GUI_FlagManager – Flag Manager

Revision history

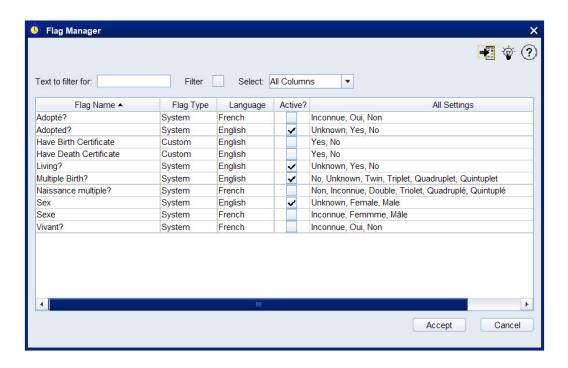|		
2017-03-26	Robin Lamacraft	Original draft
2018-06-12	Rod Thompson	Replace GUI_PanelConfigEdit with GUI_Select Configuration
		Replace 'screen' with 'window'
		Replace BR_PanelConfig with BR_WindowConfig
2022-04-10	Don Ferguson	Re-written/renamed to reflect status at Build 27

SCOPE

Flag Definition instances are used as controlling structures for the creation and use of Flags associated with most Entities and Links 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. Later, when Subsets are implemented, the rows of tabular windows may each have a checkbox, that will select marked rows for printing, deletion or to create a subset.
  - "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:
    - Common columns available
      - Flag Definition instance Name
      - Flag Type (System defined or Custom (user-defined)
      - Language
      - Check box to state whether the Flag is in use ('Active')
      - 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 value of the field
  - Table columns may be sorted – initial sort is on the Flag Name (ascending).
- Control Button section:
  - "Add New" to create an empty Flag Definition instance in the Definition table
  - "Copy" to copy the selected Flag Definition instance to a new row in the table
  - "Delete" to delete the selected Flag Definition
  - "Accept" to save all edited Flag definitions
  - "Cancel" to exit without saving any data.

Flag Manager screen (demonstration with dummy data) – Control Section incomplete

METHODS
The fundamental operations are:
1. Open the Window according to its saved Window layout
2. Populate the tabular display with values for the focus type
3. Double-click on a field to edit a value
4. Use Control buttons or Toolbar buttons to perform the required actions
5. 'Accept' or 'Cancel' to exit.

USED BY:
Any data type using Flag Definitions that has a Flag variant.

DATA CONTROLLED BY THIS MODULE:
1. None.

REQUIRED DATA CONTROLLED BY OTHER MODULES:
1. None