GUI Icon-Reminder

Revision history

2018-05-12	Rod Thompson	Original draft

SCOPE

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

This document details use of the 'Reminder' 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

Reminder

IMAGE

File: Reminder-B&W-V3b(24x24).ico	File: Reminder-CLR-V3b(24x24)

ACTIONS

Selection of this button will open a new window displaying 'reminder' information related to the function displayed in the window; and allowing the user to create or amend that 'reminder' information.

A single operation of the icon button causes the Reminder window to Open. A subsequent operation of the icon button causes the Reminder window to Close. Further operations repeat this cycle.

HOVER HINT

Reminder

USED BY

GUI_Message-Query	GUI_Message-Warning
GUI_Message-Local Error	GUI_Message-Server Error
GUI_Mesage-Action Progress	GUI_Message-Client Broadcast
GUI_Message-Server Broadcast	GUI_Message-Receive from Colleague
GUI_Message-Send to Colleague	

DATA CONTROLLED BY THIS MODULE

1. Reminder information text

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. ????

REQUIRED SERVICES
1. GUI_Reminder
2. ????

APPLICATION PROGRAMMING INTERFACE (API)
1. ????

EVENT ACTIONS
1. Opens 'Reminder' Window, for display and editing.

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.