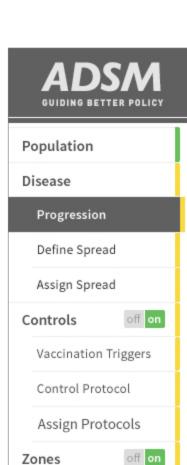## Viewing Progression Details in the Disease Progression UI

(A) Clicking on the text of a Disease Progression heading focuses the heading, reveals the edit and duplicate action icons, and opens the progression details in the center column

ADSM
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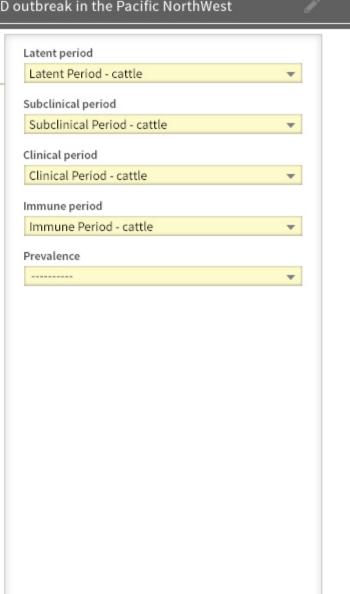
Descriptive Project Title
Looking at varying control strageies regarding an FMD outbreak in the Pacific NorthWest

Population

Disease

Progression

Define Spread

Assign Spread

Controls   off **on**

Vaccination Triggers

Control Protocol

Assign Protocols

Zones   off **on**

Define

Effects

Accounting   **off** on

Output Settings

Validate Scenario ▶

Progression and Assignment

(A) Cattle Progression Aggressive   🖊 🗐

assigned to: Cattle 1
Cattle 2
Cattle 3
Cattle 4

Cattle Progression Moderate

assigned to: Cattle 5

Swine Progression

assigned to: Swine 1
Swine 2
Swine 3
Swine 4
Swine 5
Swine 6

+ *define new disease progression*

Latent period
| Latent Period - cattle ▼ |

Subclinical period
| Subclinical Period - cattle ▼ |

Clinical period
| Clinical Period - cattle ▼ |

Immune period
| Immune Period - cattle ▼ |

Prevalence
| ---------- ▼ |

Navigating Progression Details Functions

(A) Clicking on any combo-box in the details section of the progression UI adds focus to that element and causes the Functions panel to open from the toolbar.

Interactions occurring between the detail panel and the Functions Panel are covered in detail in the previous spec, "Define Progression UI," but the present implementation highlights some potentially awkard, less than intuitive issues - particularly in the event the user creates a new function and wishes to assign it to a progression parameter. I am exploring a "linking" mechanism between the functions panel and the details panel, which I will discuss in more detail in a future spec.

What is relevant to the general saving interaction in regard to the Functions Panel is that the user must enter an edit session by clicking one of the action
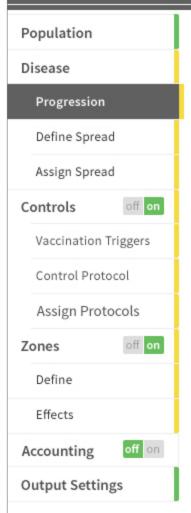
(B) links at the bottom of the Functions Panel. Doing so triggers an interface mask requiring the user to complete the edit interaction by either saving or canceling the action (per "Define Progression UI").

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Vaccination Triggers

Control Protocol

Assign Protocols

Zones   off **on**

Define

Effects

Accounting   **off** on

Output Settings

Validate Scenario ▶

Progression and Assignment

Cattle Progression Aggressive   ✎ ⧉

assigned to: Cattle 1
Cattle 2
Cattle 3
Cattle 4

Cattle Progression Moderate

assigned to: Cattle 5

Swine Progression

assigned to: Swine 1
Swine 2
Swine 3
Swine 4
Swine 5
Swine 6

+ *define new disease progression*

Latent period

(A) Latent Period - cattle   ▼

Subclinical period

Subclinical Period - cattle   ▼

Clinical period

Clinical Period - cattle   ▼

Immune period

Immune Period - cattle   ▼

Prevalence

----------   ▼

◄ Assign   Relational ▼   Probability ▼

Name	Latent Period - cattle
x-axis units	Days
Equation type	Triangular
Minimum	0.0
Mode	3.0
Maximum	9.0
Notes	

Referenced by:
Cattle Progression Agressive
Cattle Progression Moderate
Cattle Progression Slow

(B) *New Function | New From Copy | Edit Function*

Details Action Panel for Pending Changes

A When data in the details panel is changed, a contextual action panel slides down from the top of the panel frame.

