

GUI_NameEdit – Editing of Name Fields

Robin Lamacraft 2017-02-23

SCOPE

This GUI module displays for a selected object name entry the set of Name Element data entry fields and their current values. It allows for the editing of these fields according to their field types. It has several mechanisms to minimize the data entry process. GUI_NameEdit can be opened in 3 ways by the requesting module:

- “Add New” – where a new Name Object is created as the owner of this name. This allows a choice of Name Style
- “Add Clone” – where a new Name object is created by the owner of this name. It maintains the Name Style and Name Element values from the currently selected name object from which it has been cloned. This is often a way of getting many fields filled quickly, then allowing a few fields to be edited to achieve a faster input process
- “Edit Existing” – to edit the Name Style and values of the currently selected name object.

LOOK AND FEEL

The screen has 3 sections; the Heading, Name Elements and Value Assist sections.

- Heading section displays:
 - The identity of the object whose name is being viewed (read-only text field)
 - The name of the name style associated with this name (read-only text field). For “Add New” the text field is augmented by a selection from the available Name Styles for this Name Type
 - A collection of command buttons:
 - A “Configure” command button to select the layout of this screen
 - A “Validate” – check the syntax of edited value
 - A “Save” – to save the edited values
 - An “Ignore” button to ignore any edits.
 - An “Enable Field Auto Completion” checkbox – this feature enables the presentation of a short list in the Value Assist section, of existing Name Value Elements which start with the currently entered values to be presented
 - An “Enable Completion to the right” checkbox – this feature enables the presentation of a short list in the Value Assist section, of existing Name Value Elements which are associated with the currently entered initial field value
 - An “Enable Completion to the left” checkbox – this feature enables the presentation of a short list in the Value Assist section, of existing Name Value Elements which are associated with the currently entered initial field value and all values to the right.
- Name Elements section displays as a scrollable property editor GUI element:
 - Column 1: Name of Field (label field). The character emphasis of the language is coded with:
 - Normal as the user initial value
 - Underline when the value has been edited in this view.
 - Column 2: Name Element Value (text field)
 - Column 3: Candidate Value (read-only text field)
 - Column 4: A button to open a special editor if that setting has a format that should not be in-place edited. Typically, this may be the GUI_UserTranslationEdit module.
- Value Assist section:

There are 3 stages of value completion:

 - “Start Field” (enabled first) – Select a value, then click “Value OK” command button, then click “Values to Right” command button

- “Values to the right” (enabled second) - This shows a list of values for the first value to the right that are associated with the selected or entered value for the Start Field. Within the values select a value, then “This Value Ok”. On clicking the “This Value OK” button the remaining values of that existing full name entry are displayed in the “Candidate Value” in the Name Value Element list. If they the correct values then click “All Values OK” and they will be set as entered values. If you want see all the entries that have these field values in common click “Next Right” or return to editing the earlier Name Elements in the sequence
- “Values to the Left” (enabled last) - This shows a list of values for the first value to the left that are associated with the selected or entered values for the Start Field and all to the right. Within the values select a value, then “This Value Ok”. On clicking the “This Value OK” button the remaining values of that existing full name entry are displayed in the “Candidate Value” in the Name Value Element list. If they the correct values then click “All Values OK” and they will be set as entered values.

NOTE: For this mechanism to work best it is advisable for the Name Element Input sequence to be from the most variable Name Elements first to the most stable Name Elements last. For example, that implies that Lat/Long should not be last for Location Name entry.

[Needs a mockup diagram here]

USED BY: Any Object GUI Module that can enter a Name Style control name for that object.

METHODS

The fundamental operations are:

1. Open Frame according to its saved Frame Layout (BR_PANEL)
2. Populate it with values
3. When a row is selected show it for editing in the Translation Editor
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.

AUXILIARY DATA USED

1. No direct access to databases.

REQUIRED SERVICES

1. GUI_RecentVisit
2. BR_UserTranslation
3. BR_EncodedString
4. BR_FieldDefinition
5. BR_PanelConfig.