

3.3 EDITOR

The editor is one of the user interface components which enables entering and changing properties of the selected objects (i.e. attribute values) and aggregated objects, defining object relationships, viewing aggregated and related objects.

The editor usually contains only those object attributes, which can be entered or edited. Those object attributes, whose values you define when you perform business transactions, are usually only visible in the part of the window containing attributes in the browser.

The editor consists of the following elements:

- title bar, where you can see the name of the class, which the object belongs to; if you open the editor for an object while it is being modified by another user, you will also see this message "Object is being modified by <username>"
- tabs
- names of attributes, presented descriptively or displayed as buttons
- attribute values, which you can enter by using entry fields or windows for entering values, by selecting values from drop-down lists or code lists, ticking checkboxes, etc.
- related objects, presented in a list or displayed as buttons; lists can be edited by using the buttons for adding, removing and showing objects, which are related to the selected object
- aggregated objects, presented in a list or displayed as buttons; lists can be edited by using the buttons for creating, editing, deleting and showing aggregated objects
- buttons for performing certain activities
- button for saving object
- button for exiting the editor without saving the changes

While working in the editor, the names of attributes, whose values *must* be entered (i.e. mandatory fields), if you want to save the object, are displayed in light blue.

The entry fields which, depending on the object status, *cannot* be filled in, are greyed-out. The entry fields, where you can enter values by selecting them from drop-down lists, and entry fields for defining relationships are also greyed-out.

The size of the editor windows and some editor elements can be changed by placing the cursor at the edge of the window and dragging it accordingly.

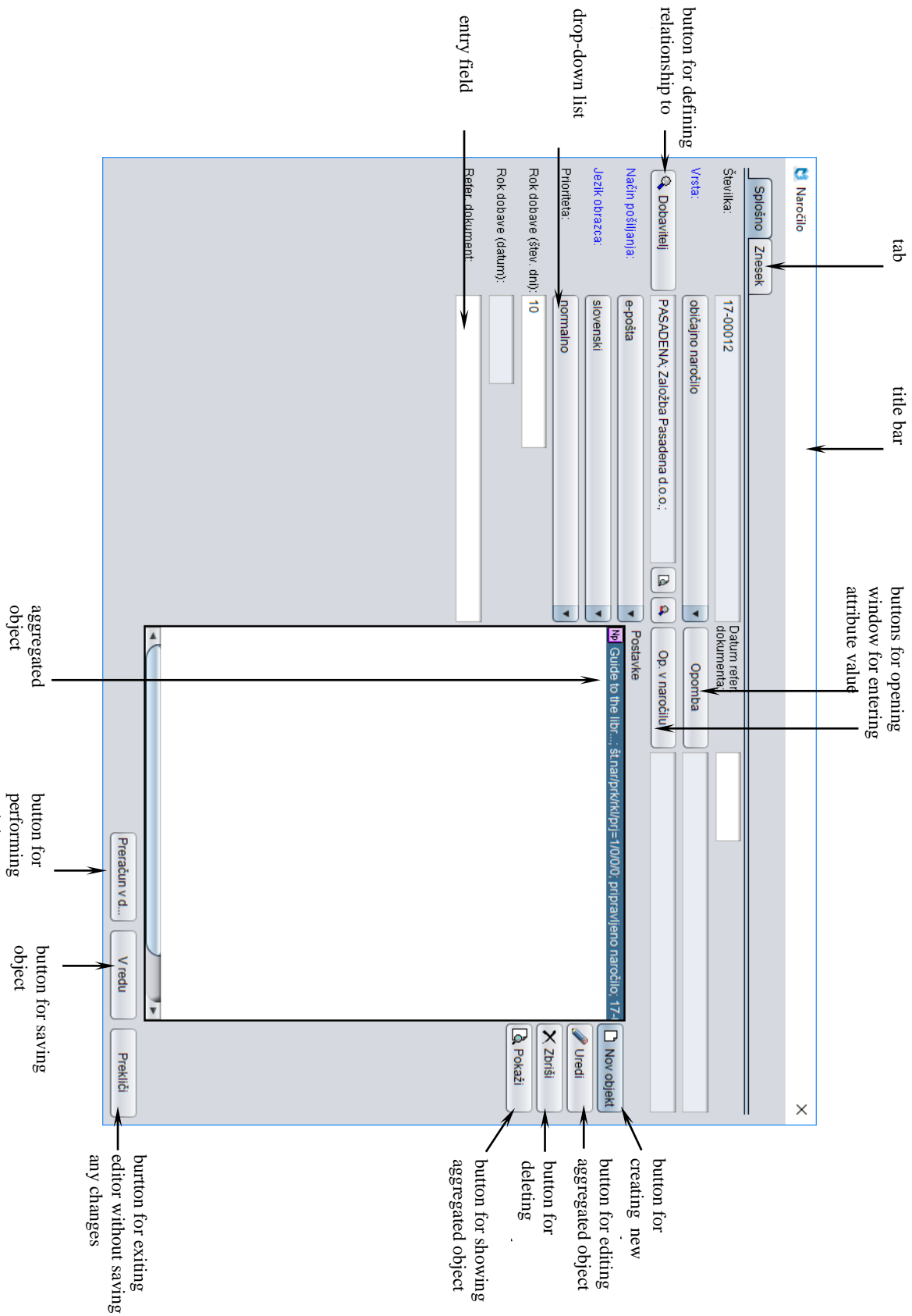


Figure 3.3-1: Editor