

## Kepler - Bug #3723

### all actors appear in the same upper-left position when dragged onto canvas

01/05/2009 03:20 PM - Derik Barseghian

<b>Status:</b>	Resolved	<b>Start date:</b>	01/05/2009
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Chad Berkley	<b>% Done:</b>	0%
<b>Category:</b>	interface	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.0.0	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	3723		
<b>Description</b>			
<p>All the actors appear in the same upper-left position no matter where you drag them onto the canvas. Like bug <a href="#">#3722</a>, this may be due to a ptll change and not a kepler change, as Crawl notes it also occurs in an old revision of kepler (before recent repository change accommodating the new build system) with a new revision of ptll.</p>			

### History

#### #1 - 01/06/2009 02:57 PM - Christopher Brooks

Fixed by updating vergil/basic/EditorDropTarget.java  
I'm not sure what the original cause was, but it looks like some refactoring meant that EditorDropTarget needed to append the location to the MoML change request. Part of the issue is that Kepler has a `_alternateGetMomiAction` that is not used in Ptolemy, which is why this bug did not appear in Ptolemy.

#### #2 - 03/27/2013 02:24 PM - Redmine Admin

Original Bugzilla ID was 3723