Kepler - Bug #2259

DIALOGS: Implement New Actor Dialog

11/10/2005 02:21 PM - Matthew Brooke

Status:	In Progress		**Start date:**	11/10/2005
Priority:	Immediate		**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:	2259			

Description

Implement New Actor Dialog, per Laura's design. See:
http://kepler-project.org/Wiki.jsp?page=WorkflowDirectorAndActorDialogs

Related issues:

Blocked by Kepler - Bug #2247: TRACKING: Popup Dialog Changes   **In Progress   11/04/2005**

History

#1 - 05/26/2006 05:24 PM - Matthew Brooke

In order to see where I've got to on the new dialogs, edit the file:

kepler/configs/ptolemy/configs/kepler/uiContextMenuMappings_en_US.properties

and uncomment the following line:

    1. ACTOR->Configure\ Actor=org.kepler.gui.ActorDialogAction

and comment out this line:

ACTOR->Configure\ Actor=ACTOR->Configure

Then delete the kepler/build directory and do ant run-dev. Then, when kepler is running, if you right-click an actor and choose "Configure Actor", you'll see the new (unfinished) tabbed dialog.

CODE:

The class:

org.kepler.gui.ActorDialogAction

instantiates a:

org.kepler.gui.ActorDialog
(extends org.kepler.gui.TabbedDialog, which has the OK/Cancel buttons etc)

The ActorDialog then instantiates a new class for each of the tabs -

org.kepler.gui.DialogGeneralTab
org.kepler.gui.DialogParametersTab
org.kepler.gui.DialogPortsTab
org.kepler.gui.DialogAnnotationsTab
org.kepler.gui.DialogUnitsTab

...and each of the above dialog tab classes extends org.kepler.gui.AbstractDialogTab

It's worth spending a little time looking at how the ActorDialog and TabbedDialog inheritance works, and seeing how the tab classes fit into this framework..

The first 2 of the tabs are populated, but not fully functional (you can see what I mean by trying them out - for example, I don't think any of the checkboxes are functional yet).

In the Ports tab, I just temporarily embedded the existing ports dialog, so you can trace the classes in PTII that do this - however, I think I'd come to the conclusion that we needed to redo the whole ports dialog and not use PTII's version, for reasons that escape me now, but will become obvious if you compare this tab with the design on the wiki (also see note below).

**NOTE - another issue with all these ptii dialogs is that they propagate changes to the model MOML as soon as a particular textfield loses focus, rather than waiting until the user clicks "OK"

#2 - 03/27/2013 02:19 PM - Redmine Admin

Original Bugzilla ID was 2259