

TDSEdit ToDo

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TDSEdit ToDo

- Editable text tools kEditText and kEditNumber are Mac only. Direct access to the Mac text edit manager, TE*. Port to Windows. Causes compiler error. Effects TemplateWindow.cpp (TTemplateWindow, various tool handling functions). Needed by X for editing object definitions and comments. Will use Win32 text fields. Difficulty 6.
- Use of console on gui application. Not really used. Needed for log/error window. Will disable console code use XASSERT for bad events instead. Difficulty 6. Done.
- Tree editing. Needs high level changes to mouse tracking algorithm. Effects BHTree.cpp (cTree, Click and its callees). Referenced by TBehaviorWindow::Click. Needed for node dragging. Will rewrite to use Windows event handling. Difficulty 5.
- Tree comments. Needs editable text fields, high level mouse tracking changes. Effects Comment.cpp (cComment, cCommentList). Referenced by class cTree. Needed for editing tree level comments. Will rewrite to use Windows text editor and event handling. Difficulty 5.
- Comment tracking. #ifdef'ed parts that call StillDown(). Effects Comment.cpp (cComment, cCommentList, Click and it's callees). Needed for editing tree level

comments. Will rewrite to use Windows event handling. Difficulty 5.

- Mac specific pasting of clipboard pictures into object definitions. Ignore or change to Windows clipboard data types. Ifdef'ed out. Effects ObjDefWindow.cpp (ObjDefWindow::HandleToolHit). Needed to paste an image for the toolbar picture. Will implement Windows clipboard support. Difficulty 5.
- Pasting a Mac picture into new sprite items. Causes compiler errors. Effects spritechoose_win.cpp (TSpriteWindow::HandleToolHit). Will initially disable, then later implement Windows clipboard support. Difficulty 5.
- Fonts ugly. #ifdef'ed and not standardized. Many places are #ifdef'ed to use Geneva on Mac and Ariel or nothing on Windows. Effects TemplateWindow.cpp (TTemplateWindow). Referenced by TNodeFloatWindow::TNodeFloatWindow. Will clean up and standardize fonts. Difficulty 4.
- TreeTable editor. Effects TreeTableWindow.cpp (TTreeTableWindow). Referenced by TNodeFloatWindow::HandleToolHit. Needed to allow editing and viewing of an object's tree table. Will rewrite to use Windows event handling. Difficulty 4.
- No resource linker. New subclass of ChainResFile to open several res files (not the same name). Causes compile error. Effects App.cpp (ObjMakerApp::Init). Needed by X. Will combine Mac resources into a single flat file and use FlatResFile or IFFResFile. Difficulty 4.

- Direct access to Mac menu structures. Change use of MenuHandle to MenuWrap. Causes compile error. Effects App.cpp (GetFolder, FillObjectMenu, ObjectMaker::OpenFolder, ObjectMaker::HandleMenu), NewObjectDialog.cpp (MakeNewObject), BehaviorWindow (TBehaviorWindow), dgrp_win.cpp (TDGRPWindow::Click). Needed to allow TDSScen to be anywhere and changeable. Will fix code to use MenuWrap. Difficulty 3.
- No way to store last editing directory. Port cPrefsFile to use application directory. Ifdef'ed implementation of class. Effects App.cpp (ObjMakerApp::Init, ObjMakerApp::Quit). Needed by X to allow TDSScen to be anywhere and changeable. Will use Windows registry. Difficulty 3.
- Need a way to clear editing folder preferences. Mac version lets you do it by holding down command key. Implement manual deletion. Causes link error. Effects App.cpp (IsKeyDown). Needed to allow user to change TDSScen directory at launch. Will fix code to check for Windows Alt key. Difficulty 2.
- Check for the existence of a file in a folder. Port to Windows. Causes compile error. Effects App.cpp (FileCheck). Needed by X to verify shell folder has everything it needs. Will port to Windows file system functions. Difficulty 2.
- Close the topmost window. Port to Windows. Causes link error. Effects Window.cpp (FrontNonFloatingWindow). Needed to carry out application "Close" command. Will figure out what's really needed and fix it. Difficulty 2.
- Constance pascal strings ("\p..."). Declare a

buffer and use ConcatCPStr. Causes compile error. Will use Str255 buffers and convert C strings to Pascal strings. Difficulty 2. Done.

