GUI_TagSelect – Tag Select

Robin Lamacraft 2017-03-19

SCOPE

Tags are used in many places in HRE. This GUI module displays in a tabular display all Tags associated with the current focus object. There are 7 Purposes indentified for tags in HRE:

Scope Variations:

Tag Purpose	Tag Purpose Differences
Associate	An Associate Tag instance links an Entity Node instance to an Event or Task instance as Objects that have a Role in an Event or Task.
Heading	A Heading Tag instance links a Heading Entity instance to a Node Entity instance. A Heading Tag instance is owned by the Node Entity instance. Delete the selected Heading Tag instance from its parent Node Entity instance (does what????)
Member	A Member Tag instance links an Other Entity Node Type instance to a Group Node Entity instance. This is used to create Groups of Object Instances. NOTE: Groups of Groups of the same type are linked by either Related purpose tag links (OR what????) depending on circumstances.
Name	A Name Tag instance links a Name Entity instance to a Node Entity instance. A Name Tag instance is owned by the Node Entity instance.
Related Ranked	A Related Ranked Tag instance links together 2 Entity Node instances of the same Entity Type, where the relationship is asymmetrical, that is the description of the relationship depends on the object in focus, e.g. A is son of B, so B is parent of A [as a special case, Events and Tasks can be related using Related Tags].
Related Equally	A Related Equally Tag instance links together 2 Entity Node instances of the same Entity Type, where the relationship is symmetrical, that is the same description of the relationship applies for both objects, e.g. A is a friend of B, so B is a friend of A [as a special case, Events and Tasks can be related using Related Tags].
Citation	A Citation Definition instance that defines how any non-Source or Repository Entity can be linked to Source.

The Tag instances store the details of the relationship between 2 objects or the variation of the naming of objects. Initially, this GUI_TagSelect screen lists all Tags of that Tag Definition Purpose that are related to the focus type. 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 Tag, either from scratch or as a clone of an existing Tag.

LOOK AND FEEL

The screen has 2 sections:

- Heading section:
  - The Node Entity Type: (selection -preset to current selected focus)
  - The focus Object instance visible ID
  - The focus Object (primary or selected) name (if it has one)
  - Tag Purpose: (selection dependent on current selected focus type). This controls which Tag Purpose table is shown for a Node Entity Type
  - 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 Tag 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.
- Tag List section:
    - At its top, a collection of command buttons:
        - "Add New" creates an empty Tag instance with a new ID
        - "Add Clone" copies the selected Tag instance with a new ID
        - "Edit" opens the GUI_TagEdit screen to edit the selected Tag instance
        - "Delete" opens the GUI_TagDelete screen to delete the selected Tag instance.
    - A scrollable resizable tabular display with one row per Tag instance

Table Content Variations:

Tag Purpose	Tag Purpose Differences

Associate	If focus Object Type is an Event instance or a Task instance, then:
	• Table has one row per Other Node Entity Type
	• Columns available for:
	  ○ Other Node Entity instance Visible ID
	  ○ Other Node Entity instance Primary or Selected Name (if it has a name)
	  ○ Any other Other Node Entity instance data.
	If focus Object Type is an Other Node Entity Type instance, then:
	• Table has one row per Event or Task instance
	• Columns available for:
	  ○ Event or Task Entity instance Visible ID
	  ○ Event or Task Entity instance Primary or Selected Name (if it has a name)
	  ○ Any other Event or Node Entity instance data.

Heading	• Table has one row per Heading Entity instance
	• Columns available for:
	  ○ Heading Entity instance Visible ID
	  ○ Heading Entity instance Primary or Selected Name (if it has a name).
	• Any other Heading Entity instance data.

Member	If focus Object Type is a Group Node Entity instance, then:
	• Table has one row per Other Node Entity Type
	• Columns available for:
	  ○ Other Node Entity instance Visible ID
	  ○ Other Node Entity instance Primary or Selected Name (if it has a name)
	  ○ Any other Other Node Entity instance data.
	If focus Object Type is an Other Node Entity Type instance, then:
	• Table has one row per Group Entity instance
	• Columns available for:
	  ○ Other Node Entity Type instance Visible ID
	  ○ Other Node Entity Type entity instance Primary or Selected Name (if it has a name).
	• Any other Other Node Entity Type instance data.

Name	• Table has one row per Name Entity instance • Columns available for:

	○ Name Entity instance Visible ID. • Any other Heading Entity instance data.
Related Ranked	• Table has one row per Other Node Entity Type • Columns available for: ○ Other Node Entity instance Visible ID ○ Other Node Entity instance Primary or Selected Name (if it has a name) ○ Any other Other Node Entity instance data ○ Other Node Entity Type instance Visible ID ○ Other Node Entity Type entity instance Primary or Selected Name (if it has a name). • Any other Other Node Entity Type instance data.
Related Equal	• Table has one row per Other Node Entity Type • Columns available for: ○ Other Node Entity instance Visible ID ○ Other Node Entity instance Primary or Selected Name (if it has a name) ○ Any other Other Node Entity instance data ○ Other Node Entity Type instance Visible ID ○ Other Node Entity Type entity instance Primary or Selected Name (if it has a name). • Any other Other Node Entity Type instance data.
Citation	• Table has one row per Other Node Entity Type • Columns available for: ○ Other Node Entity instance Visible ID ○ Other Node Entity instance Primary or Selected Name (if it has a name) ○ Any other Other Node Entity instance data ○ Other Node Entity Type instance Visible ID ○ Other Node Entity Type entity instance Primary or Selected Name (if it has a name). • Any other Other Node Entity Type instance data.

- 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 Tag
- Double-clicking on a row of the table open the GUI_TagEdit 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]

METHODS

The fundamental operations are:

1. Open the Screen according to its saved Screen Layout (BR_PanelConfig)
2. Populate the tabular display with values for the focus type
3. Click on a row to select an object
4. "Output" will save the table as a file or print it.

USED BY:

1. Any data type using Tags has a GUI_TagSelect 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
2. Panel Configuration.

REQUIRED SERVICES

1. GUI_PanelConfig
2. GUI_TadEdit
3. GUI_TagDelete
4. GUI_Output
5. BR_Settting
6. BR_UserTranslation
7. BR_PanelConfig
8. BR_EntityLink
9. BR_TagOperations.

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.