Kepler - Bug #5663

KeplerGraphFrame has much duplicated code

08/06/2012 04:55 PM - Christopher Brooks

Status:	Resolved		**Start date:**	08/06/2012
Priority:	Normal		**Due date:**	
Assignee:	Christopher Brooks		**% Done:**	0%
Category:	actors		**Estimated time:**	0.00 hour
Target version:	2.4.0		**Spent time:**	0.00 hour
Bugzilla-Id:	5663			

Description

I looked in to why KeplerGraphFrame has so much duplicated code
and it looks like Comad uses KeplerGraphFrameExtension

From the 2010-11-04 comment that added this class:

```
// "Added an extension for a different Drag and Drop behavior.
    // Currently this is only activated in Comad.  Once an Actor is
    // dragged from the Library over another actor on the canvas it
    // will replace this actor and Ports are reconeected. Also
    // Parameter values are used for parameters of the new actor if
    // they have the same name.
    //
    // If an actor is dragged over a link this actor will be inserted
    // there. Currently this only works in Comad, where all actors
    // have an "input" and one "output" port."
```

The right thing is to add these extension points to the ptII repository
and remove the duplicated code.

History

#1 - 08/07/2012 05:23 PM - Christopher Brooks

r30371:
Moved org.kepler.gui.KeplerGraphFrameExtension to ptolemy.vergil.basic.BasicGraphFrameExtension.
Removed duplicate KeplerGraphFrame.delete() and paste() methods.
Reformatted KeplerGraphFrame so that is human readable.
This change will break Comad, the fix is to extend BasicGraphFrameExtension
instead of KeplerGraphFrameExtension.

I did
ant change-to -Dsuite=comad
ant clean
ant run
and there were no errors.

#2 - 03/27/2013 02:31 PM - Redmine Admin

Original Bugzilla ID was 5663