

helm.history

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

helm.history

1.1 Revision History

This is a list of recent revisions of Helm since the addition of AGA capabilities. It contains changes and a list of bugs that we have corrected for each revision. We will continue this history as we make future changes to Helm.

- 1.37 September 3, 1993
- 1.36 August 26, 1993
- 1.35 August 23, 1993
- 1.34 August 11, 1993
- 1.33 August 8, 1993
- 1.32 August 5, 1993
- 1.31 August 3, 1993
- 1.30 August 2, 1993
- 1.28 July 26, 1993
- 1.27 July 19, 1993
- 1.26 July 16, 1993
- 1.25 July 14, 1993
- 1.24 July 2, 1993
- 1.23 June 28, 1993
- 1.22 June 20, 1993
- 1.21 June 16, 1993
- 1.20 June 3, 1993
- 1.18 May 11, 1993
- 1.17 May 3, 1993
- 1.16 April 24, 1993

1.2 Version 1.37 (September 3, 1993)

ADDITIONS

Added a "Repeat S/R" command to the Move menu of the script editor.

There is a new object property called depth. It returns the position of an object within the stack of objects. It differs from the number of an object because the depth includes all

object types. The number is the position of an object within the set of all other objects of the same type.

FIXED THESE BUGS

The Make Copy Command did not first update the book.

The number of <object> script function was returning the depth instead of the number within the domain of the object type.

1.3 Version 1.36 (August 26, 1993)

CHANGES

There is now a large speed increase for changing several object properties if the commands are enclosed with the Lock Output and Unlock Output commands.

FIXED THESE BUGS

Changing one of the music properties often set the Amiga's audio filter to the wrong state.

Two consecutive "play notes" commands sometimes messed up Helm's music player.

You could not use the space bar to abort scanline painting of a shape.

You could add or delete a page even if the "Cannot Modify" option of the book was set.

If you pressed to the other mouse button to interrupt freehand or airbrush painting, Helm would leave the paint on the screen, but would not copy it permanently to the page. Now, Helm entirely erases the paint if it is interrupted.

If you tried to flood gradient paint and the seed pixel was the same color as the pen color, Helm would not flood the area.

If you used the space bar to break gradients while Helm was measuring the area, Helm would go ahead and fill the area anyway.

If you used the space bar to break a painting operation, Helm sometimes got confused when you pressed UNDO.

Item slicing no longer worked.

Helm sometimes got confused if you call multiple functions within a function.

Helm did not update the current book before copying the book to another file using "Make Copy".

Multidimensional arrays were no longer working.

Helm was not initializing arrays to zeros.

1.4 Version 1.35 (August 23, 1993)

ADDITIONS

There are three new keywords for the getfile script command:

- pattern <string> - Displays only files matching the Amiga standard pattern string.
- savemode - Uses the save mode features of the ASL file requester.
- titletext <string> - Changes the title of the ASL file requester.

FIXED THESE BUGS

If you pressed the menu button of the mouse while the display was locked, Helm could lock up.

If you clicked on an object from a script and if the object had a script, Helm would abandon the rest of the original script.

If you had a context with no menus, Helm could crash.

The animation controls of an imagefield were not positioned correctly in HIRE-LACE with "Scale Objects" selected.

Word wrap was not working reliably.

The Clear command was not taking into account images that have fewer colors than the display.

If you selected the Pick tool while using a tool that displays cross hairs, Helm would mess up some pixels under the pointer.

If you created a form, changed the display height, and then created an imagefield with animation controls, the next time you loaded the book, the play button would be rendered 200 pixels lower.

If you pasted an imagefield and then unlocked it, and then pressed one of the frame buttons on the paint tools window, Helm could corrupt memory.

If you saved the current imagefield from a script, Helm would not save the last painting operation.

1.5 Version 1.34 (August 11, 1993)

FIXED THESE BUGS

Helm was returning an illegal token error for tabs while compiling a script.

The precedence of an unary minus does not work like other programs.

