GUI_EntitySelect – Entity Select

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SCOPE

Entities in HRE refer to objects that form a node in the network of pathways. Links provide the pathway between nodes. Entities are Persons, Locations, Events, Tasks, Sources, etc. This GUI module displays in a tabular display all objects of the HRE same type. It allows selection of an object, if required to access a suitable editor GUI focussed on the selected object. Initially, this GUI_EntitySelect screen lists <u>all</u> objects of that type related to the current project. Later in the development, once Filters are implemented, a filter may be used to reduce the number of objects that are displayed. This screen allows for the creation of new Entities, either from scratch or as a clone of an existing Entity.

LOOK AND FEEL

The screen has 3 sections:

- <u>Heading</u> section:
    - o The object type being selected
    - o A collection of command buttons
        - ▪ "Configure" to access the configuration alternatives for this screen
        - ▪ "Output" to open a screen that will output the contents of the Entities List as a file or print it. Later, when Subsets are implemented, the rows of tabular screens will each have a checkbox, that will select marked rows for printing, deletion or to create a subset of their HRE-IDs.
- <u>Selected Entity</u> section:
    - o This has several text data fields:
        - ▪ Entity HRE-ID_(read only)
        - ▪ Entity Name (editable text field, if it has one)
        - ▪ Entity Description (if it has one).
    - o At its bottom, a collection of action command buttons:
        - ▪ "Related to Marked" opens GUI_EntityRelatedEdit screen where links between 2 entities of the same type can be created. (Only enabled if "Mark" is not empty)
        - ▪ "Accept" creates the new Entity and will automatically open the GUI_EntityEdit screen
        - ▪ "Ignore" does not create the new Entity.
- <u>Entities List</u> section:
    - o At its top, a collection of command buttons:
        - ▪ "Add New" creates an empty Entity with a unique name in the <u>Selected Definition</u> section
        - ▪ "Add Clone" copies the selected Entity with a unique name in the <u>Selected Definition</u> section
        - ▪ "Edit" opens the GUI_EntityEdit screen to edit the selected Name Style. This includes Renaming the entity if it does not use a Name Style
        - ▪ "Delete" opens the GUI_EntityDelete screen to delete the selected Entity
        - ▪ "Mark" saves the identity of a selected entity for "Related to Marked" action.
    - o A scrollable resizable tabular display with one row per Entity
    - o The choice of displayed fields and their format and order is specified in the screen opened by the "Configure" button. Here previously saved configurations can be selected or a new configuration created
    - o Clicking on a row of the table selects that Entity

o Double-clicking on a row of the table opens the GUI_EntityEdit screen on that selected definition
o Initially, there will be an ability to sort the rows on one column, but later that feature will be extended to allow sorting on several columns at once.

[Needs a mockup diagram here]

USED BY: Entities that have Select menu entries
Almost any data type or link type whether they are project-oriented or application-oriented has a GUI-EntitySelect variant. Because these are GUI elements that create events which must be directed to the single place where each is acted upon, each of these GUI screens must have unique identities. This means that the basic screen layout can be defined as an abstract class where each separate real class contains the object type specific code when listening for events.

METHODS
The fundamental operations are:
1. Open the Frame according to its saved Frame Layout (BR_PANEL)
2. Populate the tabular display with values for the focus type
3. Select an object by clicking on a row
4. Right-clicking shows a menu with entries of Select, Add New, Add Clone, Edit and Delete
5. "Output" will save the table as a file or print it.

USED BY
1. Nothing else.

AUXILIARY DATA USED
1. No direct access to databases.

REQUIRED SERVICES
1. GUI_PanelConfig
2. GUI_EntityEdit
3. GUI_EntityRelatedEdit
4. GUI_Output
5. BR_Settting
6. BR_PanelConfig
7. BR_EntityLink.