GUI_Reminder – Reminder Management

Revision history

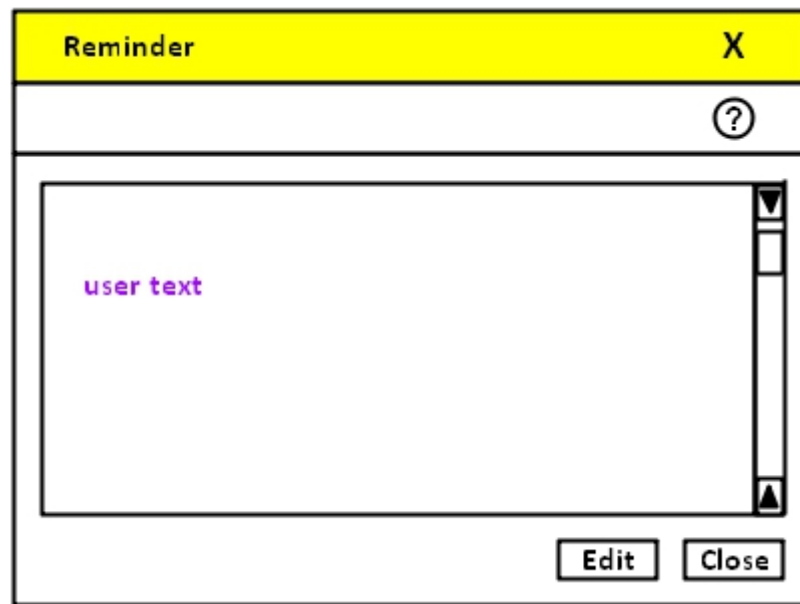|		
2017-03-22	Robin Lamacraft	Original draft
2018-04-15 to 05-17	Rod Thompson	Add Graphic Add Event Action detail
2018-06-07	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig
2018-06-15	Rod Thompson	Update REQUIRED SERVICES-Dependencies
2018-06-20	Rod Thompson	Replace graphic Add PROCESS FLOW CHART Add WINDOWS INTERACTION MAP Add WARNING CONDITIONS & ERROR CONDITIONS
2019-02-11	Rod Thompson	Replace graphic (v6) REQUIRED SERVICES – Remove 03.68 GUI_Select Cinfig'n WARNING CONDITIONS – Update EVENT ACTIONS-icon actions – remove Configuration WINDOWS INTERACTION MAP – revise (v3) PROCESS FLOWCHART – replace (v6)

SCOPE

This GUI module displays a window of a reminder message to the user of HRE. It also allows the user to create, edit or delete a reminder. This is a floating window that the user can position. It will be automatically closed when the parent screen from which it was opened is closed.

LOOK AND FEEL

The contents of the Reminder resizable screen:

1. A scrollable resizable text region that displays the Reminder text
2. When no Reminder has previously been set; a default message (as follows) is displayed.
   "No topic content available for this item.
   To create, click the 'Edit' button."
3. Clicking the "Edit" command button will open a Message Editor window where a reminder message can be created, edited, saved, translated or deleted
4. Clicking the "Close" command button will close the reminder window.

Reminder Window – Mockup

USED BY:

Almost any GUI module**.**

ACTIONS

The fundamental operations are:
1. Open the Reminder window according to its saved Panel Layout (BR_WindowConfig)
2. Populate the display with text and buttons
3. Act on the command buttons.

DATA CONTROLLED BY THIS MODULE

Reminder text.

REQUIRED DATA CONTROLLED BY OTHER MODULES
1. HRE_ID
2. GUI Element Index DBT
3. Reminder DBT.

REQUIRED SERVICES – Dependencies

First-Order Dependencies	Second-Order Dependencies	Higher-Order Dependencies
05.02 GUI_EncodedStringEdit	05.08 GUI_FieldDefinitionEdit	
	05.42 GUI_SubstitutionEdit	
	07.26 BR_Substitution	
	07.24 BR_Setting	
	07.17 BR_WindowConfig	
07.01 BR_EncodedString	NIL	
07.24 BR_Setting	BR_AppData	
	BR_UserData	
	07.02 BR_EntityLink	NIL
07.17 BR_WindowConfig	07.06 BR_GuiElement	
	07.02 BR_EntityLink	NIL
	07.29 BR_Translation	
	BR_FieldTranslation	
	07.16 BR_MessagePatterns	
07.02 BR_EntityLink	NIL	

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.

