

Morpho - Bug #418

need for attributenames at higher level in editor tree

02/08/2002 09:18 AM - Dan Higgins

Status:	Resolved	Start date:	02/08/2002
Priority:	Normal	Due date:	
Assignee:	Dan Higgins	% Done:	0%
Category:	morpho - general	Estimated time:	0.00 hour
Target version:	1.3	Spent time:	0.00 hour
Bugzilla-Id:	418		

Description

When an eml-attribute document is displayed in the Morpho editor, one just sees a number of identical "attribute" nodes (when the tree is open to 2 levels). It has been suggested that the names of the attributes should be displayed in the tree to differentiate between element.

The attribute names will appear, of course, when the node is expanded, but one cannot see a list of all the attributes names together.

Displaying the names would be useful for the user, but the tree would then not mirror the xml structure and/or would be specific for certain doc types. Do we consider this enhancement?

History

#1 - 02/08/2002 10:06 AM - Matt Jones

Yes, I think we definitely need to consider this. Its one of those cases where the underlying technology (XML) is obfuscating the usability of the application -- clearly displaying the attribute names higher in the tree would make it easier to navigate the document. The question is, how do we make changes like this without breaking our ability to edit arbitrary XML documents. Maybe its ok to have EML-specific enhancements, as long as they don't break support for other DTDs.

#2 - 11/06/2002 10:46 AM - Dan Higgins

attribute names now added.

#3 - 03/27/2013 02:14 PM - Redmine Admin

Original Bugzilla ID was 418