

# Weight Watching Plus News

## Table of contents

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Coding Information .....	3
Arguments .....	3
Update Notes .....	3
Update 7 .....	3
UHLib Note .....	5
Project Information .....	5

## Coding Information

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This section will contain documentation on all coding-related news and information from the implementation of this system onward.

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## Arguments

# CURRENT ARGUMENTS AND WHAT THEY DO

**"-clearcache"** -- clears all files excluding food.table, food.bku, and any Error.dmp files from the "Text" folder before starting the program. This does not prevent them from being made again. This also does not handle any file from any other folder in the hierarchy.

**"-noexplanation"** -- prevents a food.table explanation file from being created. Does not remove the file, it simply prevents it from being made if it doesn't already exist.

**"-nobackup"** -- prevents the automatic backup of your critical program files from the Files/Text/ folder. While this can decrease load time it is strongly advised that you do not use it.

**"-debugrelease"** -- Allows you to debug in release mode. Only works for a few features and does not work when using a development build (dev. builds are already debugging).

**"-allowmulti"** -- Allows you to launch multiple instances of the program. Without this argument, the program would fail to launch if one or more instances were already running.

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## Update Notes

This section will contain documentation on all updates from the implementation of this system onward.

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## Update 7

### Highlights

- ▶ Updated UHLib. The source code will be copied over from it's work folder from now on, in place of constant update notes. As well, version numbers will not be shown in these notes (very often) as the program is modified fairly regularly, and often times many times over the course of an update to this main program.
- ▶ Moved the "console decider" function (the small function from program.cs which, if debug, would open a console or simply do nothing) to the UHLib.
  - ▶ This was initially as an attempt to remove the "Intel-compatible processor" restriction. However, in light of that fix, and the fact that the function probably had nothing to do with the problem in the first place, I've decided to leave it over there.
- ▶ General Functions moved to it's own .cs file for readability and ease of use reasons.
- ▶ Interfaces added to *most* classes so that they do not need to be accessed directly (or via a static function). Also all interfaces will be housed in a separate .cs file for readability reasons, but they are all connected to the correct class.

- ▶ I messed with the architecture a bit so that all the classes could be started (Instantiated) once and then wouldn't need to be started again. This will hopefully increase efficiency, but we'll have to see.
- ▶ The additional options elements that didn't refresh when moving between tabs now does, albeit crudely. I hope to refine the technique at a later date.
- ▶ Replaced all floats with doubles for performance reasons.
- ▶ All decimals standardized and a "decimal and rounding" system is in place to further standardize the program as a whole.
- ▶ Most mathematical functions and statements are being standardized to use the full value of the "calories left for the day", instead of rounding in the oddest places as was in the older system.
  - ▶ As I clean up this messy and undesirable functionality for a cleaner, more efficient one, hopefully stability, and speed, will increase while CPU/memory usage will decrease.
- ▶ Changed the functionality of the auxiliary version text ("({3} {4} {5})" as it is displayed in the code) to a less compact but more understandable format. As well as standardized the grabbing of a "symbol" (E.G. "α", "β", "Δ", etc) for the secondary and tertiary version specifications.
- ▶ Changed application icon.
- ▶ Modified the functionality of the "Add/Subtract" tab's contents with relation to eating and drinking food, so that the buttons are more understandable and that the label contains the food item in question, not just the definer. Size of text has been modified to fit.
  - ▶ If you're hard of sight, a quick adjustment to the code will bring it back to the old standard.
- ▶ Changed registry structure so it reads like so:
  - ▶ "Weight Watching Program+/%USERNAME%/Development-or-Release/

## Features

- ▶ Added a new "Info Bar" to the bottom of the main form.
  - ▶ It consists of one text box housing the program's current version (including the revision number), Greek letter (Alpha, Beta, etc or in some cases the actual letters) for each section, and the build type of the currently running executable. As well, using the "-debugrelease" command will not change the build type. This can only be changed by compiling a development build.
- ▶ Copyright button added to the Additional Options tab which contains all copyright notices, what particular copyright license is being used at the moment, and where to get copies of the license itself.
- ▶ Program will not start now unless there are no other instances running or an argument is used to bypass this feature.
- ▶ You can now set the amount of decimals you want to see in pertinent values throughout the program. This allows for greater or lesser accuracy depending on your personal preference.
- ▶ Search function will now alert the user when a search term cannot be found. Currently there is no "exact search" support.
- ▶ Synchronization support added. You can now use this application between computers.
  - ▶ Internet support is technically achievable, but because I don't have the means nor do I desire to use it over the Internet personally, someone else will need to develop the feature.
- ▶ Added help menu.
- ▶ Automated creation of placeholder food.table is now available. This means the program will no longer crash without one *at startup*.

## Bugs

- ▶ Minor bug fixed in the adding of calories. Before, the program would not allow you to add calories which equaled the default calories amount, this functionality has been replaced with a globally standardized version of itself.
- ▶ Major bug addressed: With .NET 4.5.2 and above (I think, I only had 4.5.2 at the time of writing), a problem unknown to me causes architecture problems for anything but Intel compatible processors, likely with relation to the console. If you have one, you're welcome to upgrade it. For the sake of modulation, I will not.
- ▶ Fixed a recurring bug with relation to the changing of the food name of an item from the food list.
- ▶ Fixed a bug with the Arithmetic function which would show a messagebox for every iteration. Now, while requiring some extra code, a special instance of a user serving grab must be created that explicitly allows popups.
- ▶ Fixed a problem with the creation of registry values if none existed.
- ▶ Fixed a problem with the deletion of values that if you get to the last value and delete it, it would make the program crash.
- ▶ Fixed a problem with the system where it would crash if the value it was seeking was more than the total value of items in the list.

## Notes

- ▶ This update notes system will take the place of the old system, which will still be around if you wish to look it over.

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## **UHLib Note**

In the interest of saving time, and preventing carpal tunnel, the folder which contains the UniversalHandlersLibrary Raw Code will only include the source code; no update notes or anything of the sort. The only other documents will be this, the license, and the virtually identical warning contained in the README text file in the same folder as the license, all of which I reserve the right to change at any time.

All pertinent updates will be fused with the main program's updates and stored in it's update notes.

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## **Project Information**

This section will contain documentation on all strictly project-related news and information from the implementation of this system onward.

As this is the development version, and there is very little (if any) interest in the program, there are no project-specific news or informational items to add at this time.

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