

Edit - feature request #7923

Add context menu and drag'n'drop to CharacterEditor

11/22/2018 02:23 PM - Patrick Plitzner

Status:	Closed	Start date:	11/22/2018
Priority:	Highest	Due date:	
Assignee:	Patrick Plitzner	% Done:	100%
Category:	taxeditor	Estimated time:	0.00 hour
Target version:	Release 5.6		
Severity:	normal		

Description

Add all context functionality to character editor like in feature tree editor.

Add support for creating characters via drag and drop

Associated revisions

Revision 6268cff8 - 11/22/2018 02:23 PM - Patrick Plitzner

ref #7923 Extract common interface for feature tree editors

Revision 3e157055 - 11/22/2018 03:39 PM - Patrick Plitzner

ref #7923 Add context menu to character editor

Revision 86fcb21 - 11/23/2018 09:30 AM - Patrick Plitzner

ref #7923 Extend drag & drop action for creating characters

Revision b86c0b46 - 11/23/2018 09:43 AM - Patrick Plitzner

ref #7923 i18n

Revision 51771c44 - 12/04/2018 10:08 AM - Patrick Plitzner

ref #7923 Use character transfer instead of LocalSelectionTransfer

Revision 53b63498 - 12/04/2018 10:17 AM - Patrick Plitzner

ref #7923 Use character transfer instead of LocalSelectionTransfer

Revision c872869c - 12/06/2018 10:05 AM - Patrick Plitzner

ref #7923 Set character representation during creation

Revision e4ce2709 - 12/06/2018 10:15 AM - Patrick Plitzner

ref #7923 Show character combination during drag&drop

Revision a4063890 - 12/07/2018 01:25 PM - Patrick Plitzner

ref #7923 Use character transfer instead of LocalSelectionTransfer

Revision e3e487e3 - 12/07/2018 01:25 PM - Patrick Plitzner

ref #7923 Set character representation during creation

Revision 0c625cd1 - 12/07/2018 01:25 PM - Patrick Plitzner

ref #7923 Show character combination during drag&drop

Revision 5f3b85bc - 12/10/2018 07:04 AM - Patrick Plitzner

ref #7923 Add drag listener to structures viewer

Revision 3ecd8903 - 12/10/2018 07:13 AM - Patrick Plitzner

ref #7923 Disabel details for structure and property viewers

History

#1 - 11/23/2018 10:46 AM - Patrick Plitzner

- Subject changed from Add context menu to CharacterEditor to Add context menu and drag'n'drop to CharacterEditor
- Description updated
- Status changed from New to Resolved
- % Done changed from 0 to 50

#2 - 01/27/2019 10:41 AM - Andreas Müller

does this still need to be reviewed?

#3 - 02/01/2019 10:52 AM - Patrick Plitzner

- Assignee changed from Patrick Plitzner to Andreas Müller

It is still considered experimental. This was just a ticket for myself so I did not assign anyone to review it. But as you recently used the CharacterEditor a bit feel free to review if you like.

If you review the drag and drop, also try this with multi-selection, e.g. two structures and three properties.

#4 - 02/04/2019 11:35 AM - Andreas Müller

- Assignee changed from Andreas Müller to Patrick Plitzner

As I am not 100% sure about the content of this ticket I will review Character editor once it is suggested for not being experimental anymore and after data model has been changed.

#5 - 02/06/2019 01:24 PM - Patrick Plitzner

- Target version changed from Release 5.5 to Release 5.6

#6 - 02/20/2019 03:43 PM - Patrick Plitzner

- Priority changed from New to Highest

#7 - 02/20/2019 03:45 PM - Patrick Plitzner

- Tags set to additivity
- Status changed from Resolved to New

#8 - 02/20/2019 03:47 PM - Patrick Plitzner

- Target version changed from Release 5.6 to Reviewed Next Major Release

#9 - 02/22/2019 12:24 PM - Patrick Plitzner

- Target version changed from Reviewed Next Major Release to Release 5.6

#10 - 03/28/2019 08:34 AM - Patrick Plitzner

- Status changed from New to Resolved

#11 - 04/03/2019 01:19 PM - Patrick Piltzner

- *Status changed from Resolved to Closed*

- *% Done changed from 50 to 100*

Closing this ticket because it is implemented but still experimental