

## Kepler - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated
2446	Bug	New	Normal	ICONS: Handle missing thumbnails elegantly	Matthew Brooke	04/03/2009 02:00 PM
2445	Bug	New	Normal	DataSource: add code to assign & display new raster thumbnail Icons for search results list	Matthew Brooke	04/03/2009 02:00 PM
2433	Bug	Resolved	Immediate	Change Actor Library folder icons to ontology symbols	Matthew Brooke	05/19/2006 10:52 AM
2416	Bug	In Progress	Normal	ICONS: Tracking bug - Rearranging and regenerating icons	Matthew Brooke	04/03/2009 02:00 PM
2413	Bug	Resolved	Normal	ICONS: Monitor Value icon should show value	Matthew Brooke	04/20/2006 02:36 PM
2409	Bug	Resolved	Normal	Display Name Not Showing for org.sdm.spa.Pause and org.sdm.spa.Stop	Matthew Brooke	05/19/2006 11:25 AM
2397	Bug	New	Normal	TOOLTIPS: dual screen setup - tooltip sometimes shown on wrong screen	Matthew Brooke	04/03/2009 02:18 PM
2396	Bug	Resolved	Normal	TOOLTIPS: Sometimes line/relation tooltip appears when hovering over port	Matthew Brooke	12/11/2007 09:53 AM
2392	Bug	Resolved	Normal	MENUS: Top-Level Menu - need centralized way to remove menubar	Matthew Brooke	04/04/2006 10:17 AM
2374	Bug	Resolved	Immediate	SVG - Improve inital rendering times	Matthew Brooke	04/03/2009 01:11 PM
2365	Bug	Resolved	Normal	MENUS: Context Menus - grab right-click for graph links	Matthew Brooke	03/01/2006 02:07 PM
2362	Bug	In Progress	Normal	DataSourceIcon: use new SVG Icons dynamically, instead of drawing icon	Matthew Brooke	04/03/2009 02:18 PM
2355	Bug	Resolved	Normal	TOOLBAR: icon states don't display correctly for first four toolbar buttons	Matthew Brooke	04/11/2006 02:43 PM
2342	Bug	In Progress	Normal	MENUS: Top-Level Menu - some toolbar buttons showing text	Matthew Brooke	04/03/2009 02:18 PM
2341	Bug	Resolved	Immediate	MENUS: Top-Level Menu - Some mapped menu items not working	Matthew Brooke	01/26/2006 04:07 PM
2338	Bug	In Progress	Immediate	TRACKING - MENUS: pop-up context menu revision	Matthew Brooke	04/03/2009 01:54 PM
2337	Bug	In Progress	Immediate	TRACKING - MENUS: Top-Level Menu Revision	Matthew Brooke	04/03/2009 01:54 PM
2336	Bug	Resolved	Immediate	MENUS: Top-Level Menu - implement class.forName in getActionFor()	Matthew Brooke	02/02/2006 12:58 PM
2334	Bug	Resolved	Immediate	MENUS: Top-Level Menu - add support for menu separators	Matthew Brooke	01/19/2006 02:26 PM
2333	Bug	Resolved	Immediate	MENUS: Top-Level Menu - relocate code further up class hierarchy	Matthew Brooke	03/02/2006 08:35 PM
2332	Bug	Resolved	Immediate	MENUS: Top-Level Menu - link ptii enabled/disabled listeners	Matthew Brooke	02/17/2006 06:35 PM
2324	Bug	In Progress	Normal	SVG - old-style icon still displayed for certain actors	Matthew Brooke	04/03/2009 01:59 PM
2286	Bug	Resolved	Immediate	SVG - reduce svg file size	Matthew Brooke	02/17/2006 06:33 PM
2271	Bug	In Progress	Normal	Changing the Color Scheme	Matthew Brooke	04/03/2009 02:18 PM
2270	Bug	In Progress	Normal	TRACKING: Localization and Improvement of User-Visible Messaging Strings	Matthew Brooke	04/03/2009 02:18 PM
