

Kepler - Bug #2472

Port locations not saved with Composites in 'Save in Library...'

06/26/2006 12:07 PM - Dan Higgins

Status:	Resolved	Start date:	06/26/2006
Priority:	Normal	Due date:	
Assignee:	Dan Higgins	% Done:	0%
Category:	general	Estimated time:	0.00 hour
Target version:	1.0.0rc1	Spent time:	0.00 hour
Bugzilla-Id:	2472		
Description			
If one creates a composite actor with ports, and then uses the 'Save in Library...' menu to save the composite, the port locations are not saved. Thus when one drags the saved composite onto the work area, the internal layout is quite confusing (all the ports appear overlaid in one location). This can make it virtually impossible to understand the internal flow of the composite.			

History

#1 - 06/26/2006 12:17 PM - Christopher Brooks

This is fixed in the Ptolemy CVS head.

I refactored the code so I could do some testing, see

[ptll/ptolemy/actor/gui/ActorLibraryUtilities.java](#)

Probably the thing to do is to fold these changes into the Kepler Beta head.

#2 - 04/12/2007 01:47 PM - Dan Higgins

Port locations were not written in the 'toMoMLString' method of the 'PortMetadata' inner class of ActorMetadata.java

#3 - 03/27/2013 02:20 PM - Redmine Admin

Original Bugzilla ID was 2472