**Phil Weinstein / Accomplishments (Sponsor Tasks) – May 2017**

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[I.A] New/Enhanced Software
   BOR LC Task 7: Discretionary Development / Windowing, Docking
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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 objectis "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.
7. 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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