

HRE – NOTEPADS - OVERVIEW

Revision history

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DETAILS

Notepads are properties which, when defined, can have a string value for any object of a specific type:

1. Only instances that have a set Notepad value are actually stored – unlike Flags
2. Typically, a Notepad value can be up to 32000 characters in length
3. There is no dictionary of Notepad repeated values
4. There is no limit on the number of Notepads that any object type may have
5. Notepad values can be translated to another language
6. The display order of Notepads in lists of Notepads can be set by the user.

DATABASE TABLES

Notepads can be defined for all 5 generic object types:

- BIOLOGICALS – e.g. Persons, Animals, Plants, etc
- PHYSICALS – e.g. Art Works, Furniture, Grave Stones, etc
- DIGITALS – e.g. Images, Videos, Audio, DNA tests, XML, etc
- CONTAINS – e.g. Locations, Sources, Parks, Places, Clubs, etc
- OCCASIONS – e.g. Events and Tasks.

Also some inter-object links (like Relationships and Citations).

[NOTE: See *Generic Object Types Overview* for more detailed information.]

All Notepad Definitions are stored in HRE database table **253 NOTEPAD_DEFNS**.

All Notepads Values of an object are stored in that instance's definition record, e.g. database tables **403 BIO NOTEPADS**, **.510 OCCASN_NOTEPADS**, **656 PHYSICAL_NOTEPADS** and **680 DIGITAL_NOTEPADS** in which each notepad value is a separate record.

ACTIONS USING NOTEPADS

Notepads can act as a way of adding fields of data that only apply rarely to all objects of a type. A "Birth weight" notepad could record the birth weight of a child.

1. The user can set Notepad Values by individual actions
2. Filters can set Notepad Values in a single action
3. Filters can use Notepad Values to create Subsets of objects
4. The content in a report can be altered by a Notepad Value.