

STDG REVISION HISTORY

- Version: 4.4 by Loki (January 10 1994).
- Requires: (Macintosh) THINK C 5.0, System 6.0X or higher.
(PC) 386 or higher, Windows 3.0 or higher, Borland C++ 3.1.
- Improves: (Mac) Transfer codes used with colour drawing now implemented.
- Fixes: (Mac) Grey drawing in monochrome bitmaps was buggy.
- Yet to do: (Mac) Mac version still does not yet support floating windows.
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- Version: 4.3 by Loki (December 15 1993).
- Requires: (Macintosh) THINK C 5.0, System 6.0X or higher.
(PC) 386 or higher, Windows 3.0 or higher, Borland C++ 3.1.
- Introduces: 4 new window flags: Attentive, Floating, Workspace, Document.
Added mouse kind field.
Arrow keys, function keys and editing keys queue values for `get_key`.
Strict definition of main: `int main(int argc, char **argv);`
Combined `pixval` and `Bcode` definitions into one general purpose value.
- Improves: `Start_timer` and `set_mouse_delay` return non-zero if successful.
Removed window events flags.
`Front_window` now called `active_window`.
- Fixes: (Mac) `Get_timer` now blocks until it gets a timer event.
(Mac) Fixed zooming of windows.
(Mac) Screen bitmap now has non-zero origin to account for the menubar.
(Mac) Grey colour values are now correct.
(Mac) Menus become deactivated while a modal window is active.
(Mac) Bug in `draw_arc` fixed (it was drawing clockwise).

(Mac) Conflicts with screen savers now fixed.

Version: 4.2 by Loki (November 5 1993).
Requires: (Mac) THINK C 5.0, System 6.0X or higher.
Introduces: Added window kind field.
Improves: (Mac) The menu system now ignores '&' chars in item names.
Fixes: (Mac) Fixed a bug in the drawing of window grow icons on B&W Macs.
Problems: (Mac) Grey colour definitions were incorrect in this release.
(Mac) Screen bitmap rectangle did not include menubar.

Version: 4.1 by Loki (October 1993).
Requires: (Mac) THINK C 5.0, System 6.0X or higher.
Introduces: Nothing.
Fixes: (Mac) Bug in modal window functioning.
(Mac) Bug in bit_copying to windows.
(Mac) Bug in get_bitmap on B&W Macs.

Version: 4.0 by Loki.
Introduces: Resources (ie get_cursor and get_bitmap).

Version: 3.0 by Loki.
Introduces: Menus.

Version: 2.0 by Loki.
Introduces: Multiple windows.

Version: 1.0 by Loki.

Features: Arithmetic, bitmaps, drawing functions, events, fonts, cursors.