

# GUI\_TagDefnEdit – Tag Definition Edit

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## SCOPE

This GUI module displays the list of properties of a Tag Definition instance for creation, editing and deletion. A HRE Tag Definition instance defines the properties and provides defaults for other properties for a link between 2 sets of information. It displays the current properties of a Tag Definition. Tag Definitions are grouped together under 7 Tag Purposes.

### Scope Variations:

Tag Purpose	Tag Purpose Differences
<b>Associate</b>	An <u>Associate Tag</u> instance links an Entity Node instance to an Event or Task instance as Objects that have a Role in an Even tor Task.
<b>Heading</b>	A <u>Heading Tag</u> 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???)
<b>Member</b>	A <u>Member Tag</u> 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 Related purpose tag links.
<b>Name</b>	A <u>Name Tag</u> instance links a Name Entity instance to a Node Entity instance. A Name Tag instance is owned by the Node Entity instance.
<b>Related Ranked</b>	A <u>Related Ranked Tag</u> 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 <u>son</u> of B, so B is <u>parent</u> of A [as a special case, Events and Tasks can be related using Related Tags].
<b>Related Equally</b>	A <u>Related Equally Tag</u> 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 <u>friend</u> of B, so B is a <u>friend</u> of A [as a special case, Events and Tasks can be related using Related Tags].
<b>Citation</b>	A <u>Citation Definition</u> instance defines how any non-Source or Repository Entity can be linked to Source.

## LOOK AND FEEL

The frame has 4 sections whose vertical height is adjustable by moveable horizontal dividers:

- Heading section shows:
  - The First Node Entity Type (focus preset – selection available)
  - The Second Node Entity Type (focus preset – selection available)
    - Tag Purpose: (dependent on First and Second Node Entity Types).
- A collection of command buttons
  - “Configure” to select the layout for this screen or create a new layout
  - “Save” to save the changes
  - “Reject” to reject the changes.
- Editing Toolbar section: This is customized depending on the Application Language:
  - At the top there is collection of command buttons:
    - “Add New” – to create a new Tag Definition instance from scratch
    - “Add Clone” – to create new Tag Definition instance from currently selected
    - “Edit” – to edit or view the details of the selected Tag Definition instance
    - “Delete” – to delete the selected Tag Definition instance.

- Data Editing section: This is displayed as a scrollable property editor GUI Element whose fields are configured according to the Tag Purpose and the link end Node Entity types. This Property Editor has 3 columns:
  - Column 1: Name of Field (label field) presented as:
    - Normal as the user initial value
    - Underline when the value has been edited in this view
    - Labels enclosed in “[” and “]” indicate are read only values.
  - Column 2: Property Value (text field)
  - Column 3: A button to open a special editor if that setting has a format that should not be in-place edited. Typically, this may be GUI\_UserTranslationEdit module.

#### Property Editing Variations:

Tag Purpose	Indicative List of Properties
<b>All Purposes</b>	<ul style="list-style-type: none"> <li>▪ Tag Purpose [by selection]</li> <li>▪ Tag Label [edit]</li> <li>▪ Tag Abbrev [edit]</li> <li>▪ Tag Description[edit]</li> <li>▪ User Data Quality default values [edit]</li> <li>▪ User Hidden [edit]</li> </ul>
<b>Associate</b>	<ul style="list-style-type: none"> <li>▪ Event or Task Pattern Definition ID [by selection]</li> <li>▪ Tag Definition Details ID (Tag Purpose specific record)</li> <li>▪ Tag Definition Validation ID (Tag Purpose specific record)</li> </ul>
<b>Heading</b>	<ul style="list-style-type: none"> <li>▪ Node Entity Pattern Definition ID [by selection]</li> <li>▪ Tag Definition Details ID (Tag Purpose specific record)</li> <li>▪ Tag Definition Validation ID (Tag Purpose specific record)</li> </ul>
<b>Member</b>	<ul style="list-style-type: none"> <li>▪ Group Node Entity Pattern Definition ID [by selection]</li> <li>▪ Tag Definition Details ID (Tag Purpose specific record)</li> <li>▪ Tag Definition Validation ID (Tag Purpose specific record)</li> </ul>
<b>Name</b>	<ul style="list-style-type: none"> <li>▪ Node Entity Pattern Definition ID [by selection]</li> <li>▪ Tag Definition Details ID (Tag Purpose specific record)</li> <li>▪ Tag Definition Validation ID (Tag Purpose specific record)</li> </ul>
<b>Related Ranked</b>	<ul style="list-style-type: none"> <li>▪ Node Entity Pattern Definition ID [by selection]</li> <li>▪ Tag Definition Details ID (Tag Purpose specific record)</li> <li>▪ Tag Definition Validation ID (Tag Purpose specific record)</li> </ul>
<b>Related Equally</b>	<ul style="list-style-type: none"> <li>▪ Node Entity Pattern Definition ID [by selection]</li> <li>▪ Tag Definition Details ID (Tag Purpose specific record)</li> <li>▪ Tag Definition Validation ID (Tag Purpose specific record)</li> </ul>

[Needs a mockup diagram here]

#### ACTIONS

The fundamental operations are:

1. Open Screen according to its saved Screen Layout (BR\_PANEL)
2. Populate the heading section.
3. Perform actions of command buttons.
4. Save values in the appropriate database.

#### USED BY:

1. GUI\_TagSelect.
2. Translation keyboard short cut.

**DATA CONTROLLED BY THIS MODULE:**

1. None.

**REQUIRED DATA CONTROLLED BY OTHER MODULES:**

1. HRE-ID.

**REQUIRED SERVICES**

1. GUI\_FieldDefinitionEdit
2. GUI\_TagDefnDetail
3. GUI\_TagDefnValidation
4. BR\_Tag
5. BR\_Pattern
6. BR\_Setting
7. BR\_PanelConfig.

**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.