

Kepler - Bug #2414

Opening a preexisting model should open in a blank viewer

04/13/2006 02:42 PM - Christopher Brooks

Status:	New	Start date:	04/13/2006
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:	2414		

Description

In "add welcome screen for release 1.0" at http://bugzilla.ecoinformatics.org/show_bug.cgi?id=2343

Matthew wrote:

Now this has been added, here is a very common use case, which seems incorrect (reported by Kevin):

- 1) User starts kepler - gets blank graph frame, with new welcome screen in front
- 2) User dismisses welcome screen, and is left with blank graph frame
- 3) User then does "File->Open" and opens an existing workflow
- 4) The workflow then opens in a **new** graph frame, leaving the original, empty graph frame on the screen.

Proposed resolution:

BEST: at startup, if user does the above, then the workflow gets opened in the **existing** blank graph frame. Subsequently-opened workflows open up in **new** graph frames, as before

INTERIM: if we don't have time to implement the above for this release, then check to see if we are in the above use-case, and if so, close the blank graph frame after the first workflow has been opened

Any other thoughts/comments/ideas?

I wrote:

Probably File Open should be smart enough to realize that the current window is mostly blank and a candidate for replacement. I'm not sure if this will be very easy. For example, when one does File -> Save As, and uses a new name, a new window appears. We need to handle "Unnamed" models specially. I can take a look at this at some point, but probably not before early March.

I won't have time before Kepler 1.0, so I'm opening this as a separate enhancement. This new bug has to do with the blank or Unnamed models, http://bugzilla.ecoinformatics.org/show_bug.cgi?id=2343 has to do with the welcome window.

History

#1 - 03/27/2013 02:20 PM - Redmine Admin

Original Bugzilla ID was 2414