

GUI_Reminder – Reminder management

Robin Lamacraft 2017-03-22

SCOPE

This GUI module displays a screen of a reminder message to the user of HRE. It also allows the user to create, edit or delete a reminder. This is a floating screen that the user can position. It will be automatically closed when the parent screen from which it was opened is closed.

LOOK AND FEEL

The contents of the Reminder resizable screen:

1. A scrollable resizable text region that displays the Reminder text
2. Clicking the “Edit” command button will open an Encoded String Editor screen where a reminder message can be created, edited, saved, translated or deleted
3. Clicking the “Close” command button will close the reminder screen.

[Needs a mockup diagram here]

USED BY: Almost any GUI module.

ACTIONS

The fundamental operations are:

1. Open the Reminder screen according to its saved Panel Layout (BR_PanelConfig)
2. Populate the display with text and buttons
3. Act on the command buttons.

DATA CONTROLLED BY THIS MODULE

None.

REQUIRED DATA CONTROLLED BY OTHER MODULES

1. HRE_ID
2. GUI Element Index DBT
3. Reminder DBT.

REQUIRED SERVICES

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

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.