

Kepler - Bug #2964

Change RExpression plotting actors to allow custom axis and title labels

09/11/2007 05:53 PM - ben leinfelder

Status:	New	Start date:	09/11/2007
Priority:	Normal	Due date:	
Assignee:	ben leinfelder	% Done:	0%
Category:	actors	Estimated time:	0.00 hour
Target version:	SanParksRelease	Spent time:	0.00 hour
Bugzilla-Id:	2964		
Description			
If/When metadata is being passed around with workflow tokens, use the information contained within that to set the labels for chart axis, title etc...			
Related issues:			
Blocks Kepler - Bug #2962: Add metadata to data tokens so that it can be used...		New	09/11/2007

History

#1 - 02/11/2008 01:45 PM - ben leinfelder

using R "attributes" of objects, we can add some metadata to the variables as the tokens are made available in R. In the case of the ScatterPlot-RExpression actor that has 2 input ports named "Independent" and "Dependent" the X- and Y-axis are labeled with those variable names.

If we included a "name" attribute for each of those objects, we could use that attribute as the axis label when calling plot() in R.

I propose using the upstream (source) output port name as the "name" attribute. In the case of an EML actor that provides two vectors of data (columns) for the ScatterPlot, each axis would be labeled with the column name that provided the data being plotted.

The R for creating the graph would look like this:

```
plot(Independent, Dependent, xlab=attributes(Independent)$name, ylab=attributes(Dependent)$name)
```

If the R actor class does make this "name" attribute available to script authors in Kepler, there is no need for it to be used unless desired. The R for adding these custom attributes is also quite straight forward:

```
attr(z, "name") <- "temperature"
```

sets the name attribute of object, z, to "temperature. that's it!

#2 - 07/01/2008 11:33 AM - ben leinfelder

moving away from R-based attributes for this. should use the yet to be implemented metadata being added to Tokens

#3 - 03/27/2013 02:21 PM - Redmine Admin

Original Bugzilla ID was 2964