

GUI_EntityDelete – Entity Delete

Revision history

2017-07-03	Robin Lamacraft	Original draft
2018-06-12	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 frame to delete an entity as represented in a selected HRE data record. This window does not extend its scope beyond the entity, except in considering all links that are connected to the entity in focus. So in this entity deletion process other links and other entities related to the focus entity may be deleted.

LOOK AND FEEL

The window has 2 horizontal parts:

- The upper right icon buttons provide the following universal features:
 - “O” enables Output 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 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 an Entity
- The second section has a “Search” command button. On clicking this button, the number of related links and other entities will be shown. These are listed in a read-only 3 column summary table
- On clicking the “Delete” command button the deletion series of operations will be performed and then control will be passed back to the calling module
- Clicking the “Cancel” does not delete the entity and returns control back to the calling module.

[Source] Entity Delete

Entity Type ▼ O R C ?

ID Primary Name (Source ID)

Show Links to Entity Search 12 Uses

Other Entity Type	Entity ID	Entity Summary
Event		Birth
Name		Name_Change
Person		Relationship

WARNING:
Deleting an Entity has consequences on any other Entity to which it is Linked
All Links listed above will also be destroyed
All Entities solely used by the focus (such as Names) Entity will be destroyed

CANCEL DELETE ENTITY

ACTIONS

The fundamental operations are:

1. Open window according to its saved Window Layout (BR_WindowConfig)
2. Populate the heading
3. Perform the search
4. Delete the Entity.

USED BY

1. All objects (not links) that have “Edit” entries in the menu use this GUI_EntityDelete as their dependent coding
2. Almost any entity type that is project-oriented or application-oriented has a GUI_EntityDelete 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_PSelect Configuration
2. GUI_EntityDelete
3. GUI_FieldTranslationEdit
4. GUI_Output
5. BR_Setting
6. BR_WindowConfig
7. BR_EntityLink.

APPLICATION PROGNG INTERFACE (API)

1. **Need Details.**