

Building the First Content Components

Unit Info Tab

The first major piece of our UI will allow displaying and editing the details for whatever fictional Battletech combat group we've created. That includes things like what the name of the group is, what faction they work for, and so on.

Per the mockup shown earlier, the Unit Info tab is a basic form with a few fields. We'll just add the "Name" and "Affiliation" fields for now, and deal with the other fields another time.

Filling out the `<UnitInfo>` component is pretty straightforward:

Commit 4bc7287: Add initial form layout for UnitInfo

[features/unitInfo/UnitInfo.jsx](#)

```
import React from "react";
import {Form, Dropdown, Segment} from "semantic-ui-react";

const FACTIONS = [
  {value : "cc", text : "Capellan Confederation"},
  {value : "dc", text : "Draconis Combine"},
  {value : "fs", text : "Federated Suns"},
  {value : "fwl", text : "Free Worlds League"},
  {value : "lc", text : "Lyran Commonwealth"},
];

const UnitInfo = () => (
  <Segment attached="bottom">
    <Form size="large">
      <Form.Field name="name" width={6} >
        <label>Unit Name</label>
```

```

        <input placeholder="Name" />
      </Form.Field>

      <Form.Field name="affiliation" width={6}>
        <label>Affiliation</label>
        <Dropdown
          selection
          options={FACTIONS}
        />
      </Form.Field>
    </Form>
  </Segment>
);

export default UnitInfo;

```

And now we finally have something slightly more visible to show off:

Project Mini-Mek

Unit Info

Pilots

Mechs

Unit Organization

Unit Name

Black Widow Company

Affiliation

Wolf's Dragoons

The second major part of the UI is a list of all the pilots that are part of our unit, and a form that will let us view and edit the details of the currently selected pilot. We'll use Semantic-UI-React's `<Grid>` and `<Grid.Column>` components to separate the list and the details form, the `<Table>`-related components to create the list, and the `<Form>`-related components for the form.

I'll skip pasting in the entire Pilots tab component to save space, but here's the commit and the resulting UI:

Commit c8a1f96: Add initial Pilots tab layout with hardcoded content

Project Mini-Mek

Unit Info

Pilots

Mechs

Unit Organization

Pilot List

Name	Rank	Age	Skills	Mech
Natasha Kerensky	Colonel	34	2/3	WHM-6R

Pilot Details

Name

Natasha Kerensky

Rank

Colonel

Age

34

Gunnery

2

Piloting

3

Mech

Warhammer WHM-6R

The third major part of the UI is the Mechs tab. This will basically be identical to the Pilots tab, in that it's a list of what Battlemechs our force owns, and some form of ability to view and edit details for a selected Battlemech.

Again, the layout code is long enough that it's not worth pasting here in full, but here's what the resulting UI looks like:

Commit a269d99: Add initial Mechs tab layout with hardcoded content

Project Mini-Mek

Unit Info

Pilots

Mechs

Unit Organization

Mechs List

ID	Name	Model	Weight (tons)	Class
1	Warhammer	WHM-6R	70	Heavy

Mech Details

ID

1

Name

Warhammer

Model

WHM-6R

Weight

70

Class

Heavy

The last major part of the UI is the Unit Table of Organization tab. In Battletech fiction, Pilots and Mechs are grouped together into Lances of four Mechs apiece. Three Lances are then grouped together to form a Company. We're going to need some kind of treeview that will show the hierarchy of Company > Lance > Pilot+Mech, and eventually will need to be able to rearrange which Pilots are in which Lances. For now, we'll just hardcode a tree-like display into the UI, and leave things alone until it's time to build the real thing:

Commit 65bd27a: Add initial Unit Organization tab layout with hardcoded content

Project Mini-Mek

Unit Info

Pilots





Mechs

Unit Organization

Unit Table of Organization

Black Widow Company





Command Lance

-  Cpt. Natasha Kerensky - WHM-6R Warhammer
-  Colin Maclaren - MAD-3R Marauder
-  Lynn Sheridan - CRD-3R Crusader
-  John Hayes - GRF-1N Griffin

Fire Lance

-  Lt. Takiro Ikeda - ARC-2R Archer
-  Miklos Delius - ARC-2R Archer
-  Nikolai Koniev - WSP-1A Wasp
-  Alex Ward - STG-3R Stinger

Recon Lance

-  Lt. John "Gentleman Johnny" Clavell - RFL-3N Rifleman
-  Piet Nichols - PXH-1K Phoenix Hawk
-  Simon Fraser - STG-3R Stinger
-  Mohammar Jahan - STG-3R Stinger

That completes our initial UI layout, but there's one more piece of work left to do for this task.