

# Additional Release Notes

This file is to give you an idea where things are at. Here's what is done and needs doing:

- (1) Everything has been run through the OPENSTEP conversion scripts. See the Temp directory.
- (2) The EOF, Compatability, AppKit and Foundation framework parallel projects have been created.
- (3) Some classes have been converted and added to the AppKit and Foundation frameworks. See the frameworks to see what is in there.
- (4) Some of the palette projects have been created (Gauge, ArrowButton, etc.) but are untested and *probably won't be buildable*. (We have done some work on them, though, so they are getting better...)

(5) Many of the palettes need to have the cell subproj's moved to the AppKit project and then have the palette project fixed up as needed.

(6) We need to create test and example apps. What little is here has not been tested at all and probably won't build. Note that we are now separating test vs. example apps. I want test apps for **every** object so that we can verify proper operation of everything in the kit. The examples will, therefore, be <sup>a</sup>useful<sup>o</sup> programs or something that gives a little bit more depth about how an object works. Busy box types of apps that exercise the objects make more sense as test apps (though they may need minor extensions to become a full fledged test).

(7) So far, very little attention has been paid to the objects' APIs. This needs to change, but I want everyone on the MiscKit list to participate in the design discussion so we have a better design. They all need to be set up so that they (a) look like NeXT objects--ie, follow similar naming conventions and (b) work together and rely upon NeXT kits and each other. I want the kit to be more coherent than in the past.

(8) This stuff *builds* (AppKit/Foundation) but hasn't been tested. It is possible that *nothing* works at all!

(9) Need to build the top level driver. I want a smart app this time instead of a makefile, but a makefile as a backup. The way to get this up and running right now is to build and install (gnumake install) the Foundation framework and then do likewise for the AppKit framework, in that order. Best done from the command line.

(10) Everything in the Temp area needs to have the conversion completed for it. That's a lot of work to do!

(11) I'm not sure yet that all the PB build options, etc., are set up exactly as I want them, so that may change. (Actually, nothing in this release should be considered stable.)

There's a lot more, but this core dump should at least help you get started. If you have questions *please* ask me! I'll be out of town from 7/31/96 to 8/6/96, so don't expect replies to your questions until after that. I will reply as quickly as I can to every question I get sent, though! This is a **huge** project, so we need all the help we can get!

If you sent me something and it hasn't appeared in here, I probably just haven't got to it yet. That doesn't mean it won't go into here. If you want to re-send it to make sure that I got it, feel free to do so.

Don't be surprised if the next release will be in two or three weeks--or even sooner. I'm going to make releases as fast as I can so that we can all keep in sync. These releases will be "sloppy". I won't go to all the trouble I go through with a normal kit release (which typically takes me two days' worth of work to do) so there may be errors, warnings, or any other little surprise. Consider it a snapshot of my working directory.

One last note. Which object I personally tackle next depends upon the demand for it. For example, the SwapKit, ClockView, and the TabMatrix are both *very* high priorities with me. So expect to see those materialize as soon as possible. Same with the MiscString stuff. A lot of that should begin appearing quickly, too. If there is something you really need moved up on my list, let me know. The amount of demand will determine priorities of these things. If nobody volunteers to help, I'll eventually convert everything myself over time. I know there are several folks really chomping at the bit to dig in and help, though, so things should happen a lot more quickly than that (thank heavens)!

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