GUI - Message Editor

Revision history

2018-05-22	Rod Thompson	Original draft

SCOPE

This GUI module displays an Editor, used to prepare and edit messages for the user of HRE. This is a floating window that the user can position.

REQUIREMENT

NOTE: although this document describes the required functionality to be coded, this might also be achieved through use of one of the already defined Eclipse editing widgets. This decision should be made with due consideration of the following basic requirements.

This Editor requires a set of features that provides the ability to create messages that are more than just simple text. This may be more commonly categorised as a simple WYSIWYG document editor.

The Editor may be used to edit messages in a second language, while displaying the message in another language.

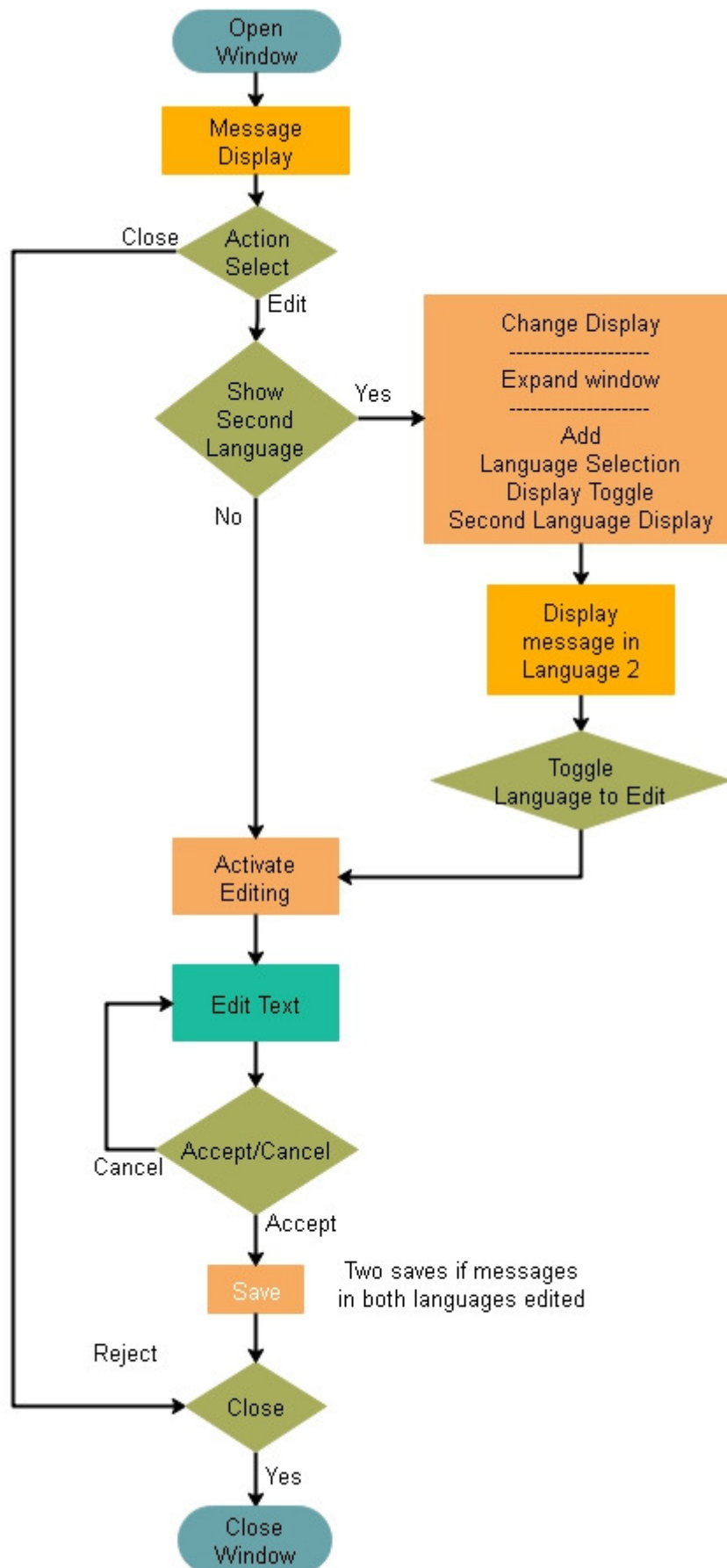Possible internal encoding formats include: RTF, XML and HTML

