

2 *Release Notes and some History*

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

Only the most recent and major releases are mentioned separately.

Version 0.3.3

Since TheShelf is consider a quick and dirty hack this section (especially the known bugs) is by no means complete. You also should not consider the sourcecode to be a very good example of Openstep programming even if it shows how quickly you can come up with a useful application by reusing existing ObjectWare.

New Features

Many of the mentioned features are more or less bugs which have been fixed. We still have not reached the full functionality of the OPENSTEP 4.0beta UI shelf¼but we are getting close (~ 70%).

- **Processes page.** (v 0.3.3)

The processes bundle adds the ability to display all running processes. Like with the regular icon shelf you can drop files on the running application to get them opened.

A simple click will activate application and a double click will activate it and hide all others.

- **Log page.** (v 0.3.3)
The console bundle allows monitoring changes to a specific text file. By default the file /tmp/console.log will be monitored. You have to modify the .aShelf file wrapper if you want to trace a different file.
- **Added shelf auto raise.** (v 0.3.3)
If auto raise is enabled the shelf will pop up when the mouse reached the bottom of the screen and the window will drop down again as soon as the mouse leaves the shelf area. This even works during drag&drop operations.
- **Shelf file dragging.** (v 0.3.3)
The small document icon on the right of the main tabs allows you to drag off a reference to the storage file of the currently active shelf. It makes it easy to drop shelves into your mail and share a set of file pathes with your co-workers (really shared shelves are on the "to-do" list but will take their time to really get implemented)
- **Double click to rename.** (v 0.3.3)
A double click on one of the shelf tabs will bring you right into the "Rename" panel. this is a hack until we get inplace editing.
- **Dragging files on an icon.** (v 0.3)
You can drop a file onto an application and it will trigger a load action.
- **Icon shelf items sticky.** (v 0.3)
In the icon shelf all entries which have been created from the info in the stored shelf are locked (sticky) by default. Freshly dropped items remain "unlocked" (like the regular Workspace shelf icons are) so that they can be drop for temporary operations.
Otherwise the locked (or sticky) behavior seems more useful. You have to command drag a locked (sticky) file to remove it from the shelf.
- **Added Preferences.** (v 0.3)
Preferences are now located in the regular preferences panel.

Bugs Fixed in Release 0.3.3

Most of the "bug-fixes" are listed in the features section. Among the fixes which didn't make it into the feature list are:

- **Tab view now really works.**
The tab view now "tabbs" all over the place and is a draggable window "bar" as well..
- **"Desktop color" changes corrupt tab view.**
This has been fixed but still the edges of the tab need a hand triggered redraw.
- **Renaming window behavior.**
The renaming window now has a valid first responder behavior and remains visible even if the app is deactivated.

Known Problems

As stated all over the place this application is considered a hack^{1/4}so don't be surprised to run into some minor problems. I have not included all possible problems in the following list (most of them are marked in the source code for those who care). However, the most problematic ones are included.

- **TheShelf won't run with MiscKit 2.0.4.**
The application **does work** with MiscKit 2.0.4 but the framework projects do not compile properly (especially the MiscSwapView) which causes TheShelf to fail. Christian Brunschen described the mayor steps to take in order to get things up and running:

The header files in Frameworks/MiscAppKit/MiscSwapView.subproj (namely: MiscSwapView.h, MiscSwapViewItem.h and MiscSwapView_ByObject.h) are not marked as Public and Project headers, which causes them to not be installed with the MisckAppKit framework. Also, they aren't #import'ed in MiscAppKit.h.

A fixed MiscKit release is available at:

<ftp://ftp.cs.tu-berlin.de/pub/NeXT/developer/libs/kits/MiscKit.2.0.4.s.gnutar.gz>

Newer release of the MiscKit should not have these problems.

- **Selecting files opens new Workspace window.**
A bug in NSWorkspace's **selectFile: inFileViewerRootedAtPath:** method makes it impossible to reuse the main file browser when files have been selected on the shelf. The best we can do right now is to open a new brower. This way we can at least so something.
- **Launched apps still show their tiles.**
A bug in NSWorkspace's **launchApplication:showIcon:autolaunch:** method

keeps us from offering proper launching behavior. Icons can't be hidden and already running applications don't get pushed into the foreground. So tiles can't be turned off. If we would, each double-click would launch a new copy of the application (ok^{1/4}some DPS hacking would do the trick^{1/4}but we don't want that)

- **Shelf inconsistency.**
Files which are on the shelf but get deleted, moved or renamed in the filesystem are not handled correctly on the shelf.
- **Dragging files onto a folder does nothing.**
While the folder accepts the drag of other files it does not trigger a copy, move or link operation on the affected files.
- **Shelf window flickers on hide.**
The code to prevent the window from hiding is not in there yet (this requires some tweaking with window ownership^{1/4}at least that's the way it worked under 3.x)
So our current solution simply puts the window on the screen right after we have been hidden. While this does the trick it causes the window to flicker.
- **Autoraise is flaky.**
Sometimes the autoraise does not work as expected. This is because the tracking rectangles are handled by the window server and if you move the mouse very fast it might simply ignore some of the tracking rects (which usually makes sense).
Call it bug or feature. Sometimes it turns out to be a useful "feature"-bug.
Especially during drag&drop operations the event queue seems to have its problems and there it turns out to be a "bug"-bug.
- **Wait-Cursor is spinning and won't stop.**
If you have switched on the "threaded workspace requests" option the window server can get confused since we are using the AppKits NSWorkspace class from multiple threads. The result usually is flaky redraw behavior and a spinning cursor.
Reordering some tab item (move left, right) executes code that usually should fix the problem. But sometime it does not help.
The safe, but less responsive, alternative is to leave "threading" turned off.
- **Renaming does not rename the shelfs storage.**
If a new shelf is created and renamed right after that it will be saved with the given name. Renaming a shelf after it has been saved will not rename the associated storage file.

Development

Did the Openstep port which now gives us almost 70% of the original 4.0beta UI functionality.

Sep. 97: Polished the tab behavior and added two new bundles.

Aug. 97: Rewrote the old shelf application after the surprising release of the IconKit Openstep port. Proof of concept hack v.0.3.

Version 0.01

The first version of TheShelf was never officially released. It was just a private helper tool which mainly faked the tab behavior and was very very simple and very very user unfriendly.

A NeXTSTEP 3.x FAT binary for NeXT, Intel, HP and Sparc hardware is available on request.

Development

No real development. Mainly combined elements from the IconKit and MiscKit with some images.

Dec. 95: Included the known fixes and recompiled the project. Spend most time on updating the documentation.