Morpho - Bug #5788

It is confusing that the "Save Dialog" comes back again when a user clicks okay in the id collision dialog

01/17/2013 04:58 PM - Jing Tao

Status:	Resolved		**Start date:**	01/17/2013
Priority:	Normal		**Due date:**	
Assignee:	ben leinfelder		**% Done:**	0%
Category:	morpho - general		**Estimated time:**	0.00 hour
Target version:	2.0.0		**Spent time:**	0.00 hour
Bugzilla-Id:	5788			

Description

After edits a data package, a user click the "save" button and a destination selection dialog will show up. The user can choose which one, local or network to save. Then the user click save button, the docid collision dialog may show up. If the user click the "okay" button in the docid collision dialog, the "save destination" dialog will show up again and disappears when the save process is done. It is very confuse when the dialog come back again.

History

#1 - 01/22/2013 09:43 AM - ben leinfelder

Do you mean that the destination selection window remains visible during the save?

#2 - 01/22/2013 10:14 AM - Jing Tao

Yes.

If there is no id collision window disrupting it, it is fine that the destination selection window remains visibile. But it is confusing that the destination selection window disappears when the id collision window shows up, then it comes back when the id collision windows disappears.

#3 - 01/22/2013 10:19 AM - ben leinfelder

Isn't it just that the collision window is on top of the save dialog? It doesn't really "go away" it is just hidden while the modal id collision window is displayed.

#4 - 01/22/2013 10:29 AM - Jing Tao

Yes, I believe the collision windows is on the top of the save dialog. But it covers it and make users think the save dialog disappears.

#5 - 01/24/2013 11:29 AM - ben leinfelder

I think it is good to have the save dialog showing while we wait for the save to complete rather than throwing away the window and making it look like Morpho is ready for user input. Perhaps we should add a progress monitor or a flapping butterfly to indicate that something is "happening"?

#6 - 01/31/2013 06:19 PM - ben leinfelder

Going to leave this as is. The collision window is currently not being display (see related bug [#5826](#)) and we don't expect many collisions now that we are using UUIDs...

#7 - 03/27/2013 02:31 PM - Redmine Admin

Original Bugzilla ID was 5788