

GUI_SUMMARY – ENTITY OR LINK TYPE SUMMARY

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SCOPE

This GUI module focuses on a single object of one type and displays a summary of all links to another type of object. For example in TMG the Person Details screen produces a sorted tabular display of all Events linked to that focus person. The Summary screen is a generic object version of this. If you turn this around, then the summary of an Event shows all the Persons and other Associates involved in that Event or the summary of a Source shows all the objects that have citations to that Source. The type(s) that can be listed in the summary screen can be selected; each type creates a separate table. So a Person Summary can show all Images of a Person if the appropriate links have been created in the database.

LOOK AND FEEL

- The screen has 3 parts:
 - A list of other types to be summarized. This list is focus type dependent. The members of the list are checked to show that type. Items in that list can be reordered to present the summary in the desired order
 - A collection of action command buttons, including “Configure”, and “Output”
 - A series of scrollable, collapsible tabular displays, one for each checked item type. They are output in the order specified by the list of other types.
- This screen is read-only
- A right-click menu on any row in any table has the options of:
 - “Link” will open a separate view to show the properties of the specific link
 - “Other Object Type” will open the GUI_Edit screen for that object type on that referenced object. The Edit screen allows for “Cloning”, “Renaming” and “Deleting” objects.
- Right click menus on a data row of the table have “Select”, “Add New”, “Add Clone”, “Edit” and “Delete” entries.
 - “Add New”, “Add Clone”, “Edit” and “Delete” actions open the same screens as the same named buttons at the top of the screen
 - “Output” opens a screen that is independent of the current focus type.
- Later, when Subsets are implemented, the tabular screen will each have a checkbox, that will select marked rows for printing, deletion or to create a subset of their HRE-IDs
- This GUI-MANAGE concept applies to auxiliary data like Name Styles, Tags Definitions and to links between objects like Associates to Events and Tasks. The screen layout remains the same but the fields that can be displayed vary as object or link type changes
- Initially, there will be an ability to sort the rows on one column, but later that will be extended to allow several combined sorting orders.

[Needs a mockup diagram here]

ITEMS that have SELECT menu entries

Almost any data type or link type whether they are project-oriented or application-oriented has a GUI_Select variant. Because these are GUI elements that create events which must be directed to the single place where each is acted upon, each of these GUI screens must have unique identities. This means that the basic screen layout can be defined as an abstract class where each separate real class contains the object type specific code listening for events.

ACTIONS

The fundamental operations are:

1. Open the screen according to its saved Screen Layout (BR_PanelConfig)
2. Populate the tabular display with values for the focus type
3. Click on a row to select that object
4. Action the right-click row menu entries "Select", "Add New", "Add Clone", "Edit" and "Delete".

USED BY

Nothing else

DATA CONTROLLED BY THIS MODULE

None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

HRE_ID.

REQUIRED SERVICES

1. GUI_PanelConfigEdit
2. GUI_Output
3. BR_Setting
4. BR_PanelConfig
5. BR_EntityLink.

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.