Kepler - Bug #5702

GUI bug - Initial actor port positioning is wrong

08/31/2012 01:37 PM - Derik Barseghian

Status:	Resolved		**Start date:**	08/31/2012
Priority:	Normal		**Due date:**	
Assignee:	Derik Barseghian		**% Done:**	0%
Category:	interface		**Estimated time:**	0.00 hour
Target version:	2.4.0		**Spent time:**	0.00 hour
Bugzilla-Id:	5702			

Description

In the last week or so I've begun seeing a few GUI anomalies on trunk. One is:

Actor port positioning isn't correct on initial actor instantiation.

Replicate:
Drag out Display actor from library.
Observe bug: input port isn't centered (attached).
It may take a few tries to replicate.

Ports snap into place when you move the actor.
The problem is worse for actors wil many ports, w/ output ports floating in the middle of the actor (attached).

This doesn't happen in vergil.

History

#2 - 08/31/2012 01:51 PM - Derik Barseghian

Dan notes he's been seeing this a lot in actor documentation frames (see attachement). Note how the parameters also overlap the actor.

#4 - 09/07/2012 10:54 AM - Derik Barseghian

I'm no longer seeing this. A ptolemy change must have fixed it...
Dan can you replicate anymore?

#5 - 03/27/2013 02:31 PM - Redmine Admin

Original Bugzilla ID was 5702

Files

Wrong_Port_Position1.png	5.35 KB	08/31/2012		Derik Barseghian
Wrong_Port_Position2.png	6.52 KB	08/31/2012		Derik Barseghian
Positioning_problems_in_actor_doc.png	134 KB	08/31/2012		Derik Barseghian