GUI - MULTI-COLUMN LIST PATTERNS and their relationships to BR_Substitutions

Revision history

2018-05-03	Robin Lamacraft	Original draft
2018-06-01	Rod Thompson	Added Derived Services

MULTI-COLUMN LIST GUI PATTERNS:

The multi-column list GUI patterns can have the following characteristics:

- They all have one area that has data presented in rows and columns
- They are primarily used for presenting lists where rows represent an object and rows are the object's properties
- They can be a single column or up to many columns
- The set of rows in the list can be filtered
- The set of rows in the list can be collected into groups by using Theme Set
- They are primarily used for selecting a row in a list
- They may be used to select a cell in an row
- The order of the rows in the list can be rearranged by a sorting formula
- The order of the rows in a list may be manually rearranged using the GUI
- The columns of values can be defined in terms using substitution definitions
- The content of the columns can be defined in terms using substitution definitions
- The order of the columns can be defined in a configuration file
- The format of a column can be specified in a configuration file
- The content of a column label can be specified in a configuration file
- The fields in any column can be accented or themed using that value or another related value to provide the Accenting Set or Theme Set decoration
- Some multi-column lists will permit creation of new items and the deletion of items
- Most multi-column list will allow for selection of an item or a field to then lead to a new action by opening another screen
- What is visible on the screen within the multi-column list can be saved or printed
- The type of a multi-column GUI pattern is dependent on the common collection of command buttons
- Some multi-column GUI patterns have a within the screen editing area at the bottom for cases where objects have few properties to be edited, viewed or set
- Depending on the use of a mouse and cell right-click menus many operations may be initiated.

SECTION FOR ANALYSIS of Screen Pattern Types

- Table Content Focus Object Type
    - Person List, Person Focus other list (e.g. Events, Tasks, Names, Images)
    - Event Associates, Task Associates
    - Settings
    - Person Event Relationships
- Column selection and ordering
    - A default set of columns and settings
    - Ability to create/save/use other column settings
- Column specific display:
    - Ability to create/save/use font, value format, accenting, heading text
- Column specific mouse actions:

    - Ability to create/save/use mouse action for cell and column headings to allow show/hide a column via an action on the heading row
- Row content selection:
    - Ability preset initial object subset and then apply a filter in the config settings
    - Ability in screen to select/create another subset as the initial input
    - Ability in screen to select a filter to be applied to the current subset
- Row content ordering:
    - Ability define/save/use a simple sort based on properties of the object being displayed as rows. This applies to the rows as a single list
    - Theme or Flag controlled grouping. For the available rows apply a prior sort on the Theme or Flag state of these row objects to create a number of sub-lists. Now apply to each separate list and then display each with a full width Theme or Flag State label before the first member of the sub-list. In this mode a mouse click on the sub-list label row will toggle the show/hide of that sub-list
- Row specific mouse actions
- What can be saved in a screen configuration?
- What above the table other fields and buttons, etc should be available
- What below or to the right should be available as additional screen capabilities?
- What operations are legal for the pattern sub-type?

