

EDIT - feature request #8755

Show all structure/property trees in CharacterEditor

12/09/2019 03:55 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 5.12		
Severity:	normal		
Description			
Currently you can only choose one tree for each term type			
Related issues:			
Related to EDIT - feature request #8756: Refresh button for structure tree an...		Feedback	
Copied to EDIT - feature request #8773: [DISCUSS] Allow editing structure and...		New	

Associated revisions

Revision 6803fca4 - 12/09/2019 06:16 PM - Patrick Plitzner

fix #8755 Show all structure/property trees in CharacterEditor

History

#1 - 12/09/2019 06:16 PM - Patrick Plitzner

- Status changed from New to Resolved

- % Done changed from 0 to 50

Applied in changeset [taxeditor|6803fca4a0c8065b5c4227de7ee853b7969e5332](#).

#2 - 12/09/2019 06:17 PM - Patrick Plitzner

- Assignee changed from Patrick Plitzner to Andreas Kohlbecker

#3 - 12/10/2019 06:57 PM - Andreas Müller

We tested intensively today during the integrated taxonomy course. It worked fine.

2 questions:

1) with the current state of the structure tree it is sometimes wanted to extend this tree by adding further structures. This is currently not possible by simply d&d structures (or properties) here. Was this ever possible? If yes, then it is a regression. If no, than this missing feature is only a nice-to-have. But with an increasing default structure tree in future it will maybe not be so urgent to add many structures to tree WHILE editing with the character editor.

2) if 1) is not implemented than at least a refresh button would be helpful. So whenever I externally added a new structure to the structure tree(s) I can immediately use them afterward in the character editor without reopening it. => [#8756](#)

#4 - 12/11/2019 12:36 PM - Andreas Kohlbecker

- Status changed from Resolved to Feedback

- Assignee changed from Andreas Kohlbecker to Patrick Plitzner

I am passing this ticket to you since the questions in comment 3 are addressed to the implementer.

#5 - 12/11/2019 05:07 PM - Patrick Plitzner

- Assignee changed from Patrick Plitzner to Andreas Müller

Andreas Müller wrote:

We tested intensively today during the integrated taxonomy course. It worked fine.

2 questions:

1) with the current state of the structure tree it is sometimes wanted to extend this tree by adding further structures. This is currently not possible by simply d&d structures (or properties) here. Was this ever possible? If yes, then it is a regression. If no, than this missing feature is only a nice-to-have. But with an increasing default structure tree in future it will maybe not be so urgent to add many structures to tree WHILE editing with the character editor.

2) if 1) is not implemented than at least a refresh button would be helpful. So whenever I externally added a new structure to the structure tree(s) I can immediately use them afterward in the character editor without reopening it. => 8756

Ticket [#8756](#) is implemented

#6 - 12/17/2019 11:21 AM - Andreas Müller

- Copied to feature request #8773: *[DISCUSS] Allow editing structure and properties tree in Character Editor added*

#7 - 12/17/2019 11:21 AM - Andreas Müller

- Related to feature request #8756: *Refresh button for structure tree and property tree in Character Editor added*

#8 - 12/17/2019 11:22 AM - Andreas Müller

- Status changed from *Feedback* to *Closed*

- Assignee changed from *Andreas Müller* to *Patrick Plitzner*

- % Done changed from *50* to *100*

Follow up issues are moved to extra tickets so we can close this one.