1.6 Version 1.33 (August 8, 1993)

CHANGES

Blackboards are now placed above and to the left of the pointer. This means a blackboard is no longer partially obscured by the pointer when it first appears.

Streamlining is now available in the browser.

Helm no longer executes timer actions when there is an active textfield.

FIXED THESE BUGS

Helm was not automatically remapping images that were put into an imagefield from a script when the imagefield had the "imageremap" property set to true.

There was an enforcer hit when calling an ASL file requester from a script.

If you put four items into a scroll list, Helm would move the slider to the left side.

The browser's version string contained "Helm" instead of "HelmBrowser".

In the font requester, if you tried to show a font that was larger than the textfield, Helm would overwrite the bottom of the requester.

With some requesters, if Helm did not find an appropriate keyword it would display a requester incorrectly identifying the keyword it was looking for.

If you tried to reference from a script an object that did not exist, Helm could crash.

Helm was not always positioning the text cursor correctly after a color change on proportional fonts.

If you tried to create a blackboard with more than 10 lines, Helm could crash.

1.7 Version 1.32 (August 5, 1993)

FIXED THESE BUGS

Helm was not locking out display changes if you put something into a textfield using a Preopen event function.

If you pasted an object with a higher ID number than the largest id number in the book, Helm unnecessarily bumped up the id to the larger number.

If you attached a blackboard action to a SelectDown event for hypertext and activated it, Helm would not respond to the next mouse click.

There were assorted font layout problems when using a large default font.

1.8 Version 1.31 (August 3, 1993)

FIXED THESE BUGS

The rotateimage script command could corrupt memory.

The move action was using relative to the current point instead of to an absolute position.

1.9 Version 1.30 (August 2, 1993)

ADDITIONS

Alphabetized the scroll lists in the scroll lists.

In the Pen part of the object information requester, if you select "Show Caption" and the middle left name position, Helm will place the name of the object to the left side of the object. If you select middle right, Helm will render the name on the right side of the object.

The behavior of the blackboard action has been changed: The blackboard will now disappear with the next mousebutton or keyboard event. If no event occurs for 7 seconds, it will disappear anyway.

FIXED THESE BUGS

Using the music player locked out access to the serial device.

The dial modem command locked up if Helm has played music previously.

The Ignore command could not be turned off.

Text was overwriting the border of the blackboard displayed by the blackboard action.

The tool windows were sometimes not reappearing after display changes.

Helm was executing the scripts or actions of an object when it was selected with the "Help" pointer. Only SelectDown events were executed.

The chroma numbers for the genlock action sometimes were underscored. They conflicted with the underscoring for the bitplane keys.

Helm was not quite drawing the borders correctly when the "Black Outline" option was selected and when the display was not in low resolution.

Autobrowse object cycling was completely broken.

There was an enforcer hit when attaching a goto action to a form.

If you painted on an imagefield and then selected the Image|Color|Count item, Helm did not take into account the last painting operation.

Helm was printing garbage at the end of the pixel count data in the histogram window.

The Diskspace function was crashing the computer.

Helm was not compiling the bordertransparent option of the Genlock command.

The scrollspeed could not be set above 2.

There was occasionally an Enforcer hit when using this line in a script:
get the number of objects

The sample paint type was broken.

The spare paint type was broken.

The Picture action could corrupt memory.

After showing a test pattern, Helm sometimes locked up.

1.10 Version 1.28 (July 26, 1993)

FIXED THESE BUGS

There were enforcer hits when pasting shared textfields that used resource fonts.

If you tried to create objects in a book that was set to "Cannot Modify", Helm would create a mess after drawing the outline of the object.

1.11 Version 1.27 (July 17, 1993)

ADDITIONS

There is a new menu item called "Unlock All" that allows you to type in textfields even if they are locked.

FIXED THESE BUGS

If you used the current form to start a new book, Helm would sometimes muddle resource fonts that are moved to the new book.

The timer object was sometimes crashing when it was looping multiple times at short intervals.

