GUI_EntitySelect – Entity Select

Revision history

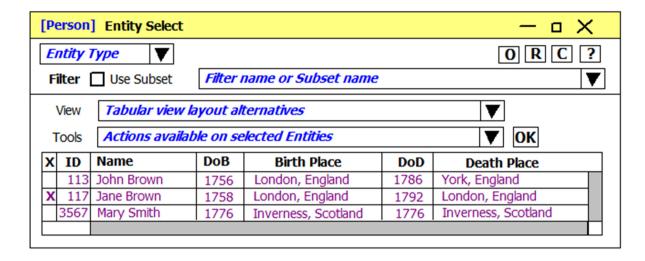| 2017-07-03	Robin Lamacraft	Original draft
2018-06-02	Rod Thompson	Amend Required Services
2018-06-12	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig

SCOPE

Entities in HRE refer to objects that form a node in the network of pathways. Links provide the pathway between nodes. Entities are Persons, Locations, Events, Tasks, Sources, etc. This GUI module displays in a tabular form all objects of the same HRE type. It allows selection of an object, if required, to access a suitable editor focussed on the selected object. Initially, this GUI_EntitySelect window lists <u>all</u> objects of that type related to the current project. Later in the development, once Filters are implemented, a filter may be used to reduce the number of objects that are displayed. This window allows for the creation of new Entities, either from scratch or as a clone of an existing Entity.

LOOK AND FEEL

The window has 2 horizontal parts:
- The upper right icon buttons provide the following universal features:
    - "O" enables <u>Output</u> of the new project properties list by sending the contents of the Project Properties tabular display to a file or to a printer
    - "R" displays the <u>Reminder</u> content for this window
    - "C" enables the user to create and retrieve <u>Configurations</u> of this window's layout
    - "?" displays context <u>Help</u> about the use of this window
- A <u>"Filter" pull down selector</u> and a checkbox to indicate whether the list is of filters or of subsets of the focus Entity type
- <u>Entities List</u> section:
    - At its top, a selection pull downs:
        - "View" allows selection of different layouts of the tabular view below
        - "Tools" pulldown selector with an "OK" command button. The pull down selector lists operations that may be performed on the selected Entities. This list is also available from the right-click menu on any row of the table . This includes Edit, Delete, Clone, Mark and Unmark.
    - A scrollable resizable tabular display with one row per Entity
    - The choice of displayed fields and their format and order is specified in the window opened by the "Configure" button. Here previously saved configurations can be selected or a new configuration created
    - Clicking on a row of the table selects that Entity
    - Double-clicking on a row of the table opens the GUI_EntityEdit window on that selected definition
    - Initially, there will be an ability to sort the rows on one column, but later that feature will be extended to allow sorting on several columns at once.

USED BY: Entities that have Select menu entries

Almost any data type or link type whether they are project-oriented or application-oriented has a GUI_EntitySelect variant. Because these are GUI elements that create events which must be directed to the single place where each is acted upon, each of these GUI windows must have unique identities. This means that the basic window layout can be defined as an abstract class where each separate real class contains the object type specific code when listening for events.

METHODS

The fundamental operations are:

1. Open the window according to its saved layout (BR_WindowConfig)
2. Populate the tabular display with values for the focus type
3. Select an object by clicking on a row
4. Right-clicking shows a menu with entries of Select, Add New, Add Clone, Edit and Delete
5. "Output" will save the table as a file or print it.

USED BY

1. Nothing else.

AUXILIARY DATA USED

1. No direct access to databases.

REQUIRED SERVICES

1. GUI_Select Configuration
2. GUI_EntityEdit
3. GUI_Output
4. BR_Settting
5. BR_WindowConfig
6. BR_EntityLink.