

## Kepler - Bug #2333

### MENUS: Top-Level Menu - relocate code further up class hierarchy

01/18/2006 02:09 PM - Matthew Brooke

<b>Status:</b>	Resolved	<b>Start date:</b>	01/18/2006
<b>Priority:</b>	Immediate	<b>Due date:</b>	
<b>Assignee:</b>	Matthew Brooke	<b>% Done:</b>	0%
<b>Category:</b>	interface	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.0.0beta1	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	2333		

#### Description

Currently implemented in BasicGraphFrame.pack() because that's in src/exp; however, the whole thing needs to be further up the hierarchy, so all windows get the correct menus, not just graph editor. See for example the results plot window for EML simple plot, and the welcome window. Maybe ptolemy.actor.gui.TableauFrame or Top??

#### Related issues:

Blocked by Kepler - Bug #2337: TRACKING - MENUS: Top-Level Menu Revision

**In Progress** 01/18/2006

#### History

##### #1 - 03/02/2006 08:35 PM - Matthew Brooke

moved menu mapper calls to ptolemy.actor.gui.TableauFrame

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

Original Bugzilla ID was 2333