The SMUS player was not handling volume changes correctly.

1.12 Version 1.26 (July 16, 1993)

FIXED THESE BUGS

You could not resize an object while grabbing a control point from the magnify window.

You could not edit a textfield if there was a textfield under it that used a transparent background.

If you set an imagefield to transparent, it would not show the image at all if it used masking.

1.13 Version 1.25 (July 14, 1993)

CHANGES

The ASL file requester now remembers its position and dimensions between invocations.

There is now more flexibility in positioning the name of an object. You can show the name in one of nine positions within the object. Also, if you select the Caption item, Helm will display the name above or below the object depending on whether the location is set to a top or bottom selection.

There is a new textfield option called "No Auto Tab". The addition of this option required using a scrolling list to replace the individual buttons. If you check "No Auto Tab", Helm will no automatically activate the the next textfield on the page. Instead, the tab character will be inserted into the text. Because of this option, the script editor now processes tabs.

The tab key now cycles through the textfields instead of stopping in the last textfield. The return key continues to exit the last textfield of the page.

When pasting imagefields, Helm now gives the author the ability to use the image palette or to remap the image to the current palette.

When selecting "Edit Form" from the menu, Helm no longer changes the the visibility of the form layers. It used to make all of the form layers visibile each time you used the menu item.

New Key Commands:

ALT + '5'	Displays the Book Information Requester
ALT + '6'	Displays the Form Information Requester
ALT + '7'	Displays the Page Information Requester
ALT + '8'	Forces Helm to immediately save changes to the book.

FIXED THESE BUGS

If you clicked the menu button twice, Helm would not display the menu bar on the second click if one of the paint tools was active.

The Palette menu item of the Tool menu had "@P" added to the beginning of the item.

The display requester was not limiting the number of colors available for a particular mode.

The calendar selector was not working for calendars with the Jan 1 item selected.

You would hang up the computer if you use the Clear Script menu item in the script editor.

The Last Script menu item did not always work correctly.

The menu items were still not updating when changing the user level from a script.

Using a '\ ' character within a script but not within a string literal would lock up Helm when you tried to scan the script.

Pressing one of the unit arrows on the hue slider of the palette selector messed up the maximum hue.

Helm could paste objects when you were using the Browse tool.

Helm did not save changes to a form layer if you edited objects and then selected a page layer from the layers window.

Helm did not respond to an underscore if the object used the return key accelerator. It worked for Helm's windows, but not for user created objects.

Some of the tool windows do not appear in lower user levels.

Sometimes, when you captured a screen, it was loaded with the wrong palette.

Helm does not load an image palette if the image is a different size than the image currently in the imagefield.

1.14 Version 1.24 (July 2, 1993)

ADDITIONS

In the action requester, you can set the destination of a Go To action to a form. Helm will go to the first page in the book that uses the form. You can also go a form from the scripting language.

You can now switch the slider of a file selector from the right side to the left side by checking the Slider on left side item in the selector information requester.

When linking or importing an image, Helm now gives the author the ability to use the image palette or to remap the image to the current palette.

The Customer book was changed to a a high resolution, interlaced mode and was improved.

FIXED THESE BUGS

Scaling was not available for the lines that are shown within a textfield.

There was no way to break the beep command if a large number was used as the argument.

If a number was copied from an element of an array to a container with a single value, the container would sometime later hold bad data.

The text window used by the Text action did not have a big enough minimum height.

The multiple selection and single selection selectors were not calculating the correct button size in interlace modes when object scaling was active.

The screentitle property was not working.

There was a bug when switching from one imagefield to a second imagefield when using the fill tool. This only occurred when the second imagefield contained multiple frames and when trying to flood an area of the same color as the fill color. Information from the first imagefield would be transferred to the second imagefield.

The Remap option of imagefields was still not working properly.

1.15 Version 1.23 (June 28, 1993)

ADDITIONS

There is now a separate visual transition effect for changing to a new form. This allows you to compensate for the speed difference between the full page of a new form and a smaller effect area when changing from page to page. This effect is reached by clicking on the "Open Form" button in the Effect requester.

