

Morpho - Bug #569

enabling/disabling menus and toolbars in MorphoFrame

08/22/2002 11:11 AM - Matt Jones

Status:	Resolved	Start date:	08/22/2002
Priority:	Immediate	Due date:	
Assignee:	Matt Jones	% Done:	0%
Category:	morpho - general	Estimated time:	0.00 hour
Target version:	1.2	Spent time:	0.00 hour
Bugzilla-Id:	569		
Description			
<p>In the current architecture, each MorphoFrame's menus and toolbars are created by the UIController. However, the context of each window should determine which of those menus and toolbars are enabled. When a window is switched to the foreground, its context would be used to set the enabled state for its menus and toolbars.</p> <p>Here are the types of Actions we need to support:</p> <ol style="list-style-type: none">1) Those that are always enabled regardless of context2) Those that are enabled depending on the current window context3) Those that are enabled depending on application state outside of the current window <p>Are there other possible cases?</p> <p>We also may find that groups of actions are always enabled/disabled as a set, and so we may want to make it easy to do that. For example, When a column is selected in a data table, several menu items should be enabled in the Data menu, including "Insert column before", Insert column after, Edit column metadata, sort by column, etc.</p>			

History

#1 - 09/26/2002 03:35 PM - Matt Jones

New menu system based on the propagation of StateChangeEvents has been designed and implemented. Menus are now created using the GUIAction class, and all information about the placement of the action in menus and toolbars is encoded directly in the GUIAction instance. UIController is used to synchronize the addition of GUIActions to the various MorphoFrame objects, and the MorphoFrame dynamically updates its menus and toolbars whenever a new action is added.

The StateChangeMonitor and StateChangeListener structure is much more general than just menus and toolbars, so it can be used for other application components that need to use the Observer & Monitor patterns.

Some minor cleanup items remain to finish off this functionality:

- 1) Finish converting menus
- 2) decide on application states and make sure the events are propagated
- 3) tell GUIActions what states to respond to
- 4) modify GUIAction to allow flag for whether they are sensitive to all state changes of a type or only those that originate in the parent frame

#2 - 09/30/2002 01:27 PM - Matt Jones

DONE. Menus now converted to use new system. Marking enhancement as FIXED.

#3 - 03/27/2013 02:14 PM - Redmine Admin

Original Bugzilla ID was 569