When the Editor is opened by a Message window, the relevant message data is retrieved from the database, converted and displayed in the text area of the Editor. If no previously stored message data exists, a default text message as follows, is displayed. "No saved text for this item"
As editing commences, this message is removed.

Editor features include:
1) Accept and Cancel
   After editing, an 'Accept' button is used to save edited text to the database location applicable for the text element for the window that called the Message Editor.
   Use of the 'Cancel' button, cause any editing that has been performed to be deleted, and returns the display to any previously displayed message text, or default text message display if no stored message exists.
2) output (to printer, or save to file-with selected format)
3) editing functions to enter and format text, allowing:
   a. text formatting (font style, size and color selection, formatting NORMAL, BOLD, ITALIC, UNDERLINE), highlighting with color selection
   b. simple 'tab' system, with fixed tab spacing
   c. text selection by letter, word, sentence and 'All', using a mouse click on the letter, double click to select the word and triple click to select the sentence. The CTRL+a key combination selects all text.
   d. text search, copy and paste functions
   e. navigation of existing text using the keyboard UP, DOWN, LEFT, RIGHT, PG UP, PG DOWN, HOME and END keys
4) working in the user preferred language
5) Features outside the scope involve
   a. spell checking and auto-correction
   b. paragraphing

c. bulleted and numbered text lists
d. tables
e. hyperlinks
f. style setups
g. inclusion of external objects (e.g. graphics, symbols)

PROCESS

Open
Window

Message
Display

Action
Select

Close

Edit

Show
Second
Language

Yes

No

Change Display

Expand window

Add
Language Selection
Display Toggle
Second Language Display

Display
message in
Language 2

Toggle
Language to Edit

Activate
Editing

Edit Text

Accept/Cancel

Cancel

Accept

Save

Two saves if messages
in both languages edited

Reject

Close

Yes

Close
Window

**LOOK AND FEEL**

Single Message Edit

The contents of the resizable Editor window:

