

GUI – MESSAGE PATTERNS – Query

Revision history

2018-04-18	Robin Lamacraft	Original draft
2019-02-10	Rod Thompson	Separate from 03.66 GUI_Message Pattern Docs Add Headings per Specification template

NOTE: for GUI Message Patterns which are a response to a status state identified within the HRE Client and HRE Server code, template text is required to be stored within the Substitution database tables. These will need to have an external tool built for the coders to preload that template into the HRE Project database. The method of achieving that preloading needs to be discussed and standardized with the Core Team.

Each “Message” GUI screen is modal (e.g. freezes other actions except for actions that are initiated from the “Message” GUI Screen) and full operation will be initiated according to the way the “Message” GUI screen is exited.

For each Message GUI screen:

- One or more text messages (these may be fixed translated text or they may have used substitution templates)
- One or more command buttons (these have language consistent labels) Command button order needs to be consistent with user progression from top to bottom of the screen. The number of command buttons can vary according to actual action being messaged
- A ‘Day-Time’ display showing local Day and Time. The format for this being a setting in the configuration of that screen
- The width and height can be changed to view of the contents of the Template Text.
- All GUI-Message patterns use BR_MessagePatterns to manage the access to data to be displayed and in the case of composing messages
- BR_MessagePatterns will use BR_Substitution to manage the Template Text fields.

GUI MESSAGE PATTERNS:

Nine separate Message patterns follow:

No:	Name	Window Heading	Code
1	Query message	Query	QY
2	Warning message	Warning	WG
3	Client Error message	Client Error	CE
4	Server Error message	Server Error	SE
5	Action Progress message	Action Progress	AP
6	Client Broadcast message	Client Broadcast	CB
7	Server Broadcast message	Server Broadcast	SB
8	Receive Inter-User message	Receive from Colleague	IR
9	Send Inter-User message	Send to Colleague	IS

The above list includes a two-character code, used to simply distinguish the patterns, when used in references from other specifications.

A reference from another specification (in the Required Services area) would (for example) have the following form:

GUI_Message (QY) or GUI_Message (SB)

REQUIRED SERVICES - Dependencies

First-Order Dependencies	Second-Order Dependencies (if not already listed)	Higher-Order Dependencies (if not already listed)
05.32 GUI_Select Configuration		
07.17 BR_WindowConfig	07.06 BR_GuiElement 07.02 BR_EntityLink 07.29 BR_Translation 07.16 BR_Message Patterns	
07.16 BR_MessagePatterns	07.02 BR_EntityLink 07.01 BR_EncodedString 07.11 BR_Logging Call Stack 07.24 BR_Setting GUI_Translation ???	
07.26 BR_Substitution	07.02 BR_EntityLink 07.29 BR_Translation	

GENERAL

Typically the use of this screen pattern is the confirmation that the user wishes to complete an action like delete this file, or there is already a file of the proposed name in this folder, Overwrite, Rename, Cancel or Show Details. This illustrates the case for more than 2 COMMAND BUTTONS.

SPECIFICATION

GUI ELEMENT USE	ELEMENT TYPE	DESCRIPTION
TOP BAR	HEADING TEXT	blank or translation of “Query”
TOP BAR	RIGHT BUTTON	Only a “X” to “Close” the screen equivalent of “Cancel”
CONTEXT	TEMPLATE TEXT	Text describing from where it was initiated. This text may involve some substitution variables
QUESTION	TEMPLATE TEXT	Text explaining the query. This text may involve some substitution variables
COMMAND 1	BUTTON	(Typically optional) Used for “Show Details” etc. Only show ROW1 and ROW2. Only provide space for ROW1 and ROW2 when clicked and then populate ROW1 and ROW2 with the required retrieved from the use of the Template Texts
ROW 1	TEMPLATE TEXT	Shown details of the first object.
ROW 2	TEMPLATE TEXT	Shown details of the second object.
COMMAND 3	BUTTON	“Rename” button would be above
COMMAND 4	BUTTON	Typically “Accept”
COMMAND 5	BUTTON	Typically “Cancel”

LOOK AND FEEL

Query X

Time Stamp ?

Text - Context

Text - Question

Show Details

Text - First Object details

Text - Second Object details

Rename

Cancel Accept

Message Pattern-Query Window - Mockup

EVENT ACTIONS

- 1) Keyboard actions (*we need to check what keyboard shortcuts are already taken in by the OS in each of Windows Mac and Linux as there may be some conflicts*)
 - a. Accept
 - b. Cancel
 - c. Show Details
 - d. Rename
 - e. At window opening, focus set on 'Show Details' button.
Tab key use thereafter cycles through the 'Rename', 'Accept' and 'Cancel' buttons, returning to the 'Show Details' button.
 - 2) Mouse actions
 - Left key
 - a. Mouse hover over slider bar, hold key down and drag slider bar up or down
 - b. Mouse key tap in slide bar box cause up or down movement.
 - c. Mouse key click on each button, operates the button
 - Right key
Action to be determined
 - 3) Icon actions
 - a. left mouse key click on 'Reminder' icon:
(opens 'Reminder' window for this 'Query' Message display)
 - b. left mouse click on 'Configuration' icon:
(opens the 'Configurations Settings' window for this 'Query' Message display)
- left mouse click on 'Help' icon:
(opens the Help System, searches for the section on 'Query Message')

PROCESS FLOW CHART