

Kepler - Bug #5268

Dragging modified version of Sinewave actor to canvas causes gui oddity

01/05/2011 05:14 PM - Derik Barseghian

Status:	New	Start date:	01/05/2011
Priority:	Normal	Due date:	
Assignee:	David Welker	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	Unspecified	Spent time:	0.00 hour
Bugzilla-Id:	5268		

Description

While testing http://bugzilla.ecoinformatics.org/show_bug.cgi?id=5146 , I came across some gui strangeness. To replicate:

- drag the Sinewave actor to canvas
- right-click open the actor
- make a change, e.g. reposition an actor
- right-click on the canvas and select Save Archive, saving to Sinewave2
- search component library for sinewave, drag out to canvas the found Sinewave actor from within the Sinewave2.kar * the green actor will not initially appear, you'll just see its ports. It will appear if you drag it a bit.

History

#1 - 03/27/2013 02:29 PM - Redmine Admin

Original Bugzilla ID was 5268