

Kepler - Bug #1911

Provide real-time feedback/animation for workflow progress as a default

01/24/2005 10:05 AM - Dan Higgins

Status:	In Progress	Start date:	01/24/2005
Priority:	Normal	Due date:	
Assignee:	Matthew Brooke	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	3.X.Y	Spent time:	0.00 hour
Bugzilla-Id:	1911		
Description			
Currently, one can set the workflow to show progress for SDF and some other types of directors. Request is to make this the default (i.e. always show progress). This may be difficult for PN networks.			
Related issues:			
Is duplicate of Kepler - Bug #2008: Provide real-time feedback for workflow p...		Resolved	03/11/2005

History

#1 - 11/10/2005 10:19 AM - Matthew Brooke

- Bug 2008 has been marked as a duplicate of this bug. ***

#2 - 02/07/2006 10:33 AM - Christopher Brooks

This relates to animation, that was discussed on kepler-dev about a week ago. A couple of notes, which are my personal opinions, not necessarily the positions of the group:

- "Feedback" means something specific in block diagrams and control system: systems that are cyclic as opposed to acyclic. So, we should be careful in the UI about using the term "feedback". I took the liberty of adding "animation" to the summary.
- Providing visual feedback to the user about progress is very valuable. We talked about providing feedback about how much data has been downloaded by a DataSource actor. This issue is probably a separate bug.
- We would need to be careful about enabling animation all the time. For example, if an actor fires a million times, what do we do? This could slow execution down. Thus, I'm not sure if bug should be fixed by turning animation on full time.
- Currently, animation does not work for PN. This should be fixed. Is this a separate bug?
- Perhaps we can be smarter about what happens when when animation is turned on and we go inside a CompositeActor. Perhaps we could have something like "step over"/"step inside" in the animation control window. Is this a request for enhancement?

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

Original Bugzilla ID was 1911