

Kepler - Bug #4053

deleting open composite actor may delete model

05/04/2009 03:01 PM - Daniel Crawl

Status:	Resolved	Start date:	05/04/2009
Priority:	Normal	Due date:	
Assignee:	Christopher Brooks	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	2.0.0	Spent time:	0.00 hour
Bugzilla-Id:	4053		
Description <p>Under certain circumstances, deleting an open composite actor may result in deleting the remainder of the model. Here are steps to reproduce this:</p> <ol style="list-style-type: none">1. start kepler2. add some actors to canvas3. add a composite actor to canvas4. file->save5. open composite actor (so that a new window displays its contents)6. without closing composite actor window, go back to top level canvas, and delete the composite actor7. in the top level window, file->save8. close composite actor window. the dialog to save changes will pop up; select save. (note the file is the same as the top level file name in step 4).9. now close top level canvas <p>When you re-open the model, the top level contents are replaced by the empty contents of the composite actor.</p> <p>I would guess that step 6 should close the composite actor's window, so that step 8 is not possible.</p>			

History

#1 - 05/04/2009 03:47 PM - Christopher Brooks

This is reproducible in Ptolemy.
The issue is that if a model has a composite and the composite is open, what happens when the composite is deleted.

#2 - 05/19/2009 07:48 AM - Christopher Brooks

This is fixed by changes to PtolemyFrame.

#3 - 03/27/2013 02:25 PM - Redmine Admin

Original Bugzilla ID was 4053