

Kepler - Bug #5101

Composite Actor windows show wrong title after workflow Rename

07/21/2010 01:23 PM - Derik Barseghian

Status:	Resolved	Start date:	07/21/2010
Priority:	Normal	Due date:	
Assignee:	Aaron Aaron	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	2.2.0	Spent time:	0.00 hour
Bugzilla-Id:	5101		
Description If you use the canvas Rename context menu to rename your workflow that contains composite actors, then Open Actor to see a composite actor's contents in a new window, this new window's title bar shows old_workflow_name#CompositeActor instead of new_name#CompositeActor. It doesn't matter if the Composite has been instantiated before or after the rename (so at least it's consistent). You must currently Save or Save Archive before the composite actor windows use the right name in the title bar.			

History

#1 - 12/16/2010 08:15 PM - David Welker

I have fixed this by overriding ptolemy.actor.gui.Configuration.

#2 - 12/17/2010 02:30 PM - David Welker

Due to issues with overrides, re-opening and re-targeting to an indefinite time in the future.

#3 - 12/17/2010 02:41 PM - Matt Jones

Retargeting this necessary fix back to 2.2.

#4 - 12/17/2010 02:59 PM - Matt Jones

Reassigning to Aaron to handle the merge to Ptolemy.

#5 - 12/18/2010 02:57 PM - Christopher Brooks

I'm not able to reproduce this bug.

What I tried:

1. Build kepler from the devel tree
2. ant run
3. In the left hand actor pane: Components -> General Purpose
4. Drag a CompositeActor into the graph pane
5. Right click on the CompositeActor, select Open Actor
The new window is titled Unamed1#CompositeActor
6. In the left hand actor pane: Actors -> CoreActors,kar
7. Drag in an Accumulator actor
8. Close the Unamed1#CompositeActor
9. In the top level window (title: Unnamed1), right click on the CompositeActor and select "CustomizeName"
10. In the Rename CompositeActor window, change the Name field to foo, hit commit.
11. The name of the actor changes to foo
12. Right click on foo, select Open Actor
13. The new window is named Unnamed1#foo.

There is likely a bug here, perhaps it involves a preexisting model or else a model where the submodel window is left open (step 8 above is skipped).

#6 - 12/19/2010 01:20 PM - David Welker

Hi Christopher,

You are not replicating this bug properly. You need to rename the workflow (by right-clicking on the canvas) not rename the composite actor.

#7 - 01/04/2011 11:53 PM - Aaron Aaron

Aha, I finally tracked this down. The issue was that the Effigy for the ComponentEntity has a special StringAttribute attached to it called an identifier. The String that is created for the new frame is created using this identifier as seen in the Configuration._effigyIdentifier(Effigy,NamedObj) method. So all that was needed was to also update that effigy identifier in the RenameUtil.renameComponentEntity(ComponentEntity,String) method and now we're cooking with gas.

#8 - 03/27/2013 02:29 PM - Redmine Admin

Original Bugzilla ID was 5101