

## Kepler - Bug #5637

### composite window size & position not always saved

07/11/2012 01:57 PM - Daniel Crawl

<b>Status:</b>	Resolved	<b>Start date:</b>	07/11/2012
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Daniel Crawl	<b>% Done:</b>	0%
<b>Category:</b>	interface	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.4.0	<b>Spent time:</b>	0.00 hour
<b>Bugzilla-Id:</b>	5637		
<b>Description</b>			
<p>It would be nice if the position and size of a window for a composite actor were saved. I thought this was done in the past, but I went back as far as Ptolemy 7.0.1 and Kepler 2.0, and it does not work.</p> <p>To reproduce:</p> <ol style="list-style-type: none"><li>1. start Ptolemy or Kepler</li><li>2. put composite actor on canvas</li><li>3. open composite actor</li><li>4. resize and move composite actor's window</li><li>5. close composite actor's window</li><li>6. save model</li></ol> <p>The size and position of the composite actor's window are not saved in the model. This configuration is stored in a WindowPropertiesAttribute called "_windowProperties", and is only stored for the top-level composite actor.</p> <p>However, I have many existing models that do store the size and position for composite actor windows. After some testing, I found that before closing the window in step 5, running File-&gt;Save (Ptolemy) or File-&gt;Export-&gt;XML (Kepler) in the composite actor window does store the size and position for the composite.</p> <p>To fix this would be to store the size and position for all open composite actor windows regardless if File-&gt;Save is used.</p> <p>Note that in Kepler, File-&gt;Save saves the model as a KAR, and this also does not save window size and position, but this is a different problem - see bug 5188.</p>			

#### History

##### #1 - 08/14/2012 05:38 PM - Christopher Brooks

To save the location of a subcomposite, do File -> Save in the subcomposite.

The constructor in ptolemy/actor/gui/WindowPropertiesAttribute.java says:

```
// The following line, if uncommented, results in
// icons that are defined in an external file always being
// exported along with the model that defines them. This bloats
// the MoML files with information that is not needed. I suspect
// the line was put there because it wasn't clear that you need
// to invoke File->Save in a submodel if you want the location
// and position of the submodel window to be saved. It is not
// sufficient to invoke save just at the top level.
// setPersistent(true);
```

It certainly is arguable that the design should be such that File->Save saves the location of all the open windows, but that's not how the system is designed, so I'm dropping this to a slightly lower priority and to an enhancement.

This would be good to discuss with Edward.

##### #2 - 08/15/2012 06:03 PM - Christopher Brooks

I consulted with Edward and he was fine with fixing this. Edward wrote:

If I now open a composite, zoom in, then close it and reopen it, it doesn't remember the zoom factor.

I don't think this is new.

In Ptolemy II 8.0.1:

1. cd /Applications/Ptolemy/ptII8.0.1
  2. export PTII=`pwd`
  3. \$PTII/bin/vergil
  4. Create a model that has a composite, open the composite, zoom in
  5. Close the composite by hitting the red button
  6. Open the composite.
- Note that the last zoom changes are not present.

The same is true in the devel branch.

This is fixed in r64361 in the ptII tree. I added `_updateWindowAttributes()` to `BasicGraphFrame`. This method might be useful for Kar files.

I'm assigning this to Daniel for review for closure.

### **#3 - 08/23/2012 04:27 PM - Daniel Crawl**

I verified this is fixed for MoMLs and KARs. Thanks, Christopher!

### **#4 - 09/12/2012 09:34 PM - Christopher Brooks**

I'm reopening this because the change results in the user being prompted to save the model while exiting when all the user did was resize or zoom in a model.

For example, if the model is a large model and there is an error and the user clicks on "Go To Actor", then the model may be zoomed.

When the user closes the model, they will be prompted to save.

Even worse, it appears that the size and location of windows can be slightly different between different platforms.

Thus, I'm reverting this change.

### **#5 - 09/12/2012 09:40 PM - Christopher Brooks**

The system works as designed. Marking models dirty because of changes to the composite windows is incorrect because the user is prompted to save. The solution is to use the save menu choice.

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

Original Bugzilla ID was 5637