GUI_EntityEdit – Entity Edit

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SCOPE

This GUI module displays a screen to view, edit or delete an entity selected HRE data record. It can also create new records. This screen does not extend its scope beyond its focus type, except where that type may have properties that refer to other types. The specialized editor may allow access to a list of other data types to gain the appropriate ID, but action may not be possible in some situations.

LOOK AND FEEL

The screen has 4 horizontal parts:

- The heading section shows the ID and name of an object
- A collection of buttons including “Configure”, “Rename”, “Clear”, “Delete” and “Output”
- A scrollable property editor pane that is populated with the focus object’s properties. The property editor pane has 3 columns:
    - Column 1: the label of the property
    - Column 2: the current value of that property
    - Column 3: a button to open an editor for that property’s value format.
- Double clicking on any row of the property editor toggles between current value and the default value. Default value is shown in black **Bold**, original non-default value black, new edited value in with an underline
- Right-click on a row of the property editor shows a context menu that includes:
    - Show description
    - Select value format
    - Show constraint rules.
- “Configure” opens a frame that allows the creation and re-use of screen content and layout
- “Delete” opens the GUI_EntityDelete screen that displays a list of any other objects that rely on the continued existence of the object requested to be deleted
- “Output” can print or save a text file of the current properties of the focus object.

[Needs 2 mockup diagrams here]

USED BY: All objects (not links) with “Edit” entries in the menu use this GUI_EntityEdit as their basic coding template.
Almost any data type whether it is project-oriented or application-oriented has a GUI_EntityEdit variant. Because these GUI elements create mouse and keyboard events 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 when listening for its specific events to act upon.

METHODS

The fundamental operations are:

1. Open Frame according to its saved Frame Layout (BR_PanelConfig)
2. Populate the property editor pane with values for the selected object
3. Edit a field
4. Undo Edit
5. Save new values
6. “Delete” button opens the GUI_EntityDelete screen for that selected object.

USED BY

1. Nothing else.

AUXILIARY DATA USED

1. No direct access to databases.

REQUIRED SERVICES

1. GUI_PanelConfigEdit
2. GUI_EntityDelete
3. GUI_FieldTranslationEdit
4. GUI_Output
5. BR_Setting
6. BR_PanelConfig
7. BR_EntityLink.