Object Clusters in RiverWare 6.5 / Review One

David's initial review notes of 1-27-2014 Phil's status/change notes, 1-28-2014

1	On the workspace, right click on cluster, choose Set Icon. The choice for the cluster icon says "Reset". It should set "Default" or "Cluster". Ideally, that menu would just have the icons and no object name. That is, if you have 2 reaches and 2 gages in a cluster, that menu would have a choice of 3 icons, (default, reach, gage). Right now, it has 5 items. If it is easy to change this, good. If it is hard, leave it as is. This now shows just icons, without redundancies for member objects having the same icon. Also, if the element objects include an AggReach or AggDiversionSite, icons for the single-	Completed <u>1-27-2014</u>
	object versions of those types are added in (i.e. Reach and Water User, respectively).	
2	Select a cluster, hit delete or use Workspace->Objects->Delete Selected Objects. It says the objects will be deleted, when really only the cluster will be deleted. It should give the same confirmation that happens when you choose "Delete Cluster". If you in fact did want to delete the cluster and the objects, a two step approach seems safer.	Completed <u>1-28-2014</u>
	There were a couple Object/Cluster deletion scenarios for which the confirmation dialog didn't distinguish selected cluster objects from selected simulation objects (proper). This has been cleaned up. The cluster deletion confirmation dialog's presentation is now consistent with that for subbasins. Deletion operations are disabled if the selection contains BOTH clusters and simulation objects (proper).	
3	We should discuss what should happen when you export and then import a cluster. Right now it just exports the cluster, not the member objs. This doesn't seem right.	
	Exporting a Cluster now includes the Cluster's objects. Clusters which are included in the workspace selection when performing the Workspace's "File >> Export Objects" operation now implicitly include all of the Clusters' member objects. On import, "collisions" with existing objects are fixed-up in particular, the imported cluster will include its possibly-renamed imported objects.	
4	I did see one crash when deleting a cluster on the geospatial view and then switching to the sim view. I can't reproduce it now. I was in a release build, so no stack. Just keep your eye out for that.	
	(I haven't yet been able to reproduce this crash).	
5	Create an empty Subbasin. Select a cluster on the workspace. From the subbasin manager, "Append Objects from Workspace selection". It adds the cluster, not the member objects.	Completed <u>1-28-2014</u>
	"Append workspace selection to Subbasin" operations use selected clusters' elements. The Subbasin Manager provides several functions which add the workspace's selected objects to a new or existing subbasin. When an Object Cluster is part of the workspace's selection, its member objects are instead used for the insert-to-subbasin operation. The Workspace Selection interface now includes general functions to do this substitution.	

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