

Kepler - Bug #5556

Add key bind to GUI to avoid connecting edge prematurely

11/29/2011 09:43 AM - dhogan dhogan

Status:	New	Start date:	11/29/2011
Priority:	Normal	Due date:	
Assignee:	Derik Barseghian	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	Unspecified	Spent time:	0.00 hour
Bugzilla-Id:	5556		
Description			
<p>It would be really nice if Diva had some key bind to allow you to avoid connections. A common use case would be when you have actors on opposite ends of the canvas that you need to connect. Without a bind, Diva will try to connect at nearly every edge it encounters. With a bind, you could tell Diva to not attempt connections until you release the bind.</p>			

History

#1 - 03/27/2013 02:30 PM - Redmine Admin

Original Bugzilla ID was 5556