GUI ProjectSetting – Project Setting management

Revision history

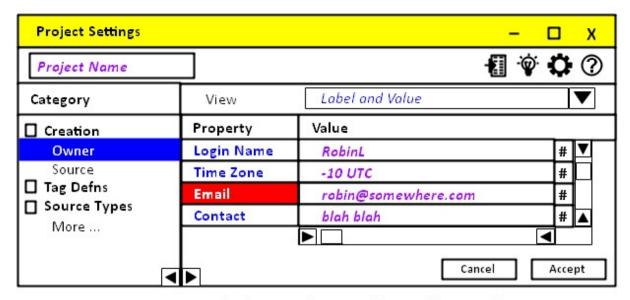
2017-07-02	Robin Lamacraft	Original draft	
2018-06-08	Rod Thompson	Replace 'screen' with 'window'	
		Replace BR_PanelConfig with BR_WindowConfig	
2018-07-06	Rod Thompson	Replace graphic	
		Revise REQUIRED SERVICES – Dependencies	
		Add PROCESS FLOW CHART	
		Add WINDOW INTERACTION MAP	
		Add EVENT ACTIONS	

SCOPE

This GUI module displays the current and default settings of the currently open HRE project. It is opened by the Tools > Settings > Project menu item.

LOOK AND FEEL

- The topmost section with the window name and window size control icons
- The second section of the window shows the current project name on the left
- On the right side of the second section, icon buttons provide the following universal features:
 - o the 'Output' icon enables <u>Output</u> of the new project properties list by sending the contents of the Project Properties tabular display to a file or to a printer
 - o the 'Reminder' icon displays the Reminder content for this window
 - the 'Configuration' icon enables the user to create and retrieve recent or favorite
 Configurations of this window's layout
 - o the 'Help' icon displays context Help about the use of this window
- Below this the window has 2 parts; left and right with a moveable vertical separator between them
- The left side is a list of setting categories. These setting categories are represented in a tree
 of up to 3 levels. Some main categories have a series of sub- categories within them. The
 selected entry on the left is highlighted by changing it to a white text on a dark blue
 background. Selecting one category group that has a set of property values will cause the
 right side to be populated with setting values
- The right side is a properties editor. The view of the property editing is controlled by a pulldown selector. Typically, this has 3 columns:
 - o Column 1: The Property label. The character emphasis of the title is coded with:
 - **BOLD** white text on a black background when the value is the default
 - Normal text on white background for a user saved value
 - BOLD white text on red background when the value has been edited in this view (NOTE the red background color can be changed in the App Settings).
 - Column 2: The current value of that setting. Double clicking on the row will cycle the initial value, edited value (if one exists) and the default value
 - Column 3: A button to open a special editor if that setting has a format that should not be in-place edited. This will also allow for reset to the default.
- The editing of values has Undo/Redo features and repeat value access.



Property Specific Editing Tool command button (if required)

Project Settings Window - Mockup

ACTIONS

The fundamental operations are:

- 1. Open window according to its saved Window Layout (BR_WindowConfig)
- 2. Populate the left side with the list of categories and relevant sub-category labels
- 3. On selecting a setting category or sub-category, the right side displays the relevant setting names and values
- 4. On selecting a row for editing:
 - If a value is edited, then it will be validated both for its syntax and value for correctness
 - Display of values will be updated according to the properties editor rules above.
- 5. On finally clicking "Accept" the new values will be saved in the appropriate project database
- 6. On finally clicking "Cancel" the new property values will not be saved. To exit from the selected right-hand list of properties:
 - a. "Accept" must be clicked to save any edits or
 - b. "Cancel" must be clicked to disregard any edits.

To close the window, users click the "X" Close button at the top left of the window.

USED BY:

- 1. Items that have settings and defaults (incomplete list)
- 2. Tags, Name Styles, Historical Date formats, field input sequences, and many more.

DATA CONTROLLED BY THIS MODULE

All project info.

REQUIRED DATA CONTROLLED BY OTHER MODULES

HRE_ID.

REQUIRED DATA CONTROLLED BY OTHER MODULES:

- 1. HRE ID
- 2. Panel Configuration.

REQUIRED SERVICES - Dependencies

First-Order Dependencies	Second-Order Dependencies	Higher-Order Dependencies
04.14 GUI_ProjectSummary	07.17 BR_WindowConfig	07.06 BR_GuiElement
		07.02 BR_EntityLink
		07.29 BR_Translation
		BR_FieldTranslation
		03.66 GUI_Message Patterns
	07.21 BR_Project	07.06 BR_GuiElement
		07.02 BR_EntityLink
		07.29 BR_Translation
		07.03 BR_FieldDefinition
07.17 BR_Window Config	07.06 BR_GuiElement	07.01 BR_EncodedString
		07.02 BR_EntityLink
		BR_FieldTranslation
		07.16 BR_MessagePattern
	07.02 BR_EntityLink	Needed
	07.29 BR_Translation	07.02 BR_EntityLink
		BR_Field
		07.06 BR_GUIElement
		07.16 BR_MessagePatterns
	07.16 BR_MessagePatterns	See above

APPLICATION PROGRAMMING INTERFACE (API)

1. Single call with one parameter, the HRE_ID of the focus Project.

EVENT ACTIONS

- 1) Keyboard actions
 - a. Edit property values
- 2) Mouse actions

Left key

- a. Mouse hover over the slider bar, hold key down and drag slider bar up or down
- b. Mouse key tap in slider bar box causes up and down movement
- c. Mouse key click on each button, operates the button.
- d. Mouse key click on a category (left panel) selects that category
- e. Mouse key click on a property (right Panel) selects that property

Right key

To be determined

- 3) Icon actions
 - a. left mouse key click on icons in the Window Control group:
 - i. 'X' icon

(closes the window)

ii. 'Box' icon

Toggles the window size between full window, and the preset window size

iii. 'Dash' icon

Minimizes the window, to an icon on the window toolbar.

A click on the toolbar icon restores the display to its previous setting

b. Left mouse key click on the 'Output' icon:

(opens the 'Output' window for output to File or Printer)

c. left mouse key click on 'Reminder' icon:

(opens 'Reminder' window for this 'Send to Colleague' Message display)

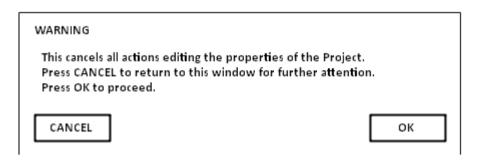
d. left mouse key click on the 'Configuration' icon (opens the Configuration Window for this Project Open window)

- e. left mouse click on 'Help ' icon: (opens the Help System, searches for the section on 'Send to Colleague Message')
- 4) Keyboard shortcuts

To be determined

WARNING CONDITIONS

1. When the 'Cancel' button is used, then a warning message is displayed. Warning Message (WM-PS1)



Text Version:

WARNING

This cancels all actions editing the properties of the Project. Press CANCEL to return to this window for further attention. Press OK to proceed.

ERROR CONDITIONS

2. Need to record the condition that raised the error, example message and possible next steps.

WINDOW INTERACTION MAP

