

GUI_Icon-Information

Revision history

2018-06-02	Rod Thompson	Original draft
2018-06-08	Rod Thompson	Create new images (32x32) and (48x48)

SCOPE

Icons are used extensively throughout the HRE application, in all window displays.

This document details use of the 'Information' icon.

Each icon is in fact a button control, with a unique image that identifies its use without additional descriptive text

LOOK AND FEEL


Colour icons may be used in the main application window. (possible issues if user changes background palette)

Black & White icons will be used in sub-windows.

LABEL

Information

IMAGE

 File: Information_BW_V3_24x24.ico File: Information_BW_V3_32x32.ico File: Information_BW_V3_48x48.ico	
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ACTIONS

Use of the icon button will open a new window, providing a non-editable summary for the item.

The window has a close button for that purpose.

Focus remains on the information window until closed.

A single operation of the icon button causes the defined action. Subsequent operations have the same action once the information screen is closed.

HOVER HINT

Information

USED BY

Called by HRE windows

GUI_SelectConfiguration	
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DATA CONTROLLED BY THIS MODULE

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. ????

REQUIRED SERVICES

1. ????
2. ????

APPLICATION PROGRAMMING INTERFACE (API)

1. ????

EVENT ACTIONS

1. Opens an 'information' window to display detail. Non editable.

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.