GUI_EntityEdit – Entity Edit

Revision history

2017-07-02	Robin Lamacraft	Original draft
2018-06-12	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration
		Replace 'screen' with 'window'
		Replace BR_PanelConfig with BR_WindowConfig
2020-08-09	Don Ferguson	Updated to align with Build 23 implementation

SCOPE

This GUI displays a window to add, edit, clone or delete a selected entity HRE data record. This window does not extend its scope beyond its focus type, except where that type may have properties that refer to other types.

LOOK AND FEEL

- The upper right icon buttons provide the following universal features:
    - the <u>Reminder</u> content for this window
    - context <u>Help</u> about the use of this window.
- The headier section shows the ID and name of an entity.
    - An "Identity" field which shows the full name/number of the chosen identity record
    - A "Select Action" selector. This allows the user to select an operation on the focus entity, such as deleting it, editing it, cloning it, or creating new entities of the current focus entity type, in which case "Identity" will be blank initially. The action defaults to the "Add" setting.
- Below this the window has 2 panels, the right one being scrollable
- The left side is a list of Edit categories. Selecting a category causes the right side panel to change to one populated with the entity's values for that category
- The right side is an editor pane that is populated with the focus object's properties for the chosen edit category. The editor pane may have multiple columns:
    - Column 1: The Property label
    - Column 2+: current values of fields of the property.
- Double clicking on any row of the editor allows editing of the chosen property
- Bottom row of the screen shows "Accept" and "Cancel" buttons for accepting or cancelling changes to the screen.
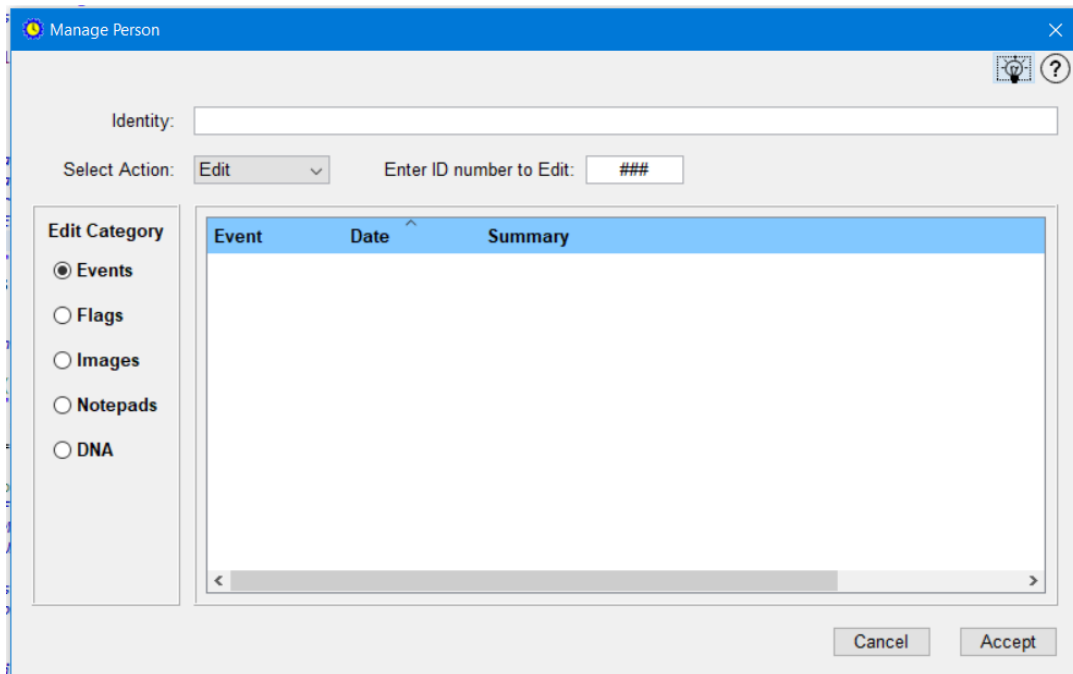
Draft GUI_EntityEdit window (Person Events version)

USED BY: any data type that has a GUI_EntityEdit variant.

METHODS

The fundamental operations are:
1. When opened, populate the property editor pane with values for the selected object
2. Allow editing of all fields from right-click menus
3. Save new values if "Accepted"
4. Ignore changes if "Canceled"
5. Perform appropriate action if the Action set to Clone or Delete.

USED BY
1. Nothing else.

AUXILIARY DATA USED
1. No direct access to database.

REQUIRED SERVICES
1. GUI for Clone and Delete
2. Database update functions.