2269	Bug	Resolved	Immediate	SVG - Small Icon (Actor Library Thumbnail)	Matthew Brooke	12/08/2005 02:28 PM
2268	Bug	Resolved	Immediate	SVG - Backward Compatibility	Matthew Brooke	12/08/2005 02:27 PM
2267	Bug	Resolved	Immediate	SVG - Memory Usage	Matthew Brooke	12/15/2005 09:53 PM
2266	Bug	Resolved	Immediate	SVG - Assigning Icons	Matthew Brooke	12/15/2005 09:51 PM
2264	Bug	In Progress	Normal	DIALOGS: Implement New "Semantic Annotation" Dialog	Matthew Brooke	04/03/2009 02:18 PM
2263	Bug	In Progress	Normal	DIALOGS: Implement New "Search Ecogrid for Data Sources" Dialog	Matthew Brooke	04/03/2009 02:18 PM

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2262	Bug	In Progress	Normal	DIALOGS: Implement New "Search Ecogrid for Component Sources" Dialog	Matthew Brooke	04/03/2009 02:18 PM
2260	Bug	In Progress	Normal	DIALOGS: Implement New "Advanced Search for Components" Dialog	Matthew Brooke	04/03/2009 02:18 PM
2259	Bug	In Progress	Immediate	DIALOGS: Implement New Actor Dialog	Matthew Brooke	04/03/2009 01:53 PM
2258	Bug	In Progress	Immediate	DIALOGS: Implement New Director Dialog	Matthew Brooke	04/03/2009 01:52 PM
2257	Bug	In Progress	Immediate	DIALOGS: Implement New Workflow Dialog	Matthew Brooke	04/03/2009 01:52 PM
2247	Bug	In Progress	Normal	TRACKING: Popup Dialog Changes	Matthew Brooke	04/03/2009 02:18 PM
2245	Bug	In Progress	Immediate	TRACKING: Batik SVG Rendering - remaining tasks	Matthew Brooke	04/03/2009 01:31 PM
2235	Bug	Resolved	Immediate	Search text-field only 1 character wide on Mac OS X	Matthew Brooke	11/03/2005 08:19 PM
2367	Bug	New	Normal	MENUS: Context Menus - Additional context menu designs needed	Laura Downey	04/03/2009 02:18 PM
2322	Bug	Resolved	Normal	SVG - Assigning Icons to the Correct Actors in Properties Files	Laura Downey	02/17/2006 04:31 PM
2417	Bug	Resolved	Normal	TRACKING: DOCUMENTATION - complete first draft of documentation	Ilkay Altintas	08/31/2006 05:38 AM
2261	Bug	New	Normal	DIALOGS: Implement New "Advanced Search for Data" Dialog	Derik Barseghian	06/09/2009 03:14 PM
2335	Bug	Resolved	Normal	MENUS: Top-Level Menu - dynamic addition of menu items	Daniel Crawl	06/26/2012 12:08 PM
2368	Bug	Resolved	Normal	Remove svg icon properties from Workflow MOML files	Dan Higgins	12/10/2007 01:37 PM
2323	Bug	Resolved	Normal	Remove text added with "Attribute" actor from older workflows	Dan Higgins	12/10/2007 01:27 PM
2369	Bug	Resolved	Normal	Scrollbars Disappear After Using Fullscreen Mode--Now crashes	Christopher Brooks	06/12/2012 08:23 AM
2363	Bug	Resolved	Immediate	Move Actions out of BasicGraphController	Christopher Brooks	04/30/2009 09:58 AM
2246	Bug	In Progress	Normal	TOOLBAR: status on opening workflows and blank frames	Christopher Brooks	04/03/2009 02:18 PM
2438	Bug	Resolved	Normal	Actors to be Renamed	Chad Berkley	12/13/2007 01:34 PM
2345	Bug	Resolved	Immediate	Actor Library classname/icon mapping problems	Chad Berkley	05/19/2006 10:56 AM
2325	Bug	Resolved	Normal	Actor Library Folders Should Not Be Draggable	Chad Berkley	01/25/2006 02:26 PM