

## GUI\_LinkDelete – Link Delete

### Revision history

2017-7-02	Robin Lamacraft	Original draft
2018-06-11	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig

### SCOPE

This GUI module displays a window to delete a link between 2 entities as represented in a selected HRE data record. This window 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 window has 2 horizontal parts:

- The upper right icon buttons provide the following universal features:
  - “R” displays the Reminder content for this window
  - “C” enables the user to create and retrieve Configurations of this window’s layout
  - “?” displays context Help about the use of this window.
- 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 window will be set and disabled as part of the window 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).

[Person - Name]
Link Delete

Link Type

▼

ID

R

C

?

Person

Primary Name (Person ID)

Name

Name Type (Name ID)

Summary

Property	Value
Name Style	Modern English
Given Names	John Victor
Family Name	Thompson

CANCEL

DELETE

## ACTIONS

The fundamental operations are:

1. Open window according to its saved Window Layout (BR\_WindowConfig)
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 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 its specific events to act upon.

## DATA CONTROLLED BY THIS MODULE

None.

## REQUIRED DATA CONTROLLED BY OTHER MODULES

HRE-ID.

## REQUIRED SERVICES

1. GUI\_Select Configuration
2. GUI\_LinkDelete
3. GUI\_FieldTranslationEdit
4. GUI\_Output
5. BR\_Setting
6. BR\_WindowConfig
7. BR\_EntityLink.

## APPLICATION PROGRAMMING INTERFACE (API)

1. **Need Details.**