Phil Weinstein / Accomplishments (Sponsor Tasks) – May 2017

[I.A] New/Enhanced Software

BOR LC Task 7: Discretionary Development / Windowing, Docking

As a first step in supporting window management features to reduce the number of independent windows used in typical RiverWare workflows, a new "Object Viewer" has been introduced for RiverWare 7.1 to present "Open Object" dialog *content* for different object in distinct object tabs. Development for this feature was completed in May 2017.

Instead of showing a new Open Object dialog each time a simulation object is "opened," a *new tab* is added to the new Object Viewer dialog for that object. This new dialog looks like an Open Object dialog, but adds a set of tabs -- one tab for each of several open objects. Provisions include:

- 1. The user has the ability to "tear off" (drag) an object tab into its own conventional Open Object dialog.
- 2. Conversely, dragging an Open Object dialog's Object Icon onto the Object Viewer will "re-dock" that dialog into the viewer (creating a new tab for the corresponding object).
- 3. The object tabs can be reordered by dragging them *within* the tab row.
- 4. A particular Simulation Object can be shown only as a tab in the Object Viewer dialog OR in its own Open Object dialog, at any given time.
- 5. To the right of the Object Viewer's object tabs is a drop down menu (downward-pointing arrow button) showing a selectable list of the viewer's objects. (This is exactly redundant with the object tabs, but provides better accessibility if there are more than just a few objects in the viewer).
- 6. The menubar menus dynamically changes when switching to a different object. For example, "Element" and "Link Structure" menus will appear only when an Aggregate Object is selected within the viewer dialog.
- Double clicking on a Workspace SimObj Icon or item in the Workspace Object List reopens the dialog containing that object (either the Object Viewer or Open Object Dialog) if such a dialog exists. Otherwise, the clicked SimObj is added to the Object Viewer as a new Object Tab.

This development also provides a redesign (a simplification) of the widgets at the top of the Open Object Dialog. We are now showing a medium-sized (20x20) object icon (button) instead of the "normal" (large, 40x40), and we've removed the object type description string. (That is now just a tool-tip on the object icon). This change basically replaces two rows of widgets with a single row along the top (more or less) of the Object Viewer and Open Object dialogs.

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