

Kepler - Bug #2110

Rename "Look Inside" to "Open Actor"

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

Status:	Resolved	Start date:	06/10/2005
Priority:	Normal	Due date:	
Assignee:	Christopher Brooks	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	1.0.0alpha9	Spent time:	0.00 hour
Bugzilla-Id:	2110		
Description			
rename "Look Inside" to "Open Actor" but don't show source code for atomic actors.			
[decision from May 2005 Estes Park mtg]			
may need some clarification here -- what do we show when opening an atomic actor or should we disable (grey out) this feature if an atomic actor is selected - LLD			

History

#1 - 06/10/2005 11:51 AM - Christopher Brooks

The phrase "Look Inside" is quite prevalent in Ptolemy II docs and models. We use "Look Inside" for looking inside actors and composite actors. Thus, in the short term anyway, I'd like to stick with "Look Inside" for Ptolemy II. However, Kepler should be able to have "Open Actor" here.

It sounds like the Kepler community would like to modify the UI so that one cannot look at the source of atomic actors. Probably the thing to do would be to modify `ptolemy.vergil.actor.ActorController` so that it check for an attribute in the configuration and then handles atomic actors specially.

If anyone wants to hack in `ActorController`, I'm all for it, especially if they make it so the current "Look Inside" works in Ptolemy II and they stick with the coding style.

Personally, I'm against not making the actor source code available, but Kepler is a different project with different users and there are probably good reasons to do it this way.

One side issue we discussed was having "Look Inside" look for the actor source locally and then look on the website if the source could not be found. This remote search should probably be configurable. The `about:copyright` feature in `ptolemy.actor.gui` uses a similar remote reference if the local file cannot be found.

#2 - 12/12/2005 07:19 PM - Christopher Brooks

I went ahead and made this change to `ptolemy.vergil.actor.ActorController.java` in both the Kepler and Ptoelmy trees
I also modified the short cut so that Control-O now opens the actor instead of Control-L. If there is great hue and cry, I suppose we could have both Control-O and Control-L but I don't see how to do this.

`ActorController` has a protected variable named `_lookInsideAction` which I did not rename so as to preserve backward compatibility with subclasses of this class.

I updated a few Ptolemy demos as well

These ptolemy classes:
`ptolemy.chic/ChicController.java`

ptolemy/vergil/fsm/TransitionController.java
ptolemy/vergil/fsm/StateController.java
all still have "Look Inside" because the "Look Inside" action looks inside a Chic node or a transition or a state, which are all not actors. Thus "Open Actor" does not make much sense in for those classes. If someone has a strong opinion, I could change them as well.

Once the dust settles, I'll make a pass through the docs and fix up references to "Look Inside". Until the Framemaker docs are fixed, this bug should remain open.

#3 - 12/13/2005 09:36 AM - Christopher Brooks

We are back to Control-L
This bug needs to have the docs updated before closing.

James Yeh suggests using F11, which is what the Eclipse debugger uses for Step Inside.

Laura writes:

If you look here:
<http://kepler-project.org/Wiki.jsp?page=MenuAndToolBarReDesign>

You'll see what I've proposed for Kepler for a revamping of the menu system. In it, Ctrl-O is used for Open File, and as Edward has noted this is fairly standard in Windows and some other systems/programs. When I reviewed the shortcuts, I looked at several programs to see what the common shortcut usages were.

I am proposing "O" as a mnemonic for the "Open Actor" item but I did not provide a shortcut simply because it is not needed since we had decided to go with double clicking an actor as opening it.

I am also proposing ctrl++ and ctrl+- as shortcuts for zoom in and zoom out. These are also pretty standard across many programs. They do not appear in my design because the program I'm using for prototyping wouldn't allow me to specify those special characters (+ and -) as shortcuts.

BTW, ctrl+A is most often used for Select All in Microsoft I believe even though I proposed using it for Save As which I've seen in some programs and because right now we don't have a "Select All" in Kepler. "A" is usually the mnemonic for Save As so that was an attempt to match the same letter.

Edward writes:

I think we should stick with Windows conventions as much as possible...
I actually put a great deal of thought into the shortcuts to try to get them to match Microsoft standards as much as possible and to have matching mnemonics... This was probably one reason for calling this "Look Inside".
But I too like "Open Actor" better...

So I suggest rolling back to Control-L...

#4 - 12/15/2005 05:55 PM - Christopher Brooks

I'm closing this bug because I updated the framemaker files.
The images on the files need to be updated as well, but this should wait until other UI work is completed.

#5 - 12/19/2005 12:06 PM - Christopher Brooks

Personally, I like having Zoom Reset be Ctrl+= because Zoom In is actually Ctrl+Shift+, and + and = are the same key.
I can see why Ctrl+m would be a good choice though because Ctrl-m is usually carriage return and in effect we are returning the Zoom to what it was.

As an experiment, I've modified BasicGraphFrame so that we now use Ctrl-m.

I think I'd like to keep Cntrl-F being bring to front.
I agree with Shawn in that full screen is not often used. I've also seen

users accidentally put programs in to full screen mode and get totally flustered, so I think the full screen mode should not have a keyboard shortcut.

Laura wrote:

For Kepler, I've proposed:

Zoom Reset Ctrl+M
Zoom In Ctrl++
Zoom Out Ctrl+-
Zoom Fit (no shortcut proposed)
Full Screen Ctrl+F
Automate Layout Ctrl+T

So, the ctrl++ and ctrl+- are good for zoom in and zoom out.

As a side note, I've proposed some variations upon the original Ptolemy menus for Kepler and therefore some variations on the mnemonics and shortcuts followed in terms of trying to get everything coordinated. For menus, I was trying to give a more standard set of menu items grouped like users would expect in terms of using other desktop applications.

And I've added some standard menu items and some convenience functions like Close, Close All, list of most recently opened workflows, and a Windows menu to more easily navigate between several workflows open at a time, and also menu items that pertain to functionality that Kepler is adding e.g., to support semantic annotation.

For reference:

<http://kepler-project.org/Wiki.jsp?page=MenuAndToolBarReDesign>

So because of this I had to re-organize the mnemonics and shortcuts and it was quite a task to walk through every single item (which it sounds like Edward did in the original Ptolemy also) and make sure I was using the standards like ctrl+O for open, and assigning meaningful shortcuts (trying to use a letter within menu item it is associated with).

Edward wrote:

The current bindings in Ptolemy II are:

Zoom Reset Ctrl+=
Zoom In Ctrl++
Zoom Out Ctrl+-
Zoom Fit Ctrl+_ (Ctrl-Shift--)
Full Screen no binding
Automate Layout Ctrl+T

Note that I would not use Ctrl+F for Full Screen...

It is currently bound to "bring to front", which is a fairly common choice in graphics software, and is far more commonly needed than Full Screen.

Shawn wrote:

In addition to Edward's comments ... control-f is commonly used in web browsers and other apps to mean "find". (Note, I'm assuming you mean a lower-case 'f' here). Note that a find command for a workflow (e.g., to find all occurrences of an actor, possibly nested many layers down) would be really useful, and in my opinion ctrl+f should be reserved for this functionality.

I've only a couple of times used full-screen in Kepler -- mainly to see what it does. I doubt it will be used often. The one application where I do use full screen a bunch is in Adobe Acrobat, where ctrl+l is used (... why this binding is used, I'm not sure)

Original Bugzilla ID was 2110