

Philo - Bug #130

TreeModel/TreeEntity shouldn't have a slug field

04/28/2011 06:06 PM - Stephen Burrows

Status:	Resolved	Start date:	04/28/2011
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Core	Estimated time:	0.00 hour
Target version:			
Description			
<p>Currently, tree entities always have a slug field, because they were originally built as an abstract subclass for nodes and templates, which have slug-based paths. Shipherd navigation items are also tree-based entites, but with no need for a slug - and this is probably not the only such case. Since trees do not imply paths, it would make sense to make a TreeEntity that subclasses Entity and MPTTModel and then a separate PathModel/PathEntity that add the path-based functionality that relies on the slug.</p>			

History

#1 - 06/01/2011 09:59 PM - Stephen Burrows

- Status changed from New to Resolved

Resolved with 21abe382ad825e1383dfb1299efc1201ddd1e1c0.