

Morpho - Bug #616

Enable and diable bug in local frame

09/30/2002 02:12 PM - Jing Tao

Status:	Resolved	Start date:	09/30/2002
Priority:	Normal	Due date:	
Assignee:	Jing Tao	% Done:	0%
Category:	morpho - general	Estimated time:	0.00 hour
Target version:	1.2	Spent time:	0.00 hour
Bugzilla-Id:	616		

Description

If a GUIAction was assigned only response to local frame. Sometimes it could response correctly.

This is because if a GUIAction is assigned locally, when a state change event happened, morpho will compared the GUIAction's final parent frame and state change event's final parent's final frame. If they are same, the gui action will be enabled or disabled. But some time the state change event happened before a frame was assign to its parent, the event's parent is null but GUIAction is not. This cause the problem.

We can use a Queque or Vector to store the event, then broadcastiit late.

History

#1 - 09/30/2002 02:16 PM - Jing Tao

Change the milstone from postphone to 1.2

#2 - 10/01/2002 10:18 AM - Jing Tao

In util package, a interface named StoreStateChangeEvent was created. There are 3 methods: storingStateChangeEvent, getStoredStateChangeEvent and broadcastStoredChangeEvent.

ResultPanel, DataViewerContainerPanel and DataViewer classes implement the interface. So Statechange Event can either broadcast latly by stored in a vector or broadcast immediately.

Now, local event feature works well.

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

Original Bugzilla ID was 616