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 Strukture 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...

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

04/25/2024 1/2

- 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)

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

04/25/2024 2/2