GUI_LinkDelete – Link Delete

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SCOPE

This GUI module displays a screen to delete a link between 2 entities as represented in a selected HRE data record. This screen does not extend its scope beyond both the objects at the end of the link, except where that the link may have properties that refer to other types (say a Citation).There are 2 consequences that can apply to the deletion of a link between 2 entities:
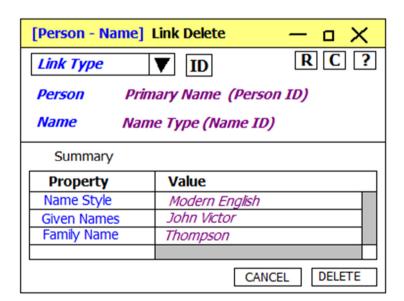
1. Deletion of the link
2. Deletion of one of the entities at the end of the link and then the deletion of the link. This latter case occurs where the second entity is a dependent of the other entity, say a Name of a Person should be deleted when that link is deleted.
   NOTE: There is a second issue here when deleting an entity that has many dependent links. This case is addressed in GUI_EntityDelete.

LOOK AND FEEL

The screen has 2 horizontal parts:

- The upper right icon buttons provide the following universal features:
    - "R" displays the Reminder content for this screen
    - "C" enables the user to create and retrieve Configurations of this screen's layout
    - "?" displays context Help about the use of this screen.
- The heading section shows the ID and name of a link. It also shows the ID and name of the objects at each end of the link. It also has a Link Type pull down selector, which in most uses of the screen will be set and disabled as part of the screen opening. The Link ID is used to show the type, name and identity of the entities at each end of the link
- Below this is a 2 column read-only summary of the link properties in a scrollable list
- A "Cancel" command button returns control to the calling module without removing the link
- A "Delete" command button will delete the link (and when appropriate also delete any dependent entity at one end of the link).

ACTIONS

The fundamental operations are:

1. Open screen according to its saved Screen Layout (BR_PanelConfig)

2. Populate the property editor pane with values for the selected object
3. Populate the heading
4. Delete the Entity.

USED BY:
1. All links (not objects) that have "Edit" entries in the menu use this GUI_LinkDelete as their dependent coding
2. Almost any link type that is project-oriented or application-oriented has a GUI_LinkDelete variant. Because these GUI elements create mouse and keyboard events 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 its specific events to act upon.

DATA CONTROLLED BY THIS MODULE
None.

REQUIRED DATA CONTROLLED BY OTHER MODULES
HRE-ID.

REQUIRED SERVICES
1. GUI_PanelConfigEdit
2. GUI_LinkDelete
3. GUI_FieldTranslationEdit
4. GUI_Output
5. BR_Setting
6. BR_PanelConfig
7. BR_EntityLink.

APPLICATION PROGRAMMING INTERFACE (API)
1. Need Details.