

GUI_UserLanguageDelete – User Language Delete

Revision history

2017-03-09	Robin Lamacraft	Original draft
2018-06-05	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 User Language.

LOOK AND FEEL

The window has 4 horizontal parts:

- The heading section shows the name of the User Language
- A collection of buttons including “Configure”, “Delete”, “Apply”, “Cancel” and “Output”:
 - “Configure” opens a window that allows the creation and re-use of window content and layout
 - “Delete” starts a search to check that it is possible to delete User Language without causing inconsistency in the database:
 - This search lists on the window the other objects that require the User Language to continue to exist
 - The resultant scrollable table has columns HRE-ID, Language Name
 - This search has 2 possible outcomes:
 - “Apply” is enabled on clicking it as no dependent objects were found. “Apply” removes the Application Language
 - “Output” - If there are other objects that require the User Language to continue to exist, then “Output” can save this list for analysis as a file or to print it. There may be several reasons the User Language can't be removed.
 - “Cancel” does not delete the User Language

[Needs a mockup diagram here]

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. Perform the search
5. Delete the Entity
6. Output the result of the search.

USED BY:

Tools > User Language > Delete

DATA CONTROLLED BY THIS MODULE

None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

HRE-ID.

REQUIRED SERVICES

1. GUI_Select Configuration
2. GUI_FieldTranslationEdit
3. GUI_Output
4. BR_Setting
5. BR_WindowConfig
6. BR_EntityLink.

APPLICATION PROGRAMMING INTERFACE (API)

1. **Need Details.**