1. A scrollable text region that displays the text
2. Reminder, Configuration, Help as well as Window size control icons are included
3. The Message Editor will generally be called from other windows, and closing the Editor will return to that window which called the Editor.
4. The Message Editor may be used for language translations. A second language version of the message may be displayed and edited. See ***Dual Message Editing*** below.
5. An 'Edit' button is used to access the editing functionality, with 'Accept' or 'Cancel' buttons used to end the edit process.
6. The User may not be permitted to edit some messages. In this case the 'Edit' button is disabled (and the button display greyed).
7. A set of control icons is used to provide the control functionality.
8. Keyboard shortcuts, widely accepted for text editing are available to the user.
9. Clicking the "Close" command button will close the Editor window.
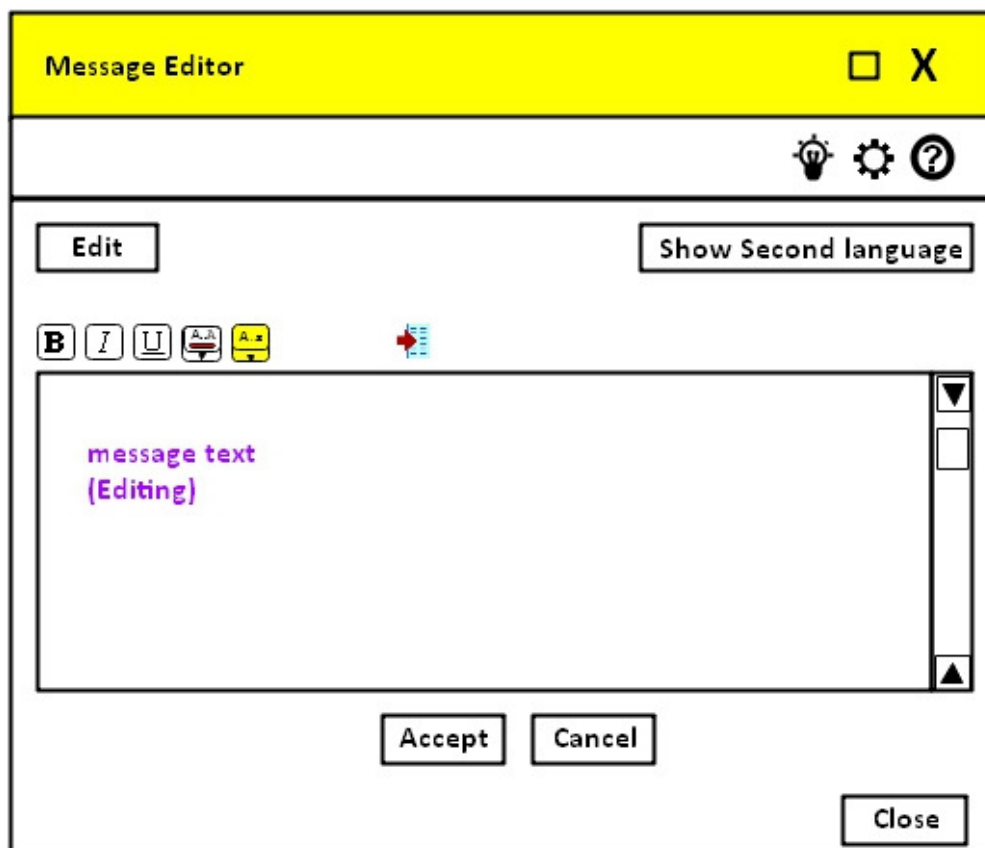
Message Editor Window (single language) – Mockup

Dual Message Edit

The area of the window as defined above is used for Text Editing, while a second area displays the message in a second language.

Additional contents include:

