Kepler - Bug #1335

finish actor prototype tool

02/09/2004 10:11 AM - Chad Berkley

Status:	Resolved		**Start date:**	02/09/2004
Priority:	Normal		**Due date:**	
Assignee:	Chad Berkley		**% Done:**	0%
Category:	core		**Estimated time:**	0.00 hour
Target version:	1.0.0alpha5		**Spent time:**	0.00 hour
Bugzilla-Id:	1335			

Description

need to finish the actor prototyping tool. need to be able to edit the init, prefire and fire code within the dialog. also need to figure out how to dynamically reload the class.

History

#1 - 02/09/2004 03:02 PM - Ilkay Altintas

Need to implement functionality to also add "actor parameters" from the GUI.

#2 - 02/10/2004 08:58 AM - Chad Berkley

still need to allow users to choose a custom icon for the new actor.

#3 - 06/14/2004 02:33 PM - Chad Berkley

I have looked extensively into trying to recompile and reload a class in java and have been unable to figure out how to do it within the framework of kepler. Though there are several schemes to reload classes in java, they all rely on not including classes in the main classpath and instead loading interfaces, which won't work in kepler because the name of the actor class is hard coded in the moml. I'm pretty much stuck on this right now and I'm not sure where to go with it from here.

#4 - 10/12/2004 10:52 AM - Chad Berkley

I am no longer sure if this is needed functionality within kepler. There are several other ways to prototype an actor. The most simple being to create a composite actor and add ports and types to it. I don't think it is worth the effort to finish off this functionality and get the class to dynamically load. This functionality could be left in kepler for developers to use to make stub classes, but the dynamic loading part is unneeded in my opinion. I am closing this bug, if anyone thinks it should be left open, please reopen it.

#5 - 03/27/2013 02:16 PM - Redmine Admin

Original Bugzilla ID was 1335