EVENT ACTIONS

1) Keyboard actions
    a. Edit   opens the Message Editor window for text entry and/or editing
    b. Close   closes the window
    c. At window opening, focus is set on the 'Close' button.
       It is anticipated that the major use of this window will be to provide the User with the Reminder text, with less frequent action to enter or amend that text.
2) Mouse actions
    Left key
    a. Mouse hover over the slider bar, hold key down and drag slider bar up or down
    b. Mouse key tap in slider bar box causes up and down movement
    c. Mouse key click on each button, operates the button.
    Right key
       Action to be determined
3) Icon actions
    a. Left mouse click on the 'Help' icon:
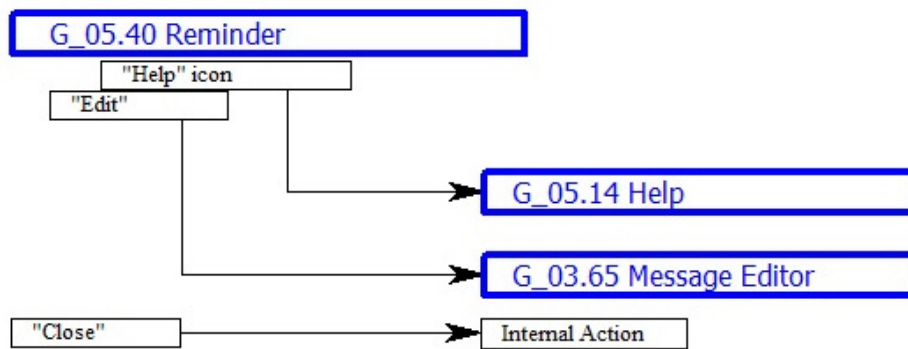   (opens the Help System, searches for the section on Reminder

WARNING CONDITIONS

1. Need to record the condition that raised the error, example message and possible next steps.
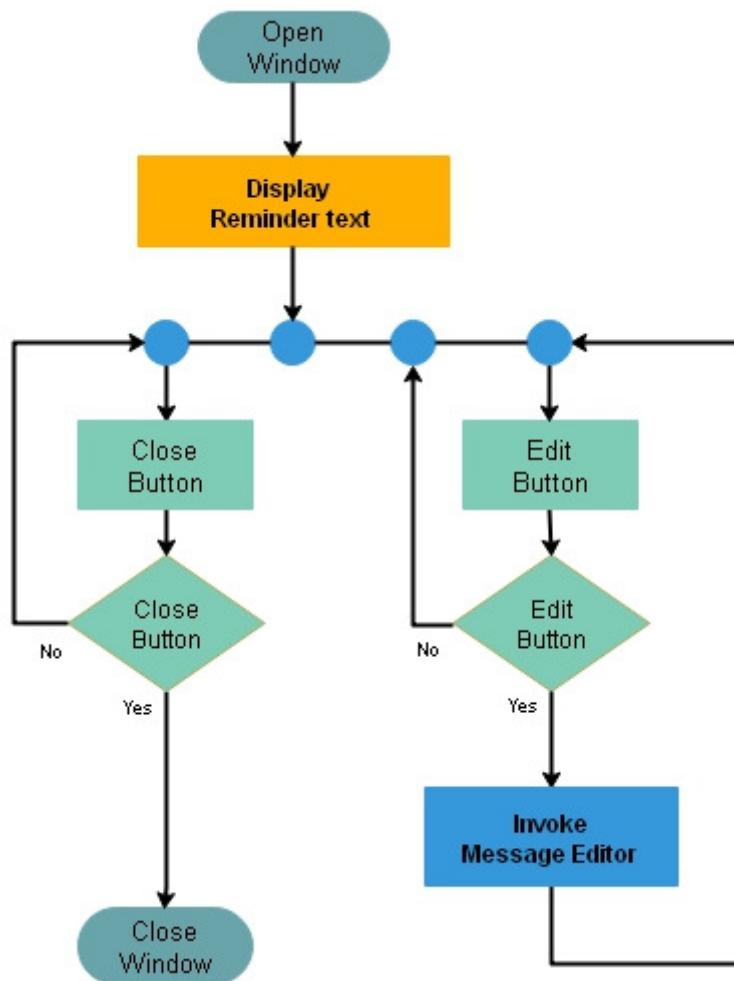
ERROR CONDITIONS

1. Need to record the condition that raised the error, example message and possible next steps.

WINDOWS INTERACTION MAP

PROCESS FLOW CHART

USE CASES

TESTING