

# GUI\_Notification - Notifications

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## SCOPE

This GUI module displays in a modal screen of a message to the user of HRE. The application is frozen until this screen has been closed by one of the alternatives provided. Notifications have 4 distinct types:

1. An **Error Message** - Notifies of an error that will terminate the actions on this project by this user
2. A **Warning Message** – Notifies of a condition that may lead to undesirable outcomes. In some circumstances these can be remedied by a retry with modified data
3. An **Application Message** – Notifies that the application or an administrator has detected a status problem. These messages have 2 forms:
  - If it is Project-related, these messages are broadcast to all users of the same project
  - If it is Client-related, then these messages are only seen by the user of that Client
  - If it is Server-Related, then these messages are only seen by the user of that Server.
4. An **Inter-User Message** – This is a message created by one user to be seen by other users. These messages have 2 forms:
  - If it is Project-related, these messages are broadcast to all users of the same Project
  - If it is Server-related, then these messages are only seen by the user of that Server.

## LOOK AND FEEL

The contents of the Notification resizable frame have 4 components:

1. The type of the notification
2. The location within the application from where the message was issued
3. The text of the message
4. A collection of command buttons dependent on the type of notification to provide choices of the next action of the user:
  - **Error Message**
    - “Abort” – Close the project
    - “Retry” – Retry last operation (possibly failed because of timing)
    - “View Log” – View the Log file (modal).
  - **Warning Message**
    - “Accept” – Accept the warning and continue actions
    - “Review” – Review action and possibly make another selection
    - “View Log” – “View the log file” (modal).
  - **Application Message**
    - “Acknowledge” – Send an automatic “has been read” reply
    - “Ignore” – Continue actions by closing the screen.
  - **Inter-User Message**
    - “Acknowledge” – Send an automatic “has been read” reply then close the screen
    - “Reply” – Send a composed reply then close the screen
    - “Ignore” – Continue actions by closing the screen.

[Needs a mockup diagram here]

**USED BY:** Almost any module.

## METHODS

The fundamental operations are:

1. Open the Notification screen according to its saved Panel Layout (BR\_PanelConfig)
2. Populate the display with text and buttons
3. Act on the command buttons

#### **DATA CONTROLLED BY THIS MODULE**

None.

#### **REQUIRED DATA CONTROLLED BY OTHER MODULES**

HRE\_ID.

#### **REQUIRED SERVICES**

1. GUI\_PanelConfigEdit
2. GUI\_Logging
3. BR\_Setting
4. BR\_PanelConfig
5. BR\_Logging
6. BR\_Messaging
7. BR\_EntityLink.

#### **APPLICATION PROGRAMMING INTERFACE (API)**

1. **Need Details.**

#### **EVENT ACTIONS**

1. **Need Details.**

#### **WARNING CONDITIONS**

1. **Need Details.**

#### **ERROR CONDITIONS**

1. **Need Details.**