

BR_MESSAGEPATTERNS – Message Patterns

Revision history

2017-02-21	Robin Lamacraft	Original draft
2018-06-09	Rod Thompson	Revise Name & Filename

SCOPE

This module must be used to define and compose a message to the user on the GUI. There are 3 types of message:

1. A **warning message** that an action has failed a constraint. On user acknowledgment, the user may continue or in some situations be given a pathway to remedy this, to stop processing and close the project
2. An **error message** which advises the user that processing of this action can't continue and that the project needs to be closed
3. An **inter-user message** which can be initiated by the application or one of the concurrent users. These are usually data queries or are about the need to conduct project actions while there is a single user or are about actions to be completed in the server when there are no users.

METHODS

The text of some messages will be an encoded string template into which key values of names or substituted for the variable references. Other operations:

1. Define a new Message Template (each Message has a unique HRE_ID)
2. View or Edit a Message Template
3. Syntax check each template for symbols and appropriate variable references
4. Evaluate the selected Message Template to produce a composite string
5. Check that supplied values match required value reference formats
6. Check before deleting a Message Template that no action uses that Message Template
7. For warning messages and error messages the output shall include an error number and at least levels of context as to where the error occurred, in plain language
8. Apply a notification setting to allow error messages to show the call back stack
9. Log errors if logging is enabled.

USED BY

- Almost any other module.

REQUIRES AUXILIARY DATA

- Message Template
- Syntax specification
- Variable Value Retrieval Rules.

REQUIRED SERVICES

- Entity & Link
- Encoded String
- Logging
- Call Stack
- Setting
- GUI Translation.