EDIT - feature request #8178

Auto-create absence/presence character for every structure

03/14/2019 02:12 PM - Patrick Plitzner

Status:	Rejected		**Start date:**	
Priority:	New		**Due date:**	
Assignee:	Patrick Plitzner		**% Done:**	0%
Category:	taxeditor		**Estimated time:**	0:00 hour
Target version:				
Severity:	normal			

Description

Presence/Absence Property (PA)

- Jede Struktur muss in Kombination mit PA-Property einen Character bilden.
- Beim Erzeugen des ersten Character mit einer neuen Struktur wird automatisch der PA-Character dieser Struktur zusätzlich erzeugt.
- Dadurch wird der Character-Tree hierarchisch: Jeder PA-Character ist ein Knoten im Baum, die direkten Kinder sind dann Character, die die Struktur des PA-Characters haben.

Related issues:

Has duplicate EDIT - feature request #8033: Add/Enable absent/present state f...	**Duplicate**
Blocked by EDIT - feature request #8180: Add property term "Presence/Absence"...	**Closed**

Associated revisions

Revision 0a9b7662 - 03/18/2019 09:39 AM - Patrick Plitzner

ref #8178 Add vocabulary parameter to create child node service method

Revision 65b3a18d - 03/18/2019 12:02 PM - Patrick Plitzner

ref #8178 Adapt to service layer change

Revision 472739e6 - 03/18/2019 12:10 PM - Patrick Plitzner

ref #8178 Auto-create presence-absence character

Revision 53bd0d7f - 03/18/2019 12:13 PM - Patrick Plitzner

ref #8178 Adapt to service layer change

Revision 03bb6c1e - 04/15/2019 03:53 PM - Patrick Plitzner

ref #8178 Add vocabulary parameter to create child node service method

History

#1 - 03/14/2019 02:13 PM - Patrick Plitzner

- Target version changed from Unassigned CDM tickets to Release 5.6

#2 - 03/15/2019 09:21 AM - Patrick Plitzner

- Blocked by feature request #8180: Add property term "Presence/Absence" to CDM default terms added

#3 - 03/25/2019 02:17 PM - Patrick Plitzner

- Has duplicate feature request #8033: Add/Enable absent/present state for every character added

#4 - 04/03/2019 03:15 PM - Patrick Plitzner

- Target version changed from Release 5.6 to Release 5.7

still experimental feature which will be fully implemented in next release

#5 - 05/03/2019 11:30 AM - Patrick Plitzner

- Target version changed from Release 5.7 to Release 5.8

#6 - 07/19/2019 03:01 PM - Andreas Müller

- Target version changed from Release 5.8 to Release 5.10

#7 - 08/30/2019 01:08 PM - Patrick Plitzner

- Status changed from New to Rejected

- Target version deleted (Release 5.10) 2/2

Rejecting ticket -> It does not always make sense to auto-create the "presence" character e.g. "Tepal Tip" is a structure that is always present if the tepal is present thus "tepal tip presence" would not make sense as a character.

Decision from https://wiki.bgbm.org/additivity/index.php/Additivity_62