RN1;¬Fiend 1.4 Release Notes

New Features:

v1.4
 * Dock levels are now loaded when needed, rather than
      all at once during initialization
;ad_Instructions.rtfd;linkMarkername preferences;¬ New
Preferences panel - gets rid of most of the dwrites
 * Added "BackSpace->Set Password" menu item
;ad_Instructions.rtfd;ln3;¬ Added "Dock->Toggle Lock" menu
item

* Fiend Dock now remembers its position differently under
     different window resolutions
;ad_Instructions.rtfd;ln45;¬ Fiend icons are now updated
automatically when they are
     selected in the Workspace, or manually in response to an
     alt-click
 * Fiend now includes some items from the MiscKit, which
     contributed to the following features:
     - multi-threaded app launches
     - an "Info->Show Menus" menu item
     - intelligently updated menus

v1.3
;ab_FAQ.rtf;FAQ1;¬ Added a Frequently Asked Questions list
;ad_Instructions.rtfd;ln1;¬ Fiend Dock icon has been rearranged

to allow longer dock
     names
;ad_Instructions.rtfd;ln2;¬ Fiend Dock icon now has a popup list that lets you change
     dock levels
;ad_Instructions.rtfd;ln3;¬ Fiend Dock can now be locked at a given screen position
;ad_Instructions.rtfd;ln14;¬ File icons can now be dragged from icons on the Fiend Dock
;ad_Instructions.rtfd;ln5;¬ New inspector panel for docked icons
;ad_Instructions.rtfd;linkMarkername preferences;¬ New preference to have the Fiend Dock close itself up after   an app is launched
;ad_Instructions.rtfd;linkMarkername preferences;¬ New preference to draw shelved icons on top of app tiles

;ad_Instructions.rtfd;linkMarkername preferences;¬ New preference to disable the display of image thumbnails on the Fiend Shelf and Fiend Dock.
;ad_Instructions.rtfd;linkMarkername preferences;¬ New preference to make limit Shelf window depth to 12 bits   (to save memory)
;ad_Instructions.rtfd;linkMarkername preferences;¬ New preferences for Fiend Dock icon font size and weight
 * Persistent icons can now be moved
 * Now includes HKCrashCatcher object for better crash debugging

v1.2
;ad_Instructions.rtfd;linkMarkername preferences;¬ Fiend Shelf can now be disabled on the Preferences panel

v1.1
;ad_Instructions.rtfd;ln10;¬ Named dock levels
;ad_Instructions.rtfd;PRSTS;¬ Level-independent icons
;ad_Instructions.rtfd;ln11;¬ Document autolaunching
;ad_Instructions.rtfd;ANIM;¬ Full animated icon support
 * Dock level following for apps
 * Multiple item dragging from Fiend
Shelf ;ad_Instructions.rtfd;ln13;¬ and Fiend
Dock ;ad_Instructions.rtfd;ln14;¬
 * Services support - input and output
 * Smart copy and paste - saves icon positions
 * Multiple screen support (for NeXT Dimensions) for Fiend   Shelf,
Dock and BackSpace
 * Smarter icon placement algorithms for Fiend Dock and Shelf

* New tricks.....

Incompatibilities:

v1.4
* Toggling a docked icon from persistent to non-persistent no
  longer reassociates that icon with the level to which it
  was originally attached.   If you turn off persistence for a
  docked icon, it becomes attached to whichever dock level
  is visible at the moment.
* Fiend v1.4 no longer accepts the plain ascii pasteboard type
  for paste operations, although it still generates that type
  when cutting/copying

v1.3
*** WARNING: The "remove icon" operation that used to be
assigned to alt-click for the Fiend Dock and the Fiend
Shelf has been changed to ctrl-click as part of the
reorganization of the dragging behavior**
;ad_Instructions.rtfd;In19;¬ **- be careful   so you don't
remove your icons by mistake!**
* Modification of docked icons' flags is now performed using
the docked icon inspector panel, rather than obscure
keyboard/mouse-click combinations
;ad_Instructions.rtfd;TGL;¬ Toggling the Fiend Dock's window
tier is now performed by
alt-clicking the Fiend Dock icon, rather than from the
Preferences panel
 * No more default shelf image (the former default image can be

found in the Fiend.app package as "panelleft.tiff")

v1.1
* Shelf "Snap to Grid" function now works only on
	selected icons
* Previous separate movement of the Fiend Dock icon and the
	docked icons is gone
* Signals on docked icons are now drawn in green instead of
	red, to go with the new color scheme.
* Different file format, but Fiend v1.1 will read files saved by
	v1.0