ADDED THESE SCRIPT COMMANDS

You can now use script commands to lock and unlock a layer from input.

If the layer is locked, Helm will not allow response from any objects that receive input from the user. Use these script commands to lock and unlock a specific layer.

```
lock layer <name of layer>
unlock layer <name of layer>
```

ADDED THESE PROPERTIES

lowvalue <mininum value of a slider or number selector>

highvalue <maximum value of a slider or number selector>

FIXED THESE BUGS

If you changed the height of the form's default font, Helm did not handle the change correctly in many of Helm's selectors.

Helm was not remapping an image that was loaded into imagefield if the Remap item was selected.

Helm was always resaving an image if the Remap image item was checked in the Information requester. This was slowing down page turning between pages with images.

You could not set the name of a page from the scripting language.

1.16 Version 1.22 (June 20, 1993)

ADDITIONS

Added the menu item "Insert File" to the Project menu of the script editor. Use this item to load a text file and insert it into the script at the cursor location.

Added the ability to add names to the items of an information selector. To get this feature, check the Name item in the selector information requester.

Added the option of choosing an interlaced version of the Bookshelf during the installation.

FIXED THESE BUGS

If you used the ~ character in an answer command, Helm did not return the correct answer in the It container.

You could only set the polysides property to three.

1.17 Version 1.21 (June 16, 1993)

ADDITIONS

Optimized page turning for pages that use the same form and have no objects themselves. This means that database types of applications that use only form objects will move from page to page much faster. In these cases, Helm only updates non-shared form objects as it changes pages.

Helm now uses a small window for display of coordinates. This was necessary because of the difficulty of seeing the titlebar when the display uses overscan. Like other tool windows, this window is non-modal.

There is new option in the grid selector called "Tile Objects". If this item is checked, Helm will snap the right and bottom edges of objects to a point one pixel to the left and up of a grid point. This means that if you are rearranging and resizing objects, Helm will try to key the objects from overlapping.

Helm has a new Calendar selector. In the Information requester, you can set one of several properties of a calendar:

Show Month	Show the name of the month on the calendar.
Show Year	Show the year on the calendar.
Show Date Labels	Show the first letter of each day of the week.
User Controls	Include buttons for moving to the previous or next months.
Current Date	Initialize the calendar to the current date.
Jan 1	Show January of the year of the selector's date.

The offset is used to add or subtract months to the calendar. For instance, you could create a calendar that always show the next month by selecting the Current Date property and by putting 1 into the Offset field. You could also create a twelve month calendar of the current year by creating twelve Calendar selectors with the Current Date and Jan 1 properties selected. For the first selector, set the offset value to 0. It will show January of the current year. In the second selector, set the offset value to 1. It will show February of the current year. Increase the offset value by one for each successive selector until you put 11 into the last selector to create a December calendar for the current year.

The Calendar selector contains a single integer that represents the number of days since January 1, 1978. If you use the scripting language to put a new value into the selector, Helm will change the month automatically.

CHANGES

There is now a space between a textfield and the scroll buttons that can be attached to the bottom of the textfield.

Helm is a little smarter about setting the default positions of tool windows when using overscan. It will not initialize a window to a position that is in the overscan.

Changed the behavior of Cycle and Popup selectors. These selectors are now almost identical. When you press a Cycle selector with the select (left mouse) button, it is updated to the next item in the list. If the menu (right mouse) button is available because menu trapping is active or if you are on a requester, a popup menu will appear when you press the selector with the menu button. The Popup selector works the same,

except the reaction to the two mouse buttons is reversed. Popup selectors display menus when you press the left mouse button. If available, the next item in the list is selected if it is pressed with the menu button.

Helm now uses RAM for streamlining if it is available. It is faster and safer. Also, Helm includes better safeguards when streamlining.

