

mbPws - Feature #50

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08/25/2022 08:35 PM - yanhua

|                       |        |                 |             |
|-----------------------|--------|-----------------|-------------|
| Status:               | Closed | Start date:     | 11/14/2022  |
| Priority:             | Normal | Due date:       |             |
| Assignee:             | yanhua | % Done:         | 100%        |
| Category:             |        | Estimated time: | 0.00 hour   |
| Target version:       |        | Spent time:     | 32.00 hours |
| Description           |        |                 |             |
| Subtasks:             |        |                 |             |
| Feature # 181: coding |        |                 | Closed      |
| Feature # 182: test   |        |                 | Closed      |

History

#1 - 08/25/2022 08:50 PM - yanhua

```
□□□ BinCodeItems □□□□□□□□□□
public void LoadDefaultParameters()    {
BinCodeItems.Clear();
index = 0;
BinCodeItems.Add(new DefectClassification { DefectCode = "Good", HotKeys = "Space", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Particle", HotKeys = "1", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "PI__Peeling", HotKeys = "2", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Foreign__Bump", HotKeys = "3", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Discolor__Bump", HotKeys = "4", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Missing__Bump", HotKeys = "5", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Chipping", HotKeys = "6", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Bump__Shifting", HotKeys = "7", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Large__Bump", HotKeys = "8", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Small__Bump", HotKeys = "9", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Deformed__Bump", HotKeys = "0", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Height__Bump", HotKeys = "Q", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Low__Bump", HotKeys = "W", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Scratch", HotKeys = "E", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Short", HotKeys = "R", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Flux__Residue", HotKeys = "T", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "UBM__Residue", HotKeys = "Y", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "RDL__Defect", HotKeys = "U", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "Stannize__shenxi", HotKeys = "I", DefectColor = DieColors.DefectColors[index++] });
BinCodeItems.Add(new DefectClassification { DefectCode = "PI__Defect", HotKeys = "O", DefectColor = DieColors.DefectColors[index++] });
//BinCodeItems.Add(new DefectClassification { DefectCode = "Bad", HotKeys = "P", DefectColor = DieColors.DefectColors[index++] });
}
```

#2 - 11/14/2022 09:17 AM - yanhua

- Status changed from New to Resolved
- Assignee changed from hua to yanhua

#3 - 01/15/2023 11:13 AM - yanhua

- Status changed from Resolved to Closed