

EDIT - feature request #8120

Add structural and property modifiers

02/22/2019 09:28 AM - Patrick Plitzner

Status:	Closed	Start date:	
Priority:	Highest	Due date:	
Assignee:	Andreas Müller	% Done:	50%
Category:	cdm	Estimated time:	0:00 hour
Target version:	CDM UML 5.5		
Severity:	normal		

Description

We need two specialized modifier types in the context of character creation:

- Structure modifier
 - defining the region of a certain structure
 - e.g. above/below surface, edge,
- Property modifier
 - defining how the property is measured
 - e.g. length measured with laser

These specialized types are needed because a character, consisting of a structure and a property, with one of these modifiers would be treated as an individual character.

Other modifiers like state modifiers and maybe also stage modifiers might be stored with the values in DescriptionElementBase.modifiers or StateData.modifiers

Related issues:

Related to EDIT - feature request #8121: Allow selecting structural/property ...	Closed
Related to EDIT - feature request #8122: Implement selection of modifier voca...	New

Associated revisions

Revision b09f8d3c - 02/25/2019 08:49 PM - Andreas Müller

ref #8120 Add structuralModifier and propertyModifier to Character

Revision cd63748a - 02/25/2019 08:49 PM - Andreas Müller

ref #8120 add structure- and property modifier

Revision 43df0fa5 - 04/15/2019 03:52 PM - Andreas Müller

ref #8120 Add structuralModifier and propertyModifier to Character

Revision f5467867 - 04/15/2019 03:52 PM - Andreas Müller

ref #8120 add structure- and property modifier

History

#1 - 02/22/2019 09:32 AM - Patrick Plitzner

- Related to feature request #8121: Allow selecting structural/property modifiers when creating a character added

#2 - 02/22/2019 09:32 AM - Patrick Plitzner

- Description updated

#3 - 02/22/2019 09:35 AM - Patrick Plitzner

- Related to feature request #8122: Implement selection of modifier vocabulary for structures and properties added

#4 - 02/22/2019 10:05 AM - Andreas Müller

- Status changed from New to In Progress

- Priority changed from New to Highest

- Target version changed from Unassigned CDM tickets to CDM UML 5.5

#5 - 02/22/2019 04:34 PM - Andreas Müller

- Description updated

- Status changed from In Progress to Resolved

- % Done changed from 0 to 50

#6 - 04/11/2019 11:37 AM - Andreas Müller

- Status changed from Resolved to Closed