GUI_TagDefnSelect – Tag Definition Select

Revision history

2017-03-19	Robin Lamacraft	Original draft
2018-06-01	Rod Thompson	Amend Required Services 1 & 2

SCOPE

Tags Definition instances are used as controlling structures for the creation and use of Tags within HRE. They are referred to in many places within HRE. This GUI module displays in a tabular display all Tags Definitions of one particular Tag Purpose. There are 7 Purposes indentified for tags in HRE.

Scope Definition Variations:

Tag Purpose	Tag Purpose Differences
Associate	An Associate Tag Definition instance defines how an Entity Node instance can be linked to an Event or Task instance. The Node Entity instances represent objects that have a Role in an Even tor Task. The Associate Purpose defines and manages the use of Roles within HRE.
Heading	A Heading Tag Definition instance defines how a Heading Entity instance can be linked to a Node Entity instance.
Member	A Member Tag Definition instance defines how an Other Entity Node Type instance can become member of a Group Node Entity instance. This is used to create Groups of Object Instances. NOTE: Groups of Groups of the same type are linked by Related purpose tag links.
Name	A Name Tag Definition instance defines how a Name Entity instance can be linked to a Node Entity instance.
Related Ranked	A Related Ranked Tag instance links together 2 Entity Node instances of the same Entity Type, where the relationship is asymmetrical, that is the description of the relationship depends on the object in focus, e.g. A is son of B, so B is parent of A [as a special case, Events and Tasks can be related using Related Tags].
Related Equally	A Related Equally Tag instance links together 2 Entity Node instances of the same Entity Type, where the relationship is symmetrical, that is the same description of the relationship applies for both objects, e.g. A is a friend of B, so B is a friend of A [as a special case, Events and Tasks can be related using Related Tags].
Citation	A Citation Definition instance defines how any non-Source or Repository Entity can be linked to Source.

The Tag Definition instances store the control data for the relationship of the selected Tag Purpose between 2 objects. Initially, this GUI_TagDefnSelect screen lists all Tag Definition instances of that Tag Definition Purpose. Later in the development, once Filters are implemented, a filter may be used to reduce the number of objects that are displayed. This screen allows for the creation of a new Tag, either from scratch or as a clone of an existing Tag.

LOOK AND FEEL

The screen has 2 sections:

- Heading section:
    - The First Node Entity Type (focus preset – selection available)
    - The Second Node Entity Type (focus preset – selection available)
        - Tag Purpose: (dependent on First and Second Node Entity Types).
    - A collection of command buttons:

        - "Configure" to access the configuration alternatives for this screen
        - "Output" to open a screen that will output the contents of the Tag List as a file or print it. Later, when Subsets are implemented, the rows of tabular screens will each have a checkbox, that will select marked rows for printing, deletion or to create a subset of their HRE-IDs.
- Tag Definition List section:
    - At its top, a collection of command buttons:
        - "Add New" creates an empty Tag Definition instance with a new ID
        - "Add Clone" copies the selected Tag Definition instance with a new ID
        - "Edit" opens the GUI_TagDefnEdit screen to edit the selected Tag Definition instance
        - "Delete" opens the GUI_TagDefnDelete screen to delete the selected Tag Definition instance.
    - A scrollable resizable tabular display with one row per Tag Definition instance
        - Common columns available:
            - Tag Definition instance Visible ID
            - Tag Definition instance Primary or Selected Name (if it has a name)
            - Any other common Tag Definition data.

Table Content Variations:

Tag Purpose	Tag Purpose Differences
Associate	Any other Tag Associate Definition specific data
Heading	Any other Tag Heading Definition specific data
Member	Any other Tag Member Definition specific data
Name	Any other Tag Name Definition specific data
Related Ranked	Any other Tag Related Ranked Definition specific data
Related Equally	Any other Tag Related Equally Definition specific data
Citation	Any other Tag Citation Definition specific data

    - The choice of displayed fields and their format and order is specified in the screen opened by the "Configure" button. Here previously saved configurations can be selected or a new configuration created
    - Clicking on a row of the table selects that Tag Definition instance
    - Double-click on a row of the table opens the GUI_TagDefnEdit screen of that selected definition
    - Initially, there will be an ability to sort the rows on one column, but later that feature will be extended to allow sorting on several columns at once.

[Needs a mockup diagram here]

METHODS

The fundamental operations are:

1. Open the Screen according to its saved Screen Layout (BR_PanelConfig)
2. Populate the tabular display with values for the focus type
3. Click on a row to select an object
4. "Output" will save the table as a file or print it.

USED BY:

1. Any data type using Tag Definitions that has a GUI_TagDefnSelect variant. Because these are GUI elements that create events which must be directed to the single place where each is acted upon, each of these GUI screens must have unique identities. This means that the

basic screen layout can be defined as an abstract class where each separate real class contains the object type specific code when listening for events.

DATA CONTROLLED BY THIS MODULE:

1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES:

1. HRE_ID
2. Panel Configuration.

REQUIRED SERVICES

1. GUI_PanelConfigEdit
2. GUI_TagEdit
3. GUI_TagDelete
4. GUI_Output
5. BR_Settting
6. BR_UserTranslation
7. BR_PanelConfig
8. BR_EntityLink
9. BR_Tag.

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.