ADDED THESE PROPERTIES

`screentitle` <name that is used in title bar>

Use the `screentitle` property to change the text that is displayed in Helm's titlebar. By default, the titlebar is set to "Helm".

`portnameout` <name of AREXX port to send messages>

You can change the message port that Helm sends AREXX messages by setting the `portnameout` property. All subsequent AREXX commands will be sent to the new port.

`returnmessage` <string returned through AREXX>

If you use the "wait" keyword with the AREXX command, Helm will wait for a reply. If the reply includes a return message, Helm will place the message into this property.

ENHANCEMENTS TO THE SCRIPTING LANGUAGE

The AREXX command has been improved. It includes a new keyword called "wait". If this keyword is present, Helm will wait for the message to return and will put the result code returned with the message into the Result container. Also, if the "wait" keyword is used, Helm will put the return message into the property called "ReturnMessage".

EXAMPLE

```
AREXX "IVVIEW work:pictures" wait
answer the returnmessage
```

The Open command now accepts a keyword called "erase". If this keyword is present, Helm erases the file after opening it. Otherwise, if the file already exists, Helm leaves the contents of the file untouched. If you want to append data to the file, use the seek command to move the file pointer to the end of the file. Subsequent write commands will add data to the end of the file.

EXAMPLE

```
open "ram:temp.file" as tempfile erase
write textfield 1 to tempfile
close tempfile
```

FIXED THESE BUGS

You could not grab a control point when grid snap is active.

The browser did not allow you to move the handle on a brush.

Helm did not check if there is not enough room for streamlining.

There was an awful message backlog in 1.3 when painting. The airbrush was particularly bad.

Helm was not repeating music scores with loops set to zero. They were supposed to repeat indefinitely.

If there was not enough memory when you tried to open the font requester, Helm locked up instead of failing cleanly.

Helm did not correctly play instruments that have no repeat section. For instance, Helm did not play drums correctly.

Helm was not playing instruments created by Synthia II correctly. These instruments have the period placed in the Samples Per Second field of the header. Helm was misinterpreting the octave in these cases.

You could not change the text font for painting on an imagefield. This was broken only since 1.20.

Helm did not reset the menus after changing the user level from a script or from the message window.

The say command put 1 into the Result if was successful. It now puts 0 into the Result.

The unlock display command was crashing the computer.

The screen capture requester was limited to 4 screens.

1.18 Version 1.20 (June 3, 1993)

ADDITIONS

A textfield now has a default text style, a default text color, and a default text font. These controls are available within a textfield's information requester. Press the "Format" button to see these controls. They allow you to create data entry fields with a font other than plain, black, Topaz. Before now, a blank textfield used Topaz in most cases. You could only change the appearance of text from the Text menu. By changing the default attributes of a textfield, you can determine what the user will see when he types into the field. This feature also allows you to globally change the appearance of text within non-shared textfields. For instance, create a textfield on the form while "Shared" is not checked in the Edit menu. Create several pages and type different text into each field. At first, this field will use Topaz on all pages. Go into the information requester and change the font. From that moment, Helm will use the new font on all pages. Of course, you can always override the default attributes from the Text menu. Changes of this kind effect only the text you are currently editing.

Helm now has a new window that contains a list of pages. You can use this window for both browsing and sorting pages. Each page of the current book is entered as a single line in the scrolling list. Each line shows the page number, the page id number, and the page name

(if the page has one). The page id number is surrounded by parentheses. You can create or change the name of a page in the Page Information requester. Helm will automatically update the list. If you are working with a book that was created before Version 1.19 of Helm, the scrolling list will not display page names. You will have to enter the Page Information requester of each page in the book and press OK. Helm will update the list to include the name. The Page window works in one of two modes. Select the mode by clicking on the cycle button at the bottom of the window. If the mode is "Browse", Helm will go to the page that you click on with the mouse. If the mode is "Arrange", you can use the mouse to pick up an entry and move it to another position in the list. The order of the pages is immediately changed and updated within the list.

