GUI_FlagSelectEdit – Flag Select Edit

Revision history

2017-03.26	Robin Lamacraft	Original draft
2018-06-12	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration Replace 'screen' with 'window' Replace BR_PanelConfig with BR_WindowConfig

SCOPE

This screen allows the user to view and edit all the Flag values associated with a selected Node or Link Entity instance within HRE.

LOOK AND FEEL

The window has 3 sections:

- Heading section:
  - The Node or Link Entity Type (focus preset – selection available)
  - A collection of command buttons
    - "Configure" to access the configuration alternatives for this window
    - "Output" to open a window that will output the contents of the Flags State List for the focus object as a file or print it. Later, when Subsets are implemented, the rows of tabular windows will each have a checkbox, that will select marked rows for printing, deletion or to create a subset of their HRE-IDs
    - "Close" to close the window.
- Flags State List section:
  - A scrollable resizable tabular display with one row per Flag instance:
    - Flag Name
    - Flag State Label
    - Flag State Description.
  - Clicking on the row will select that Flag value.
- Flag State Editing section:
  - A scrollable 2 column table with columns:
    - Column 1: Flag State Label
    - Column2 : Flag State Description.
  - Clicking on the new state will select it
  - "Save" command button to save the last Flag State edit
  - "Discard" command button to discard the last Flag State edit.

[Needs a mockup diagram here]

METHODS

The fundamental operations are:

1. Open the Window according to its saved Window 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:

Any data type using Flag Definitions that has a GUI-FlagDefnSelect 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 windows must have unique identities. This means that the basic window layout

can be defined as an abstract class where each separate real class contains the object type specific code 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_Select Configuration
2. GUI_FlagDefnDelete
3. GUI_Output
4. BR_Settting
5. BR_UserTranslation
6. BR_WindowConfig
7. BR_EntityLink
8. BR_Flag.

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.