1. An expanded Message Editor window.
2. A scrollable language list selector (for the language of the second version of the message)
3. A second message text display area, scrollable, with a non-editable version of the message – in the second language.
4. A toggle control "Swap Display" enables the second language version of the message to be moved to the text edit area at the top of the window, the original moved to the text display area at the bottom of the window.
5. Where both language versions of the message are edited, the text changes for both must be accepted (with warning message displayed) before the Message Editor window can be closed.
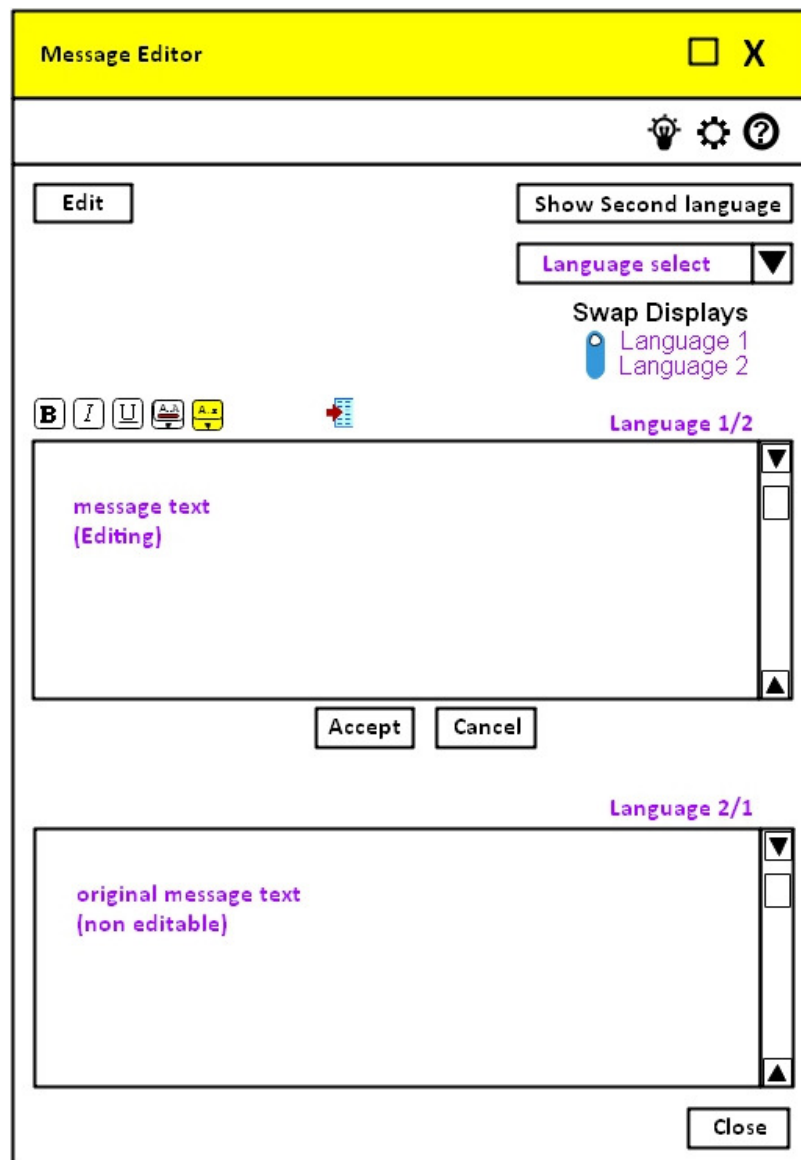
Message Editor Window (two languages) – Mockup

USED BY:

Other GUI modules, including:

GUI_Reminder	Message Pattern – Broadcast from Client (reply)
	Message Pattern – Broadcast from Server (reply)
	Message Pattern – Receive from Colleague (reply)
	Message Pattern – Compose and Send to Colleague

ACTIONS

The fundamental operations are:

1. Open the Editor window according to its saved Panel Layout (BR_PanelConfig)
2. Populate the display with a text panel, control icons and command buttons
3. Act on the command buttons.

When the Message Editor Window is opened:

1) The 'Close' button is active
   The 'Edit' button is inactive if the user is not permitted to edit the displayed message.
   The 'Edit' button is active if the used is permitted to edit the displayed message.
2) When the 'Edit' button is used:
   The editing icons are activated.
   Editing of the message text is allowed.
   The 'Edit' and 'Close' buttons are deactivated (preventing inadvertent use).
3) When editing activity is completed and the ESC key used to edit the edit functions
   The 'Accept' and 'Cancel' buttons are activated.
4) If the 'Cancel' button is used, new editing action may occur.
5) When the 'Accept' button is used, the edit action is completed.
   The editing icons are deactivated.
   The 'Accept' and 'Cancel' buttons are deactivated.
   The 'Edit' and 'Close' buttons are activated.
6) When the 'Close' button is used, the Message Editor window is closed.

For the Second Language operation:

1) When the 'Edit' button is used, the 'Show Second language' button is displayed and made active.
2) If the 'Show Second language' button is used, the window is expanded and the additional display area and controls are displayed and activated.
3) The message (in the default user language) loaded from the database as applicable to Windows that called the editor; is displayed in the Edit Panel.
4) The user can select a second language using the language selection pulldown.
   If no translated version of the message (in the selected language) exists, then the following message is displayed: "No saved text in language <insert language name> for this item"
5) The selected language (names) are displayed above each text area.
6) The toggle control 'Swap Displays', causes the swap of the text from the lower display panel into the upper editing panel. This enables both versions of the message to be edited.
   The software must set a flag when editing is carried out in both language versions of the message, so that action is forced to Accept or Cancel the editing in both versions, before the

window can be closed. See Warning Conditions below.
This could be achieved by:

    a. When the Accept or Cancel buttons are used in Edit area, after dealing with the data from that area, transfer the message from the non-editable message display area into the Edit area.

    b. The Accept and Cancel buttons that apply to this language version of the message.