- FrontDispatch and FrontOnlyDispatch for sending commands to the top window. Causes link error. Needed to carry out application commands that effect the front window such as "Add Comment". Maybe the user interface can be changed so this is not an issue, since each window has its own menu bar. Will fix it so it works. Difficulty 2.
- CopyFile Mac only. Port to Windows. Causes compile error. Effects FileUtils.cpp (CopyFile). Referenced by NewObjDialog.cpp (NewCopyFile). Needed for object definition editor. Will port to Windows file system functions. Difficulty 2.
- Filling in all the SwizzleProc parameters for the calls to resource retrieval functions. Causes runtime error when bytes are backwards in some resources. Effects ObjDefWindow.cpp (TObjDefWindow::TObjDefWindow). Needed for object definition editor. Take out the last default arg in the prototype to catch most calls that need to be changed. Will write SwizzleProcs and use them where needed. Difficulty 2.
- Mac specific pathnames (":" character). Call MakePlatformPath whenever global object folder or scenario folder is used. Will change to Windows path names, and clean up all path names in code. Difficulty 2.
- Way to prompt user for single string. Port AlertGetString. Causes compiler error. Effects Utils.cpp (AlertGetString). Referenced by TObjLoadWindow::HandleToolHit. Needed for naming and renaming things like objects

and trees. Will implement Windows dialog.
Difficulty 2.

- Occasional use of platform specific functions. Change to our lib functions, i.e. BlockMove to Memory::BlockMove. Causes compile error. Will change calls to our lib functions. Difficulty 2. Done.
- Way to present generic binary choice to user. Causes compiler error. Effects Utils.cpp (AreYouSure). Referenced by TBehaviorWindow::Initialize. Needed when loading corrupted trees, to let the user choose to open it anyway or delete it. Will implement Windows dialog. Difficulty 2.
- Unnecessary declarations of Mac types. Causes compiler errors. Effects spritechoose_win.cpp (TSpriteWindow). Will disable for Windows. Difficulty 2. Done.
- Node comments. Needs editable text field in template window. Effects HBTtree.cpp (cTree::EditComment). Needed for editing of node level comments. Will rewrite to use Windows text editor and event handling. Difficulty 2.
- Getting the mouse coords. Causes compiler error. Effects GetMouse. Referenced by cTree::Paste. Needed to paste a tree into another tree at the current mouse location. Will port to Windows. Difficulty 2.
- #include "global.h" instead of #include "stdafx.h". Effects all files. Fixing as we go along. Will fix in all files used by project. Difficulty 1. Done.
- Use of compiler keyword "inherited". Change to parent class name. Causes compiler error. Will change to parent class name. Difficulty 1.

Done.

- ResFile creating using Mac signatures. #ifdef to use just the file name. Causes compile error. Effects NewObjDialog.cpp (NewInNewFile), ChooseGlobFile.cpp (ChooseGlobFileWin::HandleToolHit). Needed to create new object files. Will port to Windows file system functions. Difficulty 1.
- Case labels skipping init of variables. Wrap with braces. Causes compiler errors. Effects dgrp_win.cpp (TDGRPWindow::DoCommand). Will wrap with braces. Difficulty 1. Done.

XXX: TODO: Code Comments

- msrc\BEdit\BHBehaviorWindow.cpp(123): **TBehaviorWindow::TBehaviorWindow should set fMenuItem ...?**
- msrc\BEdit\BHBehaviorWindow.cpp(255): **TBehaviorWindow::Close should dispose of its menu**
- msrc\BEdit\BHBehaviorWindow.cpp(1438): **TBehaviorWindow::Select should setup the window menu's checks**
- msrc\BEdit\ChooseGlobFile.cpp(193): **ChooseGlobFileWindow::HandleToolHit kNewButton handler should not use mac signature**
- msrc\BEdit\TreeTableWindow.cpp(68): **Define kEditNumber for TreeTableWindow.cpp SaveAsDialog**
- msrc\BEdit\TreeTableWindow.cpp(194): **Define geneva font for SetToolFont in TTreeTableWindow::Init**
- msrc\BEdit\TreeTableWindow.cpp(207):

