpose of this Application Language(as translatable text).
- Completion section:
    - Selector of the Fallback Application Language (as an ISO code – sub-language code)
    - "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. Perform actions of command buttons
3. Save new language in the appropriate database
4. Populate entries with values from the Fallback Application Language

USED BY:
1. GUI_AppLanguageSelect
2. 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_Translation
3. BR_Setting
4. BR_WindowConfig.

APPLICACTION PROGRAMMING INTERFACE (API)
1. Need Details.

EVENT ACTIONS
1. Need Details.

WARNING CONDITIONS
1. Need Details.

ERROR CONDITIONS
1. Need Details.