

EDIT - bug #7282

Still remaining feature tree editor issues

02/21/2018 11:41 AM - Andreas Müller

Status:	Closed	Start date:	
Priority:	Highest	Due date:	
Assignee:	Patrick Plitzner	% Done:	50%
Category:	taxeditor	Estimated time:	0:00 hour
Target version:	Release 5.0	Found in Version:	
Severity:	normal		
Description			
<ul style="list-style-type: none">Use right click menu for all commands. This is the standard for all editors we have, including tree editors like Term Editor or Specimen Editor. So we should try to be consistent: #6806Make Term Editor and Feature Tree Editor consistent in terms of selecting the tree. In Term Editor ALL vocabularies are loaded at the beginning and shown as root nodes. In feature tree editor one needs to choose a tree via a selection dialog. Both has pros and cons. Loading all vocabularies has performance issues and maybe is even not wanted but in some cases is comfortable. Having to select the feature tree via selection box is not so comfortable (compared to simply clicking on the root). A third solution is implemented in the Polytomous Key Perspective where we have a selection list view on the left and view showing all nodes in the right. We need discussion which layout is the preferred one and try to implement consistently. -> handled in #6746moving a feature does not always result in the correct position. Sometimes when moving a feature below an other feature it appears on top of this feature after drop. However, this does not always happen, so please try several times and with different treesMake supplemental data visible for FeatureTree and FeatureNodes (solution maybe depend on above decisions): #6746there should be 2 separators (not only 1) in the Term Editor menu before the Feature Tree Editor entry -> this is not possible with the e3-e4-bridge. Two separators are always reduced to one.(Es wird auch kein Details View angezeigt, aber das vielleicht auch nicht gewollt.) -> DetailsView was implemented in #6746			
Related issues:			
Copied from EDIT - bug #6786: Remaining feature tree editor issues		Closed	

Associated revisions

Revision 6056b407 - 02/22/2018 11:12 AM - Patrick Plitzner

ref #7282 Remove dirty state when disposing

Revision 86f1dea4 - 02/22/2018 11:39 AM - Patrick Plitzner

ref #7282 Fix refresh after dragging terms

History

#1 - 02/21/2018 11:41 AM - Andreas Müller

- Copied from bug #6786: Remaining feature tree editor issues added

#2 - 02/22/2018 11:39 AM - Patrick Plitzner

- Description updated

#3 - 03/09/2018 09:09 AM - Patrick Plitzner

- Description updated

#4 - 03/09/2018 09:10 AM - Patrick Plitzner

- *Description updated*

#5 - 03/09/2018 09:57 AM - Andreas Müller

- *Status changed from New to In Progress*

#6 - 03/09/2018 11:07 AM - Patrick Plitzner

- *Description updated*

- *Status changed from In Progress to Resolved*

- *Assignee changed from Patrick Plitzner to Andreas Müller*

- *% Done changed from 0 to 50*

Andreas, please close when all sub tasks are fixed.

#7 - 04/26/2018 03:21 PM - Andreas Müller

- *Status changed from Resolved to Feedback*

- *Assignee changed from Andreas Müller to Patrick Plitzner*

After adding a new Feature the dirty flag is not set.

#8 - 04/26/2018 11:46 PM - Andreas Müller

- *Status changed from Feedback to Closed*

The above issue is also handled in [#6806](#) and also other open issues are handled in subtickets so I close this one.

#9 - 04/26/2018 11:46 PM - Andreas Müller

- *Tags set to additivity*