

GUI_TagEdit – Tag Edit

Revision history

2017-03-19	Robin Lamacraft	Original draft
2018-06-07	Rod Thompson	Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig

SCOPE

This GUI module displays the list of properties of a Tag instance for creation, editing and deletion. An HRE Tag instance is a link between 2 sets of information. It displays the current properties of a Tag instance that is under the control of a Tag Purpose Definition. It allows the editing of the Tag instance data.

Scope Variations:

Tag Purpose	Tag Purpose Differences
Associate	An <u>Associate Tag</u> instance links an Entity Node instance to an Event or Task instance as Objects that have a Role in an Event or Task.
Heading	A <u>Heading Tag</u> instance links a Heading Entity instance to a Node Entity instance. A Heading Tag instance is owned by the Node Entity instance. Delete the selected Heading Tag instance from its parent Node Entity instance (does what???)
Member	A <u>Member Tag</u> instance links an Other Entity Node Type instance to a Group Node Entity instance. This is used to create Groups of Object Instances. NOTE: Groups of Groups of the same type are linked by Related purpose tag links.
Name	A <u>Name Tag</u> instance links a Name Entity instance to a Node Entity instance. A Name Tag instance is owned by the Node Entity instance.
Related Ranked	A <u>Related Ranked Tag</u> instance links together 2 Entity Node instances of the same Entity Type, where the relationship is asymmetrical, that is the description of the relationship depends on the object in focus, e.g. A is <u>son</u> of B, so B is <u>parent</u> of A [as a special case, Events and Tasks can be related using Related Tags].
Related Equally	A <u>Related Equally Tag</u> instance links together 2 Entity Node instances of the same Entity Type, where the relationship is symmetrical, that is the same description of the relationship applies for both objects, e.g. A is a <u>friend</u> of B, so B is a <u>friend</u> of A [as a special case, Events and Tasks can be related using Related Tags].

LOOK AND FEEL

The frame has 4 sections whose vertical height is adjustable by moveable horizontal dividers:

- Heading section shows:
 - the focus Tag instance HRE-Visible ID
 - the Tag Definition instance HRE-ID
 - the Tag Definition Label
 - the Purpose Type of the Tag.
- A collection of command buttons:
 - "Configure" to select the layout for this window or create a new layout
 - "Save" to save the changes
 - "Reject" to reject the changes.
- Editing Toolbar section: This is customized depending on the Application Language:

- At the top there is collection of command buttons:
 - “Add New” – to create a new Tag instance from scratch
 - “Add Clone” – to create new Tag instance from currently selected
 - “Edit” – to edit or view the details of the selected Tag instance
 - “Delete” – to delete the selected Tag.
- Data Editing section: This is displayed as a scrollable property editor GUI Element whose fields are configured according to the Tag Purpose and the link end Node Entity types. This Property Editor has 3 columns:
 - Column 1: Name of Field (label field) presented as:
 - Normal as the user initial value
 - Underline when the value has been edited in this view
 - Labels enclosed in “[” and “]” indicate are read only values.
 - Column 2: Property Value (text field)
 - Column 3: A button to open a special editor if that setting has a format that should not be in-place edited. Typically, this may be GUI_UserTranslationEdit module.

Property Editing Variations:

Tag Purpose	Indicative List of Properties
All Purposes	<ul style="list-style-type: none"> ▪ Tag Data Quality [edit] ▪ Edit Named Memos List [edit] ▪ Edit Citations List [edit]
Associate	<ul style="list-style-type: none"> ▪ Event or Task Node Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit]. ▪ Same Role list entries: <ul style="list-style-type: none"> ○ Previous Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [read only]. ○ This Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [edit or reordered]. ○ Next Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [read only]. ▪ Role Sentence <ul style="list-style-type: none"> ○ Singular template [editable if local] ○ Plural template [editable if local]. ▪ Previous Occasion Short Value [read only] ▪ This Occasion Short Value [edit or reordered] ▪ Next Occasion Short Value [read only].
Heading	<ul style="list-style-type: none"> ▪ Parent Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit]. ▪ Name Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit]. ▪ Parent Sentence template [editable if local] ▪ Historical Date [edit].
Member	<ul style="list-style-type: none"> ▪ Group Node Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit].

Tag Purpose	Indicative List of Properties
	<ul style="list-style-type: none"> ▪ Same Member Type list entries: <ul style="list-style-type: none"> ○ Previous Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [read only]. ○ This Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [edit or reordered]. ○ Next Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [read only]. ▪ Other Node Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit]. ▪ Group Sentence: <ul style="list-style-type: none"> ○ Singular template [editable if local] ○ Plural template [editable if local]. ▪ Member Sentence: <ul style="list-style-type: none"> ○ Singular template [editable if local] ○ Plural template [editable if local]. ▪ Historical Date [edit].
Name	<ul style="list-style-type: none"> ▪ Parent Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Primary Name [edit]. ▪ Name Entity instance: <ul style="list-style-type: none"> ○ Visible ID (read-only) ○ Name [edit]. ▪ Name Style instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [read only]. ▪ Parent Name Sentence template [editable if local] ▪ Historical Date [edit].
Related Ranked	<ul style="list-style-type: none"> ▪ High Node Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit]. ▪ Low Node Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit]. ▪ Same Relationship Type list entries: <ul style="list-style-type: none"> ○ Previous Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [read only]. ○ This Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [edit or reordered]. ○ Next Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [read only]. ▪ High Node Relationship: <ul style="list-style-type: none"> ○ Singular Sentence template [editable if local] ○ Plural Sentence template [editable if local].

Tag Purpose	Indicative List of Properties
	<ul style="list-style-type: none"> ▪ Low Node Relationship: <ul style="list-style-type: none"> ○ Singular Sentence template [editable if local] ○ Plural Sentence template [editable if local]. ▪ Historical Date [edit].
Related Equally	<ul style="list-style-type: none"> ▪ Node A Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit]. ▪ Node B Entity instance: <ul style="list-style-type: none"> ○ Visible ID [read only] ○ Name [edit]. ▪ Same Relationship Type list entries: <ul style="list-style-type: none"> ○ Previous Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [read only]. ○ This Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [edit or reordered]. ○ Next Entity instance entry: <ul style="list-style-type: none"> ▪ Visible ID [read only] ▪ Name [read only]. ▪ Relationship: <ul style="list-style-type: none"> ○ Singular Sentence template ○ Plural Sentence template. ▪ Historical Date [edit].

[Needs a mockup diagram here]

ACTIONS

The fundamental operations are:

1. Open window according to its saved Window Layout (BR_WindowConfig)
2. Populate the heading section
3. Perform actions of command buttons
4. Save values in the appropriate database.

USED BY:

1. GUI_TagSelect
2. Translation keyboard short cut.

DATA CONTROLLED BY THIS MODULE:

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES:

1. HRE-ID.

REQUIRED SERVICES

1. GUI_FieldDefinitionEdit
2. BR_Tag
3. BR_Setting
4. BR_WindowConfig.

APPLICATION PROGRAMMING INTERFACE (API)

1. Need Details.

EVENT ACTIONS

1. Need details of event (keyboard or mouse) and the description of the action.

WARNING CONDITIONS

1. Need details of the condition that raised the warning, example message and possible next steps.

ERROR CONDITIONS

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