

# HRE – FLAGS - OVERVIEW

## Revision history

2018-06-02	Robin Lamacraft	Original draft
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## DETAILS

Flags are properties, when defined, which have an integer for ALL objects of a specific type:

1. Internally they are represented as a positive byte integer value
2. Each Flag can have up to 126 states (1,...,126) each with a state label
3. A Flag State Label can have up to an 8 character label (NOTE: A few punctuation characters are not permitted in this state label)
4. State 126 is pre-allocated as “NOT SET” by the user
5. State Labels can be translated to another language as the actual comparison is based on the integer value not the Flag State Label (as TMG does)
6. Flags can be preset with a selected state at the Flag definition time
7. The display order of Flags in lists of Flags can be set by the user
8. The display order of Flag State Labels for an individual Flag can be set by the user.

## DATABASE TABLES

Flags can be defined for all 5 generic object types:

- BIOLOGICALS – e.g. Persons, Animals, Plants, etc
- PHYSICALS – e.g. Art Works, Furniture, Gravestones, etc
- DIGITALS – e.g. Images, Videos, Audio, DNA tests, XML, etc
- CONTAINS – e.g. Locations, Sources, Parks, Places, Clubs, etc
- OCCASIONS – e.g. Events and Tasks.

Also some inter-object links (like Relationships and Citations).

[NOTE: See *Generic Object Types Overview* for more detailed information.]

All Flag Definitions are stored in 2 HRE database tables **251 FLAG\_DEFNS** and **252 FLAG\_STATE\_DEFNS**.

All Flag State Values of an object are stored in that instance’s definition record.

## ACTIONS USING FLAGS

Flags can act as storage of simple properties that don’t change with time like “person has red hair”, “Yes” or “No”. Mostly flags are set by the user to identify properties in common like “Born in” with each state set for a country of birth.

1. The user can set Flag States by individually actions
2. Filters can set Flags States in a single action
3. Filters can combine State Values of several Flag to create another Flag State value
4. Filters can use Flag State Values to create Subsets of objects
5. Accents use Flag State Values to color cells in a table to show patterns
6. The content in a report can be altered by a Flag State Value.