

## Kepler - Bug #4291

The main menu bar should not change based on the location of focus.

08/07/2009 02:55 PM - David Welker

<b>Status:</b>	New	<b>Start date:</b>	08/07/2009
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Chad Berkley	<b>% Done:</b>	0%
<b>Category:</b>	core	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.X.Y	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	4291		
<b>Description</b>			
Currently in Kepler, if you are editing a workflow, the menu bar has a rich set of commands. However, if you change focus and click on something else, say a Display actor window, the menu bar changes completely.			
The menu bar should never change. If a change of focus leads to commands being no longer relevant, those commands should be grayed out instead of being removed.			
<b>Related issues:</b>			
Blocked by Kepler - Bug #4286: Changes to the GUI before 2.0		<b>Resolved</b>	<b>08/07/2009</b>

### History

#### #1 - 08/18/2009 09:01 AM - Christopher Brooks

I believe this is a Mac OS X specific bug, so I'm changing the Hardware and OS. I'm also lowering this in priority because the system still works with this bug.

The bug can be restated as:

In many schools of UI design, it is considered to be "bad" if the menu choices change. It is considered good design if menu choices are disabled instead of removed. However, this rule is often violated.

In Kepler under Mac OS X, we now have one menu bar at the top, which presumably follows the Mac design. However, on other platforms, each window has its own menu bar. So, on other platforms, the graph editor, the Display actor and the Plotter all have separate menu bars, but on the Mac, we currently change the menu bar depending on the focus.

One possible solution would be to have the Display and Plotter disable all non-applicable menu choices.

However, a larger issue is that we basically have a plug-in system where the user adds functionality and we don't know what menus will be added as the system is run and new functionality is loaded. So, an entirely static set of menu choices is not really possible in a user extensible system. Currently, the vergil graph viewer, the Display actor and the Plot actor all use ptolomy.gui.Top, which provides some uniformity of menu choices.

I see this as quite a bit of work and out of scope for 2.0.0. It would be faster to identify a Mac OS X UI compliant system and redevelop using that system. Looking at how Netbeans and Eclipse RCP work might help here.

I agree that developing menu infrastructure that changed less might be nice, but should we hold up 2.0.0 for this?

#### #2 - 03/27/2013 02:26 PM - Redmine Admin

Original Bugzilla ID was 4291