GUI_EncodeStringSelect – Encoded String Select

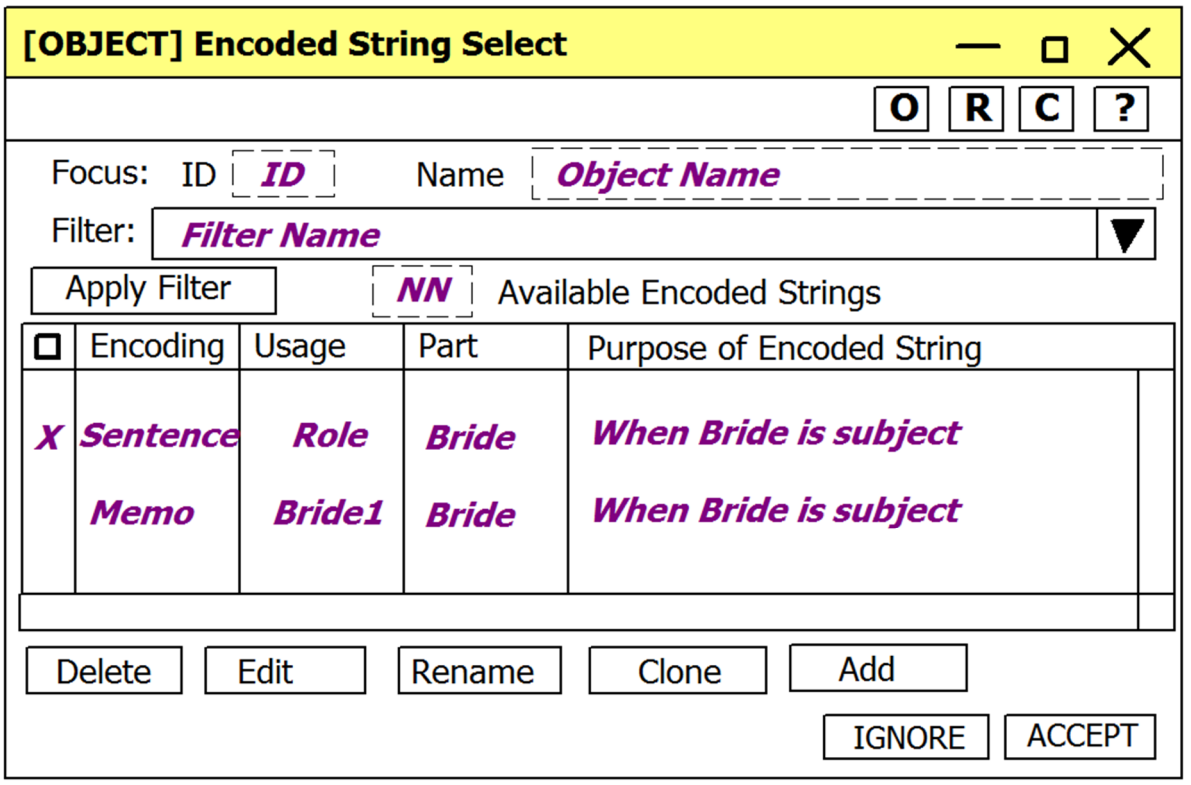
Revision history

2017-04-21	Robin Lamacraft	Original draft
2018-06-02	Rod Thompson	Amend Required Services 1
2018-06-13	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig Revise 'Configure' text

SCOPE

Encoded Strings are used in many places in HRE. They are text strings that have an internal syntax that has to be maintained and interpreted on creation, editing and subsequent use. In TMG, the most obvious of these are the Tag Sentences and the Output Template used in Name Styles and Source Names. In HRE they are used for many other purposes including Filters, Report Templates, etc. This GUI module displays in a tabular display all Encoded Strings associated with the current focus object. Initially, this GUI_EncodedStringSelect window lists all Encoded String Types related to the current focus object. This window allows for the creation of a new Encoded String, either from scratch or as a clone of an existing Encoded String.

LOOK AND FEEL



The window has 5 sections:

- Heading section as a collection of command buttons:
  - "Configure" enables the user to create and retrieve recent or favorite Configurations of this window's layout
  - "Reminder" to show the Reminder of this window
  - "Help" to show the context sensitive help of this window

    - "Output" to open a window that will output the contents of the Encoded String List as a file or print it. The rows of tabular windows have a checkbox to select marked rows for printing or saving as a file.
- Focus section:
    - The object visible ID
    - The object name (if it has one)
    - "Filter" selector that can reduce the type of encoding (Default: "All Encodings")
    - "Apply Filter" command button that populates the list of encodings below.
- Encoded String List section:
    - A scrollable, resizable tabular display with one row per Encoded String
    - The choice of displayed fields and their format and order is specified in the window opened by the "Configure" button. Here previously saved configurations can be selected or a new configuration created
    - Clicking on a row of the table selects that Encoded String
    - Double-clicking on a row of the table opens the GUI_EncodedStringEdit window on that selected definition
    - Right-clicking on a row displays a menu with the same actions as the buttons in the Action Buttons section below.
- Action Buttons section as a collection of command buttons:
    - "Delete" opens the GUI_EncodedStringDelete window to delete the selected Encoded String
    - "Select" selects the Encoded String
    - "Edit" opens the GUI_EncodedStringEdit window to edit the selected Encoded String
    - "Rename" renames the selected Encoded String
    - "Clone" copies the selected Encoded String with a new ID
    - "Add" creates an empty Encoded String with a new ID.
- Completion section as 2 command buttons:
    - "IGNORE" to ignore any actions and close the window
    - "ACCEPT" to perform any actions and on completion close the window.

ACTIONS

The fundamental operations are:

1. Open the the window according to its saved Window Layout (BR_WindowConfig)
2. Populate the tabular display with values for the focus type
3. Clicking on a row selects an object, then use one of the command buttons performs an operation
4. Double-clicking on a row will select that object and open GUI_EncodedStringEdit
5. "Output" will save the table as a file or can print it.

USED BY

Any data type using Encoded Strings has a GUI_EncodedString 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 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 events.

DATA CONTROLLED BY THIS MODULE:

None.

REQUIRED DATA CONTROLLED BY OTHER MODULES:

1. HRE_ID

2. Panel Configuration.

REQUIRED SERVICES

1. GUI_Select Configuration
2. GUI_EncodedStringEdit
3. GUI_EncodedStringDelete
4. GUI_Output
5. BR_Setting
6. BR_Translation
7. BR_WindowConfig
8. BR_EntityLink
9. BR_EncodedString.

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.