

Kepler - Bug #1844

tool tip problems

12/17/2004 02:17 PM - Laura Downey

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|------------------------|----------------|------------------------|------------|
| Status: | Resolved | Start date: | 12/17/2004 |
| Priority: | Normal | Due date: | |
| Assignee: | Matthew Brooke | % Done: | 0% |
| Category: | interface | Estimated time: | 0.00 hour |
| Target version: | 1.0.0beta1 | Spent time: | 0.00 hour |
| Bugzilla-Id: | 1844 | | |

Description

Sometimes the tooltips don't appear at all.

Sometimes the wrong tooltip appears when hovering over a port (the tooltip for the line/relation is displayed instead of the tooltip for the port).

In operating on a dual screen PC sometimes the tool tip displays on the opposite screen from which the mouse cursor is located (and hovering over an object).

History

#1 - 01/20/2005 10:01 AM - Chad Berkley

look into whether this is a java problem or a kepler problem.

#2 - 03/08/2005 11:04 AM - Matt Jones

A bit more information on the tooltip problems. Tooltips work intermittently for me. It seems that when I drag a new actor from the tree onto the canvas, tooltips no longer display for any actor when hovering over the actor's ports. However, after hitting the 'Run' button on the toolbar (even if the run ends up in an Exception), the tooltips start working again. This argues to me that this is a Ptolemy or Kepler problem. Maybe the drag and drop operation changes the state of the event listeners to not notice the hover events. Or something like that. Maybe hitting run causes the event listeners to be reset. This can probably be tracked down in a debugger pretty easily by watching the event generation and consumption in various situations.

#3 - 03/01/2006 01:14 PM - Dan Higgins

Another input: tooltips fail after dragging an actor to the work area. They will (also) start working again if you simply select another window (other than Kepler) and then return to hovering over a port!

Dan Higgins - 1 Mar 2006

#4 - 03/31/2006 03:01 PM - Matthew Brooke

test of new server - ignore

#5 - 04/05/2006 02:21 PM - Matthew Brooke

Fixed the major problem whereby tooltips stopped appearing after dragging an actor to the canvas (fix checked into the ptolemy tree - ptil/ptolemy/vergil/basic/EditorDropTarget.java)

Not sure about the remaining 2 problems. Closing this bug as fixed, and then opening new bugs for these:

1) (see new Bug [#2396](#)) Sometimes the wrong tooltip appears when hovering over a port (the tooltip for the line/relation is displayed instead of the tooltip for the port). [MB's note: Can't repeat this - can anyone verify it's still a problem, and are there any specific test cases?]

2) (see new Bug [#2397](#)) In operating on a dual screen PC sometimes the tool tip displays on the opposite screen from which the mouse cursor is located (and hovering over an object). [MB's note: I think this is probably a JVM bug. Anyone have any additional info, or specific test cases?]

#6 - 04/05/2006 05:58 PM - Matthew Brooke

Reopening, since Matt reported this bug is still not fixed if a workflow is executed first, **then** an actor is dragged from the library - see IRC

conversation below:

i am checking the tooltip bug on linux after a fresh checkout
unfortunately, its not fixed afaict on linux
bottom line: open eml-simple-plot.xml, tooltips work, execute the wf, tooltips work, drag Display actor onto canvas, tooltips fail, give focus to another
window, then back to eml-simpleplot window, tooltips work
very repeatable for me
and it seems that its an interaction between the execution and the DnD
ie, if you just DnD an actor without executing first, the tooltips continue to work
its the execute then DnD sequence that does it

#7 - 04/06/2006 05:52 PM - Matthew Brooke

Now looks like it's fixed - checked in to ptolemy tree (ptll/ptolemy/vergil/basic/EditorDropTarget.java). Tested on win, mac & linux

The problem seems to be that the JGraph somehow loses focus (or maybe becomes un-registered with the ToolTipManager?) when you do something outside the right frame (such as click the run button). After that, it doesn't seem to get the focus back again when you drag & drop an actor on there, even if the "drop" code is made to call requestFocus(), repaint() or other sundry methods.

The only way I could get it to work consistently was to register the JGraph with the tooltip manager after a drag & drop is finished.

#8 - 03/27/2013 02:18 PM - Redmine Admin

Original Bugzilla ID was 1844