

## Kepler - Bug #3134

### demo workflow 02-LotkaVolterraPredatorPrey.xml needs windows resaved

02/05/2008 02:06 PM - Chad Berkley

<b>Status:</b>	Resolved	<b>Start date:</b>	02/05/2008
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Chad Berkley	<b>% Done:</b>	0%
<b>Category:</b>	general	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.0.0rc1	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	3134		
<b>Description</b>			
The windows were saved over top of one another. If they are tiled, then resaved, it will be easier for people to see the output.			

#### History

##### #1 - 02/05/2008 02:12 PM - Chad Berkley

same with 06-webServicesAndDataTransformation.xml

##### #2 - 02/05/2008 02:36 PM - Chad Berkley

We seem to have lost the ability to save the position of output windows. I move the windows, then resave the workflow, but the next time I open it, the windows just go back to their default position.

##### #3 - 02/05/2008 06:22 PM - Christopher Brooks

It looks like saving the location of the Display window is broken in Ptolemy II 7.0.beta, so it is likely broken in Kepler 1.0.0.rc1.

If, in pttl6.0.2, I create a Ramp -> Display model, run it and then move the Display window, the following MoML appear

```
<property name="_windowProperties"
  class="ptolemy.actor.gui.WindowPropertiesAttribute"
  value="{bounds={659, 270, 348, 232}, maximized=false}">
  </property>
```

However, that moml does not appear if I do the same thing in 7.0.beta.

It looks like this change to WindowPropertiesAttribute causes the problem

2007-12-01 18:10 eal

- ptolemy/actor/gui/: WindowPropertiesAttribute.java (1.33), SizeAttribute.java (1.37): Do not force persistence to be true, since this causes externally defined icons to be exported in the MoML.

2007-12-01 18:09 eal

- ptolemy/kernel/util/NamedObj.java (1.332): Fixed bug where icons were getting exported to MoML.

If I back out the change to WindowsPropertiesAttribute, then the position of Display Windows is saved.

Edward, do you have any quick suggestions here?

Chad, you could hack in the above MoML into each Display so it would have the WindowPropertiesAttribute. For example, a Display named "Display" would look like:

```
<entity name="Display" class="ptolemy.actor.lib.gui.Display">
  <property name="_windowProperties"
    class="ptolemy.actor.gui.WindowPropertiesAttribute"
    value="{bounds={675, 514, 334, 234}, maximized=false}">
  </property>
  <property name="_location"
```

```
class="ptolemy.kernel.util.Location" value="{430, 140}">
  &lt;/property&gt;
&lt;/entity&gt;
```

If you add that attribute by hand then the location will be preserved.

Or, you could skip it, pending us fixing this bug in Ptolemy.

#### **#4 - 02/06/2008 04:14 PM - Christopher Brooks**

Edward fixed this bug in several files today

2008-02-06 15:55 eal

- ptolemy/actor/: gui/AbstractPlaceableActor.java (1.5), lib/gui/InteractiveShell.java (1.31), lib/gui/PlotterBase.java (1.40), lib/image/ImageDisplay.java (1.45): Made placement of placeables persistent again.

I'll fold these changes into rel-7-0-beta-2.

The next step is to run each model and place the displays and plots in a tasteful manner.

#### **#5 - 02/07/2008 03:21 PM - Chad Berkley**

After Edward and Christopher fixed the bug, I rearranged the windows and resaved the workflows. They all open with the displays in a nice row now.

#### **#6 - 03/27/2013 02:22 PM - Redmine Admin**

Original Bugzilla ID was 3134