

## Kepler - Bug #5663

### KeplerGraphFrame has much duplicated code

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

<b>Status:</b>	Resolved	<b>Start date:</b>	08/06/2012
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Christopher Brooks	<b>% Done:</b>	0%
<b>Category:</b>	actors	<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>	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 reconected. 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 pttl 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