

Kepler - Bug #5633

Actor/Attribute Search/Find Facility needs menu choices

06/22/2012 02:40 PM - Christopher Brooks

Status:	Resolved	Start date:	06/22/2012
Priority:	Low	Due date:	
Assignee:	Daniel Crawl	% Done:	0%
Category:	interface	Estimated time:	0.00 hour
Target version:	2.4.0	Spent time:	0.00 hour
Bugzilla-Id:	5633		
Description			
Edward developed a search facility for models. Under Mac OS X in the Kepler trunk, if the mouse is over the graph canvas, then typing Command-F brings up a search dialog. This dialog should be added to the Kepler menus.			

History

#1 - 06/26/2012 12:18 PM - Daniel Crawl

The search dialog is definitely useful when working with large workflows.

In Kepler, adding a search field in the Outline tab to perform this functionality instead of using a separate dialog would make the UI more consistent since the Components and Data tabs already have search fields. The search field for the Outline tab would filter the workflow tree (similar to the search field for Components). If this is too difficult to add for 2.4, then it's easy to add the search dialog to the menus.

#2 - 08/06/2012 12:54 PM - Ilkay Altintas

Decided that a search bar will be added to the outline.

#3 - 08/30/2012 04:47 PM - Daniel Crawl

I added a search panel for the workflow outline.

It'd be nice if clicking on the results highlighted the actors on the canvas similar to Ptolemy's SearchResultsDialog, but the highlighting methods are not accessible outside of SearchResultsDialog. I also noticed they are mostly duplicated in BasicGraphController. Instead of duplicating them again in Kepler, maybe they could move to BasicGraphFrame?

#4 - 08/30/2012 05:01 PM - Christopher Brooks

Feel free to refactor the methods in SearchResultsDialog into BasicGraphFrame.
Note that there is this method in BasicGraphFrame:

```
/** Opens the nearest composite actor above the target in the hierarchy * and possibly change the zoom and centering to show the target.
 * This method is useful for displaying search results and actors that * cause errors. * @param
target The target. * @param owner The frame that, per the user, is generating the dialog.
 */
public static void openComposite(final Frame owner, final NamedObj target) {
```

It is unfortunate that Kepler can't just use SearchResultsDialog class, it seems basic enough.

#5 - 09/07/2012 09:26 AM - Daniel Crawl

When a search is done in the workflow outline, the tree is expanded to show the matching items. However, adding a highlight to an actor causes the tree to be collapsed. It might be possible to avoid this, but this can be done for a later release.

#6 - 03/27/2013 02:31 PM - Redmine Admin

Original Bugzilla ID was 5633