# GUI – MESSAGE PATTERN – Action Progress

**Revision history**

| | | |
|---|---|---|
| 2018-04-18 | Robin Lamacraft | Original draft |
| 2019-01-31 | Rod Thompson | Separate from 03.66 GUI_Message Pattern Docs<br>Add Headings per Specification template |
| | | |

**This specification is one from the suite of Message Patterns used in HRE.**

*NOTE: for GUI Message Patterns which are a response to a status state identified within the HRE Client and HRE Server code, template text is required to be stored within the Substitution database tables. These will need to have an external tool built for the coders to preload that template into the HRE Project database. The method of achieving that preloading needs to be discussed and standardized with the Core Team.*

Each "Message" GUI screen is modal (e.g. freezes other actions except for actions that are initiated from the "Message" GUI Screen) and full operation will be initiated according to the way the "Message" GUI screen is exited.

For each Message GUI screen:

- One or more text messages (these may be fixed translated text or they may have used substitution templates)
- One or more command buttons (these have language consistent labels) Command button order needs to be consistent with user progression from top to bottom of the screen. The number of command buttons can vary according to actual action being messaged
- A 'Day-Time' display showing local Day and Time. The format for this being a setting in the configuration of that screen
- The width and height can be changed to view the contents of the Template Text
- All GUI-Message patterns use BR_MessagePatterns to manage the access to data to be displayed and in the case of composing messages
- BR_MessagePatterns will use BR_Substitution to manage the Template Text fields.

**GUI MESSAGE PATTERNS:**

Nine separate Message patterns are used:

| No: | Name | Window Heading | Code |
|---|---|---|---|
| 1 | Query message | Query | QY |
| 2 | Warning message | Warning | WG |
| 3 | Client Error message | Client Error | CE |
| 4 | Server Error message | Server Error | SE |
| 5 | Action Progress message | Action Progress | AP |
| 6 | Client Broadcast message | Client Broadcast | CB |
| 7 | Server Broadcast message | Server Broadcast | SB |
| 8 | Receive Inter-User message | Receive from Colleague | IR |
| 9 | Send Inter-User message | Send to Colleague | IS |

The above list includes a two-character code, used to simply distinguish the patterns, when used in references from other specifications.

A reference from another specification (in the Required Services area) would (for example) have the following form:

GUI_Message (QY)  or  GUI_Message (SB)

## REQUIRED SERVICES - Dependencies

| First-Order Dependencies | Second-Order Dependencies<br>(if not already listed) | Higher-Order Dependencies<br>(if not already listed) |
|---|---|---|
| 05.32 GUI_Select Configuration | | |
| 07.17 BR_WindowConfig | 07.06 BR_GuiElement<br>07.02 BR_EntityLink<br>07.29 BR_Translation<br>07.16 BR_Message Patterns | |
| 07.16 BR_MessagePatterns | 07.02 BR_EntityLink<br>07.01 BR_EncodedString<br>07.11 BR_Logging<br>Call Stack<br>07.24 BR_Setting<br>GUI_Translation ??? | |
| 07.26 BR_Substitution | 07.02 BR_EntityLink<br>07.29 BR_Translation | |

## GENERAL

Typically the use of this screen pattern is initiated when it is likely that an operation may take a longer time to complete. Some fields within this screen are periodically updated to indicate the progress of the operation.

## LOOK AND FEEL

The mockup included below is considered to be one possible way to illustrate operational progress. Use of the progress display element of this graphic is defined for use elsewhere in these specifications.

Alternative displays are considered worthy of further discussion.

Generally speaking, a consistent display approach should be used throughout HRE.

