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Important Release Notes

This is the MiscKit version 1.2.3. It is recommended that you place this folder (^aMiscKit^o) in /LocalDeveloper/Source so that it is available to everyone who uses your system. The installed MiscKit will require approximately 15 Megabytes. You will need a little over 3 Megabytes in addition to that if you plan to keep the source code. In order to do a successful ^amake install^o from the MiscKit distribution, you should have at least 40 Megabytes free on your hard disk. To build everything at once, including the examples, requires approximately 50 Megabytes. (Youch!) You should be running NEXTSTEP 3.1 or 3.2; the MiscKit is now built fat (m68k and i386) by default. Please see the note below on the current wrinkles involved in changing the target architectures, especially if you are running NEXTSTEP 3.0. You should start the build and then go to lunch...it takes a long time.

There are audio alerts initiated by the Makefile to encourage you to read this file. As shipped, the Makefile is configured to play them. If you haven't started the build yet then you can disable these alerts by simply changing the AUDIOALERTS variable at the start of

the Makefile from `^YES^` to `^NO^`.

The Temp folder contains works in progress which are not yet fully integrated into the kit, but may be useful to you nonetheless. These items are documented at the end of the file Authors.rtf. The MOKit is in the process of merging with the MiscKit. The current MOKit is available from the regular NeXT archives.

Originally, it was intended to use Project Builder's `^new^` library project type to maintain the MiscKit. However, Project Builder in 3.2 does not yet have this capability, sadly enough. Since it is possible to use a hacked preamble/postamble file in conjunction with the PB `^tool^` project, we will move to PB control shortly.

ExtendedApp is being phased out. The object now adds nothing to the Application class; you should revert to using the Application class. All the methods previously defined by ExtendedApp are now in a category of Application and therefore available to any Application object instance or subclass. A future MiscKit will not have the ExtendedApp object defined in it, so start getting rid of references to it now; old apps with ExtendedApp in them will still compile, but only while the compatability object remains in the MiscKit.

If you find any bugs or have any problems, please let us know!

How to install the MiscKit

Basic installation

It is recommended that you place the MiscKit source in /LocalDeveloper/Source. To install the MiscKit, simply type `make install` at the MiscKit top level. This will build the MiscKit and install it. In order for the installation to proceed correctly, you should be root while installing the MiscKit. Other available Makefile targets are:

examples:	Builds the example apps; this is not done by the install process.
lib:	Builds just the MiscKit library.
bundles:	Builds the MiscKit bundle projects.
palettes:	Builds the MiscKit InterfaceBuilder palettes.
all:	Builds the four targets listed above, without installing them.
uninstall:	Removes the MiscKit installation from your system.
distclean:	Cleans all the subprojects (examples, bundles, libraries, and palettes)

in the MiscKit.

Using the MiscKit libraries

The MiscKit library is installed into /LocalDeveloper/Libraries which is not in the compiler's default search path for libraries. To add this directory to the compiler's search path, add this line to your project's Makefile.preamble:

```
OTHER_LDFLAGS = -L/LocalDeveloper/Libraries
```

Important Note: When you link against the MiscKit library, **don't forget to use the -ObjC linker flag**, which makes sure that all Objects and Categories are linked into your application. If you forget, you will get runtime errors which will crash your application whenever calling a method located in a category. If you are having trouble with the MiscString methods, this is the most likely reason for it.

You can alternatively link against libmisckit.a or libmisckit_g.a, which are links placed in /usr/local/lib, if you prefer, and you won't need to add the OTHER_LDFLAGS above. However, if you use the palettes, the necessary libraries are only installed in /LocalDeveloper/Libraries, so you must either link them to counterparts in /usr/local/lib or add the OTHER_LDFLAGS as above. The headers to go with the palettes are in <misckit/x.h> but are not included by <misckit/misckit.h>. You should include the

headers you need.

If you cannot get root permission on the machine you are using, you can still install and use the MiscKit, but you have to be a little bit more resourceful. First, edit the Makefile at the top level of the MiscKit and change the ROOT variable to the full path to your home directory. The MiscKit will install into your account in ~/LocalDeveloper and ~/usr/local/lib. Now, if you so desire, you can move the files around to where you prefer them to be, if it is different from where they are installed. (If you move the files, the uninstall target will not work, however.) In order to use the headers and libraries from their locations within your account, you will need to add a line like this to your project's Makefile.preamble so that the compiler can find them:

```
OTHER_CFLAGS = -I~/LocalDeveloper/Headers  
OTHER_LDFLAGS = -L~/LocalDeveloper/Libraries
```

Once you build and install the MiscKit, you can delete the source if you wish, since everything you need in order to use the MiscKit is installed into /LocalDeveloper.

If you have troubles with some of the macros defined in the <misckit/FREE.h> or <misckit/SELECT.h> headers (they don't have the "MISC" prefix so could possibly clash with your own favorite macros) you can define MISC_SKIP_FREE or MISC_SKIP_SELECT to skip those headers when importing <misckit/MiscBase.h> or

<misckit/misckit.h>. Those flags will cause the inclusion of the offending header to be skipped. (If you define these flags you won't be able to use the precompiled headers, though, unless you define the flags when precompiling them. This compiler will give you safely ignorable warnings if it is unable to use ther precompiled header.)

