

## GUI\_FlagManager – Flag Manager

### Revision history

2017-03-26	Robin Lamacraft	Original draft
2022-04-10	Don Ferguson	Re-written/renamed to reflect status at Build 27
2023-07-18	Don Ferguson	Align with Build 30

### SCOPE

Flag Definition instances are used as controlling structures for the creation and use of Flags associated with most Entities within HRE. This GUI module displays in a tabular display all Flag Definitions for one particular Entity Type.

Initially, this Flag Manager window lists all Flags Definition instances of the Entity Type. Later in the development, once Filters are implemented, a filter may be used to reduce the number of objects that are displayed. This window allows for the creation of a new Flag, either from scratch or as a clone of an existing Flag.

### LOOK AND FEEL

The window has 4 sections:

- Tool bar:
  - “Output” to open a window that will output the contents of the Flag Definition List as a file or print it.
  - “Reminder” to open and save a Reminder text box
  - “Help” to open the Help for this window.
- Control section:
  - Filter and column selection combo-box for selecting a subset of Flags.
- Flag Definition section:
  - A scrollable resizable tabular display with one row per Flag Definition instance:
    - Columns are:
      - Flag Name
      - Flag Type (System defined or Custom (user-defined) checkbox
      - Language
      - Check box to state whether the Flag is in use (‘Active’) checkbox
      - List of all valid settings for the Flag.
  - Clicking on a row of the table selects that Flag Definition instance
  - Double-clicking on a field of the table allows editing of the values of the Flag and its Description
  - Table rows may be moved up/down and a Flag may be deleted or a new Flag defined.
- Control Button section:
  - “Save” to save all edited Flag definitions
  - “Cancel” to exit without saving any data.

**Flag Manager**

Text to filter for:  Filter ☐ Select: All Columns ▾

Flag Name	System?	Language	Active?	All Possible Settings
Birth-Sex	<input checked="" type="checkbox"/>	English	<input checked="" type="checkbox"/>	? , F, M
Living	<input checked="" type="checkbox"/>	English	<input checked="" type="checkbox"/>	? , N, Y
Birth Order	<input checked="" type="checkbox"/>	English	<input checked="" type="checkbox"/>	? , 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19
Multi-birth	<input checked="" type="checkbox"/>	English	<input checked="" type="checkbox"/>	? , N, 2, 3, 4, 5, 6, 7, 8, 9
Adopted	<input checked="" type="checkbox"/>	English	<input checked="" type="checkbox"/>	? , N, Y
Ancestor	<input checked="" type="checkbox"/>	English	<input checked="" type="checkbox"/>	0, 1, 2, 3
Descendant	<input checked="" type="checkbox"/>	English	<input checked="" type="checkbox"/>	0, 1, 2, 3
CLERGY	<input type="checkbox"/>	English	<input checked="" type="checkbox"/>	? , N, Y

## Flag Manager screen