Apollo Common User Interface Controls

Progress Tree Control

# Disclaimer

This specification is only an initial specification. It is not completed and changes will be made over time.

# Goal

The goal is to create a progress control to hold several layers of progress controls. This control will be used in the Apollo User Interface to display the progress of the processing of data sets. Because data sets can have a parent-child relation it is necessary to have a progress control in which these relations become clear.

# Features

The Progress Tree Control has the following features:

* The individual elements of the tree can be selected. Upon selection an event will be fired indicating which element(s) have been selected. Programmatically selecting an element is also possible and also leads to the firing of the selection event.
* There can only be one top-level node.
* Each element of the Progress Tree Control contains:
  + A progressbar
  + An estimate for the remaining time
  + An indication of the current action that is being performed
  + Start, stop and pause buttons which action on the action which is being monitored
* The Progress Tree Control provides the following events:
  + SelectedItemChanged
* Must allow data binding
* Must allow different colors for the progressbar depending on state (running, stopped, paused)
* Must allow higher level progress to depend on lower levels (??)
* Allow states:
  + Not running
  + Running
  + Paused
  + Waiting
  + Stopped
  + Error
* Automatically generated children cannot be stopped / paused. In order to stop an automatically generated child the parent action must be stopped.

# Design

* Develop separate component for TreeNode.Header --> Has the progressbar etc.
* Tree actions:
  + Add new tree element
  + Remove tree element
  + Select tree element
* TreeNode actions:
  + Update progress
  + Update current action
  + Show details
  + Pause action
  + Stop action (--> leads to removal of the node)