GUI_FlagDefnEdit – Flag Definition Edit

Revision history

2017-03-25	Robin Lamacraft	Original draft
2018-06-12	Rod Thompson	Replace 'screen' with 'window'
		Replace BR_PanelConfig with BR_WindowConfig

SCOPE

A Flag is a named field attached to each instance of an HRE object (both Nodes and Links). Flags in HRE are fields that have number of states, where each state has a meaning and a label. Internally these states are coded as integers. Each instance of the type of object has storage for each Flag's state. The state label is displayed and may be translated from language to language as an up to 8 character string. Flag State Labels can contain any visible character except a double quote ("). The single underscore "_" label is reserved for Unset in all languages. The number of states for a flag is limited to 32,767.

There are 2 classes of Flag within HRE:
- The short fixed length <u>Internal Flags</u> that are created by the HRE installation. Their states may be modified by non-direct actions of the user; the LIVING flag may be changed from "Unknown" to "Deceased" by the entry of a Death Event for that person. These Flag's definition cannot be edited by the user (e.g. LIVING with 3 states "Unknown", "Living" and "Deceased"). The order of display of the states is editable, and the choice of default state is editable, but the user cannot modify the number of states
- <u>Custom Flags</u>. The user can create, edit and delete Custom Flag Definitions. WARNING: Deleting a state from a Custom Flag list of states can cause corruption of the existing Flag Values for each object instance. When possible flag values of removed flag states will be set to "_" to avoid other corruption.

Flag States can be set by Filters or by manual entry. Flag States can be used to select lists of objects with common Flag States. Flag States can be output in reports and seen on the window.

LOOK AND FEEL

This window has a <u>Heading</u>, a <u>State Summary</u> and a <u>State Editing</u> section:
- The <u>Heading</u> section has the following fields:
  - A collection of command buttons:
    - "Configure" to select a configuration for this window
    - "Help" to open the HRE help
    - "Accept" to accept any edit made on this window. NOTE - Any change made on this window will initiate a process that has to examine all object instances that have this Custom Flag. This may take some time
    - "Reject" to reject any edit made on this window.
  - Short Name (editable for Custom Flags)
  - Description (editable for Custom Flags)
  - Number of States (read-only)
  - Label of Default State (selectable for Custom Flags). Used when Flag is first created
  - Display This Flag After Flag Named (selectable for all Flags).
- The Flag <u>State Summary</u> section:
  - A scrollable resizable tabular display with one row per Flag State Value with columns:
    - Column 1: Flag State Label
    - Column 2: Flag State display position

- Column 3: Flag State Description.
    - Clicking on any row selects a Flag State Definition.
  - The Flag State Editing section
    - "Insert" command button – inserts a new Flag State before the selected Flag State
    - "Append" command button – appends a new Flag State after the selected Flag State
    - "Delete" command button – deletes the selected Flag State. NOTE - This may not be possible if that Flag State is in use within the user data
    - Flag State Label (editable for Custom Flags)
    - Flag State display position (editable for all Flags)
    - State Description (editable for Custom Flags):
      - This section consists of an Editing Tool Bar with a collection of text editing commands
      - A scrollable resizable text editing space.
    - "Ignore Changes"" – ignores the changes to Flag States
    - "Save Flag State" – saves the changes to Flag States.

[Needs a mockup diagram here]

USED BY
Items where the user can define Flags for Node and Link Entities.

ACTIONS
The fundamental operations are:
1. Open window according to its saved Frame Layout (BR_WindowConfig)
2. Populate lists with current values
3. If a value is edited, validate both its syntax and value for correctness
4. Save values in the appropriate database.

DATA CONTROLLED BY THIS MODULE
None.

REQUIRED DATA CONTROLLED BY OTHER MODULES
HRE_ID.

REQUIRED SERVICES
1. BR_Setting
2. BR_Flag
3. BR_WindowConfig.

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.

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