

## Kepler - Bug #1924

### Refactor actor and data display and search code

01/25/2005 11:13 AM - Shawn Bowers

<b>Status:</b>	Resolved	<b>Start date:</b>	01/25/2005
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Chad Berkley	<b>% Done:</b>	0%
<b>Category:</b>	core	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.0.0alpha9	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	1924		
<b>Description</b> Refactor the current actor and data display to have published interface for interacting with it (i.e., don't pass in a JTree, but rather provide accessor methods for adding and removing categories and items in the categories, and make it work the same for Data and for Actors tabs).			

#### History

##### #1 - 11/16/2005 09:55 AM - Chad Berkley

This is being addressed both with the TreeIndex class and the new ObjectCache. the ObjectCache includes callbacks so that different types of cacheobjects can perform appropriate actions when being added/removed to/from the system. This should allow ActorCacheObjects to add themselves to the tree when they are added to the cache.

The TreeIndex should speed access to the tree from the SMS side which will hopefully speed up the loading of kepler.

##### #2 - 01/24/2006 10:35 AM - Chad Berkley

This is mostly working now. The only remaining issue is that Shawn and I can't get the tree to refresh after adding new items. We will address this issue after the Kepler-dev meeting in Davis.

##### #3 - 02/14/2006 02:35 PM - Chad Berkley

The tree is now refreshing correctly. Shawn and I worked on this for a few hours in Davis. We didn't think it was working, but it was. Our problem was that we were viewing the search result tree. If you hit the 'refresh' button, you'll see the new actor in the tree.

##### #4 - 03/27/2013 02:18 PM - Redmine Admin

Original Bugzilla ID was 1924