7) When the user proceeds to create a new translation on the message in the selected language, on Acceptance this is saved to the database in the appropriate area.

More information on translated message retrieval/storage locations needed

DATA CONTROLLED BY THIS MODULE
Message Text

REQUIRED DATA CONTROLLED BY OTHER MODULES
1. ????

REQUIRED SERVICES
1. GUI_PanelConfigEdit
2. GUI_EncodedStringEdit
3. BR_Encoded String
4. BR_Setting 5. BR_PanelConfig
5. BR_EntityLink

APPLICATION PROGRAMMING INTERFACE (API)
1. Need Details.

EVENT ACTIONS
1) Keyboard actions

    a. Edit   Opens the editing functionality, allows editing in the 'User text' area of the window; by:

        i. Moving focus into the user text area (default position – at the beginning of any existing text)

        ii. Keyboard text entry (INS key for Insert/Overtype control)

        iii. Navigation around existing text displayed in the Editor, using the standard keyboard functions (arrow navigation keys, INS, DEL, HOME, END, Shift-Enter [line feed])

        iv. Use of the TAB key, inserts a space from the cursor location to the next tab position. This can be reversed using the BACKSPACE key.
Fixed tab spacing of 7.5mm.

        v. Use of the ESC key exits the Editor function, maintaining any recent editing in memory, returning focus to the main Editor window for use of command buttons or control icons

        vi. Use of the ENTER key places a 'carriage return-line feed' in the text.

    b. Close   closes the window

    c. At window opening, focus is set on the 'Edit' button (if permitted), otherwise on the 'Close' button.

User action is then required to initiate the creation or editing of text.

In some instances the window making the call to the Message Editor will have existing text that must be called from the database and displayed when the Message Editor window is opened. Where no such message text exists, a default display of 'No existing text" should be displayed in the User text panel. The message is removed as the User operates the Edit button.

2) Mouse actions

Left key

   a. Mouse hover over the slider bar, hold key down and drag slider bar up or down

   b. Mouse key tap in slider bar box causes up and down movement

   c. Mouse key click on each button, operates the button.

   d. Mouse key click on icons (detailed below).

Right key

Opens a new window, as follows:

Mockup

Activated when the 'Show Second Language' button is used.

Further actions to be determined

3) Icon actions

   a. Left mouse key click on the window size control icon:
(toggles between window size display and a full screen display)

   b. Left mouse key click on the 'X – close' icon
closes the Editor, displaying a warning message if unsaved text is in memory

   c. Left mouse key click on the 'Reminder'
(opens the 'Reminder' window for the Message Editor

   d. Left mouse key click on the 'Configuration' icon"
(opens the 'Select Configurations' window for this Reminder display)

   e. Left mouse click on the 'Help' icon:
(opens the Help System, searches for the section on Reminder

   f. Text edit icons:
(performs the relevant function applicable to the selected icon)

   g. Output icon:
Opens the GUI_Window Output window.

4) Keyboard shortcuts

To to be confirmed

Applied to select text

   a. Ctrl+b   bold

   b. Ctrl+c   copy (to clipboard)

c. Ctrl+f   find (text)
d. Ctrl+I   italic
e. Ctrl+s   save
f. Ctrl+u   underline
g. Ctrl+v   insert (text from clipboard)

WARNING CONDITIONS

1. Where messages are edited in two languages, a warning message must be provided to ensure that both versions are accepted and saved (or cancelled).
   Warning Message:

Two language versions of the message have been edited. Accept or Cancel the version in the Edit panel, then swap displays, and Accept or Cancel the second language version

ERROR CONDITIONS

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