Cleanups:

v1.4
* All modal panels now have "Cancel" and "Ok" buttons
* Selection of docked ;ad_Instructions.rtfd;In5s;¬ or
shelved ;ad_Instructions.rtfd;SHLFSEL;¬ files in the Workspace is
    now documented
* When you click an icon to select it in the Workspace, the
    Workspace now becomes the active app
* Fixed some library loading options that prevented some
    BackSpace modules from being loaded properly
;ad_Instructions.rtfd;CPL1;¬ The Fiend Dock "Close Post
Launch" preference has been
    rationalized slightly, so that the Dock will close after both
    launch and reactivation, rather than just launch

v1.3

;ad_Instructions.rtfd;In19;¬ The semantics of dragging selected items from the Fiend

    Dock and the Fiend Shelf have been extensively reworked to make them more compliant with NEXTSTEP interface conventions

;ad_Instructions.rtfd;FL1;¬ The "Follow Levels" feature is now documented

;ad_Instructions.rtfd;In18;¬ The "Close-all-but-persistent-icons" feature is now

    documented

* Files with the ".debug" extension are now handled properly
* Zero length config files no longer result in hangs
* Fiend now tries very hard not to cream its config files if you've run out of disk space

;ad_Instructions.rtfd;TGL;¬ Alt-click now toggles the Fiend

Dock's window tier, just like
        the Workspace dock
* Some unnecessary scaling of docked icons was removed
* All TIFFs have been compressed

v1.2
* Dropping icons from the file viewer to the Fiend Shelf now
        places the dropped icons in a square like it's supposed to
* Shelf is a lot faster overall (moving icons, in particular)
* Shelf no longer removes icons for files no longer present
* Better two-bit-gray icon (thanks to Bill Shipley for the starting
        point for these icons)

v1.1
* More informative initialization progress panel

* Defined addition to Fiend Dock/Shelf as copy instead
         of link
* Moved all previous "dwrites" to Preferences panel
* Fixed name cells on shelf icons so they don't chop
         the bottoms off of descending letters
* Moved the FiendDock and FiendShelf files to ~/.AppInfo,
         and made them dependent on screen size
* Dragging the dock now drags all the windows at once
* Added a previous level button for the Fiend Dock
* Less color-machine oriented - new icon
* Apps now show filenames on Fiend Shelf
* Dock menu rearranged
* Docked icons found by using "Find Icon" are
         briefly hilighted if found

Bugs Fixed:

v1.4
* Fiend crashes when an app that was launched from the
    command line (using a command without a forward slash)
    terminates
* Fiend doesn't remember the locations of persistent icons that
    have been moved
* Fiend crashes when a Dock level containing persistent icons
    is deleted

v1.3
* Fiend crashes when docked apps are launched from the
    Workspace or through Services

* Fiend causing unnecessary delays when selecting files in Workspace
* Docked icons not updating when only persistent icons are visible
* BackSpace Password panel doesn't always take entry properly
* App delegate messages received in improper order when opening files with command-drag-and-drop onto docked icons
* Fiend stupidly drawing the Shelf twice when displaying a background image

v1.2
* Fiend not displaying docked icons properly after a resize followed by a drag

* Fiend allowing animation flag for documents

v1.1
* "No more processes" when running Fiend
* Fiend not saving state at logout
* Fiend Shelf not making destroy sound after a cut
* Fiend Dock crashing after resize-add-resize
* Fiend Dock dropping first drag event
* Fiend not finding ".dir.tiff" file for root
* Fiend not handling file names with spaces
* Fiend Shelf not caching thumbnail images when moving
* Alt-dragging from Mail.app to Fiend Shelf crashes Fiend
* Fiend not asking Pasteboard for types
* Fixed a bug in BoinkView module that kept it from being
    displayed properly on the HP machines.

Known (?) Bugs

* Fiend cannot track the launch status of apps whose name is more than sixteen characters long (minus the ".app" or ".debug" or ".profile" extension).   If you have an app with an obnoxiously long file name, you'll have to shorten it if you want Fiend to be able to track it properly.

* Two beta testers running 3.3 on Turbo Color machines have reported bizarre PostScript behavior with this version.

The most extreme behavior was only seen on one machine, for

a brief period, and has not been seen since.

The less bizarre behavior was related to the Workspace file viewer: if this person had Fiend on the Workspace dock, set to autolaunch, and Fiend autolaunched certain apps itself, then dragging would stop working in the Workspace file viewer.   This behavior disappeared when Fiend was launched from the Workspace LaunchPath dwrite instead of from the Workspace dock (or if nothing was set to autolaunch within Fiend).   I have seen this behavior before, but only when I was manually fiddling with undocumented parts of the DPS server.   I have not been able to reproduce it.

Still To Come (maybe):

* Multiple Dock managers with a document style interface

* Image directory scanning for the background

* More visual niceties - dragging multiple images from the Shelf, etc.

* Easier way to select many (but not all) icons on the Fiend Dock

* Separate controls for Fiend Shelf grid size and icon size.

* Real NeXT help

* True integration of BackSpace views with the Fiend Shelf - ie,

icons sitting on top of the running BackSpace view.

* Integration of BackSpaceDuo, and some mods to the view loader code, courtesy of bbum

* Tiffs for dock levels?

* More tricks.....