B Reject action link - clicking reverts all selections in the panel to the last saved state and causes the action panel to slide back up into the top of the details panel.

C Save action link - clicking saves all changes made in the details panel and causes the action panel to slide back up into the top of the details panel.

D If the user attempts to move the focus away from the details panel while it is in a dirty state (by selecting a different progression, or navigating away from the Progression UI using the navigation menu), the details action panel background color will change to validation red and bounce slightly to draw the user's attention to the need to either save or reject pending changes. Navigating away from the changed data is disallowed until the user makes an affirmative action.
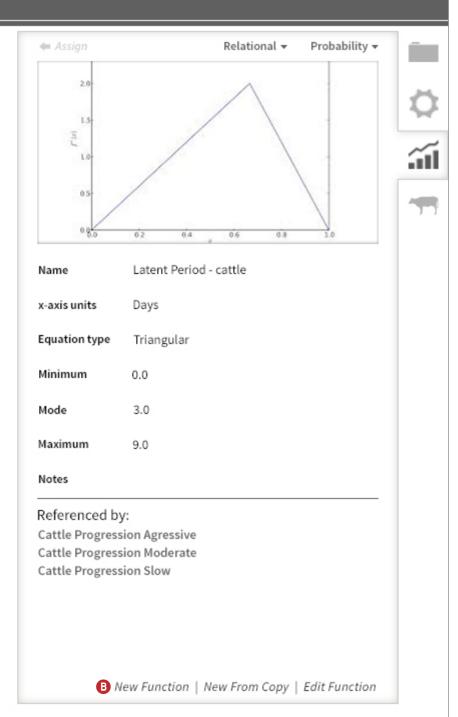
ADSM
GUIDING BETTER POLICY

Descriptive Project Title
Looking at varying control strageies regarding an FMD outbreak in the Pacific NorthWest

| Population |
| Disease |
| Progression |
| Define Spread |
| Assign Spread |
| Controls off on |
| Vaccination Triggers |
| Control Protocol |

Progression and Assignment

A changes pending...   Reject | Save
B   **C**

Cattle Progression Aggressive

assigned to: Cattle 1
                Cattle 2
                Cattle 3
                Cattle 4

Cattle Progression Moderate

assigned to: Cattle 5

Swine Progression

assigned to: Swine 1

Latent period
Latent Period - cattle ▾

Subclinical period
Subclinical Period - cattle ▾

Clinical period
Clinical Period - cattle ▾

Immune period
Immune Period - cattle ▾

Prevalence

Assign   Relational ▾   Probability ▾

2.0
1.5
1.0
0.5
0.0
0.0   0.2   0.4   0.6   0.8   1.0

Name   Latent Period - cattle

ADSM
GUIDING BETTER POLICY

Descriptive Project Title
Looking at varying control strageies regarding an FMD outbreak in the Pacific NorthWest

| Population |
| Disease |
| Progression |
| Define Spread |
| Assign Spread |
| Controls off on |
| Vaccination Triggers |
| Control Protocol |

Progression and Assignment

D changes pending...   Reject | Save

Cattle Progression Aggressive

assigned to: Cattle 1
                Cattle 2
                Cattle 3
                Cattle 4

Cattle Progression Moderate

assigned to: Cattle 5

Swine Progression

assigned to: Swine 1

Latent period
Latent Period - cattle ▾

Subclinical period
Subclinical Period - cattle ▾

Clinical period
Clinical Period - cattle ▾

Immune period
Immune Period - cattle ▾

Prevalence

Assign   Relational ▾   Probability ▾

2.0
1.5
1.0
0.5
0.0
0.0   0.2   0.4   0.6   0.8   1.0

Name   Latent Period - cattle