

Kepler - Bug #3187

RExpression actor does not share focus

03/25/2008 05:29 PM - Kevin Drury

Status:	In Progress	Start date:	03/25/2008
Priority:	Normal	Due date:	
Assignee:	ben leinfelder	% Done:	0%
Category:	actors	Estimated time:	0.00 hour
Target version:	3.X.Y	Spent time:	0.00 hour
Bugzilla-Id:	3187		
Description			
<p>It would be nice to be able to change the focus from an open RExpression actor to another Kepler window. Two cases that commonly occur:</p> <p>1) copying code from one RExpression actor to another - when the source code comes from several regions of an RExpression R-script this leads to copying lots of stuff you don't need (that is in between the parts you do need), or opening and closing the 2 RExpression actors multiple times. Because of the tiny size of the R-code window, believe it or not, it's the latter path that I usually choose. Especially before this window was scrollable - whoever fixed that, thanks!</p> <p>2) often, the next change an analyst will make to their code depends on what the output looks like from the last execution. So, you look here in the output window (say, a standard text output actor), then you scroll down and look there, and other places in a long output stream. Then, you open your RExpression actor to make the desired changes, but suppose you need to double-check a bit of output that is no longer visible, because you've scrolled past it. You have to close the RExpression actor in order to scroll back through the output to the spot you need. Then reopen the actor. But, now other parts of the output are invisible and don't become visible (by scrolling to them) until you close the RExpression actor again.</p> <p>Is it possible to allow back-and-forth between 2 open RExpression actors and an RExpression actor and the workflow output?</p>			
Related issues:			
Blocks Kepler - Bug #3191: Merge TextEditor changes with pttl source		Resolved	03/28/2008

History

#1 - 03/27/2008 03:26 PM - ben leinfelder

By using the `ptolemy.actor.gui.TextEditor` when "Open Actor" is invoked on the RExpression we can support having multiple editor (and display) windows open simultaneously so that copying and pasting among them easier.

This change can go into the Kepler code base (RExpression class) without any modifications to the underlying ptolemy sources.

Note: We'll hopefully get the go-ahead to add "undo" functionality to this TextEditor, too. But this would depend on approval from the pttl folks.

#2 - 03/27/2008 04:54 PM - ben leinfelder

Until a change is included in pttl code (specifically `ptolemy.actor.gui.TextEditorTableau`), only one RExpresison text editor will be shown at a time (you can still look at other actors and execute the workflow with this single editor open, however).

The change mentioned makes sure the frame (or is it a Tableau?) title is set to the R actor's name so that multiple text editors are opened for each different script. Currently they all use the same frame titled "Unnamed"

#3 - 03/29/2008 08:46 PM - Christopher Brooks

The change to `TextEditorTableau` is marked below
if (frame == null) {
frame = new TextEditor(title, container.getDocument());
}

```
frame.text.setColumns(80);  
    frame.text.setRows(40);  
--> setTitle(frame.getTitle());  
    setFrame(frame);  
    frame.setTableau(this);
```

The problem is that if I make this change, then under Ptolemy the titlebar does not get updated with the filename. Here's how to reproduce this:

1. Make the above change to `TextEditorTableau` and recompile Ptolemy
2. File | New | Text Editor
3. Type some text
4. File | Save As

5. Save the file as data.txt

The title bar does not get updated with the title.

If I revert the change, and repeat, then the titlebar gets updated.

At least it did for my test

#4 - 03/31/2008 11:14 AM - ben leinfelder

It's less than ideal to have a bunch of open text editor windows all named "Unnamed".
But I think we can handle it for the time being.

#5 - 03/31/2008 01:16 PM - Christopher Brooks

Ok, I put the setTitle inside the if block, so this might now work.

What we have is:

```
if (frame == null) {
    frame = new TextEditor(title, container.getDocument());
    // Set the title for the Kepler R actor
    // http://bugzilla.ecoinformatics.org/show\_bug.cgi?id=3187
    setTitle(frame.getTitle());
}

frame.text.setColumns(80);
frame.text.setRows(40);
setFrame(frame);
frame.setTableau(this);
```

This might have solved the "many windows named Unnamed" problem

#6 - 03/31/2008 01:36 PM - ben leinfelder

I think you have it inverted. the frame *won't* be null in our Kepler case for the R actor. The code block should be:

```
if (frame == null) {
    frame = new TextEditor(title, container.getDocument());
}
else {
    // Set the title for the Kepler R actor
    // http://bugzilla.ecoinformatics.org/show\_bug.cgi?id=3187
    setTitle(frame.getTitle());
}
```

is that reasonable?

#7 - 04/09/2008 10:53 AM - ben leinfelder

This will not be included in the branch of ptolemy (rel70b2) we are using to build kepler 1.0
Retargeting for after 1.0.

I think Kepler 1.0 can live without the frame title text being set

#8 - 03/27/2013 02:22 PM - Redmine Admin

Original Bugzilla ID was 3187