Added a new option to the Effects requester: Use Area on Form Changes. By default, Helm ignores the Effects area and uses the full screen size when switching to the page of another form. This is the appropriate behavior when switching to a form that is significantly different than the current form. When the forms are similar, using this new option allows you to create effects that do not look different even if Helm switches forms.

Added a new option in the Preferences requester: Automatic Invisible Pointer. If this option is selected, Helm will turn off the visibility of the pointer when it switches to another page. The pointer will remain invisible until the user moves the mouse. This allows you to create a self-running book that does not show the pointer. For instance, you might want to use this feature to create a book with a series of advertising pages for a cable TV company. Helm continuously shows the pages without displaying the pointer. If you need to interact with the book, the pointer will appear when you need it.

CHANGES

Popup menus now work with both mouse buttons. The right button always conflicted with Intuition menus if menu trapping was off and Amiga users do not expect to use the right mouse button for anything but pull down menus.

You you change the color of selected text, Helm briefly turns off the complementing so that you can see the color of the text.

The duplication tool displays all of the new objects at the same time. It used to refresh the screen after each object. This was slow and annoying.

Helm now asks the user for confirmation before deleting a page or cutting a page to the clipboard.

The installation utility now asks for confirmation of selected books before copying books to your system.

FIXED THESE BUGS

If you use the scripting language to change the visibility of an object, Helm clears the "Start Invisible" flag.

If you add a key equivalent to a menu item that toggles a non-modal

window, Helm sends the same message to the dispatcher twice. This means that there is no change in the visibility of the window.

Helm cannot load reports. This completely ruins Helm's report features. This was a very stupid mistake on my part. I turned it off to fix something else and forgot to turn it back on. At least it was easy to fix.

The colors are one pixel too high in a palette selector.

If you try to display the menus at the same time a timer is about to expire, Helm sometimes locks up.

The chroma keying of the genlock action does not work.

Some of the brush manipulation tools are confused.

If you change an object from toggle selected to momentary selected, Helm should clear any highlighting.

When changing the font size of marked text in a textfield with centered text, Helm does not highlight the line with the mark correctly.

The "x of n forms" statement in the Form information requester always shows "1 of n forms".

Helm does not show the grid when moving to another page when the selection tool is active.

The colors part of the color selector is not positioned correctly in a HIRES-LACE display mode.

The timer triggers scripts even if an object tool is active. This makes it difficult to work on pages if the script or action cause Helm to display another display.

Helm does not copy text to the clipboard if it is cut using the menu.

Helm cannot find a page by name.

Helm ignores the shadow style in the text of Clock and Information requesters.

The flood tool should not use the grid. It makes it impossible to fill certain areas.

If you have selected a hypertext style or color, Helm changes the appearance of the hypertext for only the first line of a block of hypertext.

A timer on the form does not abort the timer before resetting it.

When going to another form, if the new form's width and height match the current width and height but the left and top offsets do not match the current offsets, Helm does not reset the display to the new view rectangle.

Helm does not set the palette of a form to all black. This means it loads the default palette and a the form's palette is sometimes ugly.

The timer should not activate a script or action while a mouse button is pressed down.

You cannot grab a control point from within the Magnification window.

Helm does not always refresh the Magnification window after a drawing operation.

There are enforcer hits when bringing up the information requester for an imagefield that does not yet contain an image.

Helm tries to close the Workbench even if there is plenty of memory.

Helm shuts down if you reference a page that does not exist.

Helm sometimes draws garbage at the bottom of the screen after a transition to a HIRES-INTERLACE screen.

If Helm does not have enough memory to allocate a buffer for the transition, it eliminates the transition correctly but overwrites the title bar and any windows that are on the screen.

There is sometimes a flicker when double buffering in OS 2.1 or earlier.

The magnification window shows garbage if magnifying a part of the screen below about line 355 in HIRES-INTERLACE overscan.

If you use a built-in function that takes no arguments and if that function is immediately followed by "of", Helm incorrectly returns a syntax error.

