

GUI_PatternDefnDetail – Pattern Definition Detail Management

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SCOPE

This GUI module displays the Detail Properties of a Node Entity Pattern Definition. Although the screen has the same format, content displayed depends on the Node Entity Type.

LOOK AND FEEL

- The properties editor that has 3 columns:
 - Column 1: The label of the setting. The character emphasis of the title is coded with:
 - **BOLD** for default value
 - Normal as the user initial value
 - Underline when the value has been edited in this view.
 - Column 2: The current value of that setting. Double clicking on the row will cycle the initial value, edited value (if one exists) and the default value
 - Column 3: A button to open a special editor if that setting has a format that should not be in-place edited. This will also allow for reset to the default.
- The editing of values has Undo/Redo features and repeat value access.

[Needs a mockup diagram here]

ACTIONS

The fundamental operations are:

1. Open Frame according to its saved Frame Layout (BR_PANEL)
2. Populate it with values for the current Tab
3. When a row is selected show it for editing
4. If a value is edited, validate both its syntax and value for correctness
5. When tab selection is changed ask whether to save the previously edited values
6. Save values in the appropriate database.

USED BY:

1. The GUI_PatternDefnEdit module.

DATA CONTROLLED BY THIS MODULE:

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES:

1. HRE_ID
2. Panel Configuration.

REQUIRED SERVICES

1. BR_Setting
2. BR_Pattern
3. BR_PanelConfig.

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.

EVENT ACTIONS

1. Need details of event (keyboard or mouse) and the description of the action.

WARNING CONDITIONS

1. Need details of the condition that raised the warning, example message and possible next steps.

ERROR CONDITIONS

1. Need to record the condition that raised the error, example message and possible next steps.