

Kepler - Bug #2322

SVG - Assigning Icons to the Correct Actors in Properties Files

12/16/2005 11:09 AM - Matthew Brooke

Status:	Resolved	Start date:	12/16/2005
Priority:	Normal	Due date:	
Assignee:	Laura Downey	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	1.0.0alpha9	Spent time:	0.00 hour
Bugzilla-Id:	2322		
Description			
<p>(This is a continuation of part of bug #2266, which included other stuff, so i have closed that and opened this one for clarity)</p> <p>Assigning to Laura as a first guess, but feel free to reassign to someone more appropriate, as necessary.</p> <p>The new SVG icon assignments are now mapped in two resource bundle files -</p> <p>kepler/configs/ptolemy/configs/kepler/svgIconMappingsByClass.properties and kepler/configs/ptolemy/configs/kepler/svgIconMappingsByLSID.properties</p> <p>svgIconMappingsByClass contains most (if not all) the actor classes in use, but only a few of those classes have actually been mapped to icons, since I'm really not sure which actors are supposed to use which icons, apart from the really obvious ones I've already done. Most actors therefore default to a blank teal icon at the moment.</p> <p>The files listed above have lots of comments in them, describing exactly how to do the mappings.</p>			
Related issues:			
Blocked by Kepler - Bug #2245: TRACKING: Batik SVG Rendering - remaining tasks		In Progress	11/04/2005

History

#1 - 02/17/2006 04:31 PM - Matthew Brooke

done by laura

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

Original Bugzilla ID was 2322