Subject: Re: grandparent - parent - child link entity
Posted by AJM on Fri, 31 Dec 2010 17:15:00 GMT
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Are you aware that a LINK1 pattern is not the only way to maintain a one-to-many relationship? A many-to-many is actually two separate one-to-many relationships, and you can only deal with one of those relationships at a time.

The MENU system already contains examples of different patterns to maintain the same relationship:

in 'List Task (menu)' there are 'Menu Items (1)', 'Menu Items (2)' and 'Menu Items (3)'.
in 'List Task (process)' there are 'Nav Buttons (1)', 'Nav Buttons (2)' and 'Nav Buttons (3)'.

It is not possible to have a MULTI1 version of the LINK1 pattern as they deal with a different number of entities.

You will need to have a non-LINK1 task which maintains the contents of 'dance_figure' so that it can have navigation buttons which allow you to choose a row and jump to a task which maintains 'follow'.