

GUI_AppLanguageEdit – Application Language Edit

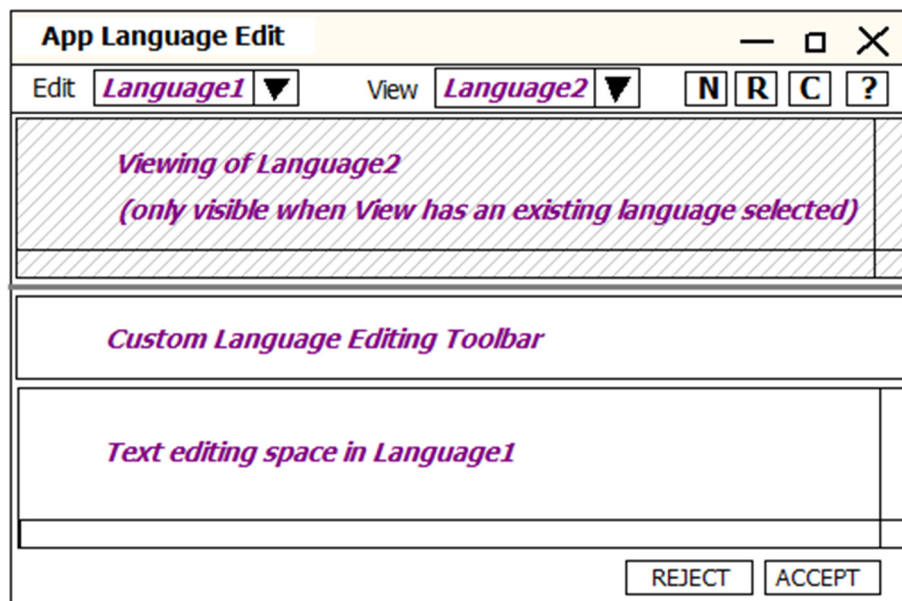
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SCOPE

This GUI module displays the list of properties of an Application Language for creation, editing and deletion. This GUI is opened by clicking on a currently visible GUI Element and then typing a special shortcut code on the keyboard (yet to be decided). The screen will be populated with the information about this GUI-element's translated text. This screen can remain open as the translator makes entries for each entry that is clicked and the shortcut is typed. Thus to add a new Application Language the user must first use GUI_AppLanguageAdd to create the master entry for that language. In that definition process one of the existing languages is set as the fallback Application Language.

NOTE: Normal users will not be able edit the internally installed languages. Normal users will be able to define a new language using an existing language to provide most of the translation, then edit some changes in terminology used by a second similar language. As an example, EN-UK could use EN-US as the majority of the translations and then only provide new translations for a small fraction of the items.

LOOK AND FEEL



The screen has 4 sections:

- Heading section:
 - Selector of the Language to "Edit"
 - Selector of the Language to "View" while editing another language. The selection may be "None" or any other existing Application Languages. When an existing Language is selected an extra section opens showing the corresponding entry for that language. The setting of the "View" language is persistent over successive edits. The View display height and the Editing display height are adjustable to share the same sized screen frame
 - A collection of small icon command buttons:
 - "Configure" to select the layout for this screen or create a new layout
 - "Next" to change focus to next App Language GUI Element in the current screen in focus. This will cycle through all such items

- “Help” – open context sensitive Help
- “Reminder” – open the Reminder of this screen.
- Editing Toolbar section: This collection of command button tools is customized depending on the choice of Application Language being edited. If the GUI Element Value has some specialized properties, then an appropriate editor will be opened for those cases
- Editing Area section: All editing actions are controlled from the Editing Toolbar
- Edit Completion section: 2 command buttons
 - “Accept” to save the changes
 - “Reject” to reject the changes.

ACTIONS

The fundamental operations are:

1. Open Screen according to its saved Screen Layout (BR_PanelConfig)
2. Populate the heading section
3. Perform actions of command buttons and the editing toolbar
4. Save translated values in the appropriate database.

USED BY:

1. GUI_AppLanguageSelect
2. GUI_AppLanguageAdd
3. 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_AppLanguage
3. BR_Setting
4. BR_PanelConfig.

APPLICATION PROGRAMMING INTERFACE (API)

1. **Need Details.**

EVENT ACTIONS

1. **Need Details.**

WARNING CONDITIONS

1. **Need Details.**

ERROR CONDITIONS

1. **Need Details.**