

GUI_UserLanguageEdit – User Language Edit

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SCOPE

This GUI module displays the list of properties of a User Language for creation, editing and deletion.

LOOK AND FEEL

The frame has 3 sections whose vertical height is adjustable by moveable horizontal dividers:

- Heading section:
 - Primary User Language (read-only text field)
 - Fallback User Language (read-only text field)
 - A scrollable text region displays the limitations of the Primary Language
 - A collection of command buttons
 - “Configure” to select the layout for this screen or create a new layout
 - “Add New” to define a new User Language from scratch
 - “Add Clone” to define a new User Language from an existing User Language
 - “Save” to save the changes
 - “Reject” to reject the changes.
- Editing Toolbar section: This is customized depending on the User Language:
 - At the top there is collection of command buttons:
 - “Add New” – to create a new Name Element from scratch
 - “Add Clone” – to create new Name Element from currently selected
 - “Edit” – to edit or view the details of the selected Name Element
 - “Delete” – to delete the selected.
- Editing Area section: This resizable scrollable area may be split into 2 regions for parallel editing in 2 languages, but only one of these areas can be in edit mode at a time. The editable region can be swapped once the current edits have been saved. All editing actions as controlled from the Editing Toolbar.

[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_UserLanguageSelect
2. Translation keyboard short cut.

DATA CONTROLLED BY THIS MODULE:

None.

REQUIRED DATA CONTROLLED BY OTHER MODULES:

HRE-ID.

REQUIRED SERVICES

1. GUI_FieldDefinitionEdit
2. BR_UserLanguage

3. BR_Setting
4. BR_PanelConfig.

APPLICATION PROGRAMMING INTERFACE (API)

1. **Need Details.**