The installation script should not automatically replace a user's Bookshelf.

The icons of books on the distribution disks are snapshotted. This can cause a mess when they are installed on the hard disk.

If you click on a book that is not in Helm's drawer, Helm loads without starting the book.

Helm often crashes in OS 2.1 or earlier if it runs out of memory.

1.19 Version 1.18 (May 11, 1993)

ADDITIONS

Added a Pip object. If your system includes GVP's IV24 Professional Videographics Card, Helm will show live video inside the Pip object.

Added a Timer object. You can set the length of time before the timer generates a timer event.

CHANGES

In the Effect requester, changed "Color of Faded Screen" to "Color of Blank Screen". It actually had nothing to do with the Fade effect.

FIXED THESE BUGS

Helm can lose the ability to play music if you quickly restart music several times. This seems to occur only on slower machines.

When turning off cycling, the palette does not revert to its original state.

The Lighten, Darken, and Negative paint types are not working correctly.

After using the Edge paint type, the internal color tables are scrambled, causing wierd results for other paint types.

After using the Select script command, Helm's internal cursor may be pointing at the wrong position.

Helm will sometimes print horizontal or vertical lines that are artifacts of rendering multiple shapes.

Pressing the escape key brings up the image file selector. It should escape from the current drawing or painting operation. This bug was created while testing the windows.

If you have selected text in the script editor and use one of the Move commands from the menu, Helm will incorrectly highlight the text.

You can mess up the highlighting in any textfield by using the Search requester.

The Open Effect blank screen color is not being used for anything.

If you click on the bottom line of a selector that allows you to pick up items and then click just below it, you can sometimes pick up the bottom border of the selector.

Helm is not allowing for the use of a title when computing the minimum size of a selector.

When you double click on a textfield and hold down the shift key, Helm does not use the same list of messages that it uses when displaying the Action editor from the menu. There is no FieldReturn message available.

If you double click on an object and change it's action list or it's script, Helm will not save the changes unless something else on the page is edited. This is not true if you use the menus to modify the actions or the script.

Helm is not parsing octal strings and is crashing when it tries.

The busy pointer is not disappearing after an operation in the Resource requester.

1.20 Version 1.17 (May 3, 1993)

CHANGES

Replaced the Scallop border with the Blocks border. Scallop never worked correctly and did not look very good.

Alphabetized the list of selector names in the selector information requester.

Added unit arrows to the sliders in the information requesters as well as to the effect speed in the Effect requester.

FIXED THESE BUGS

Crashed when trying to move an imagefield with a slider.

Busy pointer did not disappear in the gradient and chaos requesters. It also did not disappear after loading or saving filters and mosaic patterns.

Compressed sounds were not working correctly.

There was something wrong with the borders in the object information requester.

Imagefield masking was not saved with the book.

Crosshairs did not reappear after pressing the right menu button when the menu trap was off.

Helm could crash after switching the Edit Form state when the cursor was active in the message box.

The Edge detection paint type was no longer working correctly.

Closing the browse window and going to another page could crash Helm.

Close Effects were not working correctly.

When trapping the menu button and while the pointer is on the top line of the screen, Helm would allow Intuition to display the menus only once. You had to move the pointer before you can redisplay the menus.

Helm sometimes crashed when you tried to move a textfield that contains hypertext.

The Restore Menus option was not working.

You could cancel changes made to the menus.

1.21 Version 1.16 (April 24, 1993)

ADDED THIS FEATURE

There is now a non-modal window for turning to another page within the book. Just like the tool windows, it can remain available even as you interact with book. It is available by selecting "Browse" from the Go menu. It has four buttons and a slider for selecting the current page within a book. You go to the first page by clicking the first button; the previous page by clicking on the second button; the next page by clicking on the third button; and the last page by clicking on the fourth button. You can use the slider to dial in the exact page number.

FIXED THESE BUGS

There was an enforcer hit when opening the AmigaGuide help file.

When you saved the palette, Helm did not save the palette correctly.
