

3 *Release Notes and some History*

This chapter contains the release notes to all the 3DDeviceServer versions. It documents new features, the development steps taken, major bugs that have been fixed and bugs that are known.

Version 0.5

The first public release of 28.04.94. Therefore everything is new. We are still far away from having completed this project but it gives quite a good impression and is really useful now.

New Features

Here is a short summary of all the parts that are working now. Many APIs will be added in the future. See the introduction for a list of future development.

- **PDO Mouse Server.**
The app serves a PDO port named "localhost/3DDeviceServer" and has the **mouse** method that will return the current mouse driver. This version comes with two included device drivers.
- **Virtual 3D Mouse Driver**
A simple GUI based 3DMouse for testing the features.
- **SpaceMouse Driver.**
A real driver that handles the SpaceMouse (by SpaceControl) and the Magellan Mouse (by Logitech). For more details on this hardware please read the online help!
- **Multiple Clients.**
The server may pass the data to any number of clients (device-targets). Applications can share a device without big problems. See the *3D Device Tutorial* for programming information.
- **Device switching.**
You may switch between devices while they are in use. The server will try to keep the *right* events rolling in.
- **App.info.**
The app comes with a useful **3DDeviceServe.info** file (similar to .info files of the Installer.app). My *NewAppInspector* bundle for the Workspace will like this little extra description. Once I'll have the time to polish and finish it I will release this project too.
- **Crash free.**

Well I guess no app is crash save. But this version should be quite robust. PDO ports make it more difficult because you never know what your clients will do. So when it crashes^{1/4}don't forget about the client code^{1/4}and drop me a mail.

Bugs Fixed in Release 0.5

There was a stupid bug inside v 0.1 that caused the external sync to fail. This was solved by setting up the PDO connection with a higher priority so it does compete with modal priority events. But v 0.1 has not been release so you should not worry.

Many other bugs have been fixed but won't be mentioned here.

Known Problems

Some of the known problems won't hurt anybody at this moment ± I guess. But I know that they are in there.

- **Preferences.**

The Preferences panel does not work because we don't have a configurable server name up to now.

- **PDO naming.**

It still only has the fixed "localhost/3DDeviceServer" name. I will include the real hostname someday.

- **Possible Connection Problems.**

No. This is not really known. PDO is quite fail safe. But the current code does not include any PDO checks or controlling code. It should work anyway.

The Virtual 3D Mouse driver has some problems too.

- **Slider redraw.**

Changing the slider ranges does cause an ugly redraw. I should avoid window updates.

- **Data loss.**

When moving the sliders too fast it does happen that the last slider value won't get delivered. This is a sync problem. Right now you can work around this by simply moving your mouse a little so another event gets triggered.

Our SpaceMouse adds some more possible flaws.

- **Keys.**

It does not support the SpaceMouse numerical keys.

- **Jumping Sliders.**

When adjusting some values inside the SpaceMouse frontend the sliders always seem to be jumping around quite silly. This is the float-int conversion problem. I will fix it.

- **Swapping Error.**

After connecting to the SpaceMouse you'll get a warning on your console. This is because the button inside the swapview will get swapped out while its view is still locked focus on. This might be a problem of the swapView objects. I'm not really sure about it yet.

Development

Here I'll try to show you on which parts I did focus my work in this release.

- Apr. 94:** Wrote almost everything. Basic objects (server, matrix) and drivers. Continued with the driver frontends and spend a lot of time writing the online help and a tutorial. (12 days of coding)
- Mar. 94:** Got my SpaceMouse at CeBIT. Tried to connect it to my Cube and managed it with the help of the guys at DLR. Cable problem with the NeXT port. Added the BBSlider and started coding the SpaceMouse driver. (2 days of coding)

Version 0.1

Never released. Only one copy was passed to solidThinking for an early real-world check. You should not use this version because the server sticks to the "3DDeviceServer" port name which is not the default in future versions and therefore should not be supported!

Aloha,

.Unterschrift.tiff ↵

