# Kepler - Bug #2997

# Icons stop working after using kepler for a while

11/06/2007 02:32 PM - Chad Berkley

Status:	In Progress	Start date:	11/06/2007
Priority:	Immediate	Due date:	
Assignee:	Chad Berkley	% Done:	0%
Category:	core	Estimated time:	0.00 hour
Target version:	3.X.Y	Spent time:	0.00 hour
Bugzilla-ld:	2997		

## **Description**

After having kepler open for some uncertain amount of time, the icons just stop working right. When you drag an actor to the canvas, the error "Error getting kar file on actor drop: For input string: "11906637555"" is displayed in the console and the icon that shows on the canvas of the newly dropped actor is either a blank box or a generic green box.

### History

#### #1 - 11/06/2007 02:35 PM - Chad Berkley

It looks like it might be trying to connect to the ecogrid for some reason and failing. The EcogridUtils error message always accompanies the kar file error.

## #2 - 11/06/2007 02:52 PM - Chad Berkley

This appears to happen after executing a workflow once, not after an unspecified amount of time.

#### #3 - 11/13/2007 02:13 PM - Chad Berkley

This bug is proving impossible to trace. Here's the latest I know:

This seems to only happen with port parameter after a distributed workflow has been run. The port parameter changes from the normal dot and arrow to a blank box. I've traced through the XMLIcon and ComponentEntityConfig code. The only thing I can tell is that when the icon is successfully placed, ComponentEntityConfig.\_addlconAttributeToNamedObj() gets called 6 times. When it writes the wrong icon, that method gets called 4 times.

Looking at the moml produced, the \_icon attribute changes without reason in the moml. when it works correctly, the icon is this: cproperty name="\_icon" class="ptolemy.vergil.icon.Valuelcon"></property></property>
When it doesn't work, the icon is this: cproperty name="\_icon"
class="ptolemy.kernel.util.Attribute"></property></property>

This makes no sense as, since batik is enabled, it should be ignoring this property anyway. The only way I have been able to fix this bug is to set svglconAttrib.setPersistent(true) in ComponentEntityConfig. This forces the xml to be written to the moml that is dropped on the canvas. Matthew purposefully set this to false, so I'm hesitant to check it in as true as it might cause other problems.

The weirdest thing is that I cannot find any other workflows that make this happen besides the distributed ones. The way I recreate this is:

- 1) open kepler
- 2) drag a port param to the canvas. it should work.
- 3) open any of the distributed workflows and execute it
- 4) drag a port param to the canvas. it will render as a box.

Currently have no idea as to what is doing this.

### #4 - 12/10/2007 02:01 PM - Dan Higgins

As far as I can determine, this error ONLY occurs when the DistributedComposite actor is present. ie it does not appear to be general Kepler problem.

## #5 - 03/27/2013 02:21 PM - Redmine Admin

Original Bugzilla ID was 2997

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