Building thin and fat versions of the MiscKit

If you need to build a thin version of the MiscKit, edit the Makefile in the Source directory to set up the compile flags properly. Search for "COMMONCFLAGS" for a note on what to do to make it work. A future MiscKit version will allow you to specify all target architectures from the top-level Makefile, just as soon as I figure out what I need to do to get it to work, and have time to do it. Until then, each section of the MiscKit has to be compiled separately, setting up the compile flags as necessary. (Some of the projectsÐthe palettes, bundles, and example appsÐare affected by the ARCHITECTURES flag in the top level Makefile already, though.)

Installing on a NEXTSTEP 3.0 system

If you are running NEXTSTEP 3.0: The MiscKit is developed to run on the most recent version of NEXTSTEP. It should compile without difficulty on either a 3.1 or a 3.2 machine. However, there are a few minor things you will have to do to get the MiscKit to build and install on a 3.0 machine. Since I do not myself have a 3.0 machine anymoreÐall

my machines have been upgraded to 3.2DI cannot test these fixes, and am therefore reluctant to put them in the Makefiles. According to Steve Hayman and Carl Lindberg you need to do the following to compile for 3.0:

- The MiscKit attempts to compile a fat library, which 3.0 cannot do. Because of this, you currently will have to edit the Makefile in both the top level and the Source directory. In the Source directory, remove the extraneous -arch flag in COMMONFLAGS. Change ARCHITECTURES in the top level Makefile likewise to affect the palettes and other projects. You should also edit the file Makefiles/lib/Makefile.programs and change the ARCHIVER program at the end of the file to be `^ar^` instead of `^libtool^`.
- In regexpr.c, change the declarations of malloc() and realloc() to have a return type of void * instead of char *.
- In the Palettes, you will need to create the correct directories for the object files from the subprojects. For example, create the directory Palettes/MiscProgressView/obj/MiscProgressView.subproj before compiling the ProgressView palette. Any palette with a subproj in it needs this treatment.
- Also, the palettes which generate libraries such as the MiscProgressView need to have their Makefiles adjusted so that they use the `^ar^` command instead of `^libtool^`. `^libtool^` is only in NEXTSTEP 3.1 or higher, and is used so that fat libraries may be generated. Simply uncomment the 3.0 lines in

Makefile.postamble and comment the 3.1/3.2 lines.

- The MiscCoolButtons palette seems to tickle a bug in 3.0 (either in NEXTSTEP or in Interface Builder). Apparently, when restarting IB after using this palette, you will get ^aUncaught exception: NXReadOnlyString does not respond to -replaceWith:°. For the time being, deleting the file ~/.NeXT/defaults.nibd before restarting IB seems to alleviate the problem. We have no idea why this is happening; if you discover the problem let us know so that we can fix it. Under 3.x where x>0, this isn't a problem.

MiscKit Feedback

(and mailing lists)

To suggest improvements in the kit, direct your comments to the original author of the object(s) in question, as listed in Authors.rtf. Be sure to state the version number of the MiscKit and the resource (object, bundle, etc.). To suggest ideas for new objects or general comments for the entire development team, or to get on the team yourself, send

mail to the MiscKit mailing list at misckit@byu.edu (for list traffic) or, if you're not yet on the list, send mail to misckit-request@byu.edu (to either get on or off the list; this address will actually forward to Don_Yacktman@byu.edu).

People interested in discussing the document handling architecture that is under construction (based on the MOKit stuff) can ask Don to place them on the miscdoc list. To send messages to the list, mail miscdoc@alaska.et.byu.edu. Don_Yacktman@byu.edu will put you on or off the list. Only request this list if you are seriously interested in participating in the discussion, as there can be bursts of volume on the list and also beware that NeXTMail is allowed on the miscdoc list!

People interested in discussing a reorganization and redesign of the MiscString class can ask Don to place them on the miscstring list. To send messages to the list, mail miscstring@alaska.et.byu.edu. Don_Yacktman@byu.edu will put you on or off the list. Only request this list if you are seriously interested in participating in the discussion, as there can be bursts of volume on the list and also beware that NeXTMail is allowed, and often encouraged, on the miscstring list!

All three discussion lists are archived at [ftp.byu.edu:/pub/next/misckit](ftp://ftp.byu.edu/pub/next/misckit) if you wish to view past messages.

Items in the MiscKit will be useful to some, and very lacking for others. The best thing to

do is to bug the various authors about features that you need fixed or implemented. Submissions of your own objects are welcome and we also welcome ideas for new objects that you would find useful. The areas most frequently requested will, of course, receive more attention. So if you find any bugs, or have any problems with portions of the MiscKit, please let us know.

Other Notes

In spirit, license and use is utterly free. Commercial, shareware, and freeware apps can all use this stuff as much as they want as long as they comply with the (very few) requirements detailed in the file License.rtf. That also means there's no warranty, no support, and you are on your own. (Of course, there are many helpful folk on the MiscKit mailing list, so support does *exist*, although it is not *promised*.) If you use the MiscKit, you should acknowledge that fact in your app somewhere, but you have no other obligation to meet in order to use the MiscKit.

Despite the lack of official support, your feedback is very important. It would be

appreciated if you would send any changes you make in the MiscKit source code to the original author of the modified resource so that others may benefit from your changes.

Share and enjoy!²

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²Douglas Adams, The Hitchhiker's Guide to the Galaxy. :-)