DERIVED SERVICES

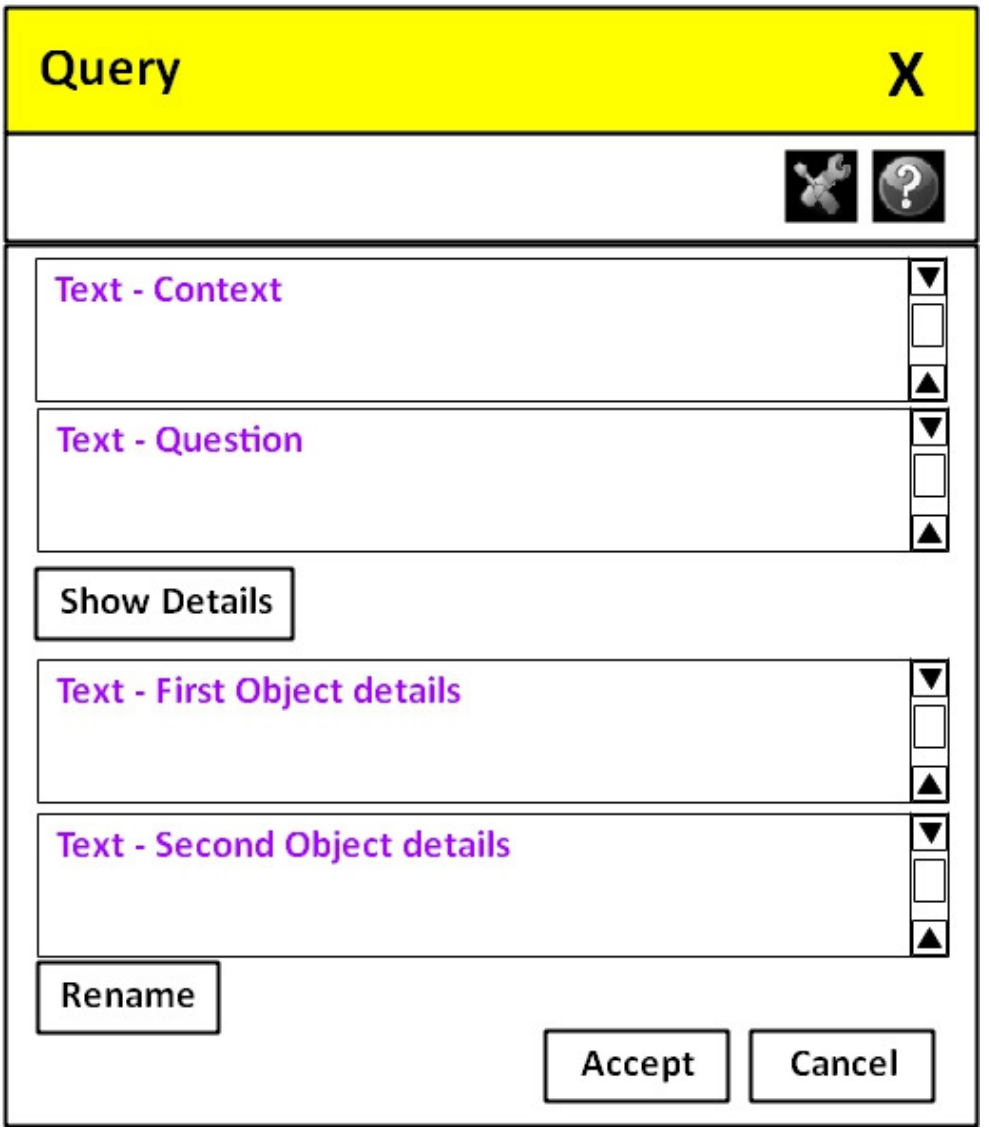
1. GUI - Configure Columns
2. GUI - Configure Focus
3. GUI - Configure Output
4. GUI - Configure Rows
5. GUI - Configure Size
6. GUI - Select Configuration
7. GUI - Select Recent Value

RETAINED AS PATTERN

Query

Typically the use of this screen pattern is the confirmation that the user wishes to complete an action like delete this file, or if there is already a file of the proposed name in this folder, Overwrite, Rename, Cancel or Show Details. This illustrates the case for more than 2 Command Buttons.

GUI ELEMENT USE	ELEMENT TYPE	DESCRIPTION
TOP BAR	HEADING TEXT	blank or translation of “Query”
TOP BAR	RIGHT BUTTON	Only a “X” to “Close” the screen equivalent of “Cancel”
CONTEXT	TEMPLATE TEXT	Text describing from where it was initiated. This text may involve some substitution variables
QUESTION	TEMPLATE TEXT	Text explaining the query. This text may involve some substitution variables
COMMAND 1	BUTTON	(Typically optional) Used for “Show Details” etc. Only show ROW1 and ROW2. Only provide space for ROW1 and ROW2 when clicked and then populate ROW1 and ROW2 with the required data retrieved from the use of the Template Texts
ROW 1	TEMPLATE TEXT	Shown details of the first object.
ROW 2	TEMPLATE TEXT	Shown details of the second object.
COMMAND 2	BUTTON	“Rename” button would be above
COMMAND 3	BUTTON	Typically “Accept”
COMMAND 4	BUTTON	Typically “Cancel”



1) Keyboard actions:
    a. Accept (alt-y)
    b. Cancel (alt-c)
    c. Show Details (alt-s)
    d. Rename (alt-r)
    e. At window opening, focus set on ‘Show Details’ button.
    Tab key use thereafter cycles through the ‘Rename’, ‘Accept’ and ‘Cancel’ buttons, returning to the ‘Show Details’ button.

2) Mouse actions
    a. Mouse hover over slider bar, hold key down and drag slider bar up or down
    b. Left mouse key tap in slide bar box cause up or down movement.
    c. Left mouse key click on each button, operates the button