# EDIT - bug #8488

# Characters can not be added to feature trees

08/26/2019 01:20 PM - Patrick Plitzner

Status: Closed Start date:

Priority: New Due date:

Assignee: Patrick Plitzner % Done: 100%

Category: taxeditor Estimated time: 0:00 hour

Target version: Release 5.10

Severity: normal Found in Version:

Description

Related issues:

Related to EDIT - feature request #8554: Allow drag&drop from character into ... **Duplicate** 

#### **Associated revisions**

### Revision e9a06541 - 09/02/2019 08:21 AM - pplitzner

ref #8488 Recurse sub types of term types

#### Revision 85c6cfb6 - 09/13/2019 02:10 PM - Katja Luther

ref #8488: adapt all term related preferences, abcd preference page

## **History**

#### #1 - 09/02/2019 08:59 AM - Patrick Plitzner

- Status changed from New to In Progress
- % Done changed from 0 to 20

It is now possible to add characters to a feature tree via the context menu.

### #2 - 09/18/2019 02:19 PM - Patrick Plitzner

- Status changed from In Progress to Resolved
- Assignee changed from Patrick Plitzner to Andreas Müller
- Target version changed from Release 5.10 to Release 5.11
- % Done changed from 20 to 50

### #3 - 09/18/2019 02:19 PM - Patrick Plitzner

- Target version changed from Release 5.11 to Release 5.10

#### #4 - 09/19/2019 03:06 PM - Andreas Müller

- Status changed from Resolved to Feedback
- Assignee changed from Andreas Müller to Patrick Plitzner

Adding via context menu is possible but not via d&d. To close this ticket we should either implement d&d also or create a follow up ticket for d&d.

#### #5 - 09/19/2019 04:28 PM - Patrick Plitzner

- Status changed from Feedback to Closed
- % Done changed from 50 to 100

Currently it is not possible to select a Character term itself because the vocabulary for that is not accessible from the Editor.

This is the follow up ticket -> #8554

#### #6 - 09/19/2019 04:29 PM - Patrick Plitzner

04/10/2024 1/2

- Related to feature request #8554: Allow drag&drop from character into FeatureTrees added

04/10/2024 2/2