GUI_ManageEvent – Event Management

Revision history

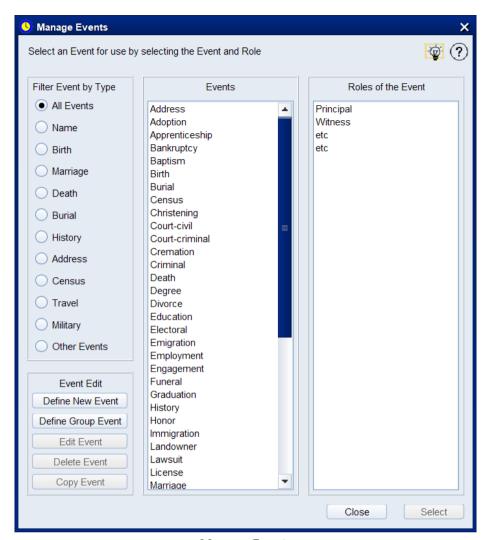|		
2017-03-19	Robin Lamacraft	Original draft
2018-06-01	Rod Thompson	Amend Required Services 1 & 2
2022-04-11	Don Ferguson	Revise and align with Build 27 draft window
2023-07-19	Don Ferguson	Align with Build 30

SCOPE

This GUI module displays a list of all Event types associated with the current focus object in order to allow Selection of an Event for use or to Edit, Copy, Delete or Add a new Event type.

LOOK AND FEEL

The window has 5 sections:

- Tool bar:
    - "Reminder" to open and save a Reminder text box
    - "Help" to open the Help for this window.
- Event by Type section (left control bar):
    - Allows selection of all Events to be displayed in the Event List or selection of one of the sub-groups of events (e.g., Marriage related). Defaults to 'All'.
- Event List section:
    - A scrollable list of all existing Events for the focus object as controlled by the selection in Event by Type radio-buttons. Any of the list items may be selected.
- Role List section:
    - A scrollable list of all Roles associated with any selected Event in the previous section. Only populated once an Event has been selected in the Event List.
- Control Button section (left lower control bar):
    - A collection of command buttons:
        - "Define New Event" opens GUI_DefineEvent window to enable creation of a new Event type with a new ID
        - "Define Group Event" opens a prompt to enter the name of an Event Group type to be added to the list of Event types
        - "Edit Event" opens the GUI_DefineEvent window to edit the selected Event instance
        - "Delete" deletes the selected Event **provided it has not been used in the current project**
        - "Copy Event" copies the selected Event instance with a new ID, then opens the GUI_DefineEventTag window to allow editing of this new Event type.
- Control Button section (bottom of window):
        - "Close" closes this window
        - "Select" selects the currently selected Event tag type and passes its reference ID to the GUI_DefineEventTag module for use.

    Only the 2 "Define …." and "Close" buttons are enabled when the window opens. After selection of an Event from the Event list, all buttons except "Select" are enabled.
    The "Select" button is only enabled after selections are made in both the Event List and Role List sections.

Manage Events