

Kepler - Bug #1851

save atomic and composite actors in the new actor library

01/03/2005 10:19 AM - Wibke Sudholt

Status:	Resolved	Start date:	01/03/2005
Priority:	Immediate	Due date:	
Assignee:	Chad Berkley	% Done:	0%
Category:	core	Estimated time:	0.00 hour
Target version:	1.0.0alpha8	Spent time:	0.00 hour
Bugzilla-Id:	1851		

Description

Cutted and pasted from email conversation:

On 03.01.2005 18:34, "Chad Berkley" <berkley@nceas.ucsb.edu> wrote:

Hi Shawn, Ilkay and Wibke,

This is probably our problem. There are several problems like this that i've been finding as i've been working with our newly re-worked actor library system. The best thing to do at this point is to enter a bug and we can prioritize it and hopefully work on it at the kepler meeting at the end of the month. I think there are several other bugs like this so maybe we can fix them all at the same time.

chad

Shawn Bowers wrote:

I'm not really sure what is causing your problem, but the actor library uses the file basicKeplerActorLibrary.xml and not basicKeplerLibrary.xml.

This file is basically just wrapped by a <group> without any additional "wrapper" (i.e., the UserLibrary stuff).

Shawn

Ilkay Altintas wrote:

Hi Chad and Shawn,

Wibke had some problems with the cloning of the composite actors to the actor library.
All the details are given below. I thought you guys would help her better than me.

I tried the same thing that she is trying to do under the regular PTII and it seems to work.
Please let me or her (cce'd) know if it is something we are missing or unaware.

Wibke: The explanation below is great. Thanks so much for sending it.

Thanks everybody,
-ilkay

Begin forwarded message:

*From: *Wibke Sudholt <Wibke.Sudholt@web.de>
*Date: *December 20, 2004 12:41:30 AM PST
*To: *Ilkay Altintas <altintas@sdsc.edu>
*Subject: Reuse of composite actors again *
Hi Ilkay,

I think the problem with the reuse of composite actors is a problem of the new actor tree/ontology layout in Kepler.

According to the Ptolemy II documentation

(<http://ptolemy.eecs.berkeley.edu/ptolemyII/ptIIlatest/ptII4.0.1/doc/design/>

usingVergil/index.htm), things should basically work as described in my previous email. For example, the user library may look like this (see also <http://ptolemy.eecs.berkeley.edu/~cxh/ptpub/addinganactor.htm>):

```
<entity name="UserLibrary" class="ptolemy.moml.EntityLibrary">
<configure>
<group>
<entity name="CompositeActor" class="myActors.CompositeActor"/>
</group>
</configure>
</entity>
```

So, the library is processed by ptolemy.moml.EntityLibrary via a configure group. This according to the documentation suppresses evaluation of the MoML commands as far as I understand. Thus when using myActors.CompositeActor by dragging & dropping onto the workspace, the MoML content under entity is used in the workflow exactly as it is put in the library.

In contrast, in Kepler the library basicKeplerLibrary.xml in the Kepler configs dir basically looks like this:

```
<entity name="actor library" class="ptolemy.kernel.CompositeEntity">
<group>
...
</group>
</entity>
```

In the middle (...) entities are imported via external files. Differences are that Kepler (1) uses the master class ptolemy.kernel.CompositeEntity and (2) directly implements the MoML entities, not via configure. As far as I understand, this does not suppress the evaluation of the MoML while dragging & dropping onto the workspace. In my case (see below) this leads to the source link being resolved and consequently the sub-entities of the composite actor appearing two times in the workflow (one time via the source link copied and one time directly after resolving the link). This might perhaps explain the problems I observe when trying to include composite actor classes into the Kepler actor tree as described in my previous email.

This is as far as I could find out up to now. I am of course not really sure if this is the reason for the problems or if I misunderstand something here. But I would be very happy if you could clarify this for me, since

you are
the much better Kepler expert than I am :-)) and I am really stuck
here
currently ...

Thanks a lot,

Wibke

Hi Ilkay,

I think I finally found a possibility to reuse/link composite actors.

One has to include something like the following into the xml file
which
describes the library for the actor tree:

```
<entity class="resurgence.ClassTest" name="Class Test"
source="ptolemy/configs/kepler/resurgence/ClassTest.xml">
<property class="org.ecoinformatics.seek.util.NamedObjId"
name="entityId" value="urn:lsid:ecoinformatics.org:kepler.1302.1"/>
</entity>
```

The "source" attribute makes that the class MoML file (here
"ptolemy/configs/kepler/resurgence/ClassTest.xml") is reloaded each
time I
use a workflow which uses the entity.

To make changes in the classes work, one has to recompile
kepler-configs.jar, however.

Unfortunately, there are still problems with this setup. First of
all,
somehow a workflow generated on the workspace does not only get the
"entity"
entry from above, but also the contents of the ClassTest.xml file
included
(although it is still linked to this file, too, and the link works
e.g.
after changes and when looking inside a composite actor). Second,
whenever I
use ports and links etc. inside the class and not only just
entities, I
cannot drag&drop the actor to the workspace anymore and the
program hangs.
To me this actually looks like this might even be a bug in Ptolemy
or Kepler
...

Do you perhaps know how to solve this or could you forward this to a
person
who might know?

Thanks a lot,

Wibke

History

#1 - 11/02/2005 12:42 PM - Matt Jones

The mechanism for saving actors in the library has now changed. However, the
problem with saving composite actors is still not resolved. To close this bug,

both atomic actors (specialized) and composite actors should be able to be:

1) saved as KAR files

2) registered in the library when they are saved under (1)

#2 - 12/14/2005 02:04 PM - Chad Berkley

composite actors can now be added like any other actors. This all seems to be working now.

#3 - 03/27/2013 02:18 PM - Redmine Admin

Original Bugzilla ID was 1851