Define geneva font for SetToolFont in TTreeTableWindow::Init

- msrc\BEdit\TreeTableWindow.cpp(217):
Define kEditNumber for SetToolType in TTreeTableWindow::Init
- msrc\Objects\Motive.cpp(414):
Motives::AdjustMotives wants to wait for button up
- msrc\Objects\Motive.cpp(514):
Motives::DrawMotiveSheet stub
- msrc\Objects\Motive.cpp(537):
Motives::DrawMotive stub
- msrc\Objects\ObjectDraw.cpp(501):
draw kBodyToken disabled in cXObject::DrawIso
- msrc\Objects\ObjectDraw.cpp(593):
No dgrpWin in cXObject::DrawIso
- msrc\Objects\ObjectDraw.cpp(662):
no gWorld for cXObject::DrawSlot
- msrc\Objects\ObjectDraw.cpp(678):
no gWorld for cXObject::DrawSlot
- msrc\Objects\StandardArrays.cpp(283):
no pascal strings for StandardArrays
- msrc\Objects\object.cpp(1178):
no gWorld for cXObject::Pickup
- msrc\Objects\object.cpp(1195):
no gWorld for cXObject::Pickup
- msrc\Port\porttype.cpp(428):
AlertGetString stub
- msrc\Port\porttype.cpp(437):
AreYouSure stub
- msrc\Port\porttype.cpp(444):
AlertCancel stub
- msrc\Port\porttype.cpp(453):
AlertThreeButtons stub
- msrc\Port\porttype.cpp(469):
FrontDispatch stub needs FrontWindow
- msrc\Port\porttype.cpp(476):
GetDateTime stub
- msrc\Sound\GameSound.cpp(6):
Defining DIRECT_SOUND in GameSound.cpp so it compiles

- msrc\Sprocket\Application.cpp(102):
Application::Init needs gAppFile
- src\GetFolder.cpp(123):
GetFolder stub
- src\ObjDefWindow.cpp(151):
**define kEditNumber for
TObjDefWindow::TObjDefWindow**
- src\ObjDefWindow.cpp(318):
**TObjDefWindow::HandleToolHit wants to
GetClipboard('PICT')**
- src\ObjLoadWindow.cpp(28):
**LoadDGRP prototype in
ObjLoadWindow.cpp**
- src\ObjLoadWindow.cpp(194):
**TObjLoadWindow::Draw wants to call
LoadDGRP from dgrp_win.cpp, because
kDGRPButton was pressed**
- src\ObjLoadWindow.cpp(203):
**TObjLoadWindow::Draw wants to call
MakePersonalityWindow from
dgrp_win.cpp, because kPersonalityButton
was pressed**
- src\ObjLoadWindow.cpp(223):
**TObjLoadWindow::Draw wants to call
MakeAvatarWindow from dgrp_win.cpp,
because kEditActions was pressed**
- src\app.cpp(55):
**move GetDateTime prototype to porttype.h
or somewhere...**
- src\app.cpp(76):
cPrefsFile *gPrefs defined in app.cpp
- src\app.cpp(224):
**ObjMakerApp::Init wants to setup
gAppFile and MACFILE**
- src\app.cpp(251):
**ObjMakerApp::Init wants to setup gPrefs =
new cPrefsFile**
- src\app.cpp(261):
**ObjMakerApp::Init wants to set
getUserFolder if
IsKeyDown(KeyCodes::Command)**
- src\app.cpp(282):

- ObjMakerApp::Init** wants to setup **folderName** and call **OpenFolder(folderName)**
- src\app.cpp(432):
ObjMakerApp::Quit wants to write out **gPrefs**
- src\app.cpp(467):
ObjMakerApp::~~ObjMakerApp wants to **delete gPrefs**
- src\app.cpp(508):
ObjMakerApp::OpenFolder wants to **figure out full path name of folder**
- src\app.cpp(567):
ObjMakerApp::OpenFolder wants to **check for body animation files and set badBodies**
- src\app.cpp(588):
ObjMakerApp::OpenFolder disabled **gAnimFile & DestroyAnimation**
- src\app.cpp(619):
ObjMakerApp::OpenObjFile concats **"Objects/"**
- src\app.cpp(640):
ObjMakerApp::OpenFolder disabled **gAnimFile & InitAnimations**
- src\app.cpp(813):
ObjMakerApp::NewStubObject concats **"/Object Template"**
- src\app.cpp(920):
ObjMakerApp::HandleMenu wants to call **HandleClose(FrontNonFloatingWindow())**
- src\app.cpp(1020):
ObjMakerApp::FrontDispatch stub
- src\app.cpp(1037):
ObjMakerApp::FrontOnlyDispatch stub

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