Kepler - Bug #2109

make double-click open composite actor

06/10/2005 11:01 AM - Laura Downey

Status:	In Progress		**Start date:**	06/10/2005
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:	2109			

Description

when user double-clicks actor from the tree or canvas, that should open the composite actor (same as the "look inside" capability offered on the menu)

[decision from May 2005 Estes Park mtg]

History

#1 - 06/10/2005 11:10 AM - Christopher Brooks

Currently, double click configures the composite actors, much in the way that double click configures an atomic actor.

If we change double click to look inside the composite actor, then this will make it so the user needs to have in their mind "Ah, yes, this is a composite actor and it is different from the other actors and directors"

I can see why people would initially want double click to look inside, but I'm not so sure this is the correct behaviour.

One issue could be the difference between using a composite actor and creating a composite actor. Users probably want to double click and change the parameters. Creators of the composite actor or model want to look inside?

I dunno, just my $0.02

#2 - 11/30/2005 02:44 PM - Dan Higgins

I have to take issue with the goal of this 'bug'. On atomic actors, a double-click just displays the 'Edit parameters' dialog. A composite actor should respond the same as all other actors on a workflow. And it currently does; a double click shows the parameters of the composite and lets the user edit them. [Many composites may not have internal parameters so the dialog is often empty, but not always.]
In any case, doble click actions should be consistent for all actors. Maybe a left button double click should 'edit Parameters' and a right double click should 'look Inside' ?

Dan Higgins

#3 - 12/01/2005 08:51 AM - Laura Downey

The natural inclination when "drilling down" in graphical heirarchical systems is to double click on the object you want to drill down on and when you get to the bottom level of something (atomic actor) then you can't drill down anymore and a double click executes some default operation for that object. So I don't see the issue here as doing something different with composite and atomic actors since atomic actors don't have any levels to drill down on. Composite actors and atomic actors are both actors yes but different kinds of actors and therefore it is reasonable they have some different behavior. And the composite actor looks different so there is a distinct visual cue that this is an object that can be drilled down into etc (just like a file folder looks different than a document). The composite actor is analogous to a non-leaf node in a tree and the atomic actor is analogous to a leaf node in a tree.

I think one of the issues here is that you guys are used to the current way so this change seems to not fit. But almost everyone that was exposed to Kepler for the first time (in the basic rounds of user testing) strongly expected to be able to double click on something to look inside it or go down another level. And I know that was my expectation the first time I used it. And also, this issue was brought up at Estes Park and agreed to there.

Now all that said, we could consider double-clicking to execute a default operation for an actor (composite or atomic) and define that default operation as bringing up the tabbed dialog for that item, this would be analogous to the user double clicking to see the details of the object double-clicked on, which is another common paradigm outside of navigating a structure (e.g. workflow). We could extend that to other objects too. Double-clicking on the director would bring up the tabbed dialog for the director and double-clicking on the background of the workflow would bring up the tabbed dialog for the workflow. This is very consistent interaction design (but again, there was a strong expectation for double-click to open or drill down into a composite actor). We could consider alt-double-click to open a composite actor but it is a two handed operation instead of one and common tasks usually have a one handed operation associated with them. Of course the user still has the one handed operation of accessing the right click menu and selecting "open" or "look inside" etc.

I'm willing to go with the alternative I've suggested here with the caveat that we may need to revisit this issue if user feedback during future full testing strongly indicates the double-clicking expectation.

#4 - 12/01/2005 09:16 AM - Matt Jones

My feeling is that it is far better to have double click on composites open the composite, and double click on atomics have no action. People are very used to right-click menus for getting configuration dialogs, so I think that is the preferred way to get to the new tabbed dialogs. And I agree with you Laura that I expected double-click to drill down and it took me a long time to remember to do something different to 'Look inside'.

#5 - 12/01/2005 09:26 AM - Laura Downey

yes, my professional assessment is that double-clicking to open a composite actor is still preferred over the alternative I previously mentioned (I was trying to consider various issues). And I had forgotten about the structural and semantic mismatch stuff I'm working on where composites with some kind of mismatch inside them need to be drilled down into also and the most natural inclination again would be to double click on that highlighted composite icon to see where the mismatch is.

#6 - 03/27/2013 02:19 PM - Redmine Admin

Original Bugzilla ID was 2109