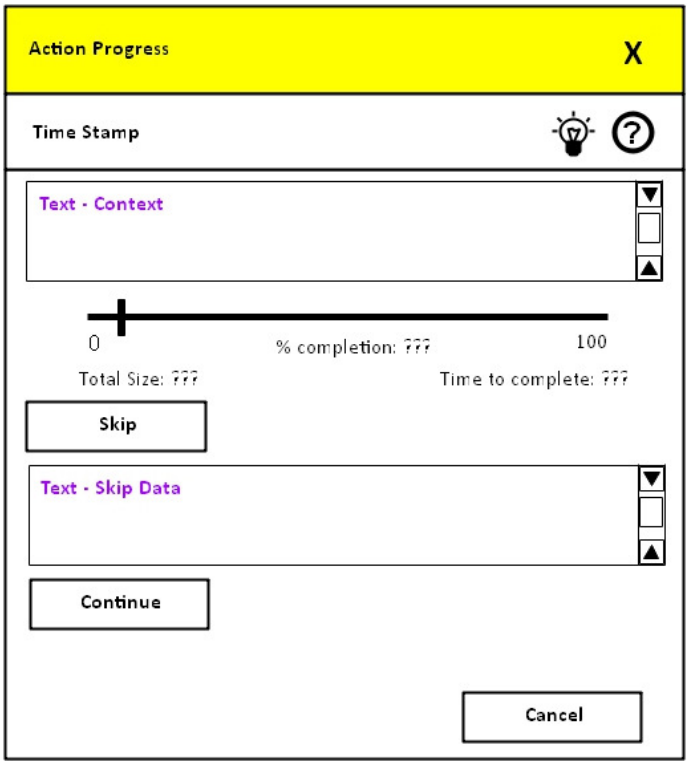
One exception is however considered to merit an alternative approach.
The strategy to load relatively static data from the database into memory at the 'Project Open' phase of use is anticipated to incur a time delay. A similar time delay may be expected in the 'Project Close' operation, as data in memory is written into database tables.

A proposal is to use this time to display a 'Credits List' of the coders who have contributed to the development of HRE. A suitable display design is required. The call for this display will come from each of the two modules defined.

## SPECIFICATION

| GUI ELEMENT USE | ELEMENT TYPE | DESCRIPTION |
|---|---|---|
| TOP BAR | HEADING TEXT | blank or translation of "Action Progress" |
| TOP BAR | RIGHT BUTTON | Only a "X" to "Close" the screen<br>equivalent of "Cancel" |
| CONTEXT | TEMPLATE TEXT | Text describing the action being performed. This text may involve some substitution variables |
| STATUS BAR | PROGRESS BAR | Show proportion of task completed |
| STATUS NUMBERS | TEMPLATE TEXT | Total size, number processed, time to completion<br>This text may involve some substitution variables |
| COMMAND 1 | BUTTON | Typically "Skip" – only shown if a query. Placed above "Cancel". Action when clicked to signal to the requesting process to not process this item |
| SKIP DATA | TEMPLATE TEXT | Shown only processing skip error detected. Text describes the item with problem. This text may involve some substitution variables |
| COMMAND 2 | BUTTON | Typically "Cancel" – aborts the operation reverting to prior state |

**LOOK AND FEEL**




Progress Display Window - Mockup

**EVENT ACTIONS**

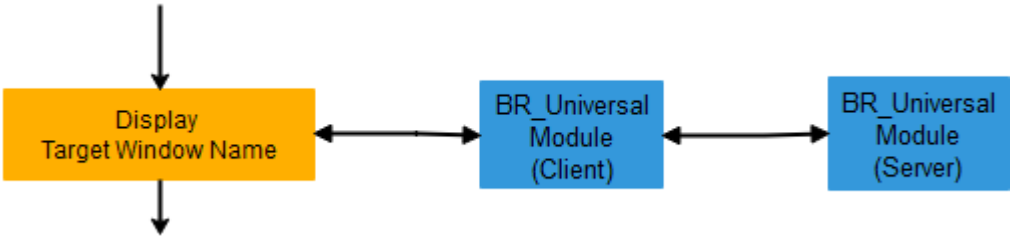
1) Keyboard actions
    a. Cancel
    b. Skip
    c. Continue
    d. At window opening, focus set on 'Skip' button.
    Tab key use thereafter cycles through the 'Continue' and 'Cancel' buttons, returning to the 'Skip' button.

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

3) Icon actions
    a. left mouse key click on 'Reminder' icon:
    (opens 'Reminder' window for this 'Action Progress' Message display)
    b. left mouse click on 'Help ' icon:
    (opens the Help System, searches for the section on 'Action Progress Message')

**PROCESS FLOW CHART**

(Part only)


Display
Target Window Name
BR_Universal
Module
(Client)
BR_Universal
Module
(Server)