

Kepler - Bug #5268

Dragging modified version of Sinewave actor to canvas causes gui oddity

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

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|------------------------|--------------|------------------------|------------|
| 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