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RN1;¬Fiend 1.4.1 Release Notes

New Features:

v1.4

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

;ad_Instructions.rtf;ln3; ➤ Added "Dock->Toggle Lock" menu item

- * Fiend Dock now remembers its position differently under different window resolutions

;ad_Instructions.rtf;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.rtf;In1;↪ Fiend Dock icon has been rearranged to allow longer dock names

;ad_Instructions.rtf;In2;↪ Fiend Dock icon now has a popup list that lets you change dock levels

;ad_Instructions.rtf;In3;↪ Fiend Dock can now be locked at a given screen position

;ad_Instructions.rtf;In14;↪ File icons can now be dragged from icons on the Fiend Dock

;ad_Instructions.rtf;In5;↪ New inspector panel for docked icons

;ad_Instructions.rtf;linkMarkername preferences;↪ New preference to have the Fiend Dock close itself up after an app is launched

;ad_Instructions.rtf;linkMarkername preferences;¬ New
preference to draw shelved icons on top of app tiles
;ad_Instructions.rtf;linkMarkername preferences;¬ New
preference to disable the display of image thumbnails on the Fiend
Shelf and Fiend Dock.
;ad_Instructions.rtf;linkMarkername preferences;¬ New
preference to make limit Shelf window depth to 12 bits (to
save memory)
;ad_Instructions.rtf;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.rtf;linkMarkername preferences;¬ Fiend Shelf
can now be disabled on the Preferences panel

v1.1

;ad_Instructions.rtf;ln10;¬ Named dock levels

;ad_Instructions.rtf;PRSTS;¬ Level-independent icons

;ad_Instructions.rtf;ln11;¬ Document autolaunching

;ad_Instructions.rtf;ANIM;¬ Full animated icon support

- * Dock level following for apps

- * Multiple item dragging from Fiend

Shelf ;ad_Instructions.rtf;ln13;¬ and Fiend

Dock ;ad_Instructions.rtf;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.rtf;ln19;␣ - 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.rtf;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.rtf;ln5s;↵ or shelved ;ad_Instructions.rtf;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.rtf;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.rtf;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.rtf;FL1;↪ The "Follow Levels" feature is now documented

;ad_Instructions.rtf;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.rtf;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 highlighted if found

Bugs Fixed:

v1.4.1

- * Fiend refuses to launch apps from the Fiend Shelf.
- * Fiend gets confused when replacing more than one row's worth of app icons
- * Fiend gets confused when you launch apps from paths with spaces in them

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.....